

THE  
SWORD OF  
MARTIN

A Redwall Roleplaying  
Game by Kees Kalonick

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## **Introduction**

*The Sword of Martin* is a pen and paper roleplaying game that has, as an understood setting, the world that Brian Jacques depicts in his world-famous *Redwall* series. This rulebook assumes that the reader has at least cursory knowledge of both the *Redwall* series and roleplaying games. To properly play this game, the players (of which there should at least be two) at least one of each of the following die: d4, d6, d8, d10, and d10

Before players begin making their characters, they should now what they aim to create. This could be as simple as “Otter warrior-wanderer” or more detailed like “former family beast displaced by band of vermin”. By knowing more about your character’s past, they can become more than a collection of numbers, but legendary and fun characters to be talked about for years to come.

## **Priorities**

Characters in *The Sword of Martin* are built around seven areas: Abilities, Species, Skills, Expertise, Talents, Equipment, and Health. Of these, only Species is unaffected by priorities. The rest must be rated from A to F, with A being the most important and F being the least important. Each letter may only be applied to one area.

## **Abilities**

Abilities are the building blocks of any character. They represent the character’s natural aptitude in virtually every area of life. Each ability begins at 0 and can only be raised to 5 (but a character’s species can break this limit). The number of points given to a character depends on what priority Abilities are given, as shown below. Beneath the chart is a description of the seven abilities.

<i>Priority</i>	<i>Points Given</i>
A	28
B	24
C	21
D	18
E	14
F	11

- ❖ **Stamina** represents the character’s stoutness and endurance.
- ❖ **Intellect** reflects mental wherewithal and wit.
- ❖ **Grace** is the character’s smoothness of movement.
- ❖ **Coordination** is the character’s basic dexterity.
- ❖ **Perception** refers both to the character’s ability to notice their surroundings and a knowledge of how a creature is feeling.
- ❖ **Power** is a character’s physique and might.
- ❖ **Ease** represents how easily the character gets along with other creatures.

In addition to the abilities above, the following features are affected by a character’s ability scores.

- ❖ **Defense** is how difficult a character is to hit. It is calculated by adding the character's Grace to 12.
- ❖ **Parry** is a special kind of defense (see *Expertise* for more information). It is calculated by adding the character's Parry skill, the parry value of their weapon, and the character's Coordination.
- ❖ **Speed** is how many paces the character can move in a single round. It is calculated by adding a character's Grace to 3.
- ❖ **Reaction** is the character's reflexes and response to dangerous situations. It is calculated by adding the character's Grace and Perception.

## Species

There are several species displayed in the *Redwall* series. The following are the most common goodbeasts, and each one gives the character several useful features.

**Badgers** are the fearsome defenders of the weak and rulers of the mountain-fortress Salamandastron. They fight with unparalleled ferocity and their size is the stuff legends are made of. A badger character receives all of the following features:

- ❖ A +1 bonus to Stamina and a +2 bonus to Power (this may exceed the normal 5 maximum).
- ❖ Badgers are larger than most creatures. This gives them a -1 penalty to Defense and Speed.
- ❖ Badgers gain a +2 bonus on all Frighten tests.

**Hares** are essentially walking stomachs. In spite of this, however, they are truly top-hole fighters, using their natural abilities to their fullest abilities. A hare character receives all of the following features:

- ❖ A +1 bonus to Perception and Coordination (this may exceed the normal 5 maximum).
- ❖ A hare's unarmed attack damage starts at d6, instead of d4.

**Hedgehogs** are pleasant beasts, and always happy to help a friend in need. They aren't often drawn into conflicts, but are willing to die defending the ones they live. A hedgehog character receives all of the following features:

- ❖ A +1 bonus to Perception and Ease (this may exceed the normal 5 maximum).
- ❖ A +2 bonus to any one *Life* skill (see *Skills* for more information).
- ❖ The quills of a hedgehog cannot be used in combat, but if a creature finds himself pushed into the back of a hedgehog, he would take d6 points of damage.

**Moles** tend to trundle through life with nary a care. They are fiercely loyal friends, however, and will follow those they care about to the Dark Forest and back without a single complaint. A mole character receives all of the following features:

- ❖ A +1 bonus to Perception and Stamina (this may exceed the normal 5 maximum).
- ❖ A mole may use the Athletics skill to burrow, and he gains a +4 bonus when doing so.

**Mice** are versatile and caring creatures. They tend to believe the best of everyone, but are unafraid of having to defend themselves against vermin and their ilk. A mouse character receives all of the following features:

- ❖ A +1 bonus to Ease and another ability of the player's discretion (this may exceed the normal 5 maximum).
- ❖ Mice are well-rounded. Because of this, they get a bonus to their F-priority area, as shown below.

<i>F Priority</i>	<i>Bonus</i>
Abilities	2 points
Skills	4 points
Expertise	2 points
Talents	1 rank
Equipment	2 points
Health	5 "0-level" HP

**Otters**, or river dogs, are good-natured warriors, at least until a threat comes to someone they care about. When that happens, they hunt the person responsible for the threat with almost a single-minded obsession. Otter characters gain the following features:

- ❖ A +1 bonus to Grace and Power (this may exceed the normal 5 maximum).
- ❖ A +4 bonus on all Athletics tests to swim.

**Shrews** are quarrelsome mouse-like creatures that have founded a Guerilla Union within Mossflower (called Guosim). They are quick to give a harsh word, but are unfailing in their devotion and unwavering in their support. Shrew characters gain the following features:

- ❖ A +1 bonus to Coordination and Stamina (this may exceed the normal 5 maximum).
- ❖ A +2 bonus on all Boating tests.

**Squirrels** are tree climbers that make fast friends, but are slow to forget a past wrong. Many underestimate them due to their (usually) small frames, but make no mistake: squirrels are wily and deadly creatures when pushed to violence. Squirrel characters gain the following features:

- ❖ A +1 bonus to Grace and Coordination (this may exceed the normal 5 maximum).
- ❖ A +4 bonus on all Athletics tests to climb.

