

Approximated Fray

Fantasy

Basic rules, Beta

Approximated Fray Fantasy

Basic rules, Beta

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Introduction

This is the first iteration of Approximated Fray put into "print". It has taken several months, to get this far since this is a hobby project done when I find the time and inspiration.

This iteration is a work in progress. It is a complete set of rules as it covers the first Tier in a Characters development and is a fully playable game with all the cards needed for what is in this set of rules.

It is however incomplete in that it lacks a lot of creatures and only covers the first Tier of the game and have no world setting etc etc. And the Cards that come with the game are not especially pretty.

That said, if you are not among the ones named on the title page or our group of players; thank you for downloading and hope you enjoy the game.

Any questions can be posted on approximatedfray.wordpress.com. We are also looking for people that would like to contribute in any way including illustrators.

Approximated Fray at a Glance

This section is intended as a short introduction to Approximated Fray as a whole and its basic concepts.

The Cards concept

Approximated Fray is built around the concept of using Cards for most game mechanics. A Player Character or a Creature is described by a set of Cards that it can use to interact in the game. They come in three different types; Combat, Action and Roleplay. Combat Cards are used in combat Scenarios, Roleplay Cards in roleplay scenarios and Action Cards that can be used in either. The Cards define everything the Character does during a single turn. What Cards are available to a Player Character is defined by his choices when creating and developing the Character.

Player Character creation

To build a Player Character the Player first chooses Ancestry for his Character, basically choosing a race for the Character. The choice of Ancestry makes a set of Cards available for the Character to choose from. The second step is to choose a background for the Character. The Background represents the Creature's upbringing and social class (Noble, Scholar etc). This choice also represents

the choice of a set of Cards that becomes available. The biggest choice when creating a Character is the choice of Class. The Class chosen will make a set of Cards available for the Character through out his progression.

Player Character progression

Approximated Fray features a level system making the Character Progressively more powerful as more adventures have been played. The level ramp the Character's power by adding a modifier equal to the level to any combat Action the Character attempts, i.e. to all combat Cards that he can play. It also ramp his versatility as it allows him to pick more Cards from the pool of Cards made available to him through the choice of mainly his Class. As the Character progresses further there will be additional choices of Domain and Destiny, but that will be detailed further in an expansion.

The Cards made available to the Character is divided into tiers and so are the levels. When the Character progresses into a new tier a new set of Cards will become available based on the choice of Class.

Scenes

Every adventure in Approximated Fray is divided into different "chapters" called Scenes. A Scene can be either a Combat Scene or a Roleplay Scene. The basic principal of play is the same in both types of scenarios; the Players and the GM chooses actions by selecting a Card and placing it face down in front of him and notes down the Target of the Action the Card represent where applicable. When all are finished the Cards are flipped over and Executed.

The Combat scenario

In a combat scenario the Round is divided into three Phases; First, Middle and Last, with the addition of a "mop up" Phase in the end of the turn. All Cards carry a designated Phase which determines when in a Round they are executed.

After choosing what Cards to play during the Round the First Phase Actions are Executed and any effects from it applied to the characters. Secondly the Middle Phase is Executed in the same way and after that the Last Phase. After the Last Phase the mop up is being done, removing effects and resolving what Cards are returned to the hand of each Player etc.

Combat Card mechanics

Every Card holds all data needed for play. It defines the Creatures attack power, the special outcomes of a successful attack etc. The basic parameters is Attack, Attack type, Defence, Phase, Keywords, Requirements, Return and Description. The attack value is a number that is used together with the outcome of a d12 roll to

determine if an attack is a hit or not. The combined value must overcome the targets Defence value given on his Card. All attacks also have a type; Physical, Magical etc and a Range; Line of Sight, Adjacent Area or Area and a Target definition; a single Target or an entire Area.

When using a Combat Card a Target must also be specified, it can be a Creature or an Area but if the Target for some reason no longer is valid when the Card is to be resolved the Card will no longer have any effect.

One of the most important pieces of information is in what Phase the Card is played as all First Phase Cards effects affect the Creatures from the start of the Middle Phase etc.

All Cards also have a number of Keywords defining it and also defining what other Cards that may affect it. I.e. the "Run" Card has the "Move" keyword and can hence be affected by an Immobilizing spell stating that all Cards carrying the keyword "Move" is Cancelled.

Certain Cards also carry a requirement meaning that a certain condition must be met in order for the Card to be valid to play.

The Return value is important for the Mop up Phase of a round. If the Players roll higher than this value they can return the Card to their hand. If not it must remain in the scrap pile and hence not be available for play during the next round thus limiting the options of the Character.

The Effects and Conditions Concept

Several Cards will cause its Target to carry a condition or effect. The effects can be both boosts; i.e. empowered or competent or nerfs; i.e. weakened or vulnerable to a certain form of attack etc. These effects remain for the remainder of the battle or until shaken. In the mop up phase there is a roll to "shake" any effect affecting him. I.e. removing an immobilizing net, fight the effects of a spiders poison or simply to stand up. Conditions are basically the same as effects but can not be shaken. Conditions are used to indicate damage to both to the body and to morale.

Resolves

To determine the outcome of any Action in Approximate Fray the same basic mechanism is used. A d12 is rolled and a Difficulty must be overcome. To the roll any modifiers from Cards or Conditions are added and if it is a roll to attack or an opposed roll in any way (a game of skill between two Creatures) the Creatures level. The Creature's level is also added to his defence value.

The Roleplay scenario

The roleplay scenario does not have phases as the combat scenario and is played out a bit differently. The Players choose a Card to define or support what they are to do. The Cards are then played out in an agreed order to support the ongoing roleplaying.

Approximated Frays general design concepts

Six basic design rules that have shaped the creation of Approximated Fray: All characters should be equally powerful, have their unique role in combat and in roleplay, simultaneous execution of all actions in combat (more on this below), quick intensive tumultuous battles and interesting roleplay that keeps all Players interested almost all of the time, challenging, easily played and varied encounters, as few dice throws as possible but no less and no need to consult tomes of rules during play.

Defined Terms

Action

A set Action to perform something specific.

Action Cards

These are Cards that can be used both in a Combat Scenario and a Roleplay Scenario. Most common are Cards describing a certain skill like Subterfuge, Athletics or Strength.

Adjacent Area

An Adjacent Area is an Area of a Scenario Map that has a stretch of border, however small, and including diagonal Areas, to the one the Creature is in.

Area

An Area is a defined space on the Scenario Map.

Benedictions

All Effects giving a Creature positive modifiers.

Cancel

Cancel removes a certain Effects or disallows a Card to be played. When Cancelling an Effect the Effect is removed from play and its modifiers no longer applied. When a

Card is played that Cancels Cards with certain Keywords those Cards will not be resolved at all, no rolls, Moves or Effects, they become null and void.

Card

A Card is any Card that is supplied for Approximated Fray. They come in three types; Combat Cards, Roleplay Cards and Action Cards.

Combat Cards

Combat Cards are the Cards used in Combat Scenarios defining all the required elements in combat. All Combat Cards that is an attack in any form deals d4 Damage if it is a hit unless the Card states otherwise.

Character

A Player controlled Creature.

Character Cards

Character Cards are the Cards that define the Character in other ways than combat abilities. They are used in Roleplay Scenarios and possibly to some extent in Combat Scenarios. One Character Card can be played together with an Action Card (thus being exempt from the one Card only rule) in a Roleplay Scenario in order to increase the chance of success, i.e. "Hide in the Shadows" can be played together with "Subterfuge I" in order to improve the chance of hiding in an Urban Area.

Character Cards typically gives a bonus to a certain Action and occasionally impose a certain Requirement to be fulfilled in order for the Modifier to be applied. Character Cards also commonly give a bonus to somebody else in the Party. Action Cards, in contrast, most often give a straight Modifier to all Resolves concerning a Skill, e.g. Athletics and for the acting Creature only.

Class

The Class is the term for the career path chosen by the Player or his Character reflecting the main characteristics and the role in the party of the Character.

Creature

Any being in the game is defined as a Creature. When a Card or rule states that it affects a Creature it means that any being can be affected by the Card or rule.

Dais

A Dais is any raised platform in a Combat Map large enough for a Creature to act from and that is not as high as to be a Perch. There are several Cards with the

Requirement that the Creature is located in an Area with a Dais. Examples of Daises are tables in a pub, altars in a temple, barrels in the docks etc.

Difficulty

Difficulty is the set number that a Creature must overcome with a roll of a d12 plus any modifiers that applies to the roll from Conditions, Effects and Cards.

Failure

Failure is when a Resolve generates a result lower than the Difficulty or opposing Creature's Score.

Fumble

Fumble occurs when the Severe Failure is when a Resolve generates a one on the dice roll.

Great Success

Great Success is when the Resolve generates a result three points higher than the Difficulty or opposing Creature's score.

Level

A step in the Characters progression approximating his growing might in the world. It is also used for Creatures in the world to approximate their might.

Line of Sight

Line of Sight is defined as any Area on the Scenario Map that is visible to the Creature, i.e. a Tall wall might obscure the Line of Sight making the Range shorter than the full Combat Map. For a Combat Scenario this means any Area that is not blocked from the Creatures sight by obstacles like buildings, walls, pillars of fire and smoke etc

Perch

A Perch is a part of an Area in a Combat Map that is located high above the ground. It forms a platform on which a Creature can act from. There are several Cards with the Requirement that the Creature is located in an Area with a Perch. Examples of Perches are ledges on a cave wall or the roof of a building.

Perfect Success

Perfect Success is when the Resolve generates the maximum dice result for a Creature, i.e. 12, and overcomes the Difficulty by at least three.

Requirements

Requirements are conditions that must be met in order for a Card to be valid to play. If a Card is chosen at a time when the Requirements are fulfilled but the Requirements are no longer fulfilled when the Card is to be Resolved the Card is Cancelled in its entirety.

Scenario Map

The Scenario Map is the map on which a certain Scenario is played out. It can be a Combat Scenario or a Roleplay Scenario. On the map most things are defined like the Difficulty to Climb to a Perch or in what Areas there are Daises etc.

Severe Failure

Severe Failure is when a Resolve generates a result three points lower than the Difficulty or opposing Score.

Success

Success is when a Resolve generates a result equal to or bigger than the Difficulty or opposing Creature's score.

Sylvan Area

An Area filled with dense vegetation and a part of forest is designated a Sylvan Area.

Target

A Target is the designated receiver of the results of an attack or Resolve. It can be an Area, Creature etc.

Tier

The Levels are further divided into tiers controlling what Cards can be selected by the Player for his Character. A tier is three Levels ergo Tier 1 is level one through three, Tier 2 Levels four through six etc

Resolve

Resolve is the Action of establishing the Effects of a Card and whom it affects and usually includes rolling a dice for the element of chance.

Rural Area

A Rural Area is an Area that is the wild or in nature as opposed to an Urban Area being an Area set in a City or Town. Rural Area is often used a Requirement for the use of certain Cards.

Urban Area

An Urban Area is an Area located in a city, town or bigger village opposed to a Rural Area being an Area set in a farm field or in the woods. Often used as a Requirement for the use of certain Cards.

Vexations

All Effects giving a Creature negative modifiers.

