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# Shields of Power™

## Genesis of Shield World

*Before there was Shield World, scholars say there was another world. The bards sing songs of the long ago 'Ancient Times.' Some say it was a better world. Some say it was worse. Some just say that it was bigger, faster and more complex. But they agree that in the Ancient Times the peoples became so obsessed with themselves and the material things of their world that they moved blindly forward in their search for more and bigger and better ways to get those things. Finally, their machinations progressed beyond the point of no return. The people of the Ancient Times destroyed themselves in a great cataclysm of fire and death. After the Great Fire there came a long time of darkness lasting years beyond count. Eventually, out of the darkness and chaos, the light reappeared and the natural world began to restore itself. Out of this rebirth came the beginnings of life and the peoples that evolved into what we know today as Shield World.*

## The Game

Welcome to the world of Shields of Power™. This is a fairly simple, but detailed, Fantasy Role Playing Game that is less about game mechanics and more about character completeness, the story, adventure and fun. If you are interested in this game you have probably played some type of role playing game in the past. If you are new to Fantasy Role Playing (FRP) games a brief explanation is in order. A Fantasy Role Playing game is one in which the player makes up an imaginary character according to the rules of the game and then pretends to be that character in a make believe world. The player becomes an active participant in that world by helping to create the action of a story or scenario. The Game Master (GM) tells the players what their characters see, hear, smell, etc. And the players tell the GM how their characters react to the given situation. The fun is in getting to be someone completely different from yourself living in a different time and place (be it better or worse than your own). The greatest fun is that it can be anything you want it to be.

In this rulebook you will find sections on making characters, combat mechanics, weapons and equipment, creating adversaries and being a Game Master. Also included is a simple, short adventure called Gold Quest. It is not intended to be highly challenging or extremely complex, but rather it is there to help you as a player and/or Game Master get the feel of the game mechanics before you leap headlong into a complicated campaign that could become more frustrating than enjoyable.

As you go along you will find histories and legends interspersed with the rules of play to help you get the feel of the world as it exists in the time of Shields of Power™.

*So read on and above all - have fun!*

# Rules of Play

The basis for many activities in Shields of Power™ is the percentage die roll (d%). This is accomplished by taking 2 ten sided dice (2d10) of different colors and designating one of them as the 'control' or tens number and the other as the 'secondary' or ones number. The dice are rolled. A zero is added to the number on the control die making it 00, 10, 20, 30, etc. the number on the secondary die stays as rolled. The numbers are then added together to make 04, 35, 61, etc. A roll of 0 on the control die and 0 on the secondary die is interpreted as 100. In this way you can generate random numbers between 01 and 100. There are also dice which have the 10s numbers printed on them for easier reading, but the result is figured in the same way. Any other die rolls will be explained as you go along.

## Building a Basic Character

The foundation of any FRP game is the creation of the player/character (PC) which gives the player her or his identity in the fantasy world. In Shields of Power™ a character may be of a race other than human. Racial differences can help make a character unique and memorable. Each race has its own advantages, disadvantages and social customs. The PC also has a choice of many occupations. Each occupation has its own training school or guild, set of rules and symbols. Guild membership determines what kind of special powers and abilities the character has. The Greater Races and Power Guilds are as follows:

### Greater Races

<b>Dragon-Man</b>	<b>Dragorna</b>	<b>Dwarf</b>	<b>Elf</b>	<b>Gnome</b>
<b>Goblin</b>	<b>Human</b>	<b>Leprechaun</b>	<b>Troll</b>	

### Power Guilds

<b>Assassin</b>	<b>Druid</b>	<b>Fighter</b>	<b>Illusionist</b>	<b>Monk</b>	<b>Paladin</b>
<b>Priest</b>	<b>Ranger</b>	<b>Shāpre</b>	<b>Thief</b>	<b>Wizard</b>	

Detailed explanations of the Greater Races and Power Guilds are found in the Race Book and the Guild Book.

## To Begin . . .

To build yourself a basic character, find the sample Character Sheet at the back of the rulebook. This sheet may be removed, copied/scanned/printed along with the Magic User Sheets and the Sheets of Shields (be sure to get plenty). You will notice that the Character Sheet has places to note attribute values as well as sections for weapons, armor, equipment, the character's name, race guild and other information.

The first section you will be dealing with is the Attribute section. Each Attribute represents one part or aspect of the character as a whole. These individual qualities are defined by assigning numerical values to them which indicate their relationship to those of the average human. When taken together the attribute values make up a total picture of the skills, abilities and inherent qualities of that character. An attribute value of 10 is average. If rolled randomly, a value of 20 is the highest and 2 is the lowest before adjustments are made for race and guild choices.

