

Fred's World

The Player's Handbook

being a compendium of basic information for the new player

A few words from Fred

In the beginning there was nothing. Life was dull and grey. Responsibility and economic security ruled the land. Fantasy gaming was but a pinball machine at the local bowling alley. But then someone hit upon an idea, an idea so new that it threatened to add bright radical color to our lives forever. Its name was *Chainmail*, a game so different from *Monopoly* or *Twister* that it had to be experienced to be believed. It was new and adventurous and spanned the greater portion of the known imagination. Low and behold mothers everywhere were dubious, to say the least. But as time passed, *Chainmail*, like any other Christmas present around New Years, had lost its luster, and mothers nationwide secretly rejoiced. A new and more rewarding experience was needed; and so TSR, in its infinite wisdom, decided to increase sales by publishing a fantasy supplement to *Chainmail*. It was nice, but its luster soon faded as well.

By then, at the College of St. Thomas in 1968, a group of daring *Chainmail* adventurers had formed, they took upon themselves the awesome, and legally unfounded, task of adding their own ideas to those in the *Chainmail* Supplement. Inspired by the ideas portrayed in J.R.R. Tolkien's, "Lord of the Rings" series, this group, led by Dave Arneson, dared to go where no conscious mind had gone before. Mostly through the efforts put forth by this group what we know today as basic Dungeons and Dragons (published in 1972 by TSR) was brought forth into existence.

In roleplaying under this system, many different worlds have arisen such as *Blackmoor*, *Greyhawk* and even *Fred's World*. These unique worlds evolved in varying degrees with respects to many supplements released in the last thirteen years. By now it may be said that no two worlds, under separate DMs, are exactly alike. *Fred's World* remained free of almost all printed modifications until this season.

In the past year *Fred's World* has been fleshed out in ways unmentionable (that would be telling). The time and effort that was put into this cosmos by player and DM alike have made it a less limited, more complete, and unique system. *Fred's World* (which is modified basic D&D) is an enjoyable fantasy realm where anything can literally happen, and often does.

I wish to give thanks to those people who played a part in making *Fred's World* what it is today. To the original playtest group: DAVE ARNESON, GREG SWENSON, STEVE ROCKFORD, ROSS MAKER, DAVID WESLEY, JIM LAFARRIER, RICK JOHNSON, RICHARD SNIDER, JOHN SNIDER, SCOTT BELFREY, DAVE BELFREY and DAVE FONT who founded with their minds a versatile gaming system capable of expressing the wonderment locked within us all; and to others such as BILL CROWLEY, HARLEY GRANTHAM, TOM THOMPSON, JOHN STANLEY, DUTCH GJERDAHL, SEAN WEEKES and JOSH BUNKER, who, over the years, have played my world and expanded the mythos therein.

For the past year or so, the players of The Gang of Four have worked diligently with me to bring out this edition of *Fred's World*. In recognition of their toils, arguments, endless word processing, and general hard work, I would like to give special thanks to GLENN KURKOSKY, CRAIG MARTIN, ANDREW SABOE and KEITH WESTRUM.

For those of you out there I may have forgotten (some by choice) I wish to thank you for the hand you lent in moving *Fred's World* a little closer to completion.

Finally, you may also notice that this Handbook does not contain certain specialized information, like spells, the cost of a sword, and so on. This information does exist, and it will be provided to the player as he or she needs it. This has been done for two reasons. First, all players begin with a certain amount of starting equipment, and do not immediately need to make purchases. Prices for specific items will be discovered at specific shops. Second, each character class has been provided with a separate supplement containing the arcane knowledge which that class has accumulated, and tends to guard from the other classes. This is to simulate the jealousy with which the guilds watch over their membership, and maintain control over the knowledge that so many have worked for so long to obtain.

I Thank You All,

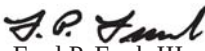

Fred P. Funk III

Table of Contents

Foreward To The First Edition	1
Introduction	1
Character Creation	
Creating a Character	2
The Basics: (Class and Race)	2
Alignment	2
Racial Modifiers	2
Hit Points	3
Likeability, Klutz and Phur Factors	3
Starting Experience Points	3
Encumbrance and Movement	3-4
Languages	4
Constitution	4-5
Intelligence	5
Wisdom	5-6
Strength	6-7
Charisma	7
Starting Monies	8
Time and Distance	8-9
Fighters	10
Rangers	10
Clerics	11
Magic Users	11
Thieves	12
The Campaign	
The Game Begins	13
Cast of Characters	14-23
Combat Management	24-25
Folklore and Proverbs	26-27

Credits

Cleric Supplement:	Fred Funk, Craig Martin
Fighter's Supplement:	Fred Funk, Andrew Saboe, Keith Westrum
Magic-User's Supplement:	Fred Funk, Andrew Saboe
Thieves' Supplement:	Fred Funk, Glenn Kurkosky
Ethelbertville City Revisions/Mapping:	Glenn Kurkosky, Craig Martin
Magick Shoppe Catalog:	Fred Funk, Andrew Saboe
Ethelbertville Shopper's Guide:	Fred Funk, Andrew Saboe

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Foreward To The First Edition

Well, at last it is over. Better than a year ago, I foolishly suggested to Fred that we try to bring out a comprehensive player's guide to his campaign. The reason? I thought that it would teach me how to use my new word processor. It did all of that. And now, we have finished the first edition, after many drafts, revisions, arguments ("Jeez, Andrew, couldn't you guys make that spell a little more powerful?"), and printer ribbons. There have been 2 printed versions prior to this one, that I know of. The first one (done by who, I don't know) ran about 3 pages. The second, far more intensive one (Craig did that one), ran about 35 pages. This one, in its entirety, goes about 150 pages. Much to our surprise.

I would also like to extend my own thanks to Craig, Glenn, and Keith (did I spell it right, finally?); without their huge contributions, this poor volume would be much, much poorer. But anyway, it's done now, and I just hope that Fred forgets that we still have to start the referee's guide. Now, there will be a project; hopefully one that someone else will do! Enjoy!

Andrew Saboe
August, 1989

Introduction

Fred's World may well be the most unusual game you'll ever encounter. A turbulent world, containing pretty much anything you can imagine. And quite a few things that you can't. Even those of us that have played role play games (RPG's) for years generally feel that Fred's World is unique among campaigns. Those of you new to the concept may have an experience comparable to learning to fly in an F-15. You will find (if you but look) secret societies, incredible danger, highly sophisticated technologies, powerful magic, and immense rewards. Also, immense risks. This campaign has been in development for twenty some years now, and Fred is still working on it, refining, and changing. As he learns more, and receives input from players, the game stretches to reflect this growth.

One of the oldest RPG's, Fred's World has its roots in the very beginnings of such well known games as Advanced Dungeons and Dragons. Fred himself created and played the character of Ethelbert for the original prototyping play group that produced the first Dungeons and Dragons. Seeing the possibilities, he chomped onto the idea and ran with it, until today, where we have the current version. In Fred's World, you can negotiate with a Sea Serpent to have a few magical swords run off, sell counterfeit magic to two different (and unsuspecting) parties, ride a subway to an underground realm of fantastic creatures, be chased by a wing of fast attack antigravity craft, and quaff a few bowls of mead, all in the same day. With a little luck, and quick reflexes, you might even survive to tell the tale around a fire in the fog shrouded Dwarven Mountains some cool autumn night, when the moon is full and the werewolves are prowling. You did remember to post guards, didn't you?

Don't expect to master this place in a session or two my characters have been knocking around Fred's for some time, and still get some new surprise (usually unpleasant), virtually every time I visit them. For visit is exactly what I do. While playing, you must remember that this is a real place, and just because you do not see why something works doesn't mean that it can't. Everything has a reason. And everything works together with its own eerie, and occasionally surreal, logic.

Most of all, Fred's World exists for the enjoyment of its players. An RPG is nothing without crafty players that are able to put two and two together and make the sum whatever they want it to be. Also, it is not meant to be played alone. A group of two to eight players that can work together, and function as a team, can have a ball, clean up on the loot, and, if they wish, slay a few hundred orcs in the process. But the largest profits are rarely to be found in the pockets of corpses, and the best fleecing is usually accomplished by thinking with your brain, rather than your sword (or light blaster rifle). Enjoy.

Fred's World

The Player's Handbook

Creating a Character

As with anything else, it is a good idea to begin at the beginning. There are several character classes, which will be explained below. These are the only permissible character classes in Fred's World; there aren't any thief-acrobat-bard types, or any of that other AD&D nonsense, and dual class characters are limited to Elves only, who may be Fighter/Magic-Users. Herewith follows a brief description of the various classes.

Fighters: Fighters fight. This is their function. Valuable attributes are strength and dexterity. High constitution never hurts, either.

Rangers: A sort of woodlands fighter, Rangers are familiar with tracking, wood lore, fighting, and to a lesser extent, healing. They are very fighter-like, but could make good use of higher wisdom.

Clerics: Ultimately employed by their church, clerics are the supreme 'healers. They are often more tightly bound by their alignment than other characters, due to the necessity of maintaining a good relationship with their heavenly bosses. Wisdom and constitution are important.

Magic Users: Without high intelligence, wisdom, and dexterity, a Magic user will not last terribly long in this campaign. But having first rate fighters with you will compensate. To a degree.

Thieves: Not common in Fred's World, thieves nonetheless do exist. They should score well in wisdom, dexterity (especially), and charisma (which helps in lying, er, clarification).

The Basics (Class and Race):

First off, decide your character class. There are no minimum requirements for any class; it is assumed that the player is too intelligent to have a strength of 4 and wish to be a fighter. Some races are not permitted in some character classes. Here is a table of compatibilities:

<u>Race</u>	<u>Fighter</u>	<u>Ranger</u>	<u>Cleric</u>	<u>Magic User</u>	<u>Thief</u>
Centaur	x	x	-	-	-
Dwarf	x	-	-	-	x
Elf	x	x	-	x	x
Gnome	-	-	-	x	x
Hobbit	-	x	-	-	x
Human	x	x	x	x	x
Klid	x	-	-	-	-
Scandaharian	x	-	-	-	-

An "x" indicates a permissible race/class combination.

Attribute Numbers:

After determining your class/race, roll 18 d6, to determine your basic characteristics reservoir. This total amount is then divided up into the following categories: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. The maximum in any category is 18, to start. Other factors may modify this, but this is the starting limit. An important note: You may assign your points into whatever categories you desire. This is why you choose your character class early on in the creation process. Pay attention to your needs as a character when doing this. Any magic user that gives him/herself an 18 strength and a 9 intelligence deserves whatever happens to them.

Alignment:

You may choose from Lawful, Neutral, or Chaotic, and only from these.

Starting Level:

Roll 1d4 to determine starting level of 1st-4th. Please inform the referee if you roll a 1.

Racial Modifications:

Different races have differing natural tendencies/talents. Use this table to modify the basic amounts you've just rolled and allocated.

<u>Race</u>	<u>Bonus or Penalty</u>					
	<u>Str.</u>	<u>Dex.</u>	<u>Con.</u>	<u>Int.</u>	<u>Wis.</u>	<u>Cha.</u>
Centaur	+3	—	+3	-2	—	-2
Dwarf	+1	—	+1	—	—	-1
Elf	—	+1	-1	—	—	—
Gnome	-3	+3	-3	+3	—	—
Hobbit	-1	+3	+1	—	—	—
Human	—	—	—	—	—	—
Klid	+3	+3	+3	-3	-3	-3
Scandaharian	+2	+2	+2	-2	-2	-2

Fred's World

Creating a new character

Calculating Character Hit Points

Hit Points:

This determines the amount of damage the character can absorb without becoming either unconscious or dead.