## **Skills**

Skills are a refinement of abilities. All skills can be accomplished without putting points in them, but it is far easier if the character is capable in that area (represented by skill points). Each skill starts at 0 and (like abilities) may not be raised above 5. Each skill is added to an ability score to determine how efficient a

character is in that skill. Below are both the priority-point chart and a chart giving the target number (the number you need to achieve with your skill and a d10 roll in order to succeed) for varying difficulty levels.

<i>Priority</i>	<i>Points Given</i>
A	45
B	40
C	35
D	30
E	25
F	20

<i>Difficulty</i>	<i>Target Number</i>
Very Easy	5
Easy	7
Standard	10
Moderate	13
Difficult	15
Very Difficult	17
Heroic	20
Impossible	25+

The skills listed below are split into six categories. This has no in-game effect; it merely helps players organize where they need to put their points.

### Survival

*Boating (Intellect):* This skill allows a character to navigate rivers and open seas.

*Forage (Perception):* Use this skill to find food and shelter in your travels.

*Geography (Intellect):* This skill represents an almost map-like knowledge of the land.

*Heal Wound (Intellect):* This skill dresses wounds, removes arrows, senses poisons, and the like.

### Knowledge

*Lore (Intellect):* This represents a general knowledge base of the events, people, and places of Mossflower and the surrounding areas.

*Myths (Intellect):* This represents knowledge of myths and legends like that of the Doomwytes, or of Martin the Warrior.

### Combat

*Acrobatics (Grace):* This skill allows a character to gain (or re-gain) their balance, to escape bonds, or any other activity that requires poise over strength.

*Athletics (Power):* This skill is used for jumping, climbing, swimming, or any other activity that requires strength over poise.

*Endurance (Stamina):* This represents an ability to ignore poison, out drink a pirate, or run a marathon.

*Notice (Perception):* Use this skill to perceive sneaking vermin, a secret door, or a well-placed boulder.

*Stealth (Grace):* This skill allows a character to go unnoticed, pick a lock, or track a vermin.

### Life

*Brewing (Perception):* This skill focuses on working with drinks.

*Building (Intellect):* This skill focuses on working with wood.

*Cooking (Perception):* This skill focuses on working with food.

*Gardening (Perception):* This skill focuses on growing food and flowers.

*Masonry (Intellect):* This skill focuses on working with stone.

*Smithing (Intellect):* This skill focuses on working with metal.

### Social

*Discern Lies (Perception):* With this skill, a character can tell if someone is being untruthful.

*Convince (Ease):* With this skill, a character may persuade someone to see things their way.

*Frighten (Power):* With this skill, a character may persuade, through a display of force, someone to do what he says.

### Arts

*Act (Ease):* Use this skill to memorize lines, blocking, and the like.

*Imitate (Ease):* Use this skill to imitate the speech patterns of one species.

*Play (Ease):* Use this skill to perform on a given instrument.

*Sing (Ease):* Use this skill to perform without a script or instruments

*Write (Intellect):* Use this skill to write a note, a book, or to record events.

## **Expertise**

The centerpieces of most *Redwall* novels are warriors. *The Sword of Martin* is no different. Expertise reflects the skill a character has when wielding certain weapons. In fact, Expertise is quite like skills in that they have a 0 start, 5

maximum, a modifying ability (always Coordination), and a number of points to be invested. The number of points given varies based on priority, as shown below.

<i>Priority</i>	<i>Points Given</i>
A	15
B	12
C	9
D	6
E	3
F	0

What follows is a list of weapon groups that can be invested in, along with a special feature, Parry.

<b>Missile</b>	<b>Polearms</b>	<b>Power</b>
Bolas	Halberd	Axe
Dagger (thrown)	Javelin (melee)	Club
Javelin (thrown)	Lance	Flail
Longbow	Pike	Mace
Sling (ranged)	Spear	Sling (melee)
Shortbow	Trident	Stave

  

<b>Light Swords</b>	<b>Heavy Swords</b>
Dagger	Bastard Sword
Dirk	Broadsword
Rapier	Claymore
Sabre	Cutlass
	Scimitar

*Parry*: This is a special attack that may only be used once per round. It uses the weapon's parry value, not the weapon's accuracy.

## **Talents**

Talents give characters combat abilities that they formerly didn't have. Every talent has three tiers, all of which must be purchased in order, each of which costs 1 "talent rank". The effects of a higher tier generally replace the effects of a lower tier unless stated otherwise. Characters begin with a number of talent ranks depending on their priority.

<i>Priority</i>	<i>Ranks Given</i>
A	6
B	5
C	4
D	3
E	2
F	1

### **Brawler**

*Tier 1*: The character gains a +1 bonus on all unarmed attacks.

*Tier 2*: The character's unarmed damage goes up one step. This does not replace Tier 1.



*Tier 3:* The character's unarmed damage goes up two steps and the character gain a +2 to hit with it.

### **Critical Hit**

*Tier 1:* If the character rolls a 10 when the character rolls to hit, the character may multiply the character's damage by 1.5 (round down).

*Tier 2:* The character may now multiply the character's damage by 1.5 if the character rolls a 9 or a 10.

*Tier 3:* The character's damage is now multiplied by 2.

### **Defender**

*Tier 1:* The character may now Parry 2/round.

*Tier 2:* The character gains a +2 bonus to Parry. This does not replace Tier 1.

*Tier 3:* The character may now Parry 3/round. This does not replace Tier 2.

### **Dual Weapon Fighting**

*Tier 1:* The bonus to damage from dual weapon fighting is increased by 1.

*Tier 2:* The bonus to damage from dual weapon fighting is increased by 1. The character also gains a +1 bonus to attack when dual weapon fighting.