Creating a Character

Creating a Character is done in five basic steps. Selecting an Ancestry (the equivalent of a race), selecting a background, selecting a Career path (class or occupation), defining a background story and buying the starting equipment. This chapter details these steps in more detail.

Defining a Character

There are several ways to conceive a Character. It can be a fought out complex individual with an interesting background or it can be a "build concept" that a Player would like to try. Regardless there are three major choices to be done when creating a Character; Ancestry, Background and Class.

Ancestry basically represent the race of the Character but can, with the GM's approval and careful selection of Cards, be an exotic upbringing e.g. a human raised by elves or a half-orc raised by men allowing for a selection not normally available for a Character of that race. Ancestry gives access to a few Cards that have the biggest impact in the beginning of the Characters progression.

The second choice to make is the Background of the Character. The background reflects under what circumstances the Character grew up and what skills, traits and tricks he has gained from his upbringing. There are several different choices to make all giving access to a different mix of Cards.

The third step is to choose a Class for the Character. This is the most defining choice after a few adventure as the choice of Class not only define what Cards can be chosen at the conception of the Character but also what Cards can be chosen as the Character progresses.

The Class defines what role the Character will play in the party, both in combat and in Roleplay. Choosing Class is the most important choice of the three.

When choosing Background and Ancestry it is most often done as an option to somewhat customize the Characters concept to the likings or whims of the Player. There are two "schools" of thought on how to do this. One is to choose the Background and Ancestry that complements and enhance the Characters efficiency for a single purpose, e.g. choose the best to make a single purpose melee damage dealer. The other chose other is to use Background and Ancestry to diversify the Character by adding things else lacking in the Characters "toolbox", e.g. an Elven fighter grown up in poverty adding ranged attacks and hiding skills.

All Characters gets a pack of Basic Combat Cards that represents common and often untrained Actions like basic melee attacks, moving and trying to catch one's breath.

Progression - The level system

Approximated Fray uses a level system in order to make the Characters increasingly powerful as they progress in adventuring and the game.

At the start three different sources of Cards are available to the Character but as he progresses two other sources of Cards will be introduced; Domain and Destiny

Both Domain and Destiny will be further detailed in a supplement or "advanced" version of these rules. The concept of Domain is to allow the Character to evolve based on what forces or purposes he aligns himself with; Wilderness, Crusading, Demon hunting etc. Destiny approximates the effect the destiny awaiting the Character has on him and what abilities this vests with him, i.e. Emperor, Archmage, Saint etc

In addition to Levels there are also Tiers of Levels. The Tiers define what Cards can be chosen in a certain Level. A tier is three levels.

At the change of Tiers a Player can also alter the concept of the Class chosen by choosing a certain branch of the basic Class or stay on in the main branch of the Class. I.e. a Fighter going from Tier one can remain a mainstream Fighter (a very good choice) or branch into Duellist, Champion or Knight (all equally good choices) if any of the particular traits of these Careers appeals to him.

The first two levels, half Tier one, represents a stage where the Characters are more defined by their Background and Ancestry and much less their chosen Careers. Rather than being referred to as "Warrior", "Mage" or "Druid" they should be referred to as "A young dwarf noble aiming to become a warrior", "A young man from the back streets of Kandra with a stolen spell book" and a "An elven youngling raised in the wild by wolves and natures spirits".

By the end of Tier one the Characters are more appropriately referred to by their Class's name and also carry more traits (i.e. Cards) making them deserve the title.

For each level the Character gets to pick one Roleplay Card, one Generic Card and one Combat Card. Progression can be either a full level at the time or by dividing it in thirds allowing one Card after each adventure. If so the choice of Card should follow in the above listed order.

Starting Cards

All Character star out with a basic set of Cards of common actions that all Characters can do; a basic melee attack, a

ranged attack, total defence, walk and run, a desperate all out attack, etc.

Starting Cards: 2 All out attack, 4 Attack, Defend, 6 Snap shot, 7 Walk, 8 Charge!, 9 Second wind and 10 Run

Choosing Ancestry

Choosing an Ancestry for a Character is done by selecting from the allowed Ancestries in the next chapter. The Ancestry chosen gives access to certain set of Cards restricted to your Ancestry. Some Ancestries have one or two Cards in common but no two Ancestries have the same set of Cards available. The choice of Ancestry can be used to supplement the Character's Class with skills that are lacking in the Class or choosing Cards specialising the concept even more.

Ancestry gives the Character access to two Combat Cards, two Roleplay Cards and two Action Cards. At the start one of each type is picked for the Character from this selection. The remaining Cards is still in the pool of selectable Cards once the Character progresses, however the Cards available from the Class pool tends to be more powerful, at least for combat.

Choosing background

The Background reflects the Characters upbringing and the environment he grew up in. Different Backgrounds give access to different sets of Cards. Background, like Ancestry, can be used to specialise the Character more or to complement it with a broader set of Areas that the Character can contribute in.

The Background also gives the Character access to two Combat Cards, two Roleplay Cards and two Action Cards. At the start one of each type is picked for the Character from this selection. The remaining Cards is still in the pool of selectable Cards once the Character progresses, however the Cards available from the Class pool tends to be more powerful, at least for combat.

Choosing Class

All new Characters start at Level 1. Depending on what approach to progression is used the new Character can either pick a Roleplay Card or one of each type. Starting at Level 1 also means that the Character will get a plus one modifier to all stats on the Attack and Defence of their Cards (and to any Opposed Resolve).

There are several different paths to choose from - all of them defining what the Character contribute to the party and the combat style used. The Class paths are designed to allowing every Character his own niche in combat and also an Area of skill and roleplaying opportunities.

Choosing Class path is the most defining choice when creating a Character giving access to a large pool of Cards

for the entire first half of progression of the Character. Considering this one should not only look at the starting Tier's Cards but also at the second and third Tier's since they will be what can be chosen later on in the game.

When selecting a Class path one should consider not only the starting Tier Class path but also the choices of second and third Tier that can be chosen later on as the Character progresses.

There are also more Cards eligible for selection than there are possibilities to choose for the Character. This is done on purpose to allow for two Characters of the same Class to be different in their approach and skill sets.

Define your background story

Every Character needs to have a background story detailing his manners, attitudes and approach to the world.

Buy equipment

New Characters typically start out with 25 silver pieces to buy equipment for regardless of Ancestry, Background or Class.

Ancestry

Ancestry generally equals to race but there might be exceptions to this rule. A human raised by wood elves might be allowed to choose the Ancestry of wood elves instead of human. The general rule is that the GMs approval is required and that the Cards chosen can be rationalized as upbringing and training rather than genetic traits.

Ancestry can be chosen to accentuate and specialise the intended role of the Character in the party, e.g. a dwarven Fighter, or to complement and make the Character more versatile, e.g. an elven Soldier.

Dwarfs

As the classical fantasy dwarf they are short, stout and grumpy. Typically they are equipped with long well-kept beards and axes. The dwarven lifespan is about 300 years. Thanks to their perseverance and immense strength dwarfs become excellent melee fighters.

They live in their vast underground cities carved out of deep mountains, and extend the continuous habitations in the ancient mountains.

Dwarfs are very suspicious of strangers and often grumpy and laconic. These traits grows stronger the older a dwarf becomes and hence most adventurers, traders and explorers are younger dwarfs.

Character Cards: 232 Miner and 223 Adorable grumpiness

Action Cards: 196 Dark vision

Combat Cards: 192 Resistance to poison and 233 Steady

Halflings

Halflings of a somewhat more adventurous kind than the Tolkienesque version but basically the same. Halflings are clever, home loving, capable opportunists and find room for themselves wherever possible even if most prefer a quite rural or semi-urban life. Most Halflings prefer peace and quite but many of them seem to prefer trouble to boredom.

They are notoriously curious and rely on their ability to quickly escape danger. Halflings enjoy comfort (more than pure wealth) and the pleasure it can bring, and are also famous collectors.

Halflings stand about almost a meter tall and usually weigh between 30 and 40 kilograms. Halfling men often have long sideburns, but beards are rare among them but most apparent are their big hairy feet, seldom covered in shoes. They like to wear simple, comfortable and practical yet, if they can afford it, elegant clothes. The Halfling lifespan is equal to that of a human.

Halflings live in the lands of other races, where they can benefit from whatever resources those lands have to offer. Halflings often form symbiotic communities in human cities. Halflings of a less adventurous nature settle into secluded places where they set up self-reliant villages.

Character Cards: 199 Me? And 200 Nimble Fingers

Action Cards: 201 Deal maker and 208 Pry

Combat Cards: 197 Leap attack and 198 Bring down the goliath

Humans

Humans are basically like humans are today in appearance, demeanour and variety. Members of longer-lived races find humans intriguing, somewhat wearying or even bewildering and tiresome.

Human institutions change with the generations, adapting and evolving faster than parallel institutions among the longer-lived races.

Character Cards: 191 Aggressive attack and 308 Quick Rally

Action Cards: 225 Let me try! and 231 Jack of all Trades

Combat Cards: 183 Flibbertigibbet and 208 Pry

Wood elves

Arrow firing, sneaking, tree hugging, pointy eared fantasy staple wood elves.

They are well known for their poetry, song, and archery. When danger threatens their hidden forest homes they reveal a more bellicose side, displaying unmatched skill with their bows.

They favour things of natural and simple beauty and are more often amused than excited, and more likely to be curious than greedy. A wood elf has a lifespan of roughly a hundred years and are hence slow to make friends and enemies (but even slower to forget them).

Wood elves are somewhat shorter and slimmer than an average human. They tend to be pale-skinned blond, with deep greenish eyes and lacks facial and body hair. They dress in exquisite yet simple and comfortable clothes, preferably in nuances of green, beige and brown, and they enjoy simple yet elegant jewellery.

Wood elves consider humans rather unrefined, dwarfs as greedy and Halflings as amusing. While somewhat condescending, they are generally pleasant and gracious towards all.

Most wood elves live in forest clans in well-hidden villages blend into the trees, doing no harm to their forests. Their contact with outsiders is usually limited, though some do take an interest in the world outside.

Character Cards: 194 Debonair diplomat and 195 Sylvan shroud

Action Cards: 196 Dark vision

Combat Cards: 192 Resistance to poison and 193 Collected

Backgrounds

In a Fantasy setting a Character can be brought up under many different circumstances. The upbringing will give the Character a very different set of starting skills in life. This is approximated by the different set of Cards available to the Character dependant on his Background.

Noble

Being brought up in the higher strata of social life a Character with the Noble Background spent his time reading, riding, studying academic subjects and savoir fair and not unlikely some weapon training as well.

Character Cards: 221 Please excuse him and 229 And those are my servants

Action Cards: 134 History II and 150 Social II

Combat Cards: 3 Trained attack and 240 Shot from rural hiding

Magical

Those of magical upbringing have served as apprentices to a wizard and maybe helped brewing potions or served as

the handmaiden of a witch. Somehow they have gotten a glimpse in to the workings of magic. The skills learned from such a background are scholastic skills and a few spells.

Character Cards: 211 Ghost sound and 212 Elements embrace

Action Cards: 114 Arcana II and 134 History II

Combat Cards: 215 Minor magic Missile and 216 Enchanted attack

Pauper

The paupers are the poorest people living in a town or a city. They survive by doing odd jobs like tanning and garbage collectors or by begging. Growing up in such an environment skills like larceny, begging and some urban fighting have been acquired.