NOTE: All characters become unconscious at "0", and dead at "-1". First, roll one of the dice listed below to determine your starting race hit points:

<u>Race</u>	<u>Base</u>	<u>Fighter</u>	<u>Ranger</u>	<u>Cleric</u>	<u>Magic User</u>	<u>Thief</u>
Centaur	d12	level x d10	level+1 x d8	-	-	-
Dwarf	d8	level x d10	-	-	-	level x d6
Elf	d8	level x d10	level+1 x d8	-	level x d4	level x d6
Gnome	d6	-	-	-	level x d4	level x d6
Hobbit	d6	-	level+1 x d8	-	-	level x d6
Human	d6	level x d10	level+1 x d8	level x d8	level x d4	level x d6
Klid	d20	level x d10	-	-	-	-
Scanaharian	d10	level x d10	-	-	-	-

After determining your racial hit die, add the appropriate class dice. Example: A starting 3rd level human fighter would roll 1d6 for race. Say this gives him a 4. Then rolls 3 (his level) d10 for hit points. Say this gives him 25. Then add the two, for a total of 29 starting hit points, @ 3rd level.

When advancing in level, add the required number of class dice. Using our above example, (Call him MacDuff), going from 3rd to 4th level, he would add 1 d10 (Say, 7) to his 3rd level hit points, for a new total of 36 hit points.

Next, make any upward or downward adjustments to hit points due to constitution, using the table below.

Likeability, Klutz, and Phur Factors:

These rolls are unique to Fred's World, and, under some circumstances, of mortal importance. Determine them in this way: Roll d100 twice. The first roll will be Likeability. The second will be Klutz Factor. Subtract Klutz from Likeability, to determine Phur Factor, and note this. Using MacDuff again...he first rolls 82, then 95. This gives him a Phur Factor of -13. (Negative numbers are possible. Unfortunate, but possible) In an encounter with The Boss, MacDuff may want to let someone else do the talking.

Starting Experience Points:

Experience points are a way of recording and profiting from time spent adventuring, to simulate knowledge gained and skills improved. Your starting experience (XP) will be found on your individual character advancement matrices.

Basic Encumbrance and movement speed:

"Encumbrance" is a term that encompasses the weight and relative fragility of an object. A carton of eggs may weigh less than a six pack, but since they are more susceptible to breakage, they might conceivably have the same encumbrance, or even more. When shopping for equipment, the "weight" of any item may be considered its encumbrance, if such is not specifically listed. Since there are different races, with differing basic strengths and weaknesses, a table is provided here to allow the player to figure their basic encumbrance.

<u>Race</u>	<u>Basic Encumbrance</u>	<u>Basic Movement</u>
Centaur	6600	18"
Dwarf	1300	9"
Elf	1200	12"
Gnome	1050	6"
Hobbit	1100	6"
Human	1200	12"
Klid	1500	9"/18" (swimming)
Scandaharian	1400	12"

To use this table:

Take your basic racial encumbrance, say 1200 for a human. If you are outside of the average strength range of 8-11, you would add or subtract the amount in the Wt. Allowance column, (see Strength Modifiers, below) to arrive at a normal encumbrance figure for you. If you have a strength of 18, for instance, you

Fred's World

The Player's Handbook

would add 1000 to 1200, for a total of 2200 normal encumbrance. Carrying this encumbrance or less affords you full normal movement (12"/turn). Carrying any amount over this, be it as little as 1GP of weight, results in an instant loss of 2/3 your base move. With this example, a load of 2201 equals a base move of 4". Don't even think about defending yourself under such circumstances. If you exceed your maximum by 50% (2200 + 1100 = 3300), you stop moving completely, and little birds come cover you with leaves.

Languages:

Like any other place, Fred's World is a land of many languages. Here is a list of some of the known tongues. Below, under Intelligence Modifiers, you will find a way of determining how many of these tongues in which you may or may not be fluent. Languages can be learned.

Racial: Every race (human, elf, centaur, klid, etc.) has its own unique language. It is assumed that you are capable of speaking this as a starting character.

Common: Additionally, there is a common form of speech, spoken by most, but not all, creatures capable of speech. It is also assumed that a starting player character speaks Common.

Alignment: If your Intelligence score is 10 or above you also speak your alignment language be it Lawful, Neutral, or Chaotic.

Magick: Spells are written in a secret language, that only magic users can speak and write. It has a companion tongue, High Magick, that is known to higher level mages that have studied at UMA, or similar institutes of higher magickal learning.

Battle Language: The working language of members of the Fighters Guild, known only to Fighters and Rangers. This enables them to have relatively secure, stealthy communication for tactical and diplomatic purposes. Each guild has its own special language, and it wouldn't hurt to learn as much about the other ones as you can.

Thieves Cant: Another working language, similar to Battle Language in concept, but much more secretive, and selective. Mostly non-verbal, but very eloquent for all its subtlety. Possibly the most elaborate of the secret languages.

Pax Vobiscum: The secret language for clerical communication. Capable of being worked into everyday speech, this allows clerics to communicate to one another without the slightest appearance (to the untrained eye or ear) of doing so.

Constitution Modifiers

<u>Constitution</u>	<u>Hit Point Modification</u>	<u>Poison Save Modification</u>
3	-2	-4
4	-2	-3
5	-1	-2
6	-1	-1
7	-1	-1
8	-1	—
9	—	—
10	—	—
11	—	—
12	—	—
13	—	—
14	+1	—
15	+1	—
16	+2	—
17	+2 (+3)	—
18	+2 (+3)	—
19	+2 (+4, no 1's)	—
20	+2 (+4, no 2's)	+1
21	+2 (+5, no 2's)	+1
22	+2 (+5, no 3's)	+2
23	+2 (+6, no 3's)	+2
24	+2 (+6, no 4's)	+3
25	+2 (+7, no 4's)	+4

Notes: Numbers in parentheses are to be used by fighters and rangers only. For example: Our friend MacDuff has a 23 base constitution, through various miracles. He would gain 18 points right off the bat, as a third level human with a 23 con. (6 x 3 levels.) His hit point rolls were 8, 8, & 9, all of which were above 3, so receive no further modification. None of those rolls could have been less than 4, ("no 3's"), because a roll of 1-3 simply becomes a 4. So, MacDuff's

Fred's World

Creating a new character

modified total hit points are now 4 (a human) + 18 (con. bonus) + 25 (3rd level), for 47 points. Constitution bonuses do not change with level. However, when MacDuff goes to 4th level, he will gain another 6 hit points, along with his normal increase of 1d10. If his constitution is magically raised or lowered, his hit points must change to reflect this.

Intelligence Modifiers

<u>Ability Score</u>	<u>Number of Languages</u>	<u>Chance to Know Spells</u>	<u>Max. Spells In Memory</u>
1-9	1	-	-
10	2	10%	10
11	2	10%	12
12	3	20%	15
13	4	20%	18
14	5	30%	22
15	6	30%	26
16	7	40%	30
17	8	40%	35
18	9	50%	40
19	10	50%	45
20	11	60%	50
21	12	60%	55
22	13	70%	60
23	14	80%	65
24	15	80%	70
25	16	90%	75

Ability Score: Your current intelligence, with all modifying factors considered.

of Languages: The maximum number of languages that you may have verbal fluency in, over and above your basic racial language. Those at 9 and below will only know their racial tongue and the Common speech. Those with a score of 10 will add their alignment language to this. Beyond this, you may choose your languages. Note that these numbers represent the total number of possible languages. It is up to the player to be taught them, with the exception of racial, common, and alignment.

Chance to know Spells: This score, and the one that follows, are for magic users only. This first score indicates your base chance of learning a new spell through the traditional method of one week/level of

spells. If, with an intelligence of 18, you score less than 50% on a percentile roll, you know the spell cold. If you exceed 50%, you must restudy the spell at the usual rate of one week/level of spell, and re-roll. You cannot roll more than your previous effort, and you receive a 25% bonus for each re-study. If that previous roll (say it was 65), minus the bonus (25), exceeds the required percentage, (40, in this case) bingo, you have the new spell after two tries.

Max. Spells in Memory: This number tells you the maximum number of spells and cantrips that you may have memorized for instant use at any given time. Note that this doesn't mean that you cannot know more spells they simply have to be read from your spellbook, which takes some time. Be careful in filling up memory space they add up quickly. There have been rumors of methods to beat this limitation, but who knows if they have the slightest bit of truth to them?

Wisdom Modifiers

<u>Ability Score</u>	<u>Bonus Versus Willpower Magic</u>	<u>Clerical Spell Bonus</u>
3	-4	-
4	-3	-
5	-2	-
6	-1	-
7	-	-
8	-	-
9	-	-
10	-	-
11	-	-
12	-	-
13	-	1 1st
14	-	2 1st
15	+1	3 1st
16	+1	3 1st, 1 2nd
17	+2	3 1st, 2 2nd
18	+3	3 1st, 2 2nd, 1 3rd
19	+4	3 1st, 2 2nd, 2 3rd
20	+5	3 1st, 2 2nd, 2 3rd, 1 4th
21	+6	3 1st, 2 2nd, 2 3rd, 1 4th
22	+7	3 1st, 2 2nd, 2 3rd, 1 4th
23	+8	3 1st, 2 2nd, 2 3rd, 2 4th
24	+9	3 1st, 2 2nd, 2 3rd, 2 4th, 1 5th
25	+10	3 1st, 2 2nd, 2 3rd, 2 4th, 1 5th, 1 6th

Fred's World

The Player's Handbook

Ability Score: Your current total wisdom, with any and all modifications

Bonus vs. Willpower Magic: Add this number to your saving throw vs. the following spells only: Charm Person, Hold Person, ESP, Geas, Sleep, Clairvoyance, Clairaudience, Phantasmal Force, Confusion, Fear Mk I and II, Fumble, Hallucinatory Terrain, and Feeblemind.

Clerical Spell Bonus: For Clerics only. For the given wisdom score, add the indicated bonus spells to your total. For example, with a wisdom of 18, you may cast 3 1st, 2 2nd, and 1 3rd level clerical spells per day without expending any spell points. You should announce to the referee your intention to do this, lest you arouse the ire of the gods.

Dexterity Modifiers

<u>Ability Score</u>	<u>Initiative Adjustment</u>	<u>Missile Adjustment</u>	<u>Armor Class Adjustment</u>
3	+3	-4	+4
4	+2	-3	+3
5	+1	-2	+2
6	+1	-1	+1
7	+1	-1	+1
8	+1	-1	-
9	-	-	-
10	-	-	-
11	-	-	-
12	-	-	-
13	-	-	-
14	-	-	-1
15	-	-	-1
16	-1	+1	-2
17	-1	+2	-2
18	-1	+3	-3
19	-1	+4	-3
20	-2	+4	-4
21	-2	+5	-5
22	-2	+5	-6
23	-2	+6	-7
24	-3	+6	-8
25	-3	+7	-9

Ability Score: Your current total dexterity, with any and all modifications.

Initiative Adjustment: Depending upon your dexterity, add or subtract this number from your d6 imitative roll, whenever such a roll is required.

Missile Adjustment: Add or subtract this as needed for attacking with missile weapons. Missile weapons include any type of projectile weapon, thrown, fired, whatever.

Armor Class Adjustment: Add or subtract this number to your armor class, for the given dexterity.