*Tier 3:* The bonus to damage from dual weapon fighting is increased by 3. The character also gains a +2 bonus to attack when dual weapon fighting.

### **Duelist**

*Tier 1:* The character gain a +1 bonus to all attack rolls when attacking with a weapon in one hand and nothing in the other.

*Tier 2:* The character gains a +2 bonus to all attack rolls and a +1 bonus to defense when attacking with a weapon in one hand and nothing in the other.

*Tier 3:* As long as the character attacks with a weapon in one hand and nothing in the other, all attacks only take a quarter action. This does not replace Tier 2.

### **Expertise Focus**

*Tier 1:* Choose one specific weapon from the equipment section: the character now gains a +2 bonus to all attacks with that weapon.

*Tier 2:* The character gain a +2 bonus to damage with the weapon chosen in Tier 1. This does not replace Tier 1.

*Tier 3:* The character damage with the chosen weapon increases by one step. This does not replace either Tier 1 or Tier 2.

### **Fast Throw**

*Tier 1:* The character may now make fast attacks with a sling as if it had a -3 speed penalty.

*Tier 2:* The character may now make fast attacks with a sling as if it had a -1 speed penalty.

*Tier 3:* The character may now make fast attacks with a sling as if it had a +1 speed penalty.

### **Finesse**

*Tier 1:* The character's attacks with one weapon group are modified by Grace, not Coordination.

*Tier 2:* The character's attacks with two weapon groups are modified by Grace, not Coordination.

*Tier 2:* The character's damage with two weapon groups is modified by Grace, not Power. This does not replace Tier 2.

Note: This cannot be used in conjunction with the Power weapon group.

### **Flexible Club**

*Tier 1:* The character gains a +1 to hit when using a sling in melee.

*Tier 2:* The character's melee sling damage is increased by a step. This does not replace Tier 1.

*Tier 3:* The character gains a +2 to hit when using a sling in melee. This supersedes Tier 1, but not Tier 2.

### **Flurry**

*Tier 1:* The character gain a +1 attack bonus on fast attacks.

*Tier 2:* The character gains +2 damage when using fast attacks. This does not replace Tier 1.

*Tier 3:* The character gain +2 to hit, and +4 to damage on each attack in a fast attack.

### **Incredible Speed**

*Tier 1:* The character gain an additional pace in the character's speed.

*Tier 2:* The character gains a +2 bonus on all Reaction rolls. This does not replace Tier 1.

*Tier 3:* The character's speed increases by two paces, and the character gain a +4 bonus on all Reaction rolls.

### **Juggernaut**

*Tier 1:* Lower the Expertise penalty for the character's armor by 1, to a minimum of 0.

*Tier 2:* Lower the Reaction penalty for the character's armor by 1, to a minimum of 0. This does not replace Tier 1.

*Tier 3:* Lower both the Expertise and Reaction penalty for the character's armor by 2 to a minimum of 0.

### **Marksman**

*Tier 1:* Bonus to attack from the Aim action is +3.

*Tier 2:* Aiming increases damage by 2. This does not replace Tier 1.

*Tier 3:* Bonus to attack and damage by Aim action is +4.

### **Mighty Blow**

*Tier 1:* The character may take a -3 penalty to attack in exchange for a +6 bonus to damage.

*Tier 2:* The character may take a -4 penalty to attack in exchange for a +8 bonus to damage. This does not replace Tier 1.

*Tier 3:* The character may take a -5 penalty to attack in exchange for a +10 bonus to damage. This does not replace Tier 1 or Tier 2.

### **Robust**

You gain a bonus to all Health levels based on what Tier you purchase (each one replaces the former) as shown below.

<i>Health Levels</i>	<i>Tier 1</i>	<i>Tier 2</i>	<i>Tier 3</i>
0	3	5	7

-1	2	3	4
-3	1	2	3
-5	1	2	3

## Two Handed Fighting

*Tier 1:* You gain +2 damage when using a two handed weapon

*Tier 2:* You gain a +4 bonus to damage and a +1 bonus to defense when wielding a two handed weapon.

*Tier 3:* You gain a +4 bonus to damage and a +3 bonus to defense when wielding a two handed weapon.

## Weapons

No warrior can go long without a weapon. Below is a list of weapons from the Redwall series, each of which has the following features:

- ❖ *Accuracy:* This is added to the attack roll, along with Expertise and Coordination.
- ❖ *Speed:* This is added to the usual penalty for fast attacks.
- ❖ *Damage:* This is rolled, added to the character's Power, and subtracted from the target's HP.
- ❖ *Parry:* Added to the Parry value of the character.
- ❖ *Range:* The range (in paces) that a weapon can fire to without penalty.
- ❖ *Paws:* The number of paws needed to wield the weapon.

Name	Accuracy	Speed	Damage	Parry	Range	Paws
Axe	-3	-2	d12	-2	-	1 or 2
Bastard Sword	+1	-1	d10	+2	-	1 or 2
Bolas	-	-	d6	-	4	1
Broadsword	+2	-2	d10	+2	-	2
Claymore	-1	-3	d12	+3	-	2
Club	-	-	d6	-	-	1 or 2
Cutlass	-	+2	d8	+2	-	1 or 2
Dagger (Melee)	+1	+4	d4	+1	-	1
Dagger (Ranged)	+1	+1	d4	-	4	1
Dirk	+2	+4	d6	+2	-	1
Flail	-1	-1	d8	-	-	1 or 2
Halberd	+1	-1	d8	+3	-	2
Javelin (Melee)	-1	+1	d6	-2	-	1
Javelin (Ranged)	+1	+1	d6	-	4	1
Lance	+1	+1	d8	+4	-	2
Longbow	+2	+4	d8	-4	8	2
Long Rapier	+3	+3	d8	+4	-	1
Mace	+1	-2	d10	+2	-	1 or 2
Pike	+1	-1	d10	+3	-	2
Sabre	+3	+2	d8	+3	-	1 or 2
Scimitar	+2	+1	d8	+2	-	1 or 2
Shortbow	+2	+4	d6	-5	6	2
Sling (Melee)	-2	-	d6	-4	-	1
Sing (Ranged)	+1	n/a	d6	-4	6	1
Small Rapier	+3	+4	d6	+3	-	1
Spear	+3	+2	d8	+3	-	2
Stave	-	+1	d6	+2	-	2

Trident	-	+1	d8	+2	-	2
Unarmed	-	+5	d4	-	-	1

These are merely “stock” weapons. Players have the ability to upgrade these with points afforded to them by their priority, as shown below.