**You may determine a character's 9 Primary Attribute values in one of the following three ways:**

- 1) Take 100 attribute points and distribute them among the 9 primary attributes in any way you like with no one attribute getting less than 5 or more than 15 points.
- 2) Randomize the attributes by rolling 2 ten-sided dice (2d10) and adding the numbers together for each attribute. The sums are assigned to the attributes in the order they are listed on the character sheet.
- 3) Roll 9 random numbers as above and assign them to the attributes in any order you wish.

**The 9 Primary Attributes to which you will need to assign numbers are as follows:**

- 1) **STRENGTH (ST)** – The character's physical strength. This affects how much a character can lift or how strong his blows will be. Skill Damage is figured from a character's Strength. (See *Combat Rules* for more information).
- 2) **CONSTITUTION (CON)** – How tough a character is or how much punishment she can take. All physical damage is subtracted from a character's Constitution.
- 3) **DEXTERITY (DEX)** – This is the manual dexterity needed for small jobs such as lock-picking, making or repairing small objects or dismantling traps and devices. It also helps determine a character's ability to hit a target from a distance.
- 4) **AGILITY (AG)** – The character's co-ordination and ability to use her body. This deals with running speed, acrobatic moves, dodging and overall athletic ability.
- 5) **INTELLIGENCE (IQ)** – This is mental strength or mind power. ALL MAGIC requires the use of IQ points.
- 6) **WISDOM (WIS)** – This is common sense and/or mental stability. When confronted with fearful or startling situations this is the attribute that allows for choice of action. It also encompasses life knowledge and education as well as adjustment to strange people, social customs and surroundings.
- 7) **CHARISMA (CHR)** – This is the ability to persuade, lead, influence or dominate others. It has very little to do with physical appearance.
- 8) **APPEARANCE (APP)** – This is physical appearance. It is how ugly or beautiful a character is on the outside.
- 9) **LUCK (LK)** – This is just pure luck. The character was 'lucky' enough to find the treasure in the pile of bones.

**Note:** There are 3 secondary attributes – Piety, Ki and Believability Level. They are specific to the Priest, Monk and Illusionist Guilds. The rules for determining their values are found in the appropriate sections of the *Guild Book*.

### **CHOOSE YOUR CHARACTER'S RACE NOW.**

If your character is Human, leave all the Attributes at their original number. If your character is from another race, turn to the appropriate section of the *Race Book* and adjust them accordingly.

### **CHOOSE YOUR CHARACTER'S GUILD AFFILIATION NOW**

Find the information for the guild you have chosen in the *Guild Book* and adjust your character's attributes accordingly. Be sure to make note of any pluses or minuses to Combat Advantages (Ads), special abilities gained by guild training, dues or payments required and how Experience Points are gained for that guild. (You will see why this is important later). If your character is a magic user of any kind, find the appropriate Magic User sheet and fill in the necessary information for that guild.

## Combat Advantages

The next section you will look at is the Combat Advantages section. Because each character is different, physically and mentally, he receives personal advantages (Ads) in combat which are based on certain combinations of attributes. Also, because characters act differently depending on whether they are on the offensive or the defensive, the attributes used to figure these Ads are different and the Ads vary. These Ads along with the Combat Weapons Factor (CWF) of the weapon the PC is using and the Armor Protection Factor (APF) of the armor the PC is wearing determine the character's effectiveness in physical combat. (See *Combat Rules*, the *Weapons List* and the *Armor List* for details).

**To figure OFFENSIVE ADS:** Add ST, DEX, AG and CON. Put the total in the Offensive Attribute Total Maximum (Off A T Max) blank. Check the total against the chart below and put the appropriate number in the Offensive Advantages – Maximum (Off Ads Max) blank.

**To figure DEFENSIVE ADS:** Add ST, WIS, AG and CON. Put the total in the Defensive Attribute Total Maximum (Def A T Max) blank. Check the total against the chart below and put the appropriate number in the Defensive Advantages Maximum (Def Ads Max) blank.

### Combat Ads Chart

Attribute Total	Off Ads	Def Ads	Attribute Total	Off Ads	Def Ads
0 to 10	-6	-5	101 to 110	13	14
11 to 20	-4	-3	111 to 120	15	16
21 to 30	-2	-1	121 to 130	17	18
31 to 40	0	0	131 to 140	19	20
41 to 50	1	2	141 to 150	21	22
51 to 60	3	4	151 to 160	23	24
61 to 70	5	6	161 to 170	25	26
71 to 80	7	8	171 to 180	27	28
81 to 90	9	10	181 to 190	29	30
91 to 100	11	12	191 to 200	31	32
Cont'd	Next	Column	Etc.	Etc.	Etc.