Character Cards: 224 Beggar and 228 He's not from around here

Action Cards: 138 Larceny II and 150 Social II

Combat Cards: 237 Urban mover and 238 Common mob

Rural

The rural Background represents an upbringing in a countryside village in the forests or open farmlands. With a rural upbringing the skills of hiding in the wild, jumping and climbing as well as gossiping and poaching is available. The rural upbringing can range from a poor farmhand's son to the daughter of a well-to-do farmer.

Character Cards: 228 He's not from around here and 184 Tattler

Action Cards: 150 Social II and 202 Strength II

Combat Cards: 239 Groin kick and 240 Shot from rural hiding

Educated

With a background in environment made up of scholars, academics or public servants the Creature has gained a well rounded background when it comes to booklearning. This allows for the choice of academic skills and the combat skill of running.

Character Cards: 164 My teacher used to talk about this and 226 He's got a point though

Action Cards: 134 History II and 142 Nature II

Combat Cards: 237 Urban mover and 241 Flee

Townsmen

The Townsman background covers all non-academic but qualified occupations like merchants, artisans, craftsmen and innkeepers. They live and work in cities or towns and have their gathered a skill set that can include haggling, social skills.

Character Cards: 201 Deal maker and 227 Greaser

Action Cards: 150 Social II and 184 Tattler

Combat Cards: 237 Urban mover and 239 Groin kick

Wilderness

Choosing this background the Creature has grown up as part of a barbaric or nomadic tribe with little contact with civilization. Nature skills as well as advantages in rough terrain and playing dead to avoid wild animals are benefits from such an upbringing.

Character Cards: 242 Poor tenderfoot and 309 Sylvan awareness

Action Cards: 118 Athletics II and 142 Nature II

Combat Cards: 234 Run out of the rough and 240 Shot from rural hiding

Class paths

The choice of Class path is the most defining for a Character when it comes to game mechanics in Approximated Fray (at least until the introduction of Domains and Destiny (to be introduced later)). The choice of Class adds to the pool of selectable Cards for the Creature but also limits what Cards are available at the same time (the same as choosing Ancestry and Background). Class will however affect the Character's possibilities more than Ancestry and Background as it will dictate the choice of Cards far longer in the Characters progression.

There are several different paths to choose from - all of them defining what the Character contribute to the party and the combat style used. The Class paths are designed to allowing every Character his own niche in combat and also a venue for skill and roleplaying opportunities.

There are also more Cards eligible for selection than there are possibilities to choose for the Character. This is done on purpose to allow for two Characters of the same Class to be different in their approach and skill sets.

Every Tier allows the Character access to a new pool of Cards. For a Tier there are four Combat Cards, four Generic Cards and four Action Cards. For each Level the Character can pick one of each sort making him forsake one each of the Generic, Combat Cards and Action Cards.

These Cards can be picked when in a higher Tier as well but the next Tiers Cards are usually more powerful.

All new Characters start at Level 1. Depending on what approach to progression is used the new Character can either pick a Roleplay Card or one of each type.

Archer

An archer is a Bowman in armed service either as part of a regiment or as a mercenary. They fight using their advantage in range and prefer to stay out of the melee and behind the Fighters and Soldiers. They bring the skills of an auxiliary soldier, including carousing.

Character Cards: 160 He's a brother in arms, 162 Carousing, 167 Think I'm scary? and 248 Put your foot here.

Action Cards: 122 Endurance II, 126 Geography II, 159 Keen eyes and 181 Competent climber.

Combat Cards: 17 Quick shot, 18 Well aimed shot, 290 Pick him off and 292 Shot from elevated position.

Bard

The Bard described is more close to the Norse scald and does not possess any roguish abilities. In combat the Bard prefers to stay behind the line of skirmish and boost his allies with his musical magic while keeping some distance to the fray. The Bard has an array of social Cards at his disposal as well as supporting magic in the form of music.

Character Cards: 166 Dangerous and Dashing, 179 Deal ditty, 244 The hero of the Story and 250 Talk this way

Action Cards: 134 History II, 150 Social II, 170 Song of sycophancy and 184 Tattler

Combat Cards: 25 Protecting plainsong, 26 Attacking allegretto, 107 Euphony of enchantment and 258 Fuga of fortification

Archetypes

In Approximated Fray there are a few different Archetypes set up to build the different roles in combat for the game. In this edition of the game they are in as pure a form as possible to still give the flavour of Fantasy aimed for.

The single Target melee damage dealer in Approximated Fray is the Fighter. The Fighter class is for those specializing fighting with a single Target in the same Area. Fighters of this type are more effective against a single troll than four weaker goblins and hence should prefer single targets (regardless of how powerful they are). The Fighter class has the highest attack values on its Combat Cards but only same Area reach.

The archetype for the short ranged (Adjacent Area) Target damage dealer class is the Peltast, or javelin thrower. Conceptually the idea is our world's light Roman or Greek infantry used for skirmishes and to provoke and disturb the enemy adapted for a fantasy setting. In combat they dominate the near field by having excellent attacks with Adjacent Area reach for single targets and have the second highest attack values on the Combat Cards.

The Archer is the archetype for the ranged Target damage dealer. They are dedicated to deal damage to targets from a far and the pure Archer is unbeatable at dealing damage at a distance at a single target. They have the third highest attack value due to their much longer reach.

The Elementalist is the archetype for Short range Area Damage. They affect all Creatures in the Area but do so with lower attack values on their Combat Cards compared to the single Target archetypes. Since the Elementalist is the archetype he also affects all in the Area not only his enemies.

The Wizard is the archetype for long range Area Damage and has the lowest attack value to compensate for the advantages of range and Area effects. The Wizard have the same drawback as the Elementalist for the same reasons, he hurts all in the Area, friend or foe alike.

The Druid is the archetype for the controller role in combat. The pure archetype Druid does not make tremendous amounts of damage but controls the enemies and the battle field in order to allow the allies to get better opportunities. The Druid, in contrast to the Elementalist and the Wizard, only affects his enemies, making him a much more effective controller. The Druid however is most effective in conjunction with somebody who is good at finishing off the enemies.

The Soldier is the melee combatant approximated into being a melee Vexer. They reduce their targets abilities to defend and attack (while still doing melee damage) thus vexing their enemies into having much less ability to hurt and act. The difference between the controller and the Vexer is that the controller restricts primarily movement but also to some extent Action while the Vexer does not restrict Action but severely lower the chances of success for the Target.

The Healer is a booster since the goal of the class is to improve the performance of the party. It is however a special case of boosting as it does not increase the chances of success in doing something (usually pounding the enemies), but rather negates the effects of the enemies attempts to kill the party. As such the role is "counter damage" and the dedicated healer is the archetype class.

The Bard is the archetype booster, he works by boosting others competence, attacks and defence.

The archetype classes are archetypes, the different stereotypes driven to their extremes (without making them ridiculous) and will most likely be changed in order to be part of any fantasy world.

Druid

The Druids are the classical druids from the fantasy genre, living in harmony with the wild and wielding nature based magic. In combat Druids use Area effects and are the most defensive spell casters. Their spells concern themselves with having nature help them to make their enemies vulnerable and slow down their approach. They work very well in a party, actually they work the best in a party with someone with them to finish off their foes.

Their skill set is nature skills and a few spells to commune with nature and gain access to certain Areas by powers such as water breathing.

Character Cards: 172 Commune with animals, 187 Minor familiar, 210 Forager and 255 Instruct animal

Action Cards: 130 Heal II, 142 Nature II, 185 Survivalist and 253 Water breathing

Combat Cards: 19 Nature's upheaval, 20 Fearful fire, 41 Field of Fog and 42 Wall of Thorns

Elementalist

The Elementalist is a magician specialised in casting elemental spells. Earth, Fire, Wind and Water and a few other obscure elements are his only interest in the world of magic. Elementalists cast powerful spells affecting whole Areas close to him, filling them with fire, acidic webs or other great fireworks. They work well with a "bodyguard" in the same Area to keep them safe from any enemies that manages to survive and get close.

Out of combat they bring classical magician skills with a few utility spells and lore of the past and magic.

Character Cards: 213 I'm no conjurer of cheap tricks, 218 Most impressive, 294 Feather fall and 296 Protect from natural elements

Action Cards: 114 Arcana II, 134 History II, 217 Psycoscopic ken and 298 Conjurer of Cheap Tricks

Combat Cards: 260 Flash of fire, 261 Crack of wind, 262 Breathe fire and 263 Acid web

Fighter

A Fighter is a blade for hire or a man at arms going his own way. They are not necessary mercenaries but can very well be. Fighters trust in themselves to kill any enemy in melee. In combat the Fighter is best when on his own in an Area fighting in melee and his preferred attacks are

dependant on it.

The fighters skill set is best suited for running, jumping and intimidation.

Character Cards: 162 Carousing, 166 Dangerous and Dashing, 167 Think I'm scary? and 246 Helpful push

Action Cards: 118 Athletics II, 126 Geography II, 181 Competent climber and 182 Skilful jump

Combat Cards: 11 Power attack, 12 Shielded attack, 30 Killing blow and 52 Quick Charge

Healer

The Healer is a mage specialised in healing, so specialised that he has forsaken all other magic. The Healer can be part of an order or a lone man living in the woods taking care of those seeking his aid.

Character Cards: 169 Peer of the penniless, 178 Friends, listen to him, 245 Confidant of the decrepit and 250 Talk this way

Action Cards: 114 Arcana II, 130 Heal II, 185 Survivalist and 254 Prepare antidote

Combat Cards: 23 Curing touch, 24 Healing light, 256 Enliven and 257 Relieve

Peltast

The Peltasts are javelin throwers that prefer to skirmish by throwing spears and falling back in to the terrain or behind lines of Soldiers. They can be part of a regular army or irregular forces or just free agents looking for work. Though not scouts in any way they are often sent off to scout ahead of an army and if not part of an army they often need to spend their nights in the wild giving them some limited wilderness skills unattainable by a Soldier.

Character Cards: 162 Carousing, 171 Threaten, 176 I'll distract them, 248 Put your foot here

Action Cards: 118 Athletics II, 122 Endurance II, 163 Conditioned camper and 188 Camouflage

Combat Cards: 35 Aimed throw, 36 Sharp throw, 289 Quick retreat and 291 Hit them while they're weak

Soldier

The Soldier is the melee combatant drawing his strength from being one of many. Standing shoulder to shoulder they grind down their enemies together. They are the back

Familiars

Familiars are approximated to be available in three different levels but only the first basic level is described in this basic version. Familiars can only take part in a Roleplaying scene but not in a Combat Scene unless it is upgraded with certain Cards available to certain Careers. The simple Familiar is as intelligent as a very smart dog and can do things like fetching a certain object that it can carry, bite somebody's ear in order to wake them etc. Usually a simple Familiar is a small pet like a ferret, utter, cat, rat, small dog, parrot etc.

bone of armies and serve as town guards. They reduce their targets abilities to defend and attack (while still doing melee damage) and trusting in an ally to finish off the weakened foe.

Out of combat the soldier chips in by solving tasks related to endurance and athletics, drinking and gambling.