Priority	Points Given
A	10
B	8
C	6
D	4
E	2
F	0

- ❖ *Speed +1*: Increases the speed of the weapon by 1. Cost: 1
- ❖ *Speed -1*: Decreases the speed of the weapon by 1. Cost: +1
- ❖ *Accuracy +1*: Increases the accuracy of the weapon by 1. Cost: 2
- ❖ *Accuracy -1*: Decrease the accuracy of the weapon by one. Cost: +2
- ❖ *Disarm*: This weapon has been specially designed for disarming an opponent. This grants +1 to disarm tests. Cost: 2
- ❖ *Hooked*: This weapon has been specially designed to trip an opponent. This grants a +1 bonus to Trip attempts. Cost: 2
- ❖ *Destructive*: This weapon has been specially designed to destroy and opponent’s weapon. This grants a +1 bonus to destroy tests and to destroy damage. Cost: 2
- ❖ *Frail*: The weapon is especially weak, it has 5 less HP. Cost: +2
- ❖ *Damage Plus*: Increase the damage of the weapon by one step. Cost: 3
- ❖ *Damage Minus*: Decrease the damage of the weapon by one step. Cost: +3
- ❖ *Distance*: **For ranged weapons only.** Increase the range by 2 paces. Cost: 1

## Armor

Armor is not often used, but it is useful in many circumstances. The downside of armor is slower reaction speed, and a lessened fighting ability.

- ❖ *Resistance*: This is subtracted from all damage taken when wearing this armor.
- ❖ *Expertise Penalty*: Subtract this from all attack rolls when wearing this armor.
- ❖ *Reaction Penalty*: Subtract this from all reaction rolls when wearing this armor.

Armor Name	Resistance	Expertise Penalty	Reaction Penalty
Leather Jacket	1	-1	-
Chain Shirt	2	-2	-1
Chainmail	4	-3	-2
Breastplate	5	-4	-3
Fullplate	7	-5	-4

## Shields

Shields provide safety for a warrior. They allow even an outnumbered fighter even up the odds.

- ❖ *Defense Bonus:* Adds to the character's Defense bonus.
- ❖ *Reaction Bonus:* Adds to Reaction when dealing with 3+ opponents (see Combat).

<i>Shield Name</i>	<i>Defense Bonus</i>	<i>Reaction Bonus</i>
Light Shield	+1	+1
Medium Shield	+2	+2
Heavy Shield	+3	+3

## **Health**

Every character has a set number of Hit Points (or HP). When a character takes damage, the number of damage they take is subtracted from their HP total. The more damage a character takes the less effective they become in combat. The number next to the listed HP is the penalty to all d10 rolls that the character makes when they are at that Health Level.

Priority A	
<i>Health Level</i>	<i>HP</i>
0	35
-1	30
-3	25
-5	5

Priority D	
<i>Health Level</i>	<i>HP</i>
0	20
-1	15
-3	10
-5	2

Priority B	
<i>Health Level</i>	<i>HP</i>
0	30
-1	25
-3	20
-5	4

Priority E	
<i>Health Level</i>	<i>HP</i>
0	15
-1	10
-3	5
-5	1

Priority C	
<i>Health Level</i>	<i>HP</i>
0	25
-1	20
-3	15
-5	3

Priority F	
<i>Health Level</i>	<i>HP</i>
0	10
-1	5
-3	3
-5	0

Add the character's Stamina to each Health Level. If a character gets eight hours of sleep, they recover (Stamina x2) HP. A successful Heal Wound test (TN 10) doubles this number.

## **Character Creation Examples**

Below are two examples of character creation, in order to assist embattled or confused readers.

## **Bladeborn**

John is new to town, and has just been invited to join a group. Hearing that they are playing the most incredible game ever made, he sets out makes a new character to join with theirs.

Bladeborn was born Meka Quietstripe on an island far away from Mossflower. He was trained as a warrior, just like all those who came before him. One night, he was sailing eastward, and a brutal squall seized his ship. Meka awoke on the beach of a strange land with no memory and a sword next to him. Not quite knowing why, he took the sword and explored his surrounding. It was not long before he was confronted by several foebeasts, and names began to flash into his head. *Fox. Rat. Stoat.* With a roar, he laid about his foes with a savage fury. Because of his awesome power with a sword, Meka named himself Bladeborn. He now wanders Mossflower, searching for a purpose and a past.

Satisfied with his story, John begins to consider what his priorities should be. He wants to be a combat monster and knows that there wasn't much time on Meka's island to learn about peaceful life. He arranges his talents thusly: Talents, Health, Abilities, Expertise, Equipment, and Skills.