For each additional 10 points of Attribute Total, add 2 to the Off and Def Ads number.

**NOTE: Because a character's CON is used in figuring these Ads, they may vary during combat.** When a character takes damage, the points are subtracted from his CON. This subtraction is noted in the Curr. CON blank and the Offensive and Defensive Attribute Total Current (Off./Def. Attr. Total - Curr.) blanks. Should this cause the Offensive and/or Defensive Attribute Totals to fall below a cut-off number, the Ads should be reduced accordingly. This can be noted in the Offensive and/or Defensive Advantages Current (Off./Def. Ads Curr.) blanks. The attribute totals rise and Ads are regained as CON is restored when healing occurs. *\*Other Attribute drops have similar effects.\**

## Proficiency Advantages

Proficiency Advantages (Pro Ads) show how good a character is at what she does. All Guild trained characters start with Proficiency Ads of 1. This is signified by a Belt color of White. As characters gain experience and increase in levels (see *Belts and Levels*), fighters become more proficient in the use of arms and armor and magic users become better at their craft. *Therefore, the character's Proficiency Ads increase by 1 with each level increase.*

This is important for two reasons: 1). The character's Proficiency Ads are added to her percentage roll along with Offensive or Defensive Ads to determine the winner of a given combat turn. 2). Proficiency Ads greatly affect magic use. (See *Combat Rules* and specific guilds for details).

## Shooter and Target Advantages

Shooter and Target Ads are used strictly in missile weapon combat. If the PC is the Shooter, Shooter Ads help determine if he hits the target. If the PC is the target, Target Ads help determine if he is hit or not. To figure a PC's Shooter Ads, add DEX and Proficiency Ads. To figure a character's Target Ads, add LK and Proficiency Ads. (To find out more, see the *Missile Weapon Combat* section of the *Combat Rules*).

## Physical Characteristics

Now that you have determined your PC's basic game statistics and advantages you will want to flesh that character out by deciding how he or she looks. Some things may be obvious from the attribute numbers. A human character with a ST of 18 will hardly be a 98 pound weakling. You may choose your character's physical characteristics following the guidelines given for the specific race in the *Race Book* OR you may select some of them randomly by rolling on the following tables.

### Sex

Roll 1d6

Odds = Male      Evens = Female

### General Physical Characteristics

Roll 1d6 – Once for Height, Once for Build

	Height	Weight
1	Extremely Short	Extremely Thin
2	Short	Thin
3	Average	Average
4	Medium Tall	Moderately Heavy
5	Tall	Heavy
6	Extremely Tall	Extremely Heavy

Determine the character's actual height and weight by using the limits of the racial norms found in the appropriate section of the *Race Book* to choose numbers that fall within the guidelines rolled above.

### Hair Color

Roll 1d10 or choose from the list below

Roll	Color	Roll	Color
1	Black	6	Carrot Red
2	Dark Brown	7	Blonde
3	Salt & Pepper	8	Ash Silver
4	Auburn	9	White
5	Light Brown	10	Bald

## Eye Color

Roll 1d10 or choose from the list below

Roll	Color	Roll	Color
1	Black	6	Brown
2	Violet	7	Red
3	Blue	8	Yellow
4	Green	9	Pink
5	Hazel	10	2 Different Colors*

\*Player may choose 2 colors or roll 2 times on the chart

## Facial Hair

For Males: Roll 1d6, Odds = Yes, Evens = No. If 'yes', roll 1d6 or choose from the list below

Roll	Type*
1	Side Burns
2	Beard Only
3	Moustache Only
4	Full Beard
5	Mutton Chops
6	Peach Fuzz

\*Roll 1d6: Odds = Trimmed or Thin, Evens = Full or Bushy

## Handedness

Roll 1d6

1-3-5 = Right Handed    2-4 = Left Handed    6 = Ambidextrous

## Human Vestigial Racial Characteristics\*

Roll 1d6 or choose from the following list

Roll	Type
1	African/Dark Brown Skin
2	Mediterranean/Olive Skin
3	Native American/Mahogany Skin
4	European/Cream, Peach Skin
5	Asian/Yellow Cast Skin
6	Albino/White Skin

These are physical characteristics left over from races which inhabited the earth in the Ancient Times. They include not only skin color, but may also refer to such things as eye and face shape as well as typical height and weight. Check the *Race Book* to see if this applies to the character's race.

## Age

A character's numerical age is difficult to determine in a random manner because of the wide variation in lifespans of the various races. However, you may use the chart below to determine a general age range. Then look on the Maturation Chart and choose an actual age that falls within the range rolled.