Character Cards: 160 He's a brother in arms, 162 Carousing, 168 Posey and 247 Come on!

Action Cards: 122 Endurance II, 126 Geography II, 182 Skilful jump, 158 Gambler

Combat Cards: 21 Staggering blow, 22 Dazing blow, 48 Stunning blow and 58 Knock down

Wizard

The traditional pointy hat mage casting powerful Area spells at approaching enemies. The Wizard has less potent spells than the Elementalist but a far longer reach for their spells. Out of combat they have a nice arrangement of utility spells and perhaps a familiar.

Character Cards: 187 Minor familiar, 213 I'm no conjurer of cheap tricks, 293 See-through servant and 295 Polymorph

Action Cards: 114 Arcana II, 134 History II, 217 Psychoscopic ken and 297 Phantom steed

Combat Cards: 264 Hail of brimstones, 265 Tornado, 266 Lightning bolt and 267 Ghost storm

Skills

In Approximated Fray the general idea is to keep the number of skills down to a manageable set but still have a big enough selection to allow for diversification and have every class have their niche and be useful in the non-combat encounters.

The skills are listed below with a short description or examples. The Actions they might be used for is detailed in a later chapter.

SKILL	DESCRIPTION
Arcana	All things magical, spiritual and in some cases concerning gods and religion.
Athletics	Jumping and climbing and other physical exercises
Endurance	The skill used for all tasks concerning activities causing fatigue; swimming, diving and hiking being the three most common.
Geography	Used to navigate but also knowledge regarding geography
Heal	Treating wounds and to identify some potions and concoctions.
History	The skill of knowing things that have happened long ago as well as more recently.
Larceny	Pick pocketing, picking locks and general thievery
Nature	Used for all outdoor activities like setting up a camp for the night, knowing the habits of animals and the names of plants.
Perception	The skill for all sorts of spot and search checks using any sense.
Social	Social is used for all social interactions; bargaining, lying, intimidation
Subterfuge	Hide and sneak
Strength	Used for tasks like lifting

Resolve

A resolve is the mechanics to establish if an attempt was a success or a failure and also how much of a success and a failure it was. A resolve is executed by rolling a D12 and adding the applicable modifiers.

There are two kinds of resolves; unopposed and opposed.

Unopposed Resolves are those result there the Creature must overcome a set Difficulty in order to succeed. The success margin determines how well the Creature has succeeded.

An opposed Action, e.g. a game of chess, is resolved by comparing the results from the rolls of the two competing Creatures. The Creature with the higher score wins and the margin determines what degree of success or failure it was.

For some Actions the Creatures acting will be allowed modifiers from Cards or circumstances. For opposed Actions the Creatures add their Level as modifier as well.

Success

Success is when a Resolve generates a result equal to or bigger than the Difficulty or opposing Creature's score. It generally means that the Creature has succeeded in his efforts.

Great Success

Great Success is when the Resolve generates a result three points higher than the Difficulty or opposing Creature's score. It generally means that the Creature has succeeded very well in his efforts.

Perfect Success

Perfect Success is when the Resolve generates the maximum dice result and overcomes the Difficulty by at least three. Should the Creature not have achieved a result at least three higher than the Difficulty or opposing Creature's score the result will instead be a Great Success.

The outcome of a Perfect Success is the best possible result on his Action (according to the GMs discretion).

Failure

Failure is when a Resolve generates a result lower than the Difficulty or opposing Creature's Score. It generally means that the Creature has failed in his efforts.

Severe Failure

Severe Failure is when a Resolve generates a result three points lower than the Difficulty or opposing Score. It generally means that the Creature has severely failed in his efforts and often generates a bad outcome for the Creature.

Fumble

Fumble occurs when the Severe Failure is when a Resolve generates the lowest possible dice result without being higher than the Difficulty when all modifiers is added. It generally means that the Creature has more than severely failed in his efforts and often generates a very bad outcome for the Creature.

Should the result including the modifiers be higher than the difficulty while still rolling the lowest possible value the result is a Sever Failure.

Resolves in Combat

In Combat the Resolve to establish if an Attack was a hit or not is basically the same as for any other Resolve but without the granularity of the result. There is also a Resolve to determine the Damage made by the Attack.

Resolve to hit Target

If the result of the D12 roll and the Modifiers together are equal to or higher than the Defence of the Target the attack is a hit. In the case of an Attack affecting several Targets a single D12 Roll is made and the Modifiers applied separately for the different Targets as they might have different Modifiers and separate Defence values. All Creatures hit are then subject to a Damage Resolve.

Damage Resolve

When it is established that a Creature is hit by an Attack the amount of damage taken is Resolved by rolling a D4. If an attack affects several Targets separate Damage Resolves are done for each Target.

Actions

Actions can be invoked in gameplay in two ways; actively by the use of a Card and reactively and "free" when certain situations arise.

Active Actions are when a Card is played and it is declared that the Creature attempts to do a specific Action, e.g. jumping over the chasm.

When an Action is described the term Target refers to the one the acting Creature is trying to affect. For all social skills "agree" means that the Target will grant the Creatures request.

Aid

Aid is an attempt from one Creature to help another be successful in his Action. Aid can be done at the GMs discretion. It is normally resolved using a Difficulty of 8. If the resolve is successful the aided Creature gets a +1 modifier. Certain Cards can be used for special versions of Aid. To perform Aid the Creature must have the appropriate Card, e.g. to help a friend climb over a wall the helping friend must have Climb II or a similar Card.

Several Creatures can help the same acting Creature, but the Creature acting can never utilise more help than 2/3 of his level rounded up.

Appraise

Trying to establish the value of an item. Most often the Resolve is done without any Skill used as a basis but History can sometimes be used.

Success - The goods is correctly appraised to face value.

Failure - The Creature is 10-15% of the face value up or down.

Severe Failure - The Creature misjudge the value by 50%

Fumble - The misjudgement is 100% or more.

Face value and real value are not the same. A well crafted engraved blade might be worth quite a bit of silver, but knowing it is the kings long lost blade worth a good bit more to him is not granted by the Action of Appraising.

SITUATION	DIFFICULTY
Common goods (farm tools, weapons, ale, farms)	7
Rare goods (fine weapons, spices, silk, wine, furs, simple jewellery)	10
Exotic goods (gold jewellery, master worked weapons)	13

Adjacent Area Target attack

This attack allows the Creature to attack a single Target in an Adjacent Area. This type of attack is the second most powerful. Typical attacks are thrown spears, Elementalist spells or some sort of monsters breath. Some Creature that has pseudopods or tentacles may also reach with their extremities into an Adjacent Area.

Adjacent Area attacks can also be used to attack Targets in the same Area as the attacking Creature is standing (i.e. the Attacks maximum range is Adjacent Area).

Adjacent Area Area attack

This is an attack targeting Creatures within an Adjacent Area. There is two different variations; All or Enemies only. For the "All" variety all in the Area will receive the effects, friends and foes. The "Enemies only" version will only affect enemies and leave Allies unaffected. The "All" attack are more powerful compared to the "Enemies only". As for all Area attacks there are one Resolve to hit but separate damage Resolve.

Adjacent Area attacks can also be used to attack Targets in the same Area as the attacking Creature is standing (i.e. the Attacks maximum range is Adjacent Area).

N.b, allies are affected from Area effects unless expressively stated son on the Card.

Balancing

Balancing are all forms of acts when movement requires the Creature to move over a surface not wider than a 30 cm. Resolved using Athletics.

Great Success - The Creature ha succeeded in a very stylish manor and may be awarded a bonus like impressing his crowd or such at the GM's discretion.

Success - The Creature has succeeded in his effort and moved without incident.

Failure - The Creature has slipped in some way or else failed to accomplish the task he set out to do (but does not fall).

Severe Failure - The Creature fall off the surface he was balancing from but he manages to catch a hold of it and is hanging on to it with his hands and needs to do a Action to climb up at Difficulty 11.

Getting an injury while balancing requires the Creature to do an immediate Resolve using the same Difficulty.

SITUATION	DIFFICULTY
30 cm wide surface (a plank)	7
15 cm wide surface	10

A five centimetre wide surface	13
A tight rope	16
A slack rope	19

Bargaining

Bargaining is the act of trying to get a better deal than is fair. Most cases of bargaining are resolved as opposed Actions. All forms of negotiating are more or less bargaining. Bargaining is usually resolved using the Social skill.

Situation	Modifier
Home town, village or Area	0
Neighbouring village or town	-2
Unknown village or town	-4
Reactions	-3 to +3

The difference of the Resolve is determined using the table below and the GM's discretion.

Outcome	RESULT
Perfect Success	Up to 50% reduction
Great Success	Up to 25% reduction
Success	Up to 15% reduction
Failure	No reduction
Severe Failure	No reduction and the other party might need some persuasion to go through with the deal.
Fumble	The other party demands 15% more or will not go through with the deal.

Sidebar: The different Social Actions

There are several different social Actions detailed in Approximated Fray. This is to simulate that different Creatures are especially susceptible to, or resistant against, certain forms of social interaction.

This sidebar aims to make the differences apparent at a glance. In the short summary below "agree" is used to describe and represent bringing the Target into doing what the Creature would like him to do.

Begging - Asking for any service, favour or deed without anything in return. Since nothing real or imaginary is offered in return the Difficulty for Begging is usually much higher than for other social skills.

Bribing - making the subject agree by subtly giving him money without offending him and to establish that the Creature is

willing to accept a bribe to do something that is not allowed. Works well on greedy people.

Flattering - using undue praise to make the subject agree. Works well on vain Creatures, those of lower social standing and Creatures with a oversized self image.

Impress - using ones own statue to dazzle and astonish a Creature into agreeing by displaying one's own might without making threats or promises. N.b. acting as if having a certain status that one does not possess is to Lie.

Intimidate - scaring the Creature into agreeing.

Lie - to tell a lie compelling the Creature to agree.

For a roleplay scenario a single Creature usually have different relative Difficulties for the different Social Actions to approximated the psychological nature of the Creature, e.g. a Dragon might be prone to flattery, a peasant easy to impress etc.

In a Roleplay scenario it might be that an important NPC requires several successful attempt in order to grant the service the Party requires or that several Social Actions is required towards the same NPC to make him agree.

Begging

Begging need not always be cap-in-hand on a street corner. Begging is an approximation of asking for something without any service in return. Pleading for military help against the roaming robbers, ask for the farmers daughter's hand in marriage and "Can I please have some more sir" are all examples of the Action Begging. Most Begging is Resolved using the Social Skill.

Perfect Success - The Creature will get what he is asking for and more

Success or Great Success - The Creature has succeeded and gets what he is asking for.

Failure - The Creature will not get what he is asking for.

Severe Failure or Fumble - The Creature has not only failed in acquire what he asked for he has also offended the Target.

Situation	Difficulty
The asking is less than a days pay for the Target	9
The Asking is less than a weeks pay for the Target	11
The asking is less than a months pay for the Target	13
The asking is less than a years pay for the Target	15
The asking is illegal	+2
The asking puts the Target or his family at risk	+2

The asking puts a village's future at risk	+4
The asking puts a town's future at risk	+6
The asking puts an entire region's future at risk	+8
The asking puts the entire country at risk	+10

Bribing

Bribing is the subtle art of extending pecuniary compensation for something that the subject is not allowed to do and to gently probe if a bribe is the way to go without offending the Creature. Examples of typical situations where a bribe might work include divulging proprietary information or looking the other way. Bribing is Resolved using the Skill Social.

