

LEGEND

CORE RULEBOOK

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WELCOME TO LEGEND

This book contains all you will need for adventuring in worlds of sword and sorcery, where a good blade is all that stands between you and certain doom. The rules presented in this volume can be tailored to a wide variety of settings and genres although the focus is primarily on gritty fantasy with a heroic feel. These rules are not confined to just one world: the rules are characterised by flexibility and intuition, permitting Games Masters, players and their Adventurers to explore just about any milieu they care to. The game focuses on characters and their capabilities, grounding everything from an adventuring perspective. Using *Legend* as the basis, many different settings and worlds are possible – all it takes is imagination.

New to Roleplaying?

Although *Legend* is by no means an overly complex game, it is assumed that those reading this book have played a roleplaying game before and understand the key concepts: players control characters and a Referee or Games Master articulates the story and the action, as well as adjudicating the results. So, whilst advice for both players and Games Masters is included throughout these rules, in the form of examples, clearly explained rules and so forth, it is written from the standpoint of a certain degree of roleplaying familiarity and experience.

New to Legend?

The *Legend* rules are part of a family of popular percentile-based systems that are renowned for their ease of use and adaptability. *Legend's* concepts and rules are easy to understand and implement with a series of unified mechanics underpinning the separate elements of character creation, combat and magic. Most character actions are based around a percentile skill or ability with a roll equal to, or below, the value indicating success. Of course different rules and circumstances add a certain degree of sophistication and complexity but at its heart *Legend* is a very simple, logical system that can be grasped from a glance at the character sheet and a scan through these rules.

The game's design also incorporates new thinking that complements many tried and tested mechanics. This approach offers players a vast degree of control over what their characters do and how they do it. Many of the choices and possibilities are subtle: players and Games Masters will find that, with a little thought and creativity, all manner of wonderful opportunities and complexities present themselves whilst still being supported by the rules framework. *Legend* is completely adaptable and its intuitive rules mean that creating new rules or changing existing ones, whether to support an individual style of play or a particular setting, is easy to do and accommodate.

Forge your own Legend

These rules offer a detailed roleplaying framework and most players and Games Masters will use them as presented. However, nothing is cast in stone. If a rule does not suit you, change it or ignore it. Your game is paramount. It is impossible, when designing a game, to take into account every situation, notion or idea that will present itself during play. However, the framework is here to support informed decision making and to allow you to make *Legend* your own, unique rules set.

Experiment, improvise and adapt – that is the *Legend* way!

The Rules

The next chapter begins the *Legend* rules with Adventurer Creation, with each chapter introducing new concepts and themes. Read through each chapter, returning to it as necessary to clarify your understanding and referring to others as directed. Reference to future chapters is necessary but has been minimised as far as possible. However, it will be necessary to cross-reference certain rules to establish their full impact and reach.

Throughout the book we have provided certain optional rules, which are presented in text boxes. These options provide a different slant or take on the core rules, allowing Games Masters to tailor the rules to the game. As with any option, the choice is for you to make; or, as already mentioned, develop your own options that fit how your *Legend* should develop.

What Else Do I Need?

Legend is self-contained: with just this book you have everything needed to create thrilling characters, adventures and quests. However additional *Legend* volumes, expanding on these core rules, may prove useful at a later stage – but are by no means essential to enjoying the game.

You are also directed to the Mongoose website for additional downloads, such as an Adventurer sheet and notes for converting *RuneQuest II* material to work with *Legend*.





ADVENTURER CREATION

Legend characters are called *Adventurers* and this chapter explains how they are created. Every player in *Legend* creates and controls at least one Adventurer and it is through their Adventurer that players explore the game world around them. Adventurers, as their name suggests, are seeking adventure, glory and heroism; they are prepared to engage in feats and endeavours that the common populace shy away from. Adventurers in *Legend* are heroes in the making; the ones who, in time, might become the subjects of stories, legends and myths of their own.

Adventurer Overview

Every Adventurer is comprised of certain game statistics that describe the character and what he is capable of. These statistics are as follows:

Characteristics – Seven Characteristics define an Adventurer: Strength, Constitution, Size, Intelligence, Power, Dexterity and Charisma. These are physical and mental attributes that define how strong, resilient, large, clever, quick and charismatic the Adventurer is. From these seven Characteristics all other game statistics flow.