Strength Modifiers

<u>Ability Score</u>	<u>To Hit</u>	<u>Damage</u>	<u>Weight Allowance</u>	<u>Open Doors</u>	<u>BBLG</u>
3	-2	-3	-350	1 (d6)	—
4-5	-1	-2	-250	1	—
6-7	-1	-2	-150	1	—
8-9	—	—	—	1-2	1%
10-11	—	—	—	1-2	2%
12-13	—	—	+100	1-2	4%
14-15	—	—	+200	1-2	7%
16	+1	+1	+500	1-3	10%
17	+1	+2	+750	1-3	20%
18	+1	+3	+1000	1-3	30%
19	+2	+4	+2000	1-4	40%
20	+2	+5	+3000	1-4	50%
21	+2	+6	+4000	1-5	60%
22	+3	+7	+6000	7 (d8)	70%
23	+3	+8	+8000	9 (d10)	80%
24	+3	+9	+10000	11 (d12)	90%
25	+4	+10	+12000	19 (d20)	100%

Strength: Your strength score, including racial bonuses, magical enhancements, and all other modifiers.

To Hit: Modify each “to hit” roll you make in all combat situations. It may increase, or decrease your THACO score, explained below.

Damage: Each time you succeed in hitting an opponent, make this adjustment to the points of damage that you score.

Wt. Allowance: Use this to determine your total carrying ability. Remember that all measurements are in GP, and that 10GP=1 lb. Therefore, a +3000 equals an increased carrying capacity of 300 lbs.

Fred's World

Creating a new character

Open Doors: This is the forced entry roll. You must roll less than the number stated, on the appropriate die, to open a locked or magically held door. For example, with a strength of 15, you must roll less than or equal to 2 to open a door.

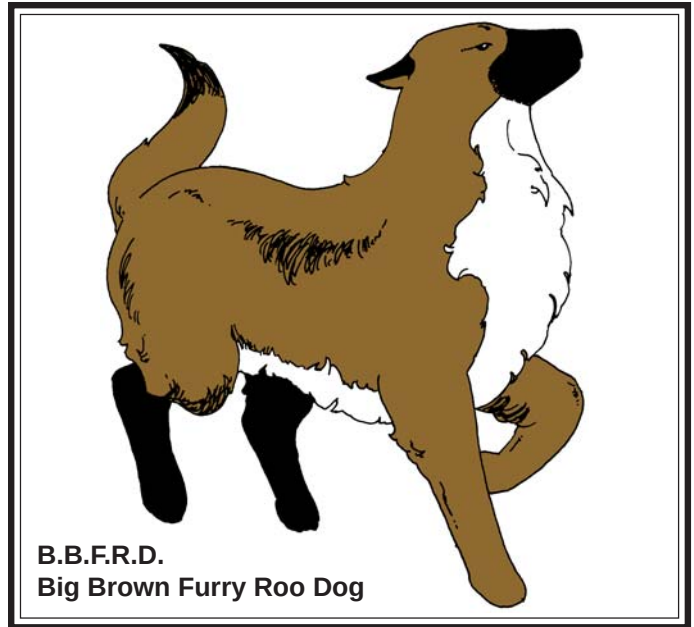
BBLG: Bend Bars and Lift Grates. This shows the number you must roll less than, on percentile dice (d100), in order to bend the bars of a jail, lift a portcullis, etc.

Charisma Modifiers

<u>Ability Score</u>	<u>Possible Henchmen</u>	<u>Loyalty Base</u>	<u>Reaction Adjustment</u>
3	1	-30%	-25%
4	1	-25%	-20%
5	1	-20%	-15%
6	2	-15%	-10%
7	2	-10%	-5%
8	2	-5%	—
9	3	—	—
10	3	—	—
11	4	—	—
12	4	—	+5%
13	5	+5%	+10%
14	6	+10%	+15%
15	7	+15%	+20%
16	8	+20%	+25%
17	10	+30%	+30%
18	15	+40%	+35%
19	20	+50%	+40%
20	25	+60%	+50%
21	30	+70%	+60%
22	35	+80%	+70%
23	40	+90%	+80%
24	50	+95%	+90%
25	75	+99%	+99%

Ability Score: Your current Charisma, with modifications thrown in.

Possible Henchmen: This is the maximum number of people that will serve you faithfully. This supposes that these individuals are being paid, rather than compelled to serve, which is a whole 'nother can of worms.



Loyalty Base: In trying situations, how good are the odds that those henchmen will remain loyal to you? That is what this indicates. The base chance for loyalty is 50%. This is modified as indicated.

Reaction Adjustment: Do folks just naturally seem to take to you? Or not? When dealing with characters of the same race (two elves, say), the base chance is also 50%. What about other races, you say? Below is a handy table:

<u>Race</u>	<u>Ce</u>	<u>Cl</u>	<u>D</u>	<u>E</u>	<u>G</u>	<u>Ho</u>	<u>Hu</u>	<u>S</u>
Centaur	-	-20	-	-	-10	+10	-10	-15
Dwarf	-	-10	-	+10	+15	+5	-	-
Elf	-	-20	-	-	-30	-	-5	-10
Gnome	+30	+30	+30	+30	-30	+30	+30	+30
Hobbit	+10	-50	-	+30	-15	+20	+10	-20
Human	-	-15	-	+10	-30	+10	-	-5
Klid	-20	-	+10	-20	-30	-	-	-30
Scandaharian	-15	-30	-	-10	-15	-	-	-

To use the above table: races in the left hand column will react as shown to a base of 50%, when presented with the races across the top of the table. Then this is modified by the Reaction Adjustment. Example: Good old Mac Duff, as human, would react at -30% when interacting with a Gnome. This equals a base chance of 20%, before charisma modifications. Naturally, the charisma modifying Mac Duff's reaction would be the Gnome's charisma, and vice versa.

Fred's World

The Player's Handbook

Starting Monies:

Your starting money is listed with basic character information, in GP. To determine gem values, roll 1d6 per gem, and refer to the Gems as Cash table on page . As a Fighter, MacDuff has 100GP & 3 gems. They turn out to be two type 3, (Chrysophase @50GP/ea=100GP) and 1 type 6 (Emerald @1000GP), for a starting total of 1200GP.

Monetary System:

Coinage

	<u>Value</u>
The Copper piece (CP)	10 CP = 1 SP
The Silver piece (SP)	10 SP = 1 EP
The Electrum piece (EP)	2 EP = 1 GP
The Gold piece (GP)*	1GP
The Platinum piece (PP)	1 PP = 5GP
The Mithril Silver piece (MSP)	1 MSP = 10GP
The Mithril Gold piece (MGP)	1 MGP = 50GP
The Mithril piece (MP)	1 MP = 100GP

Gems as cash:

<u>Type</u>	<u>Value</u>
1: Turquoise	10GP
2: Zircon	25GP
3: Chrysophase	50GP
4: Jade	100GP
5: Aquamarine	500GP
6: Emerald	1000GP

* The GP is generally the standard pricing unit. Prices and costs are rarely quoted in other coinage(s).

Monetary System Notes

1.) Paper Currency: While paper currency does exist, it is not generally circulated or accepted as legal tender outside its land or territory of issuance. While it is possible to obtain exchange of paper for metal or gem currencies, the rate is often extremely unfavorable to the person attempting the exchange.

2.) Credit devices are available, however, you must find them yourself!

By credit device, it is understood that what is meant are letters of credit, debit cards, etc. HINT: There are many sources for such things—shop around, some are more useful than others. Some are not universally acceptable, and some are a downright nuisance.

3.) Savings accounts are available, and also have unusual variants. Again, it can pay to shop around.

Time and Distance:

The accurate measurement of time and distance, as well as mutually agreed upon conventions and names for both, is critical in any role playing game. First, we will deal with time.

Combat Round: 10 seconds

Combat Turn: 6 combat rounds. 60 seconds. 1 minute. These two are also commonly referred to simply as a round or turn (rnd. / trn.).

Game Turn: 10 combat turns. 10 minutes.

Game Hour: 6 game turns. 60 minutes.

Game Day: 24 game hours.

Game Week: 6 game days. The days of the week are named, in order of occurrence: First Day, Second Day, Third Day, and so on. Ethelbert isn't known for his creativity, after all.

Game Month: 6 game weeks. 36 game days. The months also have names. They are, in order from the beginning of the year, as follows:

- | | |
|----------------|---------------|
| 1.) Krupp | 7.) Armstrong |
| 2.) Snyder | 8.) Wentworth |
| 3.) Enfield | 9.) LaBelle |
| 4.) Winchester | 10.) Mauser |
| 5.) Colt | 11.) Walther |
| 6.) Vickers | 12.) Skoda |

Game Year: 12 game months. 432 game days.

The game begins in the year ER 2710. This is the 2710th year of Ethelbert's reign.

Holidays:

Like anywhere else, Fred's World has its own special holidays. The vast majority of these festive occasions are scheduled in Ethelbertville only, and have no effect outside the city walls. Within the walls, however, is quite a different story. Some of the best known holidays are the 1st and 2nd of Krup, the 15th of Enfield, the 15th of Winchester, the 12th, 18th and 30th of Colt, the 18th of Vickers, the 4th and 14th of Armstrong, the 4th of LaBelle, the last week of Mauser (30th-36th), the 11th 20th of Walther, and the 25th of Skoda. These are not all of the holidays celebrated in Ethelbertville, just some of the most joyous ones. The referee will doubtless keep you apprised of the correct

Fred's World

Creating a new character

ceremonies for each, if you are curious. And maybe even if you aren't.

Distance:

There are two scales. one is above ground, the other below. This is especially important for the casting of magic, as a given range will effectively change if the spell is cast above or below ground level. In this context, below ground is taken to mean any dungeon or cavern-like environment, whether natural or manmade, including indoors. Below ground does not mean lying in a ditch, standing at the base of a cliff, etc.

Realize also that there is a difference between 1" and 1 inch (or 1 in. or one in.) When the " mark is used, 1" = 10 yds, above ground. The " mark, incidentally, is called a "unit". 1 inch, however, equals a real inch, as in twelve to the foot (ft.).

Above Ground (out of doors):

12 in. = 1 ft.

3 ft. = 1 yd.

1" = 10 yds. (30 ft.)

1 mile = 5280 ft. = 176"

1 hex = 30 miles= 5280"

Below Ground and Indoors:

12 in. = 1 ft.