Selling information that is no secret or breach of duty is not bribing but bargaining.

The Difficulty for bribing is dependant on the risk of getting caught, the punishment for getting caught and the size of the bribe. The difficulties set are typical examples..

Situation	Difficulty
Consequence for the Target of getting caught is public embarrassment	3
Consequence for the Target of getting caught is lost employment or light corporal punishment	6
Consequence for the Target of getting caught is death	9
Consequence for the Target of getting caught is death for the Creature's family and relatives.	12
Chance of getting caught for the Target is very low	+2
Chance of getting caught for the Target is substantial	+4
Chance of getting caught for the Target is high	+6
The size of the bribe is less than a month's pay for the Target	+1
For each multiple of a month's pay for the Target	-1
The moral stature of the Target to be bribed for the Target	-3 to +5

The difference from the resolve is determined using GM's discretion and the below guidelines.

Perfect Success or Great Success - The Target will gladly agree and even surrender additional information than might be of use.

Success - The Target will agree.

Failure - The Target will not agree but will not take great offence by the attempt unless of a high moral stature.

Severe Failure - The Target takes offence from the attempt

Fumble - The Target is mortally offended and regards the Creature as an enemy.

Climbing

All movement that requires the Creature to use his extremities to get a grip on a surface to not fall or move across it in any direction is climbing. Resolved using Athletics

Climbing a ladder does not require a resolve, unless hurt during the climb, see below.

Success - The Creature has succeeded in his effort to climb this Action.

Failure - The Creature got stuck and couldn't move a single step.

Fumble - The Creature lost its grip and is falling.

Getting an injury while climbing requires the Creature to do an immediate Resolve using the same Difficulty or if there originally was no Difficulty, 3.

SITUATION	DIFFICULTY
Descend on a rope	4
Ascend on a rope	7
Climbing up a very steep hill or tilting earth wall.	7
Climbing over a 2 meter high wall for a human	7
Climbing over a 3 meter high wall for a human	10
Scaling a rock with good grip	13
Scaling a wall with bad grip	16
Scaling an almost sheer surface	19

Detection

Detection is when a Creature tries to detect something without concentrating on doing so., e.g. hearing the Creatures silently moving down the stairs, feeling the soft stroke of wind from the hidden door or seeing the small stains of blood on the chief's clothing. Detection is a free Action, usually done then the GM so instructs. If a

Creature actively looks or listens for something it is Searching. Detection is most often resolved using Perception.

Perfect Success - The Creature has succeeded extremely well and might recognise voices, accents or other useful details.

Great Success - The Creature has succeeded in detecting and noticed a useful detail like possibly range and direction of the sound.

Success - The Creature has succeeded in detecting the sound, smell or sight.

Failure - The Creature has failed to notice anything.

Situation	Difficulty
Hearing a normal conversation	10
Hearing a whispering conversation	13
Hear shouting	5
Hear fighting	7
Hear through a wall	+3
Hear through door	+1
Hear a sound 10 meters away	+2
Noticing weapons and armour carried hidden under the beggars dirty grey cloak.	13
Noticing the steward not carrying his signet ring	16
Smelling a camp fire in the woods	11
Smelling the faint smell of a lady's rose water on the young lords neck	18

Detecting hidden Creatures is an opposed roll with the Difficulty set by the Creature hiding and the circumstances for hiding (deserted field or jungle shrubbery).

Disarm trap

Disarming a trap is used to disarm or rearm traps. The number of successful attempts needed is only used if the disarming is done as a part of a Combat Scenario. Larceny is most often used to disarm traps. Hunting traps can be disarmed using the Skill Nature as well.

Situation	Number of Successes needed	Difficulty
Crude trap	1	3
Simple trap	2	5
Well built trap	4	80

Intricate trap	6	10
Very intricate trap	10	12
No tools		+2

The result of the resolve is determined using the below guidelines and the GM's discretion.

Perfect Success - The Creature does an excellent job and gets four Successes.

Great Success - The Creature does a great job and gets two Successes out of his attempt.

Success - The Creature has succeeded and scores a Success.

Failure - The Creature fails in securing a Success.

Severe Failure - The Creature fails in securing a Success and must deduct one success.

Fumble - The Creature fails in securing a Success and must deduct three successes.

Dropping held items

To drop any item held in a hand or equal is a Free Action. Throwing or aiming where to drop is not.

Flattering

Flattering is the act of praising somebody that does not deserve it in order to get some sort of favour from the Target. Flattering is done using the skill Social.

Situation	Difficulty
Little or no effort for the Target and no consequence for getting caught.	8
Small effort and no larger consequence than public embarrassment for the Target if getting caught.	+4
An effort or severe consequences like losing employment or corporal punishment if getting caught.	+8
A major effort for the Target and very severe consequences for getting caught, e.g. execution.	+12
Consequence for the Target of getting caught is death for the Creature's family and relatives.	+16
The susceptibility for the Target to flattery.	-3 to +5

The difference from the resolve is determined using the table below and the GM's discretion.

Perfect Success - The Target is not only flattered but considers the Creature a wise person and quite possibly a

friend. The Creature will also get a bit more than he aimed for.

Great Success - The Target is very flattered and will agree.

Success - The Target is very flattered and will agree.

Failure - The flattery is without effect but the Target is not offended.

Severe Failure - The Target is offended by the Creatures social faux pas.

Fumble - The Target is greatly offended by the Creatures social faux pas.

Following

To trail within sight of another Creature without being detected is the Action of Following. The skill used is most often Subterfuge.

Perfect Success - The Target never notice that he is being followed, neither does anybody else.

Great Success - The Target never notice that he is being followed, only those looking for stalkers have a chance to detect the Creature following.

Success - The Target doesn't notice that he is being followed, but somebody watching would.

Failure - The Target is lost or discovers that he is followed (but not necessarily who is following him).

Severe Failure - The Target discovers that he is followed and who is following him.

The Difficulty for Following is decided using the following table as guidance.

Situation	Difficulty
Crowded street in a city	9
Busy street in a town	11
Village market	13
Village street	15
The Creature is not a natural part of the scenery (e.g. an elf in a human only town)	+1 to +3
The Targets awareness	-3 to +3

Foraging

Foraging is the act of finding food in the wild, not only through finding edible plants and roots but also by hunting, fishing and setting traps. For Foraging the skill Nature is used.

Perfect Success - The Creature has succeeded in securing 4d4 rations of food.

Great Success - The Creature has succeeded in finding 3d4 rations of food.

Success - The Creature has scraped together 2d4 rations of food.

Failure, Severe Failure or Fumble - The Creature has failed to find anything edible.

The Difficulty of foraging is dependant on the terrain and season as detailed in the table below.

Situation	Difficulty
Tundra	12
Arid	12
Temperate	8
Mediterranean or Tropical	5
Farmlands	+4
Forrest	+2
Plains	-2
Hills	+0
Mountains	-3
Summer	-2
Spring or autumn	+0
Winter	+4

Gossip

To gossip is to gather information by talking to people. Gossiping can be used to search particular information or to immerge oneself into the general flow of "news" in a place. The Difficulty of the roll is set based on familiarity with the locale, attitude towards the Creature. Flattering is done using the skill Social.

Situation	Difficulty
Home town, village or Area	4
Neighbouring village or town	7
Unknown village or town	11
Buying ale, a meal or some other small gift (i.e. not bribing)	-3
Reactions	-3 to +3
Different species	+3

The difference from the resolve is used to determine the result using the table below and the GM's discretion. Gossip do not need too be true but it can still convey information of importance.

Outcome	Result for general gossiping	Result when searching for specific information
Perfect Success	An exhaustive collection of very interesting and useful information is gathered.	An exhaustive collection of very interesting and useful information is gathered
Great Success	A collection of very interesting and useful pieces of information is gathered.	The Creature strikes gossip gold and collects several most useful pieces of gossip.
Success	A few interesting if not revealing pieces of gossip is encountered.	One or a few pieces of somewhat useful gossip collected.
Failure	The Creature gets the common rumours and the publicly known gossip of late.	Nobody seems to know anything on the subject or be willing to say something if they do.
Severe Failure	Nobody seems to have the time or will to gossip and not even the most common piece of gossip will reach the Creatures ears.	Nobody seems to have the time or will to gossip and not even the most common piece of gossip will reach the Creatures ears.
Fumble	The Creature does not only fail in collecting any information but is also generally disliked and will have a -3 modifier to all Social Actions with the same crowd.	The Creature does not only fail in collecting any information but is also generally disliked and will have a -3 modifier to all Social Actions with the same crowd.

Healing

Healing can be done in combat as an Action. Healing an injury lowers it one step (i.e. from Wounded to Bruised). Resolved using Heal.

Healing in a combat scene leaves the Target in the Bandaged condition. This condition is lifted as soon as a new scene commence. If a Bandaged Creature gets injured again the injury will open up and he, as a consequence, sustains an extra hit.

Perfect Success– The Target’s injury level is lowered two steps.

Success - The Creature has succeeded in his effort.

Failure - The Creature has failed to improve the Target’s condition.

Fumble - The Creature has made serious mistakes and worsens the Target’s condition by one level. A mortally wounded Target remains mortally wounded.

Situation	Difficulty
Bruised	7
Wounded	10
Heavily wounded	10
Mortally wounded	10
Healing one self	+3

Hiding

Hiding is the Action of finding a spot where a Creature is hard to detect and then staying put.

Hiding usually succeeds if the Creature that can detect the hidden is not actively searching.

On the other hand it is often hard to hide if someone is searching for you. Hiding outdoors in rural settings are usually easier, indoors often leave only a few spots to hide and seek. Different hiding places put a cap on the result of the Resolve but also a Modifier to the hiding roll. Hiding is done using the Subterfuge Skill.

Hiding place	Modifier	Cap
Hiding against the same wall as the entry way.	0	4
Hiding under a bed	+4	10
Behind the door	+4	10
Behind furniture	+1-5	10
Inside a cupboard or a chest.	+10	20
High grass field	0	12
Light forest or light shrubbery	+2	19
Dense forest or shrubbery	+6	25
Extremely dense shrubbery	+10	31
Dim light	+1	+1
Starlight	+3	+3
Darkness	+6	+6

Identify magic

There are several times when it might be of interest to identify magic; e.g. a spell being cast, if some effects are

the result of magic or to understand a magical object. The skill Arcana is most commonly used to identify magic.

For an object occurring in legend or history aid can be provided by a history resolve to aid.

Situation	Spell	Object	Effect
Identifying a spell/magic within an object/or an effect spontaneously	5	7	7
Hearing the spell being cast or witnessing the ritual	-3	-3	-3
The magic is within the ken of the Creature	-2	-2	-2
The Creature is a spellcaster	-1	-1	-1
The Creature is the Target of the spell	-2	-	-
For each Tier of the spell	+3	+3	+3
For each magical property ("Card") in the object	-	+2	+1
Having seen the object in use	-	-2	-2
The magic in the object is intentionally hidden.	-	+5 to 10	-

The outcome of the resolve is determined using the guideline below for spells.