Because it is a C-priority, John has 21 ability points. Power, Stamina, and Coordination are the most vital abilities for a frontline fighter. Power and Coordination both get 4 points, while Stamina gets 3. Knowing that he isn't going to start the game with armor, John puts 3 points into both Grace and Perception in order to both see and avoid ambushes. He splits his last four points evenly between Ease and Intellect. Because he is a badger, Bladeborn's abilities look like this:

Stamina 4, Intellect 2, Grace 3, Coordination 4, Perception 3, Power 6, Ease 2

Defense 14, Speed 5, Reaction 6

Moving on to skills, John firsts notes that he gets a +2 bonus to Frighten as a virtue of his race. Looking at his dismal 20 points to spend, John allocates 4 points to Athletics, 2 points to Endurance, and 3 points to Notice right off the bat. Knowing that he's had to survive alone for a while, John gives Bladeborn 3 points each in Heal Wound and Forage. To round off the character, Bladeborn gains 2 points in Discern Lies and Frighten. Having one point left, John puts increases Discern Lies to 3. His skills (with the modifiers) look like this:

Athletics +10, Endurance +6, Notice +5, Heal Wound +5, Forage +5, Discern Lies +6, Frighten +10

The most important Expertise categories are Parry and Heavy Swords. As a D-priority, John has 6 points to spend. 4 points go into Heavy Swords, while 2 points go into parry. His Expertise looks like this:

Heavy Swords +8, Parry +6

Now John gets to the mechanical meat of his character: talents. He has 6 ranks. The second tier of Mighty Blow and the first tier of Defender are definite necessities

for Bladeborn. John next selects Expertise Focus (Claymore) Tier 1 and Two Handed Fighting Tier 2.

As an E-priority, John only has 2 upgrade points. He selects a claymore and increases the accuracy by one. He eschews all other items because Bladeborn simply wouldn't have them. His claymore attack looks like this:

<i>Name</i>	<i>Acc</i>	<i>Spd</i>	<i>Damage</i>	<i>Parry</i>	<i>Paws</i>
Claymore	+10	-3	d12 + 8	+9	2 paws

Health is a B-priority, so that gives him the following HP totals (his Stamina is already added in):

<i>Health Level</i>	<i>HP</i>
0	34
-1	29
-3	24
-5	8

The final character looks like this:

Bladeborn, Male Badger Warrior

Stamina 4, Intellect 2, Grace 3, Coordination 4, Perception 3, Power 6, Ease 2

Defense 14, Speed 5, Reaction 6

Athletics +10, Endurance +6, Notice +5, Heal Wound +5, Forage +5, Discern Lies +6, Frighten +10

<i>Name</i>	<i>Acc</i>	<i>Spd</i>	<i>Damage</i>	<i>Parry</i>	<i>Paws</i>
Claymore	+10	-3	d12 + 8	+9	2 paws
Mighty Blow	+7	-3	d12 + 14	+9	2 paws
Mighty Blow	+6	-3	d12 + 16	+9	2 paws

<i>Health Level</i>	<i>HP</i>
0	34
-1	29
-3	24
-5	8

## Zherae

John's sister Margery also wants to join the group. She always liked the shrews in the *Redwall* novels and loves being the one everyone turns to for skills, so this is the character she sets out to create.

Zherae is a life-long member of the Guosim. She has proved herself to be a wily fighter and one to never shirk from her duties. It was for these reasons that she was sent with a large sortie of shrews to harass some costal raiders not too far from the tribe. Zherae didn't lose a single beast, and made the raiders think long and hard about how worthwhile their ventures were. When she returned, however, there was a new chief. It was a childhood rival and antagonistic shrew called Evin. After a season under his purview, Zherae grew disgusted with the direction the Guosim was going and left. She is not exiled, merely wandering.

Evaluating her priorities and designing her goals, Margery comes up with the following order: Skills, Abilities, Expertise, Health, Equipment, and Talents.

Margery's goal is to create a well-rounded character. To that end, she spends 21 of her 24 points by putting a three into every ability. She notes that because Zherae is a shrew, her Coordination and Stamina are effectively 4. She raises her Coordination to a 5 and her Perception and Intellect both to 4.

Stamina 4, Intellect 4, Grace 3, Coordination 5, Perception 4, Power 3, Ease 3

Defense 15, Speed 6, Reaction 7

Margery has a mind-boggling 45 points to spend on skills. She begins by putting a solid 4 points each into Acrobatics, Athletics, Notice, Stealth, Boating, Geography, Forage, and Heal Wound. This leaves her with 13 more points to spend. Lore, Endurance, and Cooking each get 2 points. For utility purposes, 3 points go into Convince. As a form of character development, Margery puts her last four points into Imitate. With the modifying ability and +2 to Boating included, Zherae's skills look like this:

Boating +10, Forage +8, Geography +8, Heal Wound +8, Lore +6, Acrobatics +7, Athletics +7, Endurance +6, Notice +8, Stealth +7, Cooking +6, Convince +6, Imitate +7

Having 9 points to spend on Expertise, Margery puts three points into Light Blades, two points into both Missile and Parry, and her last point into Polearms. Her Expertise looks like this:

Light Blades +8, Missile +7, Parry +7, Polearms +6

Margery can only select a single talent. She selects Fast Throw.

Like her brother, Margery has only two points to spend on weapons. She selects a Small Rapier (pretty much standard issue for a Guosim) and a sling. She buys one Speed +1 enhancement for both of them. Her attacks look like this:

<i>Name</i>	<i>Acc</i>	<i>Spd</i>	<i>Damage</i>	<i>Parry</i>	<i>Paws</i>
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Small Rapier	+11	+5	d6 + 3	+10	1 paw
Sling	+3	+1	d6 + 3	+3	1 paw
Sling	+8	-2	d6 + 3	---	1 paw

Health is a D-priority, so that gives her the following HP totals (her Stamina is already added in):

Priority D <i>Health Level</i>	<i>HP</i>
0	24
-1	19
-3	14
-5	6

The final character looks like this:

Zherae, Shrew Wanderer

Stamina 4, Intellect 4, Grace 3, Coordination 5, Perception 4, Power 3, Ease 3

Defense 15, Speed 6, Reaction 7

Boating +10, Forage +8, Geography +8, Heal Wound +8, Lore +6, Acrobatics +7, Athletics +7, Endurance +6, Notice +8, Stealth +7, Cooking +6, Convince +6, Imitate +7