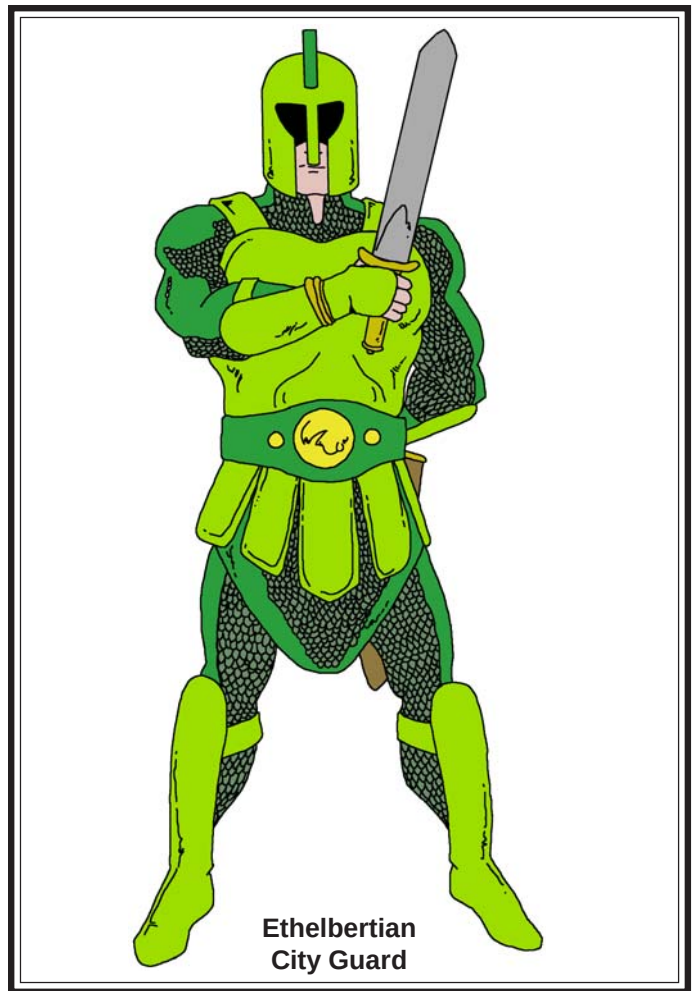
3 ft. = 1 yd.

1" = 10 ft. **Note this change!**

1 mile = 5280 ft. = 528"

1 hex = 30 miles= 15840"

Speed of Movement: The speed of an object or creature is usually expressed as the distance it can cover in 1 combat turn of 1 minute. This distance is expressed in units, also referred to as inches. The base move of the average human is 12"/turn, which becomes approximately 4 miles/hour. This means that the average human party, travelling under normal encumbrances, can comfortably cover 1 hex/day. If you are over your normal encumbrance, this drops to 9"/turn, just a hair over 3 mph. You can thus roughly estimate that 3"/turn = 1 mph. 30"/turn = 10 mph, and so on.



When a speed is expressed as two figures say, 12"/24", this indicates that the creature is capable of two modes of transportation. Usually this means ground speed and flying speed. Generally, the faster speed will be the mode in which the creature is most at home. These figures are for walking only. Double this if you (or they) are running, and triple if you are sprinting. You can maintain a run, with normal encumbrance, for 1 game turn (10 minutes). You can maintain a sprint for 3 combat turns (3 minutes, 18 combat rounds). After running for a given period of time, say, ten minutes, you can slow to a walk. In order to run or sprint, you must walk, or rest for an equal amount of time ten minutes in this case. After sprinting, you must rest or walk (at 1/2 normal speed) for an amount of time equal to the time spent sprinting. Note that proficiency in running will boost these times appreciably. The figures below will help you to determine your base move.

Fred's World

The Player's Handbook

Detailed information for Fighters:

Starting Equipment: Chain mail armor, AC5. 1 set normal clothes, bastard sword, long bow, 20 arrows, dagger (hand), backpack (large leather, 800GP capacity), belt and 2 pouches (small leather, 20GP capacity ea.), Fire kit Mk. I (tinder box, flint & steel), 6 days of iron rations, canteen (2 qt.), 2 wax candles, 50' rope and grapnel, 4 torches (burn 1 hour), 100GP and 3 gems.

Total Starting Encumbrance: 1250

Total Replacement cost: 230GP

Advancement Matrix for Fighters

Level	XP Needed	Guild Title	Guild Fee	Hit Dice (d10)
1	2,000			1
2	2,000			2
3	4,000			3
4	10,000			4
5	17,000			5
6*	35,000			6
* Highest level achievable without guild training				
7	55,000	Veteran	7,000GP	7
8	125,000	Swordsman	8,000GP	8
9	250,000	Protector	9,000GP	9
10	250,000	Defender	10,000GP	9+3pts.
11	250,000	Guardian	11,000GP	9+6pts.
12	250,000	Knight	12,000GP	9+9pts.

From this point, you have become a member of the nobility, and are entitled to maintain a castle, collect taxes, establish an army, and so on, if you so desire. These fringes are not freebies, and are negotiated with higher ranking members of the nobility—how did you think they got their money??

13	250,000	Margrave	13,000GP	10
14	250,000	Graf	14,000GP	10+3pts.
15	250,000	Wald Graf	15,000GP	10+6pts.
16	250,000	Pfaltz Graf	16,000GP	10+9pts.
17	250,000	Baron	17,000GP	11
18	250,000	Vicount	18,000GP	11+3pts.

Higher ranks do exist, if you can obtain them. See your referee if you live this long.

Detailed information for Rangers:

Starting Equipment: Chain mail armor, AC5. 1 set normal clothes, bastard sword, long bow, 20 arrows, dagger (hand), snare, backpack (large leather, 800GP capacity), belt and 2 pouches (small leather, 20GP capacity ea.), Fire kit Mk. I (tinder box, flint & steel), 6 days of iron rations, canteen (2 qt.), 2 wax candles, 50' rope and grapnel, package of forest potions (equals 1st Aid Kit Mk. I), 200GP.

Total Starting Encumbrance: 1250

Total Replacement cost: 230GP

Advancement Matrix for Rangers

Level	XP Needed	Guild Title	Guild Fee	Hit Dice (d8)
1	2,250			2
2	2,250			3
3	5,500			4
4	10,000			5
5	20,000			6
6*	50,000			7
* Highest level achievable without guild training				
7	60,000	Guide	14,000GP	8
8	75,000	Tracker	16,000GP	9
9	100,000	Scout	18,000GP	10
10	325,000	Strider	20,000GP	11
11	325,000	Pathfinder	22,000GP	11+2pts.
12	325,000	Knight	24,000GP	11+4pts.

From this point, you have become a member of the nobility, and are entitled to maintain a castle, collect taxes, establish an army, and so on, if you so desire. These fringes are not freebies, and are negotiated with higher ranking members of the nobility—how did you think they got their money??

13	325,000	Margrave	26,000GP	11+6pts.
14	325,000	Graf	28,000GP	11+8pts.
15	325,000	Wald Graf	30,000GP	12
16	325,000	Pfaltz Graf	32,000GP	12+2pts.
17	325,000	Baron	34,000GP	12+4pts.
18	325,000	Vicount	36,000GP	12+6pts.

Higher ranks do exist, if you can obtain them. See your referee if you live this long.

Fred's World

Creating a new character

Detailed information for Clerics:

Starting Equipment: Basic clothing, belt and 2 small leather pouches (capacity 20GP ea.), silver holy symbol, quarterstaff, backpack (large leather, capacity 800GP), 10 vials holy water, 2 wax candles, 6 days iron rations, canteen, Fire Kit Mk. II, 100GP & 4 gems.

Total Starting Encumbrance: 506

Total Replacement cost: 615

Advancement Matrix for Clerics

Lvl	XP Needed	Guild Title	Spell Pts. Per Level	Guild Fee	HD (d8)
1	1,500		1/1		1
2	1,500		1/1		2
3	3,000		2/1		3
4	7,000		4/2		4
5	14,500		6/2		5
6*	27,500		13/4		6

* Highest level achievable without guild training

7	55,000	Acolyte	21/5	14,000GP	7
8	115,000	Acolyte II	30/5	16,000GP	8
9	225,000	Acolyte III	36/5	18,000GP	9
10	225,000	Acolyte IV	45/5	20,000GP	9+2pts.
11	225,000	Acolyte V	51/5	22,000GP	9+4pts.
12	225,000	Priest	60/6	24,000GP	9+6pts.

At this point, if desired, you may begin the necessary rigamarole to found/operate a church of your own. If interested, see your referee.

13	225,000	Vicar	66/6	26,000GP	9+8pts.
14	225,000	Curate	75/6	28,000GP	10
15	225,000	Bishop	81/6	30,000GP	10+2pts.
16	225,000	Archbishop	90/6	32,000GP	10+4pts.
17	225,000	Cardinal	96/6	34,000GP	10+6pts.
18	225,000	Patriarch	105/6	36,000GP	10+8pts.

Higher ranks do exist, if you can obtain them. See your referee if you live this long.

NOTES: Spell points are endowed once per day, at midnight. You receive your entire day's supply at this time, and lose any spell points left over from the previous day. Spell points are only granted in this manner. Additionally, any cleric, regardless of level, has the power to call upon the Finger of Death, a god-given ability. The cleric must believe that his life is in mortal peril. It is up to his/her respective god to grant the request.

Detailed information for Magic Users:

Starting Equipment: Basic clothing, belt and 2 small leather pouches (capacity 20GP ea.), silver dagger (hand), quarterstaff, backpack (large leather, capacity 800GP), spellbook, pen, ink, paper, 2 wax candles, 6 days iron rations, canteen, 200GP & 6 gems.

Total Starting Encumbrance: 730

Total Replacement cost: 230GP

Advancement Matrix for Magic Users

Lvl	XP Needed	Guild Title	Spell Pts. Per Level	Guild Fee	HD (d4)
1	2,500		1/1		1
2	2,500		2/1		2
3	5,000		5/2		3
4	12,500		8/2		4
5	7,500		11/3		5
6*	20,000		14/3		6

* Highest level achievable without guild training

7	30,000	Apprentice	18/4	28,000GP	7
8	45,000	Apprentice II	25/4	32,000GP	8
9	115,000	Apprentice III	30/5	36,000GP	9
10	125,000	Apprentice IV	43/5	40,000GP	10
11	375,000	Apprentice V	51/5	44,000GP	11
12	375,000	Conjurer	66/6	48,000GP	11+1pt.
13	375,000	Enchanter	78/6	52,000GP	11+2pts.
14	375,000	Magician	84/6	56,000GP	11+3pts.
15	375,000	Warlock	90/6	60,000GP	11+4pts.
16	375,000	Sorcerer	105/6	64,000GP	12
17	375,000	Wizard	111/6	68,000GP	12+1pt.
18	375,000	Master Wizard	115/6	72,000GP	12+2pts.

Higher ranks do exist, if you can obtain them. See your referee if you live this long.

NOTES: Spell points are endowed once per day, at midnight. You receive your entire day's supply at this time, and lose any spell points left over from the previous day. Spell points are only granted in this manner. For further discussion of spell points, see your character class information package. On this chart, the level of spell indicates its cost, per casting, in spell points. "Level", in the spell point column indicates the level of spell that you have learned/been trained to throw at your experience level.

Fred's World

The Player's Handbook

Detailed information for Thieves:

Starting Equipment: 1 set normal clothes, dagger (hand), sling/garrote, backpack (large leather, 800GP capacity), belt and 2 pouches (small leather, 20GP capacity ea.), Fire kit Mk. I (tinder box, flint & steel), 6 days of iron rations, 2 metal flasks of water (1qt. ea.), 2 wax candles, lockpick set, quarterstaff, 100GP and 2 gems..

Total Starting Encumbrance: 520

Total Replacement cost: 57 GP

Advancement Matrix for Thieves

<u>Level</u>	<u>XP Needed</u>	<u>Guild Title</u>	<u>Hit Dice (d6)</u>
1	1,250		1
2	1,250		2
3	2,500		3
4	5,000		4
5	10,000		5
6*	22,500		6
* Highest level achievable without guild training			
7	27,500	Apprentice	7
8	40,000	Footpad	8
9	50,000	Cutpurse	9
10	60,000	Rogue	10
11	220,000	Burglar	10+2pts.
12	220,000	Thief	10+4pts.

At this point, you are capable of concocting your own poisons.