Perfect Success - The Creature knows all there is to know about the spell including its history and possibly the spells creator if possible.

Great Success - The Creature knows all about the spell.

Success - The Creature knows all about the spell.

Failure - The Creature gets no information on the spell.

Fumble - The Creature forms an erroneous opinion about the spell and its effects.

For objects the following guidelines should be used:

Perfect Success - The Creature knows all there is to know about the magic in the object, possibly its history and also how to activate all magical effects.

Great Success - The Creature knows all there is to know about the magic in the object, and also how to activate all magical effects.

Success - The Creature finds out if the object is magical and possibly gets a general idea of what magic is contained in the object.

Failure - The Creature can not establish whether the object is magical or not.

Fumble - The Creature forms an erroneous opinion about the magical properties or if the object is magical.

Effects, like walls of fire and the like the following guidelines should be used:

Perfect Success - The Creature knows if the effect is magically created and what kind of magic and possibly spell has created the effect.

Great Success - The Creature knows if the effect is magically created and what kind of magic has created the effect.

Success - The Creature finds out if the effect is magically created.

Failure - The Creature can not establish whether the effect is magical or not.

Fumble - The Creature forms an erroneous opinion about whether the effect is magically created or not.

Impress

Impressing is the act of using ones own statue to dazzle and astonish a Creature into agreeing by displaying one's own might without making threats. This can commonly be used by a noble's son to procure the aid of the local militia or by mighty warrior to grant passage to the duke's loge at a tournament. Social is the Skill used for Impressing. For a few occasions other skills might be used like Strength or Athletics.

Situation	Difficulty
Consequence for the Target of getting caught is public ridicule	4
Consequence for the Target of getting caught is lost employment or light corporal punishment	8
Consequence for the Target of getting caught is death	12
Consequence for the Target of getting caught is death for the Creature's family and relatives.	16

The difference from the resolve is used to determine the effect using the guidelines below.

Perfect Success - The Target will gladly agree and even surrender additional information than might be of use.

Great Success - The Target will agree.

Success - The Target will agree but will not unlikely regret it afterwards.

Failure - The Creature has slipped in some way or else failed to accomplish the task he set out to do.

Severe Failure - The Target takes offence from the attempt.

Fumble - The Target is mortally offended and regards the Creature as an enemy.

Intimidate

Intimidate is the act of more or less blatantly threatening or even scaring the Target into doing something. Social is used to Intimidate in most cases but Strength might be used on occasion.

Situation	Difficulty
Consequence for the Target of getting caught is public embarrassment	3
Consequence for the Target of getting caught is lost employment or light corporal punishment	6
Consequence for the Target of getting caught is death	9
Consequence for the Target of getting caught is death for the Creature's family and relatives.	12
Chance of getting caught for the Target is very low	+0
Chance of getting caught for the Target is substantial	+2
Chance of getting caught for the Target is high	+4
The moral stature and resilience of the Target to be intimidated for the Target	-3 to +5

The difference from the resolve is determined using the guidelines below and the GM's discretion.

Perfect Success - The Target will agree and even

Severe Failure - The Creature has failed to scare the Target enough to comply and the Target will take immediate action to foil the Creature.

Fumble - - The Creature has failed to scare the Target and the Target will take immediate action to foil the Creature, even attacking him single handed if circumstances admit.

Jumping

All Actions travelling through the air, without flying, with a targeted landing zone. Resolved using Athletics

Success - The Creature has succeeded in his effort and landed on his feet.

Failure - The Creature has missed his landing in some way. Usually he is hanging on to the ledge with his hands and needs to do a Climb Action to climb up at diff 7.

Severe Failure - The Creature totally missed his mark and is falling if he jumped over a chasm or equivalent.

Situation	Difficulty
Jumping one meter across	1
Jumping two meters across	4
Jumping three meters across	7
Jumping four meters across	10
Jumping five meters across	13
Jumping six meters across	16
Jumping seven meters across	19
Jumping eight meters across	22

Knowing

Impress vs. Intimidate

When a Target is being Impressed by a Creature it more or less does not realize that it is doing something wrong when agreeing to the Creature's request. When Intimidated into doing something the Creature very well realizes that agreeing might be or is a dereliction of a duty, disallowed or illegal. The way Impress works is that the Target is star struck by the Creature and thinks what a Creature of his stature have the right or should have the right to do something and that he himself is morally right to agree to the request. When agreeing to a request made by Intimidation it is more a calculated risk against believed consequence of not complying with the request.

surrender additional information that might be of use out of fear of the consequences of not divulging the information.

Great Success - The Target will agree in moderate fear.

Success - The Target agrees but will take action as soon as he is out of reach of the Creature.

Failure - The Creature has failed to scare the Target enough to comply but the Target will not take immediate action to foil the Creature.

Knowing is to be aware of a certain fact or several pieces of information relating to a certain topic. Knowing can be employed using almost any skill to know things. E.g. Nature for knowing the habitat of a certain species or to know a few facts about polar bears, Arcana to know what atrocities can be done with a certain ritual etc

Situation	Difficulty
Completely obscure facts	18

Obscure or esoteric facts	15
Seldom addressed facts	13
Topic discussed in some circles	10
Almost common knowledge in the field	7

The difference from the resolve is determined using the table below and the GM's discretion.

Outcome	Result establishing for a certain fact	Result for general knowledge
Perfect Success	The Creature knows the correct answer and possibly some additional information of interest.	An exhaustive collection of very interesting and useful information is known
Great Success	The Creature knows the correct answer.	The Creature knows several most useful pieces of information.
Success	The Creature knows the correct answer	One or a few pieces of useful information is known
Failure or Severe Failure	The Creature does not know.	The Creature does not know.
Fumble	The Creature thinks the opposite answer to the truth to be correct.	The Creature thinks the opposite answer to the truth to be correct.

Lie

To lie is to tell something untrue to a Target. Social is used to Resolve lies.

Perfect Success - The Creature has succeeded in

Great Success - The Target will believe the lie for the rest of its life or until successfully challenged or proof is presented.

Success - The Creature has succeeded in convincing the Creature with his lie. The Target will believe his lie for a while or until challenged.

Failure - The Creature has failed in convincing his Target.

Severe Failure - The Creature has not only failed in convincing the Target but also made it aware of the blatant lying.

Fumble - The Creature has angered its Target.

Line of Sight Target attack

The Line of Sight attack is the form of Attack with the longest reach in Approximated Fray. Line of Sight can reach from one end of the Combat Map to the other as long as there are no obstacles in the way. The attack allows the Creature to attack a single Target. Third most powerful attack in the game.

Line of Sight Attacks can also be used to attack Targets in the same Area as the attacking Creature is standing or Creatures in Adjacent Areas (i.e. the Attacks maximum range is Line of Sight).

Line of Sight Area attack

This Attack is the least powerful attack in numbers but that is compensated by the fact that it can reach any Area on the Combat map. There is two different variations; All or Enemies only. For the "All" variety all in the Area will receive the effects, friends and foes. The "Enemies only" version will only affect enemies and leave Allies unaffected. The "All" attack are more powerful compared to the "Enemies only". As for all Area attacks there are one Resolve to hit but separate damage Resolve.

Line of Sight Attacks can also be used to attack Targets in the same Area as the attacking Creature is standing or Creatures in Adjacent Areas (i.e. the Attacks maximum

Knowing vs. Research

Knowing is to spontaneously be aware of certain facts or stories regarding a certain subject. Researching is to not spontaneously know but to try to research the matter for an answer. For the same success on a resolve Knowing usually provides less information than Research. Research on the other hand usually takes longer time and is dependant on having some sort of research facility like a library or a laboratory. This is implemented by having higher difficulties for the "same" task for Knowing. It is quite possible to use the same skill to first Resolve for Knowledge and then for Research. Test test test test test test test test test

convincing the Target that what it says is the truth. The Target can very well believe the lie for the rest of its life. If the lie is challenged the Target will most likely defend it even in the face of proof.

range is Line of Sight).

N.b, allies are affected from Area effects unless expressly stated on the Card.

Opening a door

Opening a door is a Free Action.

Picking something up

An object lying on the ground, table or similar may be picked up as a Free Action.

Pick locks

Lock picking is the act of opening a lock without having the key. Larceny is the skill used to Pick locks.

The number of successful attempts needed is only used if the lock picking is used as a part of a Combat Scenario.

Situation	Number of Successes needed	Difficulty
Very poor lock	1	6
Poor lock	2	8
Standard lock	4	10
Good quality lock	6	12
Master worked lock	10	16
No lock picks or tools		+2

The result of the resolve is determined using the below guidelines and the GM's discretion.

Perfect Success - The Creature has done very well and gets 4 Successes..

Great Success - The Creature does a great job and gets two Successes out of his attempt.

Success - The Creature has succeeded and scores a Success.

Failure - The Creature fails in securing a Success.

Severe Failure - The Creature fails in securing a Success and must deduct one success.

Fumble - The Creature fails in securing a Success and must deduct three successes.

Pick pockets

Pickpocketing is the art of stealing something kept in a Targets pocket, backpack, hat or else on his person.

The skill used is Larceny.

Situation	Difficulty
Picking something out of a victims back pack	6
Picking something out of a pocket	8

The creature is walking	+2
The creature is running	+5

The result of the resolve is determined using the below guidelines and the GM's discretion.

Great Success - The victim will not notice the theft until he needs the stolen object or is asked about it.

Success - The Creature has nicked the item from the victim who will miss it shortly.

Failure - The Creature fails in securing the item the victim did however not notice the attempt.

Fumble - The victim notice the Creatures attempt.

Researching

Research can be done using several Skills depending on what is appropriate for the matter being researched. Research can be done with two different objectives; to establish a certain fact or to gain information in general on a certain subject. E.g. to determine if a certain knight is the illegitimate son of a nobleman or to gain more information on the house of Lothar.

Research is usually carried out using some sort of reference materials, e.g. a library or a laboratory of some sort.

Situation	Difficulty
Meagre reference material	12
Some reference material	9
Good reference material	7
Excellent reference material	5
Personal affiliation with the subject	-2
Obscurity of the information	+5 to -3

The difference from the resolve is determined using the table below and the GM's discretion.

outcome	Result for establishing a certain fact	Result for general research
Perfect Success	The Creature gains the correct answer and possibly some additional information of interest.	An exhaustive collection of very interesting and useful information is gathered
Great Success	The Creature gets the correct answer.	The Creature collects several most useful pieces of gossip.
Success	The Creature gets the	One or a few pieces

	correct answer	of useful information collected.
Failure or Severe Failure	The Creature finds no answer	No useful information is gathered.
Fumble	The Creature gains untrue information.	The Creature gains untrue information.

Riding

Sitting on a horse and allowing it to carry you in its own pace to the destination requires no Resolve and can be done without any particular training. To Resolve Riding the skill Nature or Athletics is used. Few special situations require a Resolve as detailed in the table below

Situation	Difficulty
Staying in saddle when the mount gets spooked	6
Fast movement	7
Top speed	9
Leap obstacle	8

The result of the Resolve is determined using the below guidelines and the GM's discretion

Success - The Creature have succeeded in with the manoeuvre.

Failure - The Creature has failed with the manoeuvre but is unharmed.

Fumble - The Creature has failed miserably and will suffer consequences like falling of the horse and hurt him self or having his mount run away.