### PC Age Chart (Roll d%)

**0% to 5% = Prodigy (Child):** The character has graduated from a guild at an age roughly equivalent to the human age of 12 to 14. Basically a child in most ways.

**6% to 15% = Youth:** The character has graduated from a guild at the human age equivalent of 15 to 18. A young adult, but not fully grown or emotionally mature.

**16% to 50% = Young Adult:** The character has graduated from a guild after taking the training at the normal age in the normal amount of time. Human age equivalent 19 to 35.

**51% to 85% = Mature Adult:** The character has taken guild training a little later in life.. Human age equivalent 36 to 50.

**86% to 95% = Older Adult:** The character has lived one type of life already and has taken guild training as a kind of second career. Still very productive, but slowing down. Human age equivalent 51 to 75.

**96% to 100% = Aged:** The character has been very fortunate to have been allowed into a guild at all. She must have shown some exceptional ability to be allowed to do so. The education may have been taken as an educational pursuit rather than a practical one. Still able, but not physically powerful. (Take no adjustments on ST and CON for the Fighter and Paladin guilds). Human age equivalent 76 and above.

To find actual numerical age ranges for the different races see the chart below.

### Race Maturation Chart

Race	Child	Youth	Young Adult	Adult	Older Adult	Aged
<b>Dragon-Man</b>	To Age 22	23 to 30	31 to 50	51 to 135	136 to 220	221 to 300
<b>Dragorna</b>	To Age 22	23 to 30	31 to 50	51 to 135	136 to 220	221 to 300
<b>Dwarf</b>	To Age 25	26 to 35	36 to 60	61 to 175	176 to 275	276 to 350
<b>Elf</b>	To Age 30	31 to 55	56 to 100	101 to 800	801 to 1500	1501 to 2000
<b>Gnome</b>	To Age 14	15 to 21	22 to 35	36 to 70	71 to 100	101 to 120
<b>Goblin</b>	To Age 10	11 to 16	17 to 23	24 to 45	46 to 65	66 to 80
<b>Human</b>	To Age 14	15 to 18	19 to 25	26 to 50	51 to 75	76 to 100
<b>Leprechaun</b>	To Age 50	51 to 75	76 to 500	501 to 1500	1501 to 3000	3001 And Up
<b>Troll</b>	To Age 30	31 to 55	56 to 85	86 to 600	601 to 1200	1201 to 1500

## Languages

All characters automatically speak the language of their own race. A character's ability to handle language is tied directly to his WIS. If the character's native language has a written form and the PC has a WIS of 6 or less, he is functionally illiterate and cannot read or write at ALL in any language. If the PC's WIS is 10 or less the ONLY language the character speaks is the native one. The degree to which a character is fluent in another language is determined by the PC's WIS points. For every 5 points over 10 the character has, he may be fluent in one additional language. If the WIS number falls between 5 point increments, the PC is fluent in at least one language and possesses limited skill in another. For working details, see the following information:

### Wisdom is 10

+1 = 11

+2 = 12

+3 = 13

+4 = 14

+5 = 15

+6 = 16

### PC Knows . . .

A few key words such as 'Hello' or 'Help'

A few simple phrases such as 'Where's the bathroom' or 'Stick 'em up!'

Enough to understand snatches of conversation and make a limited response

The language fairly well, but speaks with a pronounced accent and grammatical errors

A second language fluently in both spoken and written forms, if any

A second language fluently and a few key words in a third

. . . and so on . . .

A character may choose any language from the list below as a second or third language. However, choosing Dragon-Man/Dragorna may result in a premature death. (See the *Dragon-Man* section of the *Race Book* for details). Some languages have a written form and some are spoken only. For details on languages see the specific race information in the *Race Book*.

### Language List

Dragon-Man/Dragorna (spoken only) – Dwarvish – Elvish – Gnomish

Goblin (spoken only) – Human/Common (spoken only) – Leprechaun (spoken only) – Trollish

\*Alphabets for the languages that have written forms may be found in the *Language* section of the specific race information in the *Race Book*.

### Learning Languages

Once a character has been created, she may only learn additional languages through exposure in actual game play. If a character's WIS is enhanced by magic or natural progression during play, she does not automatically become fluent in another language. The enhancement merely gives the character the capability of learning another language or part of a language. The learning must occur during game time. The PC cannot go off to 'study' between game sessions and come back fluent in four languages in two weeks. For each new language, the character must have the required extra points of WIS and be in direct contact with the language during game time. To achieve fluency in a new language, the PC must be in direct contact with it for 1d6 MONTHS of game time, have all 5 additional WIS points to devote to it and make a WIS vs. GM + 10 roll. If the PC does not win the