Attributes – Derived from the seven Characteristics, Attributes are secondary statistics that provide modifiers for certain actions or determine particular capabilities. Each is described in more detail later in this chapter but the attributes are: Combat Actions, Damage Modifiers, Improvement Roll Modifiers, Hit Points, Magic Points, Strike Rank and Movement.

Skills – Skills are the engine room of a *Legend* Adventurer. Skills are particular talents, abilities, capabilities and professional skills that are shaped by an Adventurer's culture, the profession he has chosen for himself and the way he has chosen to develop his interests and competencies. Skills are divided into Common and Advanced; Common skills are common to all Adventurers. Advanced skills differ from one Adventurer to another, reflecting culture, profession and individual interests. However all skills work in the same way and have starting values derived from a combination, or multiple, of the seven Characteristics.

Community – No man is an island. Even before your Adventurer has set forth on his career as a potential hero, he has been supported by family, friends and allies. He may also have made valuable contacts, gained a few rivals and perhaps even some enemies. An Adventurer's Community is a summary of those people he knows and may be able to call upon in the future – or who may call upon him.

Magic, Weapons, Equipment and so on – In addition to these game statistics every Adventurer has additional information relating to what magic they know (if any), weapons they are experienced in using, equipment they carry and other pertinent information about the Adventurer in the here and now. These elements are introduced at the appropriate points in the Adventurer Creation process and later in this book.

There is a sample *Legend* Adventurer sheet on page 36. It has sections for all the information described here, and more, and is used during play as a record of your Adventurer's current status. Various statistics – skills, for example, and Hit Points – will change frequently during the game, so complete the Adventurer sheet in pencil and keep an eraser handy to make changes as they occur.

Permission is granted to make copies of the *Legend* Adventurer Sheet for personal use. A downloadable copy can be found at www.mongoosepublishing.com.

Characteristics

Every Adventurer, creature, monster and Non-Player Character in *Legend* is defined by the same seven Characteristics. These are the building blocks for every other aspect of a *Legend* Adventurer, describing their physical, mental and spiritual status. The higher the figure, for a Characteristic, the better. Low scores in Characteristics tend to mean weakness or ill-health – although much depends on the race that the Characteristics describe; some races have a low statistical range simply due to their natural physiology so a low score in a Characteristic might indicate a perfectly normal state of existence. A dwarf, for example, is always likely to have a lower SIZ than a human.

For your first Adventurer it is recommended that you create a human. Other races are available and because all creatures in *Legend* are defined in the same way, it means that just about any race or creature type can be created as an Adventurer. Humans, however, are the easiest to understand and the wisest choice for a new Adventurer. Human Characteristics range between 3 and 21 although the upper limit for a starting Adventurer is likely to be 18.

The Characteristics, and their abbreviations, are as follows:

Strength (STR)

Strength is a measure of an Adventurer's raw muscle power. It acts as an indicator of how much someone can lift, push or pull, or how tightly he grasps something. Strength determines if an Adventurer can wield the heaviest hand weapons at full ability. It is also a component in calculating the Damage Modifier, which may increase the effect of physical attacks. Human STR cannot naturally exceed 21. If an Adventurer is reduced to zero Strength for any reason he lacks the ability to move and becomes bed-ridden until STR improves somehow (through natural healing or magic, for example).

Constitution (CON)

Constitution measures the health and vitality of an Adventurer and helps to determine how much physical damage he can sustain. Adventurers with a high CON are likely to have more Hit Points meaning that they can soak-up more damage during combat. CON also determines how long it takes before an Adventurer starts to feel the effects of fatigue and weariness. Human CON cannot naturally exceed 21. If CON is reduced to zero the Adventurer dies.

Size (SIZ)

Size represents the average of an Adventurer's mass. SIZ determines if an Adventurer can see over something, or fit through a small opening. SIZ also helps calculate the Adventurer's Hit Points and damage bonus. Human SIZ cannot naturally be higher than 21. If SIZ is reduced to zero it results in death.