Light Blades +8, Missile +7, Parry +7, Polearms +6

<i>Name</i>	<i>Acc</i>	<i>Spd</i>	<i>Damage</i>	<i>Parry</i>	<i>Paws</i>
Small Rapier	+11	+5	d6 + 3	+10	1 paw
Sling	+3	+1	d6 + 3	+3	1 paw
Sling	+8	-2	d6 + 3	---	1 paw

Priority D <i>Health Level</i>	<i>HP</i>
0	24
-1	19
-3	14
-5	6

## **Advancement**

Characters become better over time. At any time the GM deals appropriate, the characters gain the following bonuses:

- ❖ +1 Ability Point
- ❖ 5 Skill Points
- ❖ 2 Expertise Points
- ❖ 1 Talent Rank
- ❖ The following health bonus:

<i>Health Level</i>	<i>HP</i>
0	5
-1	4
-3	3
-5	1

## **Combat**

Combat is a necessary evil in the world of Redwall. As long as there are vermin warlords, hordes, and slavers, there will be a need for brave beasts to fight them.

What follows is an outline of all the options characters have during combat.

The basics of combat are relatively simple:

- ❖ Everyone rolls a d10 and adds their Reaction score. The highest roll goes first, second highest goes second, etc.
- ❖ When each character takes his turn, he has a *whole action* to do whatever he cares to. This can be broken down into two half actions, four quarter actions, eight eighth actions, or any combination thereof.

Below is a list of many different options that characters have during combat.

### *Adjacent*

An opponent is considered adjacent if he is standing next to another character (player or non-player). This is used to decide things like prompt attacks and charging distance.

### **Aid Companion**

A character using this maneuver needs to have an adjacent ally. With a half action and making a TN 5 attack roll, he grants his adjacent ally a +3 bonus on his next attack roll. This bonus is cumulative with all others.

### **Aim**

By taking a quarter action to do nothing but line up a shot, a character can gain a +2 bonus on his next attack roll against his opponent- provided the target hasn't moved between the Aim action and the Attack action.

### **Basic Attack**

This is a simple attack roll on a d10 compared against a single target's Defense score. This takes a half action, but can be sped up (see Quick Attack, below).

### **Bloodwrath**

When the GM deems appropriate, the character may enter in a state of battle fury known as *Bloodwrath*. This is far more common in badgers, but has been seen in other beasts as well.

A character affected by the bloodwrath gains a +6 bonus to damage, and a Resistance score of 4. They can only attack the closest beast, though, regardless if they are friend or foe.

### **Charging**

In order to charge, there must be a straight line between the character and his target. There can be no person between the character and the target. The character runs toward the target, allowing everyone he passes to get a Prompt Attack. Any obstacles must be successfully conquered (either by an Athletics or Acrobatics test) or the charge ends, along with the character's turn. If the character manages to get to his target, he deals six extra damage, provided he succeeds on an attack roll. He also suffers a -2 penalty to attack, and a -1 penalty to defense for the entire round. Charging require a whole action, but allows the character to move up to twice his normal speed.

### **Cover**

When the bullets start flying, the safest option is usually to dive behind the nearest solid object and fight the ensuing battle from there. This cover does make the character harder to hit (and to damage), but it also obstructs their shots. The four types of cover are listed below.

Cover	+ Defense	- Attack	Resistance	Example
1/4	2	0	2	Low Wall
1/2	3	-1	3	Corner
3/4	4	-2	4	Sniper Position
Total	cannot be hit	cannot be hit	cannot be hit	Barricade

It should be noted that “Resistance” is the amount by which damage is reduced.

### **Delay Action**

At any time in combat (as long as it is on his turn), a character may delay his turn. The player names a new, lower, initiative count that the character will operate at for the rest of the encounter. This action takes no appreciable time.

### **Destroy**

If a character wishes to deal damage to an opponent's weapon, he must make an attack roll against his opponent with a -4 penalty. Success deals damage to the weapon, not the opponent. This provokes a Prompt attack. Weapons can take 10 points of damage before becoming irreparable

### **Disarm**

If a character wishes to rid an enemy of his weapon, he must make an opposed attack roll against his target. If the attack is successful, the aggressor makes an Coordination test against his opponent's Power test. If *that* test succeeds, the target's weapon flies out of his hand. This maneuver can be used with a ranged weapon within three paces, but invokes a -2 penalty.

### **Dodge**

In order to avoid a *ranged* attack, a character can elect to take a Dodge action. This allows them to forfeit a quarter action from their next turn in order to make an Athletics or Acrobatics (character's choice at time of action) in place of their normal Defense score. This also moves them 1d4 paces away from where they started. If the test is unsuccessful, the character falls prone.

### **Dual Weapon Fighting**

A character with the Dual Weapon Fighting talent deals additional damage when they have a weapon in their off-hand, according to the chart below and varying by how much damage the off-hand weapon deals.

Weapon Damage	Damage Bonus
d4	+1
d6	+2
d8	+3
d10	+4
d12	+5
etc	etc

A character without dual weapon fighting may receive the same bonuses, but only if they take a whole action to attack. Dual Weapon Fighting also gives the character a +1 bonus to parry attempts.

### **Far Shot**

A character may fire a projectile farther than is listed in the Equipment section. Attempting a far shot incurs a -2 attack penalty. For every additional 4 paces beyond that range, the character takes a -1 attack penalty.

### **Feinting**

In order to feint, a character must succeed on a Convince test against his target's Discern Lies roll. If the character succeeds, his opponent takes a -4 penalty to Defense against that character. This effect wears off after the character's next action. Feinting is a half action.

### **Flanking**

When two allies are adjacent to the same foe, this is called flanking. It grants each assailant a +2 bonus to attack against their target.