13	220,000	Master Thief	10+6pts.
14	220,000	Grand Master Thief	11
15	220,000	Arch Thief	11+2pts.
16	220,000	Arch Master Thief	11+4pts.
17	220,000	Grand Arch Master Thief	11+6pts.
18	220,000	Master of Thieves	12

At this point, you may begin training as a 1st level Assassin. There are formal Guild fees for this training. Very formal. Very expensive. And just because there are no fees listed above, do not expect to get past 6th level for free...



Grollywog

A dangerous creature, the smallest of which can shotput an elephant eight miles. Beware!



Purple Rider

A powerful and malevolent creature, an agent from the lands of qhaos. Beware!

Fred's World

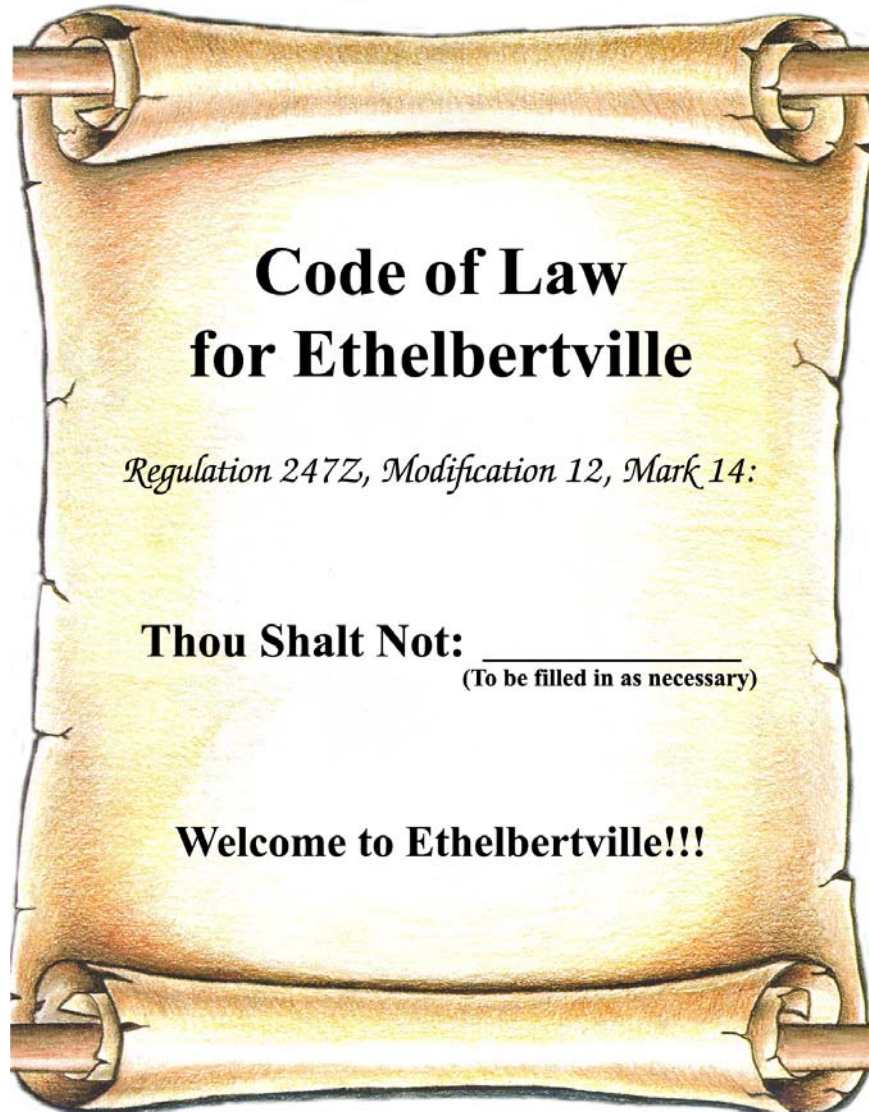
The Game Begins...

And Now - The Campaign

You are standing on a hill overlooking the entrance to a large walled city. Off to your right you see a crystal blue lake, in the center of which stands a prominent castle flying a grey flag with white trim. On the flag you see two ruby red infinity symbols surrounding an equally red lightning bolt. You can sense a great deal of power emanating from this castle.

Your attention is drawn back to the city when the gates fly open. Through them you see a poor, wretched peasant racing down the street. He is glowing vibrant purple. "No!! No!! Not me!!" you hear him scream. "I didn't do it!! I didn..." His cries are cut short, thanks to the archers on the wall. Not one inch of his body is penetrated with fewer than six arrows. But his falling body never hits the ground. Instead, it disappears with a thunderclap, leaving only a charred crater where it once had been. You now notice a figure standing on (or should I say, about a foot above) the wall. He is blowing a slight halo of smoke from his finger. As he places his hand back in the pocket of his robe, a voice booms "Ethelbert: 30,003, peasants: 0."

You decide to proceed towards the city, though you feel quite apprehensive about it. When you begin to move, you notice a large shadow following you. Glancing skyward, you see a large golden dragon descending to meet you at the gates. When you reach the gates, he hands you a map and a single sheet of paper upon which is written:



Fred's World

The Player's Handbook

Cast of Characters

Ethelbert and his associates:



Ethelbert "The Boss" and Gulliver

Ethelbert:

Commonly referred to as "The Boss", Ethelbert is the high lord of neutrality Ethelbertville is the capital city of the lands of neutrality. A wizard, The Boss has great power, and his exact level is not a closely guarded secret, it is simply unknown. He has been known to throw 1,000 d6 lightning bolts when mildly perturbed (That's better than 100 dead starting characters, folks. In one shot.) He can do more when angry. He is rumored to be in excess of 3,200 years old. Ethelbert appears as a human, dressed in the green robes that have become his trademark, with two ruby red

lightning bolts and a red infinity symbol on the collar, designating his profession and rank.

Gulliver:

Loving pet and fearless protector of Ethelbert, Gulliver is a giant German Shepherd. He is also the commander of all dungeon BBFRD forces, and the patron uncle of the SBFRP's. Usually wears a collar with "400HP" engraved upon it.



Papa Dragon:

An ancient gold dragon, age category 8, Papa is the largest of the gold dragons. He commands the Special Operations Dragons (S.O.D.), and is not to be taken at all lightly.

Papa Dragon in Human Form

You all know what dragon's look like.

Preston Q. Quibble:

Ethelbert's chief lieutenant, Preston is the proprietor of The Magic Shoppe. Human in appearance, like Ethelbert, Preston, however, favors blue robes with two ruby red lightning bolts on the collar.



Fred's World

The Campaign

Lesterwicke Q. Farquarhall:

Lester, like Preston, is a mage. Lester is the Managing Director of the University of Mystical Arts (UMA). Unlike Preston, however, Lester likes grey robes, which somehow match his dour personality. Very aloof, you would not stop him in the street to ask directions without some risk.



Anthony A. Aardvark:

Seldom seen, Anthony is The Boss' chief accountant. He is most often found counting the loot, which was worth in excess of 2.6×10^{12} GP, at last accounting. Dresses like Ebenezer Scrooge. Looks rather like him, too.



Sigmund:

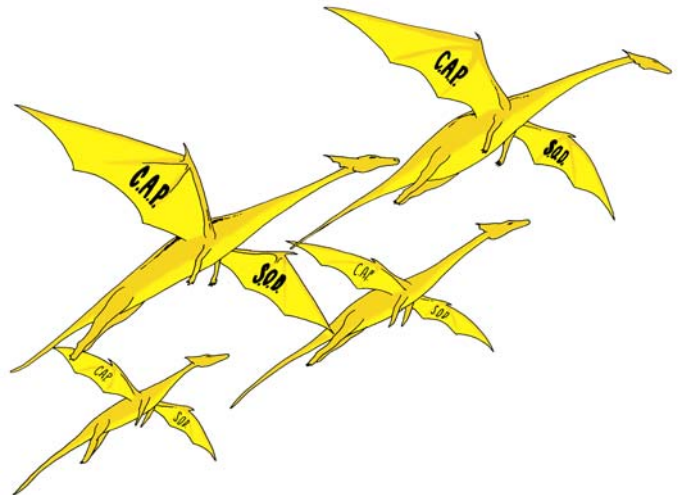
Even more rarely seen than Anthony is Sigmund. One of the main reasons for this is Sigmund's fondness for invisibility. He is the Director of Security for the Island, and he reports directly to Ethelbert.



Boris Balrog:

Sigmund's chief enforcer, er, lieutenant, Boris is a large Balrog, hence his name. Not your normal, garden variety Balrog, Boris is more than capable of transforming you and your party into normal, garden variety compost, if sufficiently provoked, which is to say, provoked in the slightest. Boris has never been seen out of formal evening attire, even prior to six PM.

Municipal Employees:

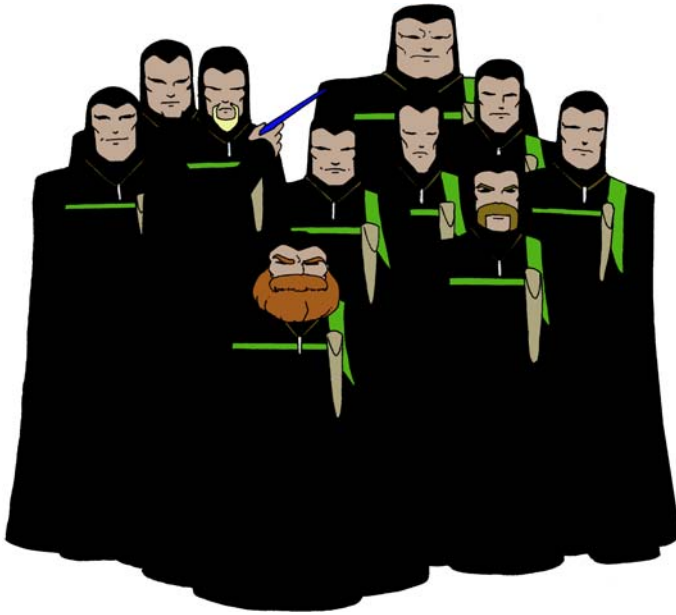


Combat Air Patrol (C.A.P.):

4 large dragons, constantly on patrol over the city, the C.A.P. looks after the safety and security of the citizens of Ethelbertville. They are usually summoned, when needed, by the City Watch, but are quite capable of independent response, at their discretion. Over the Island, the C.A.P. maintains a constant air cover of at least 6 gold dragons, who are also capable of autonomous action. There are those, few to be sure, who suggest that "whimsical" better defines their broad powers of discretion.

Fred's World

's Handbook



Riot Squad:

Beloved maintainers of the peace and order for which this city is so justly famous, they are well equipped for their duties with stun wands and silver dragon whistles (to summon the C.A.P.). They may look a tad silly, but are not to be monkeyed with. They travel as a group of nine, but can break down into three groups of three, wear what appears to be leather armor, and carry quarter staves.

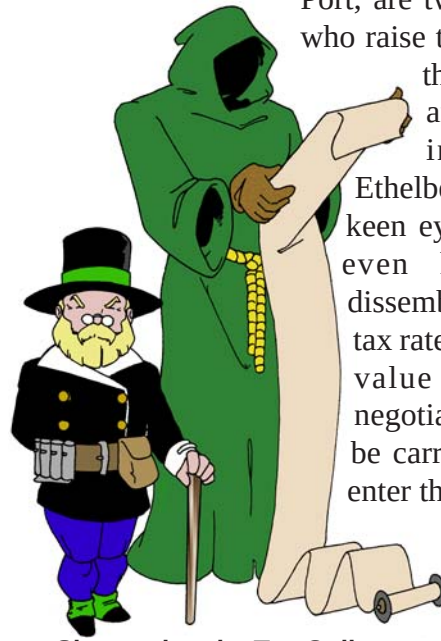


Seven Dwarf Wharf Patrol:

Something of a waterfront counterpart to the riot squad, they maintain serenity by the docks. A group of seven, you know what they look like if you have seen Disney's Snow White. All resemblances end there, as they are not known for the gentleness of their nature. Or their sobriety.