Talking

Talking or shouting reasonably short sentences requires no Card.

Same Area Target attack

This attack allows the Creature to attack a single Target in the same Area as the Creature is located. This type of attack is the most powerful.

Same Area Area attack

With this type of attack there is two different variations; All or Enemies only. For the "All" variety all in the Area will receive the effects, friends and foes. The "Enemies only" version will only affect enemies and leave Allies unaffected. The "All" attack are more powerful compared to the "Enemies only". As for all Area attacks there are one Resolve to hit but separate damage Resolve.

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Skulking

Skulking is when a Creature tries to move both unseen and unheard. Usually a Creature moves from an unseen position or from one hiding place to another. Skulking is treated as sneaking, but the dice roll for to Resolve the skulking is used for both hiding (being unseen) and sneaking (being unheard). Modifiers applied separately (Darkness does not help against listeners). For all skulking Subterfuge is the Skill used.

Sneaking

Sneaking is moving silently. Subterfuge is used to Resolve sneaking.

Searching

Searching is when the Creature actively tries to find or notice something. The search is resolved as opposed if the Creature is looking for a hidden Creature. Perception is used when resolving Searching.

Situation	Difficulty
Hearing a normal conversation	5
Hearing a whispering conversation	8
Hear shouting	2
Hear fighting	3
Hear trough a wall	+3
Hear through door	+1
Hear a sound 10 meters away	+2
Noticing weapons and armour carried hidden under the beggars dirty grey cloak.	9
Noticing the steward not carrying his signet ring	9
Smelling a camp fire in the woods	9
Smelling the faint trace of a lady's rose water on the young lords neck	15

Survival

The Action of Survival is everything relating to stay alive in the wild. In a fair climate in a good season with the right tools it is not a huge challenge. But in a hostile environment, in the winter or without the proper equipment it is a challenge. Survival usually only includes finding enough food for the Creature and a few in the party. For Survival Nature is the skill used.

Situation	Difficulty
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Tundra	12
Arid	12
Temperate	8
Mediterranean or Tropical	5
Farmlands	+4
Forrest	+2
Plains	-2
Hills	+0
Mountains	+3
Summer	-2
Spring or autumn	+0
Winter	+4
No camping gear at all	+4
Basic camping gear	+0

The result of the Resolve is determined using the below guidelines and the GM's discretion.

Great Success - The Creature has succeeded in setting up a camp and found food to feed the party as well.

Success - The Creature has succeeded in setting up a camp.

Failure - The Creature has failed to set up a camp.

Swimming

Swimming is when a Creature is moving in water that is over his depth. Swimming is resolved using Endurance.

Success - The Creature has succeeded in his effort and moved according to his Action.

Failure - The Creature has failed in some way and can not move at all during his Action.

Severe Failure - The Creature has started to drown.

Situation	Difficulty
Swimming in calm waters	4
Swimming in rough waters	10
Swimming in stormy waters	16
Diving, per meter's depth	+3
Rescuing a drowning Creature	+3

Spread rumour

A Creature can use his social skills to plant a rumour in a village or town or maybe even an Area.

A success means the rumour starts to spread. A failure means the rumour never catches on. A severe failure might lead to friends and relatives of the Target of the rumour come looking for the Creature or similar unwanted results.

For Spreading a rumour the Creatures Social Skill is used.

Perfect Success - The rumour spreads like a grassfire and also gains an enormous credibility and becomes a known fact.

Great Success - The rumour starts to spread at a hasty pace and stays.

Success - The rumour starts to spread.

Failure - The rumour never catches on.

Severe Failure - The rumour never catches on, rather the initial persons realizes the Creature have malicious intent..

Fumble - The rumour never catches on, the initial person realizes the Creature has malicious intent and a rumour based on this is spread.

Difficulty is set by the GM with the below table as guidance and modification for the credibility of the rumour.

Situation	Difficulty
Home town, village or Area	11
Neighbouring village or town	8
Unknown village or town	11
Gossiping using other language than the Creature's native tongue	+3
Reactions	-3 to +3

Track

To track is to find the traces; footsteps, broken twigs, drops of blood that a Creature or group of Creatures leave behind and to follow them. Nature or Perception are the Skills that can be used.

Situation	Difficulty
Very Soft Ground(fresh snow, thick dust, wet mud)	4
Soft Ground (Sand and any surface soft enough to yield to pressure,)	6
Firm Ground (lawns, fields, woods)	10
Hard Ground: (bare rock, indoor floor)	14
Every four persons in the party to be tracked	-2
Every 24 hours since the track was laid	-1

Every two hours of rain	+1
Every hour of snow	+1
Tracking to catch up	+2

The result of the Resolve is determined using the below guidelines and the GM's discretion.

Success - The Creature has succeeded and can follow the track.

Failure - The Creature has lost the track.

Using Magic

All spell casters have different styles of casting spells. The Elementalist command and binds the power of the elements, the Bard sings the forces of magic into complying to his will with the help of enchanting music and the Priests uses the forces of their gods by proxy or ask for their gods favors to grant the effects they wish for.

They do all have one thing in common; all use of Magic require the use of voice. A Wizard casts his spells by doing gestures and incanting powerful phrases and true names. If the wizard is tied up he is disadvantaged to cast spells since he can not gesture but if he is gagged he is unable to cast any spell at all.

The same goes for all spell casters; Druids, Shamans, Bards, Priests etc. Some spell casting classes also have some additional requirements. The Bard must have and use a musical instrument. The Priests require a holy symbol.

All the effects and use of magic is controlled by what the different Cards representing the spells states.

The Cards

All Cards, regardless of type, have the same elements.

Number and name

All Cards have a unique number to identify them and also a name of their own to somewhat allude to or describe the Action the Card represent or its effect.

Requirements

The Requirements describes a criterion that must be met for the Card to be legally played.

Phase

The Cards have one, and only one, Phase when they are Resolved, it can be First, Middle and Last.

Action stats

The Cards type, e.g. Physical attack, its Range, e.g. Line of Sight, and what it affects, e.g. Target is also listed.

Effect stats

Here the duration of the effect and if the Creature utilising the Card is allowed to move is detailed.

Attack and Defence value

All Cards show the Attack value (if any) and the Defence value.

Pick Up

This is the Difficulty that must be exceeded by a D12 roll during the Mop Up Phase of the round in order for the Card to be returned to the Player's or Gm's hand.

Effects

Effects are one of the cornerstones of Approximated Fray. An effect is a (hopefully) well defined rule that afflicts a Creature.

A Creature can be affected by a Effect as a result of several different causes, a spell, an attack, poison, or as inherent trait. E.g. a spell or an attack can cause a Creature to become Weakened and a Creature can have the inherent trait of being Humanoid.

Regardless of how the Creature became Weakened the rule result is the same (Attacks are resolved at -2) making it easier to keep track of Effects making game play faster.

Most Effects last a full scene, inherent effects last a lifetime, perhaps even longer.

All Effects, regardless of source, stack. It is quite possible for a Bard to Empower the same Creature twice using the same Spell. For some Effects there is a cap, e.g. once a Creature gets Quadruple Hurt there will be no additional result from attacks.

Benedictions – Temporary Beneficial Effects

Benedictions are all effects that are bestowed on a Creature that entitles him a positive Modifier.

Competent

The bonus for being competent is a +2 modifier to all resolves involving a skill.

Empowered

An Empowered Creature attacks with a modifier of +2.

Enchanted

Being affected by Enchanted means that all attacks made by the Creature is magical affecting for example Creatures that are Otherworldly.

Protected

A Protected Creature has a +2 modifier to Defence.

Vexations – Temporary Negative Effects

There are three special types of vexations representing three types of “damage” done to a Creature.

Hurt

The first is bodily harm, regardless of source.

When a Creature becomes Hurt it also becomes Scared (see below) due to the unsettling experience of getting hurt.

Double and Triple Hurt have no extra effect but might make the Creature vulnerable to certain particular Cards triggered by these Effects.

Turning Quadruple Hurt also turns the Creature Unconscious.

There are no Resolves to remove Hurts, healing is the only way to remove them (a Creature can still play a Second Wind Card to regain Fatigue).

Scared

A Creature can also get shaken up, scared or fear the mentioning of a powerful name. This is regulated by the concept of Scared an approximation of moral.

Becoming Double or Triple Scared the Creature also turns Stunned. If becoming Quadruple Scared the Creature falls Unconscious.

Stunned

The last special type is one regulating the Creatures general capacity to act.

Stunned approximates a Humanoid somewhat disoriented and maybe fallen to his knees or taken aback from a blow or the like (n.b. in the game there might be several other reasons for becoming stunned affecting all Creatures (not just Humanoids)). Double Stunned is perhaps a Humanoid Creature falling onto all four or equally disadvantaged, Triple Stunned a Creature falling on its back and Quadruple Stunned is a Creature that can hardly act due to being pinned down or such.

For each level of Stunned there is a -2 Modifier to all Actions, including attack (but not Defence).

Bandaged

Bandaged means that the Creature have been wounded but have had the wounds taken care of but when he gets Hurt he sustains one extra level of Damage.

Burning, Drowning or other continuous damage

A burning or drowning Character takes a d4 damage in the Last Phase of any round.

Dazed

A Dazed Creature can not focus on what he is doing and is generally disoriented. As long as a Creature remains Dazed he can not fly (flying Creature becoming Dazed will land in the Area he is currently in) and has a -2 modifier to any Action with the Keyword Concentration.

Exposed

Being exposed gives the Creature a -2 modifier to Defence.

Fleeing

A fleeing Creature must move towards the edges of the map using the Action available that allows him the longest move without attacking and avoiding any Area with an Enemy in. If all Areas the Creature must move through have Enemies in them that the Creature will become Unconscious.

Marked

A marked Creature does not only get Invisibility Cancelled but is also highlighted in some way, making him a clear Target for ranged attacks. A Marked Creature has a defence modifier of -2 against LoS and Adjacent Area attacks.

Stuck

Stuck means that all Cards with the Keyword Move are Cancelled

Unconscious

An unconscious Creature is knocked out and will no longer be able to act or perceive any of the actions going on around him. Being Unconscious also turns the Creature Immobilized. While being Unconscious the Creature gets no Resolves to remove Effects. The only way to remove the Unconscious condition is by getting healed to at least Triple Hurt the Mortally wounded level.

Weakened

A weakened Creature attacks with a -2 modifier

Effects affecting an Area

Crowded

The Area is filled with bystanders. Any Move Action from Area reduced to 1 Area regardless of Card. Hide and Sneak Actions are done with a +4 Modifier.

Harmful

The Area is afflicted by some harmful condition like burning fires, acid puddles, or vicious meat eating plants. Any Creature ending the Round in such an Area receives D4 damage.

Rough

Rough Areas can be filled with troublesome vegetation, slippery from oil or some other condition making all attempts to move more than one Area out of the Area Cancelled.

Slippery

An Area can be Slippery for several reasons, all causing any Physical Action to be Resolved at -2.

Combat scenarios

In Approximated Fray the combat is executed in a way that the Actions are simultaneous. This means that every Action is executed before any effects of those Actions enter into play. The combat turn is divided into three separate phases in order to let some quick Actions take effect before "normal" Actions and have a few Actions that are executed after all other Actions.