### **Grappling**

To initiate a grapple, on character must succeed on an attack roll against an adjacent target. If he succeeds, he has initiated a grapple, but deals no damage. He may pin his target (requires a successful opposed Power test), which prevents him from moving or taking any action. He may throw his target (requires opposing Power tests). He may also attack his target, but only with a dagger, dirk, or similar-sized weapon. Each round, an opposed attack roll must be made to see if the grapple persists (the winner decides whether or not it does). More than two people may be involved in a grapple, and all the rules stay the same. If someone outside a grapple attacks someone in a grapple, the GM should assign each character a number between 1 and 10. If the attacking character rolls one of those numbers, his attack hits the corresponding character. All characters involved in a grapple

lose their Grace bonus to Defense.

### **Killing Blow**

To use a killing blow, the target must be completely unable to defend himself. This is usually brought about due to the Stunned condition, but other methods are available. Because the only time this attack can be used precludes the target from defending himself, no attack roll is necessary. The target dies. The use of this ability takes a whole action and, provokes a Prompt Attack from adjacent foes. The aggressor must be adjacent to his target.

### **Move**

Mobility is essential to combat. By taking a half action, a character may move his base speed. As a quarter action, he may move half of his base speed (round down). As an eighth action, a character may move 1 pace. If the character takes a whole action, he may move twice his base speed.

### **Multiple Opponents**

If a character is surrounded by more than two foes, they do not get to make individual attacks. They make a single attack at their lowest Reaction order. This attack roll is opposed by the character's Reaction rolled on a d10 plus any bonus from a shield. This attack deals a number of d6 damage equal to the number of creatures attacking.

### **Prepare Action**

At any time in combat (as long as it is on his turn), a character may delay his action until a set specification is met. The character then acts in the instant the specification is met. For instance, if the specification is: "when the geyser erupts", then right when the geyser erupts, the character springs into action. In situations where the specification is combat-related, the character acts just before the specification occurs. So, if the specification is: "when the stranger attacks", the character's actions are resolved on the initiative count just before the stranger's. After executing such an action, the character continues the fight at that Initiative count.

### **Prompt Attack**

A prompt attack is an attack that takes little time and comes about when someone opens their defenses to an attack. It is resolved as a normal attack, but each character only gets two per round and can only use them in special circumstances. Some of these include: An adjacent foe using a ranged attack, a foe charging by the character, a foe running from combat, an adjacent foe disarming a character (or *your* character), etc. Other instances may be provided by the GM.

### *Prone*

A prone character is flat on the ground. While prone, all melee attacks take a -6 penalty, and provoke a prompt attack from all adjacent opponents. A ranged attack from prone gains a +4 bonus, but also provokes a prompt attack from adjacent opponents. Getting up takes a whole action and also provokes a prompt attack. This can be reduced to a half action (as well as not provoking a prompt attack) with a successful Acrobatics test (TN 14).

### **Pushback**

When a character wants to force an opponent back a few feet, they may opt to push him back. This is resolved by each party rolling a Power test. If the winner is the instigating character, the target is forced back a number of spaces equal to the character's roll minus the target's roll times two ((Character roll - Target roll) x 2). If the target space is occupied by another person, both the target and that person fall prone. If the target space (or any space before it) is occupied by an object, the pushback stops and the target takes 1d6 damage. If there is no land in the target space (i.e. a pit) the target falls and takes 1d6 damage per ten feet of fall, but gets to make an Aim test to grab the lip of the floor before falling. If the target space is unoccupied and solid, the opponent must make a 10 on an Acrobatics test or fall prone.

### **Quick Attack**

Hastening attacks involves changing the length of the attack. The obvious benefit would be the ability to perform numerous attacks in a little amount of time, hence dealing more damage than is usually possible. Changing an attack from a half action into a quarter action invokes a -4 penalty to all attacks, changing an attack into an eighth action invokes a -5 penalty, a sixteenth action invokes a -6 penalty, and so on. These penalties are in addition to the weapon's speed.

*Example:* A character with a bastard sword making two attacks in one round would make them both at a -5 penalty (4 + 1).

### **Reaction**

Rolling Reaction is usually the first order of a fight. It consists of a d10 roll and adding the character's Initiative score. The one with the highest result goes first, second highest goes second, and so on.

### **Stun Damage**

When a character takes Stun Damage (like from an unarmed attack), he must make a Stamina test with a TN equal to the damage dealt. If he fails, he takes a -2 penalty to all non-damage d10 rolls until the end of the encounter. If that character fails another Stamina test against Stun Damage, he falls unconscious for (d4 + 1) x 12 minutes. This also occurs if the character fails the initial Stamina test by 5 or more points.

#### *Stunned*

A stunned character cannot act at all for the duration of the status. They are unable to defend themselves against any attack, so for the duration of the status, all attacks against them always succeed and deal the maximum damage.

#### *Surprised*

This happens when a combatant is unaware of an attack. They do not get to act that turn (other than Prompt Attacks) and do not add any attribute bonus to Defense.

### **Trip**

If a character wishes to trip a character, he must make an attack roll opposed by the target's Defense followed by an opposed Power v. Grace test. Success means that the target was tripped, and is now prone. If there are any other adjacent foes other than the one being tripped, they get to make a Prompt Attack against the

instigating character. Failure also means that the target gains a Prompt Attack against the instigating character.

## Enemies

Combat is a necessary, but it is also pointless without an opponent. Below are three different types of enemies: grunts, warrior, and warlords.

Some notes about enemies:

- ❖ **Keep them simple:** Only worry about an opponent's combat skills unless you have a good reason to include another one.
- ❖ **No HP levels:** it is simply too much paperwork for a GM to do everything else *and* keep up with HP-related penalties for their vermin.
- ❖ **Less is more:** All an opponent really needs (mechanically, at least) is attacks, combat skill list, HP, Reaction, Defense, and Speed.
- ❖ **Talents are special:** Warriors should only have 1-3 talents, and warlords shouldn't have many more than that.