Tax Collectors:

Stationed at each gate of the city, and at the Dragon Port, are twelve tax collectors, who raise the funds needed for the countless benefits and rewards of living in the City of Ethelbertville. They have a keen eye for value, and an even keener nose for dissembling. The standard tax rate is ten percent of the value of whatever negotiables you happen to be carrying, whenever you enter the city proper.



Sigmund and a Tax Collector



Fire Department:

Five companies, each consisting of two giant wooly mammoths and three brontosauri with 25 orc firefighters. One company is stationed at each city entrance, and it is unwise to hinder them in the performance of their lawful duties, which also include crowd control, from time to time. The fire department,

Fred's World

The Campaign

unlike most other city departments, does have jurisdiction in Peasantown, where they are frequently, and enjoyably, employed in crowd control. "Enjoyably" does depend somewhat upon your point of view, I suppose.

Repair Crew

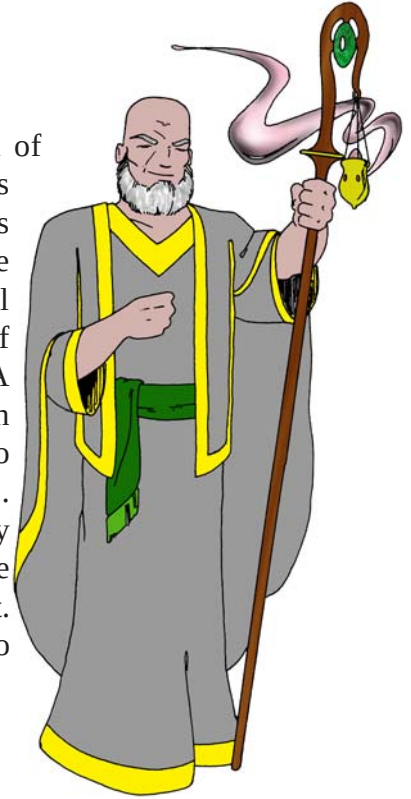
A crack team of Orc construction and maintenance specialists, for Orcs. They perform custodial duties, mostly on the Island. They are especially skilled at putting bodies into bags.



Their Helpers:

The High Patriarch of Ho-hum:

Head of the Church of Ho-hum, this person is the supreme religious authority among those of the neutral alignment, short of Lester Ho-hum. A cleric of at least 40th level, he is a force to be reckoned with. Politely and humbly reckoned with, to be sure. Unless he isn't. Who knows? Who cares?



The Gods:

(Note: The Gods can appear as anything should they deign to visit.)

George Law:

God of Law, supreme deity for those of lawful alignment. As completely lawful as his name would suggest, George passionately despises all things chaotic.

Lester Ho-hum:

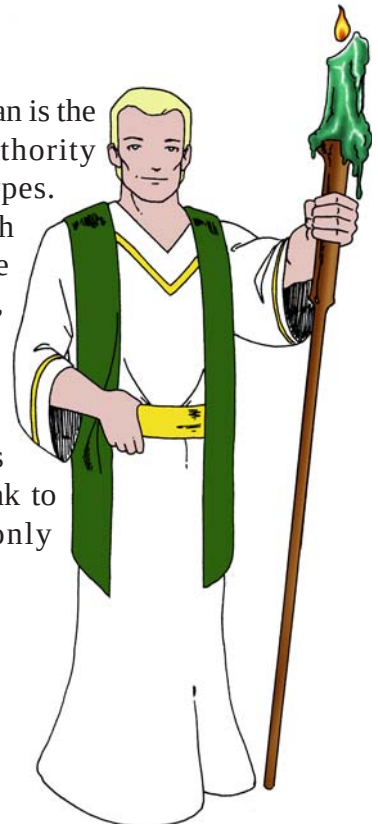
The God of Neutrality, Lester looks after the souls of the neutral. Whenever he is damned good and ready. Or sooner. Or not at all. Who cares? He is one of Ethelbert's dearest friends, often playing chess with him (the games are usually draws) whilst seeking his advice.

Quasimodo Qhaos:

Rather unpopular in Ethelbertville, Quasi is the God of Chaos, and the sworn enemy of George Law, and all things bright, beautiful, clean, and sweet smelling.

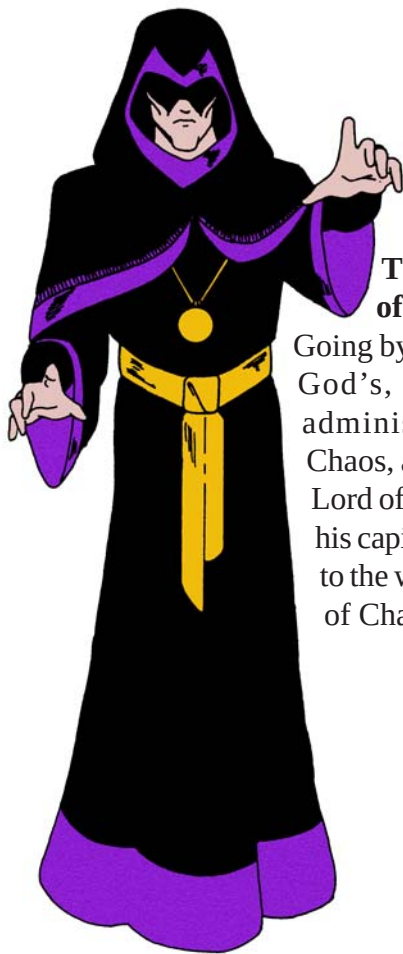
The Patriarch of Law:

In Ethelbertville, this man is the supreme religious authority among your lawful types. Note that there is a High Patriarch of Law, but he resides in Georgetown, the capital city of the Lands of Law. Occupying the 24th level of experience, this person is the closest link to George Law commonly available.



Fred's World

The Player's Handbook



The High Patriarch of Qhaos:

Going by the same name as his God's, Quasimodo Quaos administers the church of Chaos, and serves as the High Lord of Chaos. He rules from his capitol city, Quaosium, far to the west, deep in the Lands of Chaos.

Other Noteworthy Characters

The Great Swenson:

A master swordsman, and maker of superb weapons, Swenson is the chief instructor at the Fighter's Guild. While a master of all forms of knightly combat, his favorites are the sword and quarterstaff. Will be delighted to offer free instruction in the art of the quarterstaff when addressed by the nickname "Swenny". Standing an imposing 6'5"/300 lbs, Swenson is human in appearance, with blue eyes and blond hair, and strong Nordic features.



The Gang of Four:



For lack of a better name, this merry band of drinking buddies is composed of the following characters: Atar-nu, a sometimes centaur, Avatar, a fighter of unparalleled skills at self-injury, Ted Bessel, the elf with a notorious (and enviable) capacity for champagne and general bon vivant, and Kuthayn, the planner responsible for many of the gang's more profitable ventures. They frequently are seen at The Inn of Extreme Fairness, where they refresh themselves and plan many deeds of a philanthropic and/or bogus and/or larcenous nature. Their definition of political neutrality is selling anything to any side with the cash.

Atar-nu:

The least harmful of the crew, or the most, depending on how you look at tanks. Expert at marbles, and good friends with Odin. Throws great parties from time to time. Loves to try armaments, so will frequently buy "choice" items at the



Fred's World

The Campaign

magic shoppe. It is advised not to be near the testing range when he has done this.

Occasionally cannot be found by most normal beings for the life of them, though Tobias and Pony tend not to have any trouble at this. It is wise to remember that when these three disappear, you should too.

Avatar:

Avatar has never met an enemy (or friend) he couldn't hit eventually. (He once whacked off the arm of the person next to him whilst aiming for someone else...) Because he tends to break things, Avatar carries enough high class weaponry to outfit a medium-sized expeditionary force. He has personally ransacked Klidville on three separate occasions, (at last count), always enjoys a good fight, and he's only lost once.



Ted Bessel:

Probably the gentlest and mellowest of The Four, Ted is a hard core pragmatist, who tries to look at any venture from the basis of A.) how much is the profit?

B.) are there any bars nearby? C.) is it entertaining?(or good to eat) D.)does it annoy the powers that be?, and E.) is there absolutely no risk? There are rumors that he and Avatar spent two hundred million GP simply to make trouble for a former customer (now, unfortunately, deceased) that owed them thirty-six million GP. There is a simple message there (if it is true), for those with eyes to see. Never met a good weapon he



didn't like. Usually found in a flying lawn chair, sipping champagne and observing the follies of humankind.

Kuthayn:

Not a whole lot is known about this one. He doesn't show up regularly anywhere and there isn't anywhere he can't show up. He can almost fight Swenson to a standstill with a quarterstaff, and is on one-to-one speaking terms with MacNamara. His sword can cut just about anything, and he deals with mages as easily as fighters, peasants as easily as klids, and gnomes as easily as honest folk.



Various Ethelbertville Citizens and Businesses:

Tobias & Pony:

Occasional travel and recreational cohorts of the Gang of Four, Tobias & Pony operate a stable of the same name, where many fine horses are available for rent, as well as first class stabling facilities.

Tobias, a small boy often seen in work clothes, is usually in the company of Pony, who is about the size of a small Shetland pony of a rich brown color. The two are nearly inseparable, and frequently are found shooting marbles in their clean, cozy stables.



Mr. S Kleen:

A prosperous local dealer in rare and previously owned merchandise. No one seems to know where his stuff comes from, however. Hm.

Fred's World

The Player's Handbook

Ralph Rookya:

A jolly Father Christmas sort (if Father Christmas were played by Sidney Greenstreet), he is the jovial owner and proprietor of the Potluck Inn, a terrific place for good gossip, hot tips, & maybe even a cold dagger on the side. His bouncer goes by the name of Lenny Steinbeck, a Scandaharian.



Bartholomew the Banker:

Owner of Bartholomew's Bank, of course. Around 5'6", he looks for all the world like the British actor Robert Moorley. He always wears at least two rings (one on each hand), a necklace with medallion, and a large gold hunter's watch. Loves to carry large amounts of cash.



MacNamara:

Owner and proprietor of the Blue Dragon Inn. A genial little blue runt, he tolerates no funny business in his place, no sirree.

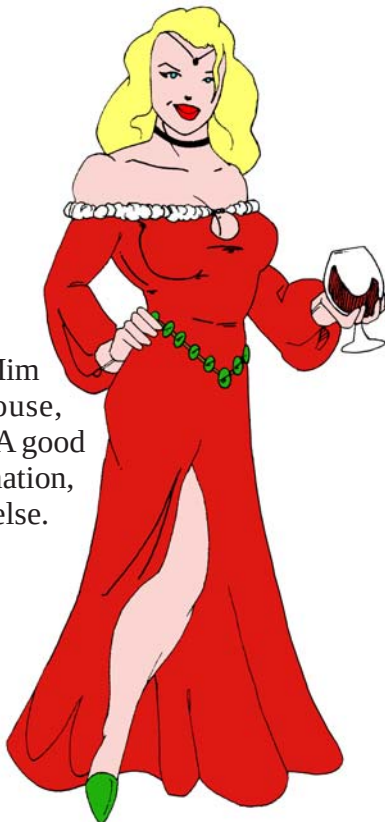


Abdullah the Slaver:

Owner of Abdullah's Slave Market, Peasantown. "Best prices paid for your enemies or friends."

Mad Madame Mim (44-24-36):

Like the gents above, Mim maintains a small house, albeit in Peasantown. A good place to acquire information, and God knows what else.



The Mean Little Kid:

Very little is known about the kid. You will, however, probably have many opportunities to contribute to the fund that exists to reward the person(s) responsible for his demise. Wear your water wings. The Gang of Four is the first group of players to beat the kid at his own game. They drank themselves silly for a month on the reward.

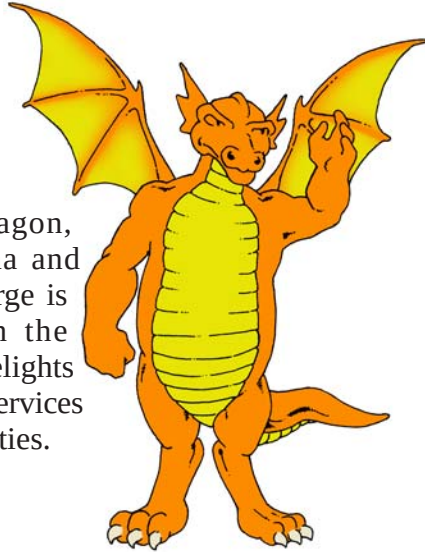


Fred's World

The Campaign

Doctor Dolittle:

Animal trainer and veterinarian, the Doctor maintains a business in town. Your one stop war dog shop. Kid him about talking to his animals at your own peril. Squire Trelayn runs the shop in town, while the Doctor is usually found at his pet hospital/training center in Peasantown.



George Dragon:

A young gold dragon, offspring of Mama and Papa Dragon, George is usually found on the Island, where he delights in providing guide services for adventuring parties.

Larson E. Pettifogger:

Perhaps the sharpest attorney at law in the city. He can get you out of most any jam. The man can hear a gold piece drop on a shag rug.



Noteworthy Places:

Office of Ethelbertian Affairs (O.E.A.):

All governmental functions except law enforcement and judicial affairs are brilliantly mismanaged by this wide deranging department. Not for the squeamish, or the impatient. Or, some say, for anyone with an ounce of sense or gold, and the desire to keep either. Postal and literary reference services are here as well.

The Court House:

A culture may be judged by its courts. Also housing the Police Department, and headquarters for the S.O.D., this is where you will wake up if you ever run afoul of the riot squad or its brother public services. And while the city government is occasionally dim witted, they have taken the precaution of fitting the jail with magic-proof cells.

The University of Mystical Arts:

The premier school for the study of the arcane ways of the wizard (in the lands of neutrality, at any rate), UMA offers first rate instruction, at a first rate price. It is necessary to attend UMA in order to advance past the 6th level. Allow 1 week per experience level. Examples: 7th level, 7 weeks.

Ethelbert Overland Freight:

Your one stop shipping shop; offering surface, air, and magical transportation of goods, and overland coach travel for people, at very favorable rates.

The Ethelbertville Museum:

Traces the development of the city and its environs from ER 1 to the present day. Admission is free, naturally. Maps, models, books, and various other exhibits of inestimable value. Copies of some of these items can be found at the Museum Curio Shoppe.

The Ice House:

Why a perfectly normal, ordinary icehouse (which is a terrific source for any size order of ice) is so heavily guarded just doesn't make sense.

Fred's World

The Player's Handbook

The Magick Shoppe:

For a price, it can be had here. For a bigger price, it can be had soon. For more money than you'll ever see, it can be had yesterday. New players are permitted one visit to Bargain Basement; catalogs are available at the desk, and their cost can be applied towards any



Zigfried Von Blunt, Alchemical Engineer:

The local Alchemist, Zigfried offers many, many economically priced potions, and more than a few God-awful expensive ones, too.

Dwarfcon:

Structures fast, structures right. And structures very expensive. Call them when Orc Inc. has finished, and they'll make everything right as rain. For more money than if they had done the job in the first place. Sometimes, bargains surface here in the form of used and previously owned expeditionary equipment.

Orc Inc.:

When it absolutely, positively must be done inexpensively, incompetently, and utterly on schedule.

Ted and Avatar's Famous Cloakshop:

Without a doubt, the finest cloaks this side of the Empire. You get what you pay for here, no two ways about it. We stand behind what we sell.



The Map Shoppe:

Located in scenic, rustic Peasantown, this is your one stop cartographic shop.



The Elven Opera House:

Also cloaked in the splendors of Peasantown, the Opera House offers live entertainment nightly, with a decided leaning towards the Wagnerian. Ticket prices for the current season range from 1 to 100GP, season tickets from 100 to 1,000GP.

The Farmer's Market:

A bazaar of the bizarre, the market isn't the only thing that you might find out in the fresh, healthful air of Peasantown (Your chitlins springs to mind). Many things can be bought here, including farms.

The Dragon Port:

Arriving and departing air transport utilizes the incomparable terminal that is the Peasantown Dragon Port. Daily departures.

Penny Arcade:

Ably administered by the Gnomes of Zurich, the arcade offers entertaining thrills, chills, and spills, and the opportunity to shoot pool and whatnot amid the cosmopolitan splendor that is beautiful downtown Peasantown.

City Park:

Weary of the hustle and bustle of urban life? Visit the cool green glades of city park, relax among the elements, and generally enjoy life. Ice creams and sorbets are frequently sold by young schoolchildren to raise money for city beautification. As though this city could be any more beautiful...

The Victoria Talltower Memorial Hospital:

The best hospital in town.

Fred's World

The Campaign

The Guild of Fighters:

It is necessary to train here, or in a fraternal institution, in order to advance in fighting or Ranger skills beyond the 6th level. Allow 1 week of training for each level of experience, i.e. 7 weeks for 7th level, 10 weeks for 10th, etc.

The Church of Hohum:

The Vatican of the Church of Neutrality, the church has one of the finest, most valuable collections of sacred art on the continent. Neutral characters, or those needing the services of neutral clerics, will find whatever they need here, usually for some piddling donation to the church's poor box.

The Church of Law:

While not the headquarters of the church, this is the highest ranking outpost of the church of Law in the lands of neutrality. Think of it as the Diocese of New York.

The Inn of Sleepless Knights:

More expensive than some (make that most), the Inn provides food, beverage, lodging, and entertainment,

all under one mirror. (?) The bartender, a satyr named Pan (surprised?), is possibly the finest mixologist in the lands of Neutrality. Tip him well, and he may play a little music on his pipes for you, and your date.

The Inn of Crunchberry Dreams:

An institution for the comfort, lodging, and otherwise diversion of the fighting person, the Inn is economically priced, and provides quite comfortable (quite comfortable) accommodations. For some reason, fighters, rangers, and certain clerics have been known to order "the special", whenever A.) they are heading into combat in the next couple of days, and B.) Ed, the centaur bartender, is on duty. Famous for parties. Large parties. Large raucous parties. With fireworks.

The Open Air Market:

Adjacent to the Inn of Crunchberry Dreams, the market provides the citizenry of Ethelbertville with many of their day to day needs. A civilized version of the Farmer's Market in Peasantown, it is renowned for the intricate mosaic patterns of its paving stones; you'd have to go to Id to see anything like it.

The Inn of the Gold Dragon:

A popular hangout for off duty members of the SOD, this quiet and efficiently run establishment has very fine lodging, at a very fair price, and the bar has prices fairer still. Renowned for its peaceful and secure atmosphere. They have a standing policy if you can pick up your key, the management will pick up the tab for everything but gambling debts.

The Inn of Extreme Fairness:

The premier hotel in the premier city in the premier lands of the premier continent. Need any more be said? Their cheapest, trashiest hole in the wall room is better than anything else in town.

Elfin Romeo Escort Service:

The professional escort/guide service to Ethelbertville, Elfin Romeo also maintains a shuttle service to the City Zoo. Reasonable rates for all manner of personal services.

The City Zoo:

Not far from Ethelbertville, the City Zoo offers countless educational and entertaining exhibits of a botanous and zoological nature. Obviously, another of the near countless benefits of living in this fair metropolis.



Klid Warlord

Fred's World

The Player's Handbook

Combat Management:

Unfortunately, even in a peaceful place like Fred's World, sometimes there is no other solution to a problem than duking it out. We are sure that you will try everything in your power to avoid armed conflict, but for that one time in ten thousand when diplomacy fails, here is how we do things downtown

First, though, there are a few definitions that need to be covered:

Initiative: simply put, who goes first? 1 d6 is rolled, and any dexterity modifications either added or subtracted. This number can be negative, as lower is better.

To Hit: a number rolled on 1 d20 to determine whether or not an attack lands on the enemy. Subject to many modifications, and higher is always better.

Saving Throw: the target's opportunity to evade or survive a special attack, usually magical. There are several different kinds, explained in your individual character class supplements, but all use 1 d20 to roll, and higher is always better.

Damage: the amount of damage, in hit points, inflicted by a successful attack.

Strength Bonus: reflects altered damage, in hit points, resulting from unusually high or low strength scores. Round: a combat round. 10 seconds. Also called an Initiative round.

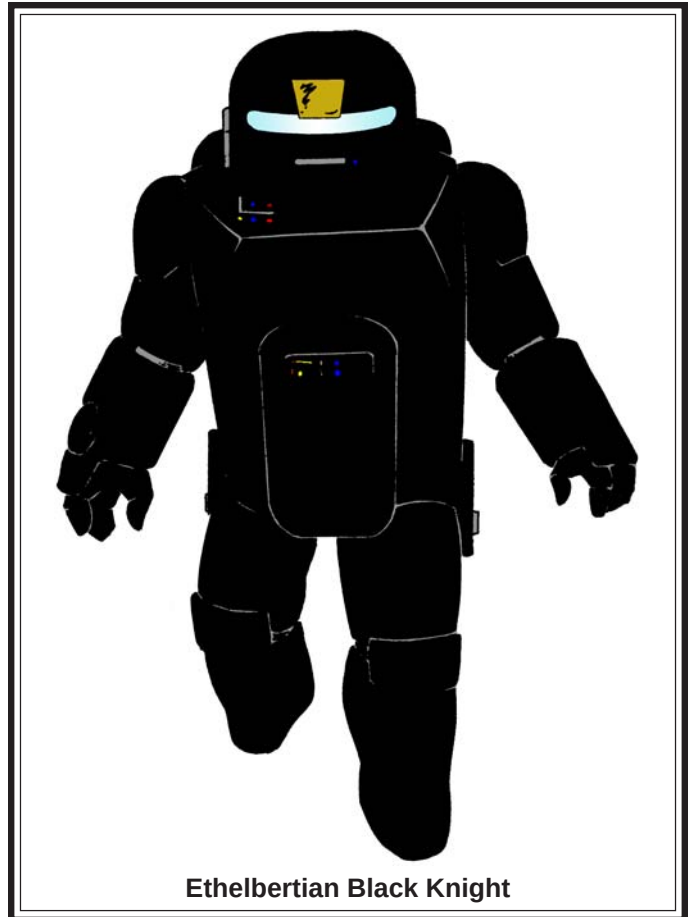
Modified: any die roll resulting from the addition or subtraction of personal modifiers, such as strength bonuses, initiative adjustments, etc. Also called an adjusted roll.