*Grunts* are easy to defeat. They don't have many hit points, and they aren't especially accurate. Below is an example grunt write-up.

HP: 10          Defense: 14          Reaction: +2          Speed: 6

Spear          +4      +2      d8+2

Skills: Acrobatics +2, Athletics +4, Endurance +4, Notice +1, Stealth +1

*Warriors* are more of a threat. One alone can probably not take down a hero, but a group of them might make a difficult battle. Below is an example warrior write-up.

HP: 25          Defense: 16          Reaction: +6          Speed: 6

Spear          +6      +2      d8+4  
Mighty Blow +3      +2      d8+10

Skills: Acrobatics +3, Athletics +6, Endurance +5, Notice +3, Stealth +2

Talents: Mighty Blow

*Warlords* can overwhelm new characters. They are quick and fierce, savage and brutal. Below is an example warlord write-up.

HP: 60          Defense: 20          Reaction: +10          Speed: 7

Spear          +12    +2      d8+6  
Mighty Blow +9      +2      d8+12  
Mighty Blow +8      +2      d8+14

Skills: Acrobatics +6, Athletics +10, Endurance +8, Notice +12, Stealth +6

Talents: Mighty Blow II, Incredible Speed II

**Name**

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**Species**

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Stamina  
Intellect  
Grace  
Coordination  
Perception  
Power  
Ease


Defense  
Speed  
Reaction


Missile  
Parry  
Polearms  
Power  
Light Swords  
Heavy Swords


**Health**

0  
-1  
-3  
-5


Total		Ability	Modifier	Points
	Boating	Intellect		
	Forage	Perception		
	Geography	Intellect		
	Heal Wound	Perception		
	Lore	Intellect		
	Myths	Intellect		
	Acrobatics	Grace		
	Athletics	Power		
	Endurance	Stamina		
	Notice	Perception		
	Stealth	Grace		
	Brewing	Perception		
	Building	Intellect		
	Cooking	Perception		
	Gardening	Perception		
	Masonry	Intellect		
	Smithing	Intellect		
	Discern Lies	Ease		
	Convince	Ease		
	Frighten	Power		
	Act	Ease		
	Imitate	Ease		
	Play	Ease		
	Sing	Ease		
	Write	Intellect		



Name	Y/N	Tier
Brawler		
Critical Hit		
Defender		
DWF		
Duelist		
Expertise Focus		
Fast Throw		
Finesse		
Flexible Club		
Flurry		
Incredible Speed		
Juggernaut		
Marksman		
Mighty Blow		
Robust		
THF		

Armor	Resistance	Expertise	Reaction

Shield	Defense	Reaction

Attacks	Accuracy	Speed	Damage	Range/Paws

Parry Values	Parry Total
Attack Name	

**Name** Hon

**Species** Mouse

Stamina	3
Intellect	3
Grace	3
Coordination	5
Perception	4
Power	2
Ease	3

Defense	13
Speed	6
Reaction	+7

Missile	5
Parry	5
Polearms	5
Power	5
Light Swords	5
Heavy Swords	8

**Health**

0	33
-1	28
-3	23
-5	4

Total		Ability	Modifier	Points
+3	Boating	Intellect	+3	
+7	Forage	Perception	+4	3
+6	Geography	Intellect	+3	2
+3	Heal Wound	Perception	+4	2
+3	Lore	Intellect	+3	
+6	Myths	Intellect	+3	
+7	Acrobatics	Grace	<del>3</del> +3	3
+5	Athletics	Power	+2	5
+5	Endurance	Stamina	+3	2
+7	Notice	Perception	+4	3
+5	Stealth	Grace	<del>2</del> +3	2
+4	Brewing	Perception	+4	
+3	Building	Intellect	+3	
+6	Cooking	Perception	+4	2
+6	Gardening	Perception	+4	2
+3	Masonry	Intellect	+3	
+3	Smithing	Intellect	+3	
+5	Discern Lies	Ease	+3	2
+5	Convince	Ease	+3	2
+2	Frighten	Power	+2	
+3	Act	Ease	+3	
+3	Imitate	Ease	+3	
+3	Play	Ease	+3	
+3	Sing	Ease	+3	
+3	Write	Intellect	+3	

Name	Y/N	Tier
Brawler		
Critical Hit	Y	1
Defender		
DWF		
Duelist		
Expertise Focus	Y	2
Fast Throw	Y	2
Finesse		
Flexible Club		
Flurry		
Incredible Speed		
Juggernaut		
Marksman		
Mighty Blow	Y	1
Robust		
THF		

Bastard Sword

Armor	Resistance	Expertise	Reaction
Leather Jacket	1	-1	-

Shield	Defense	Reaction

Attacks	Accuracy	Speed	Damage	Range/Paws
Bastard Sword	+10	-1	d10+4	-1 or 2
Dirk	+7	+4	d6+2	-1 1
Sling	+2 / +5	-1 -1	d6+2	6 / 1
Unarmed	+4	+5	d4+2	-1 1

Acc +1

Parry Values	
Attack Name	Parry Total
B Sword	+6
Dirk	+6
Sling	0
Unarmed	+4

Aon lived a simple life in Redoubt Abbey. His father was the champion of the Abbey, and taught his son how to protect those who could not protect themselves. A few seasons ago, Aon's father went to investigate vermin sightings along with a few otters and squirrels. Many good creatures fell that day, ~~and~~ Aon's father among. Wracked with grief, Aon could no longer stay in his beloved Abbey, and left to secure a safe place in a vicious world.

- A Talents
- B Health
- C Abilities
- D Skills
- E Expertise
- F Equipment (2 pts - Mouse)