Unmodified: any raw die roll, without adjustments.

Natural: most often, an unmodified roll of 20 on a to hit roll. A very good thing. Can also mean an unmodified roll of 1 on a to hit roll. A very bad thing.

Personal Combat:

Two people are going to fight. The first one, Flavius Maximus Crunchimus (don't look at me I just write what I'm told) is hiding in a tree, waiting for the chance passerby. That role is played by our old hero, MacDuff, happening along. Flavius will get the first attack



Ethelbertian Black Knight

because he has set up an ambush, and surprise is always helpful.

Here are their statistics:

MacDuff: 5th lev Fighter, 35 hit points

Strength: 18 (+1 hit, +3 damage)

Intelligence:11

Dexterity: 14 (-1 AC)

Constitution:15

Wisdom: 4

Charisma: 10

Chain Mail, (AC 5, effective AC 4) Bastard sword (1 d6 +2), cookie stone, and 1 Magic Missile scroll.

Flavius: 8th level Fighter, 65 hit points

Strength: 22 (+3 hit, +7 damage)

Intelligence:4

Dexterity: 16 (-1 initiative, -2 AC)

Constitution:15

Wisdom: 3

Charisma: 6

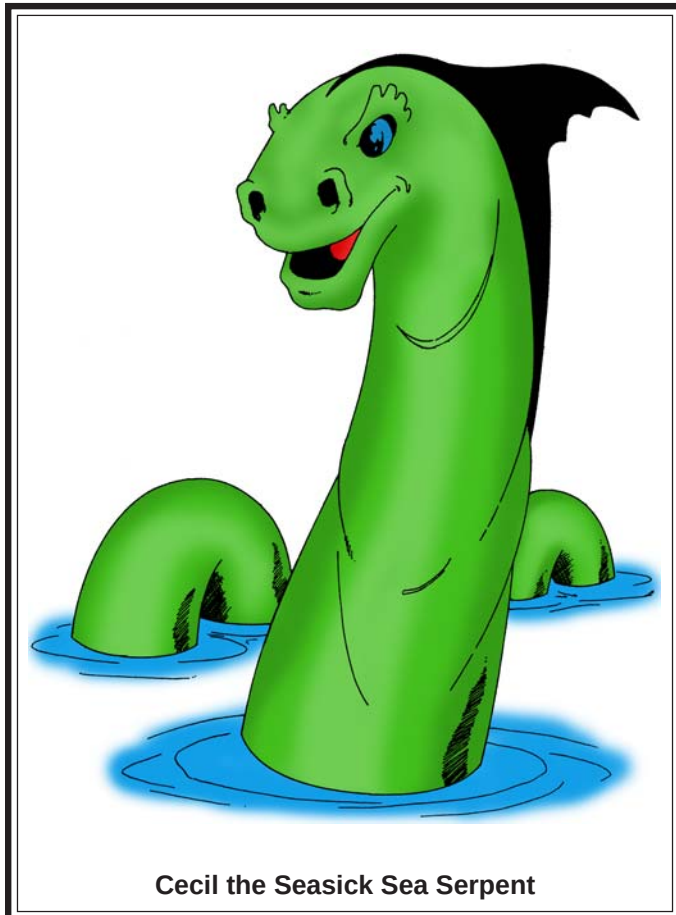
Fred's World

The Campaign

Chain Mail, (AC 5, effective AC 3) Two handed sword (1 d10), Mk II Broach of Shielding with 80 points used.

Okay. Flavius leaps from his tree, lands behind MacDuff, and swings his sword. He needs to hit AC 4, and his THACO is 17, so he needs a 10 to hit, taking bonuses into account. He rolls an 11, adds 4 for a surprise attack from behind, and ends up with a modified 15. He hits. MacDuff takes 13 points of damage (6 from the 1d10 sword, 7 from Flavius' bonus). The first round is over, and the two characters must now make an Initiative roll.

MacDuff rolls a 2, Flavius a modified 5 (6-1). MacDuff goes first. He opts for his scroll, and opens it up, launching it at Flavius. It blasts Flavius for 26 points of damage (7 d4+7). His broach absorbs 20 points of this damage (its maximum is 100), and passes the other 6 on to its owner. Note that Flavius does not get a saving throw vs. the Magic Missile.



In retaliation, Flavius once again swings. He gets an adjusted 16 (13+3) on his 20 sider, and hands MacDuff another 17 points of damage. Ouch. MacDuff has now absorbed 30 of his 35 hit points, and things are looking grim. The second round is over, time for another initiative roll.

MacDuff rolls a 1, Flavius a modified 2 (3-1). MacDuff goes first. He'd love to run, but can't hope to survive, what with only 5 hit points remaining, so he takes his initiative to draw his sword this will take him the rest of the round. Seeing his chance to finish MacDuff, Flavius swings, rolling a natural 1. On a hit roll of 1, something bad happens to the attacker. In this case, Flavius jams his sword into the tree that he so recently vacated. Oops. The third round is over.

MacDuff's initiative roll is a 2, Flavius' a modified 3 (4-1). Yes, MacDuff has been very lucky with his initiative. He swings his sword at Flavius, and luck of luck, rolls a natural 20. On a natural 20, damage is automatically doubled, and to hit modifiers are ignored. He rolls 5 on a d6. Add 2 for a total of 7, doubled, for a grand total of 14 points. A good, solid hit. Flavius is very annoyed, and, unable to retrieve his sword, opts to attack this upstart barehanded. He must hit AC 10, when grappling, therefore, he needs a 4 to hit (7 to hit AC 10, -3), and rolls an 11. He hits, and both of them fall to the ground, Flavius' hands on MacDuff's throat. End of round 4.

Since Flavius has pinned MacDuff, there is no initiative roll for this round, and Flavius proceeds to throttle what little life remains, out of MacDuff. However at 0 hit points, MacDuff awakes, high and dry, (and unhurt) outside the Magic Shoppe in Ethelbertville, and his cookie stone is gone. Total elapsed game time, 50 seconds 5 combat rounds.

While there are many other factors, this covers the most important aspects of combat, and your referee can fill in any blank spots.

Fred's World

The Player's Handbook

Folklore and Proverbs from Fred's World:

Well, just a couple more small thoughts, bits, and pieces, and then you are ready to hit the road, and play to your heart's content. Why not learn from the numerous mistakes of others? This is a collection of sometimes random notes, gleaned from many years of player experience, included at the shrill insistence of one of those players. He complains about a lot of other things, too!

For instance. You will be much happier (and live much longer) in Fred's World, if you treat it as a form of reality, within its own context. If you, as a player character (PC) say or do something astoundingly idiotic, the chances are excellent that you will pay for your knavishness. Historic situations include the time some fool said "Beam me up, Spock." Well, by invoking the false god Spock, he quickly earned the wrath of the gods, who roasted the player and party. Stupid, stupid, stupid.

This campaign has been in development since 1968, and as such, reflects the sort of texture and richness that you might expect from any real place. Expect the unexpected, and don't try to mow down every last NPC you meet, as quite a few of them could make a small snack of you. One night, the Gang of Four was camping by an Imperial road some miles out of Ethelbertville, when an intruder challenged them. Rather than respond politely (and humbly), they drew straws and elected Atar-nu as Designated Hitter, who then proceeded to carve a path two miles into the forest a hundred feet wide. When the dust settled, a lone man stood in the middle of it all. Smiling genially, he said "You guys can dish it out pretty good. Can you take it?", and as one, the Gang chorused "NO!" in a loud, if somewhat terrified, voice. The reason they are still alive to-day attests to their ability to think with their feet, rather than their machismo.

If someone quotes you a price for something, don't be too hurt if he or she raises it, when you complain that it's too expensive.

Just because something has a silly name doesn't mean it can't kick your fanny from here to there and back again, solely for its' own entertainment. A fine example of this is the Large Horned Purple Spotted Snorklewhacker. A funny looking and acting creature, it hits for 1d20 when it isn't even trying.

Not all good weapons are edged. One time, while being pursued by a wing of attack helicopters, and a gaggle of Gremlins, Avatar taunted the Gremlins, claiming that they were incapable of knocking the things down. Never ones to ignore a dare, the Gremlins wiped out the entire wing for us. And themselves in the process, but if you wanna make omelets...

You don't need to kill to make money. And everything has a use. Sometimes, you can do quite well by engaging in the buying and selling of rare and unusual merchandise. The gang once sold a set of counterfeit magic books to two different people on the same day. The profits were in the millions. But they would not have made dime one, if they hadn't realized that there is a sucker born every minute.

Always, always, steal from Ethelbert. But not in a traceable fashion. After all, if you can get it off the Island, it is yours.

Getting into the dungeon is child's play. Getting out with a profit is another story. Or four. There are easier ways to make a fortune.

When in trouble with Ethelbert, it is critical to know how to pass the buck. Remember-for every sucker, a scheme. For every mistake, a scapegoat. Tell a lie at your own risk, but make out a will beforehand. Boots were made to be licked. Also, remember—entertaining the authorities, especially the Gods, helps. A lot.

Don't show off. No matter how good you get, there is always someone better, and usually, much better. And some of them are PC's.

Fred's World

The Campaign

Ethelbert does not know the difference between power and finesse. Then again, he doesn't often need to know the difference. This could be the single most useful thing in these pages.

If you come across something counting backwards, it isn't wise to hang about & see what happens at "zero".

Useful phrases: "Yes, sir." "Here, take everything, I don't mind." "No, I didn't." "Yes, I did." "Drop all your weapons, and hand over the loot."

Less than useful phrases: "Hell, that's easy!" "Don't worry, they can't catch us." "You'll never prove that." "Wonder what this does?" "Drop all your weapons, and hand over the loot."

Be careful what you wish for—wishes come true. Not free.

When running away (always a sound plan) know where you're running to (another, still sounder, plan).

What good is loot, if you're not around to spend it?

Your God is your friend (Sometimes you're only friend), and a well timed 911 call can pull your chestnuts from the blaze, now and again.

The banks are well guarded.

You can get a lot more with a kind word and a disintegration wand, than you can with the wand alone.

When dealing with Gnomes, insist on a written contract, and count your fingers after shaking on the deal.

Nobody likes a wise ass. Especially Ethelbert.

You never win a fight with the Boss by going toe to toe. In other words, don't challenge The Boss with a display of your might.

Remember the Golden Rule: Whoever has the gold, makes the rules.

Don't press your luck by selling Ethelbert's stuff back to him.

If you really want to get somewhere, (around town in particular) don't walk.

While Ethelbert's memory for injury is long, sometimes his memory for good turns done him is a bit longer.

Contrary to popular belief, day is no safer than night. Just brighter.

Whatever you must pay, carry a cookie stone.

In this campaign, knowledge is absolute power. It is more profitable to learn than to steal. But if you can manage both, so much the better.

If you need a guide on the Island, you could do far worse than George.

A party that works together will always do better. The Gang of Four, billionaires extraordinaire, did not get that way by being Four Gangs of One.

This game exists to be enjoyed. If it ain't fun, you're probably doing something wrong.

Original thinking is rewarded in this game. Amusing the referee never hurts, either.

Notice that few people own cats. For long. Many don't have the desire to afterwards.

Run when hearing: "Alright, who's got the straws?", "Drizzle drizzle drizzle drome!", "clang clang CLANG CLANG!!", "Press Gang!", "Just sign here!", "incoming!" and, of course, "You guys dish it out pretty good. Can you take it?"

The secret to winning at this campaign is right here.

cave canem.