The combat map

In Approximated Fray the combat map is divided into a number of Areas instead of smaller hexes or squares. All Creatures within the same Area is considered to be within melee range of each other and all Area effects are affecting one such Area (like "Hedge of Thorns", "Meteor Swarm" and "Fire Field").

The Combat turn

A Combat turn is executed by going through the following steps:

- 1) The Staging - All participants select what they intend to do.
- 2) The First Phase - All Actions scheduled for this phase is resolved and effects are distributed.
- 3) The Middle Phase - All Actions scheduled for this phase is resolved and effects are distributed.
- 4) The Last Phase - All Actions scheduled for this phase is resolved and effects are distributed.
- 5) The Mop Up - All Effects that can be dissolved by their Targets are Resolved and the Action Recovery Resolve is done.

The Staging

During the Staging Phase all Players choose what Action

The deadlines of combat

Approximated Fray is designed to have a combat system where actions needs to be contemplated and where no enemy is to be considered harmless. A single enemy can cause the incapacitation of a Character and there are no Creatures that can be considered cannon fodder or ignored without considering the consequences of its attack.

As the Character progresses in Level their attack bonuses will increase making it much easier to incapacitate lower Level Creatures and also their Defence score will increase making them much harder for a lower Level creature to hit. Higher Level Characters will also have more advanced Cards to deal with enemies and large groups of enemies making the dispatching of them easier but still a single low Level Creature can occasionally score a hit and do some real damage and getting crowded by several low Level Creatures is dangerous if you do not play your Cards right.

to take during the Turn. The GM does the same for all NPCs.

The chosen Action is executed in the phase corresponding to its denomination (First, Middle or Last). All Actions in a Phase is deemed to happen simultaneously and the Effects takes place after all Actions in that phase have been resolved.

Actions carrying the keyword "First" is thus often an advantage since their effects are realized before Actions keyworded "Middle" or "Last" as any effects resulting from the resolve of the "First" Action will be held against (or boost) them.

If the Action carries the keyword "Middle", which most Actions do, they are resolved in the second phase of Turn execution. Hence any effects from their resolve is applied before Cards keyworded "Last" are executed.

Cards carrying the keyword "Last" are resolved in the last phase of the turn and thus have the drawback of all negative effects that the Creature using the Card has against him from previous phases. However, most Cards that are keyworded "Last" also have some form of inherent advantage, being more powerful or creating some extra effect. There is also the benefit of having all effects caused by other Players affecting the Target, possibly making the Target easier to hit or triggering some additional effect.

The choice of Action is done in secrecy for both PCs and NPCs, but the Players are allowed to discuss the choices they make. They also secretly allocate a Target for their Action, an Area or a Creature. All Cards are placed face down in front of the Players.

When all PCs and NPCs have chosen their Actions and targets the staging ends and the first phase begins.

- ◆ Sidebar

The First Phase

When the first phase starts all who have selected Cards with the keyword "First" flip their Cards over to show what they intend to do. The resolves are then done clockwise around the table ending with the GM and the

NPCs.

All effects generated are placed beside the Character Cards and placed onto the Card at the end of the phase when all Cards have been resolved.

Since all Actions are deemed to take place simultaneously the case of a Target moving out of the Area and an attack against it is resolved as an attack and a move. Any effects from the attack only affects the Creature in the next phase, i.e. the Creature will move too the desired Area but will be hit by the attack (and hence might be dead when he arrives in his destination Area).

Executing the Actions in a phase

When executing the Cards of a phase all damage Actions are executed before any moving is done in order to keep track of who is affected by what Actions. After all effects of Actions are established the moves are made.

A technical effect of this, that might appear somewhat odd, is that charging is executed as an attack first and then a move. This is simply a technical meta effect from the practical handling of the simultaneous Actions.

The Middle phase

The second phase is the same as the first round with two exceptions; any effects from the first phase is in effect and during this phase Cards with the keyword "middle".

The Last phase

The last phase is executed in the same way as the middle one but with all effects remaining from both the first and the middle phase.

The Mop up

Any effects not dissolved that causes damage are resolved at this stage (e.g. Burning and Drowning).

One Player rolls for Pick up for the PC party. All Cards with a lower value than the roll is returned to the Player's hand. The GM rolls for his Creatures.

Getting hit

If the resolve of an attack is a Success the attacker rolls a D4. The hit Creature receives the number of Hurts the dice shows. If the hit Creature have Fatigue, it can be traded on a one by one basis.

Getting hurt

Approximated Fray uses mechanics that strives to simulate the effects of getting hurt as described in the chapter Effects..

Using Fatigue

Player Characters and powerful Creatures have fatigue. Fatigue the ability to narrowly escape potentially deadly blows and dodge certain injury.

When ever a Creature with fatigue gets hit and should have sustained injury the Creature can choose to reduce his Fatigue by one for each Hurt sustained.

Lost Fatigue can be regained by using, among other, the Card second wind.

Losing Morale/Getting scared

Being Scared or losing morale is the mental or spiritual

Choosing Action

When choosing a an Action in combat there are many things to consider but the most basic two are, what will my opponents do and what is the risk of my Character getting hurt or killed.

Always consider what your opponents are most likely to do and base your choice of Action on this. If they have weak attacks go for a powerful attack leaving you with a small but acceptable defence.

Since PCs most often have Fatigue a certain risk for damage is acceptable but to big a risk will statistically get you killed or taken out of Action. If your Character risks getting hit by several Creatures the same Turn this risk must be risk must be especially considered.

- ◆ Consider your defence and the risk of getting attacked by more than one opponent.
- ◆ Consider what the opponents might do
- ◆ Consider if any of your Cards can cause better results by in some way aiding your allies.
- ◆ Stopping the opponents from attacking you or your Allies in a turn will greatly improve your odds.
- ◆ Check what defence a certain Card will leave you with
- ◆ Check that the Cards you are considering are not particularly hampered by the effects affecting you.
- ◆ Check if Area effects affect Allies as well

equivalent of getting hurt. Some attacks hurt the Targets

morale rather than hurt it physically or spooks Creatures. The Effects of this are as per the description in the chapter Effects.

After combat

All healing after the fighting have subsided is part of the combat scene and only heal spells still residing on a Players hand can be cast. Healing using skill can be done once per Creature within the Scenario.

After a combat scene has ended all Cards are returned to the Players' hands and to the GM.

Fatigue is also reset for all involved (regardless of wounds).

Roleplaying scenarios

There can be several types of roleplaying scenarios in Approximated Fray. The Unstructured scenario, or free form encounter, is the traditional way to handle the roleplaying in any old roleplaying game. The Mapped scenario is based around a pre drawn map with a lot of gaming information shown and a quite tactic setup to them..

For all scenarios the rule is that only one Action can be carried out per round but a Character may use more then one Character Card or Action Card to do so.

Outcome of an encounter

The outcome of any encounter can be described much as the outcome of an Action:

Perfect Success - The Party have succeeded very well in achieving the goal of the encounter and will have some sort of larger bonus in the next encounter or perhaps in the adventures final encounter.

Great Success - The Party have succeeded in achieving the goal of the encounter and have done so in a manner granting them a small bonus in the next encounter or perhaps in the adventures final encounter.

Success - The Party have succeeded in achieving the goal of the encounter.

Failure - The Party have failed to accomplish the goal of the encounter and will suffer a penalty towards the overall

goal of the adventure or have a harder next or final encounter of the adventure.

Severe Failure - The Party have seriously failed to accomplish the goal of the encounter and will suffer a heavy penalty towards the overall goal of the adventure or have a much harder next or final encounter of the adventure.

What bonuses and penalties will be is up to the GM and should be an integral part of the adventure or campaign.

The unstructured scenario

The Unstructured Scenario is played out like any other roleplay scene or encounter. The GM describes the world and all effects, impersonates all of the NPCs and the Players act like their Characters. For any Action the Player would like to do he plays a Card or a combination of Cards and then the Action is Resolved. The GM does the same for all of the NPCs.

The unmapped encounter

In the unmapped encounter no map is used; the encounter is played out more freely and is most often shorter aimed at resolving a specific challenge.

There are two ways to set up an unmapped encounters outcome. In the first the encounter has a set number of Successes that are to be reached within a set number of Turns in order to achieve a certain level of Success.

The second version is the same as above except that the encounter ends when a certain number of Failures have been achieved and the outcome is based on the number of

Examples of unmapped encounters and sample outcomes of encounters

Chasing after a running robber in the busy market of Kandra, finding the book of ancient lore in the library of Al Iskandariya or finding the way out of the labyrinth without encountering the Minotaur are all typical examples of unmapped encounters.

Unmapped encounters should be quick, single targeted and relatively straight forward while still being roleplay and fun.

Examples of encounter outcomes:

A Perfect Success can be 10 instead of 15 Harpies as opponents in the next combat encounter or a map to the caverns to be explored making most of the Areas on the map revealed from the start.

A Great success can be one troll less in the next combat encounter, a key and a +2 modifier to any Resolve using Social skill from understanding the remote dwarf clan's intricate social codes.

Success is usually continuing to the next scenario while failure might mean starting a combat scenario in a less favourable spot or with a -2 Modifier on all Actions involving the Social Skill from the shame of not being able to complete the task given to them by the Baron.

Severe failure will be two more Ogres in the next combat encounter, not having the Blade of Valour against the infernal demons in the final encounter or starting out in the new Town as total pariah with -2 to any attempt to interaction with anyone in town or even being put in jail.

Successes at the time the encounter is ended.

In the third there is no set number of Turns or Failures but the outcome is instead determined by how many Turns it takes the Players to achieve a given number of Successes.

The encounter is being played out in the following steps:

- 1) The GM introduces the encounter and outlines the challenge in as much detail as appropriate for the challenge.
- 2) The Players goes clockwise around the table taking turns performing an Action. The Action is resolved as soon as the Player stated his Action.
- 3) When a round around the table is completed the Players roll for recovery of used Cards.
- 4) Step 2 and 3 are executed until the encounter ends, either when the number of turns are up, a certain number of failures have occurred or when a certain result have been achieved.
- 5) The outcome of the encounter is revealed to the Players.

Different Actions, different Difficulties

For each encounter every Action has a different Difficulty. The same Action can have different Difficulty in different Areas and some have Different Difficulties dependant on who the Target is. It might very well be that some Actions do not work at all, i.e. be automatic failures.

The mapped encounter

In a mapped scenario the Players will have access to a map with marked Areas on it. All of the Areas detail any special rules for the Area like Slippery or if there is a Dais. The Difficulty of any Jump or Climb challenge is usually marked on the map. The Characters have some sort of mission or task to complete on the map.

The outcome of a non combat encounter can use the full spectra of great success, success, failure and severe failure to determine the outcome of the encounter or any part of

the scale.

The encounter is being played out in the following steps:

- 1) The GM introduces the encounter and outlines the challenge in as much detail as appropriate for the challenge.
- 2) The Players choose from which of the designated starting Areas their Characters are to start (if they are allowed to choose).
- 3) The Players plan their Character's Actions and place their chosen Card face down in front of them and the GM does the same for any NPCs that act in the encounter.
- 4) The Actions are acted out in sequence set by the GM, usually giving the Player the chance to choose, or by going clockwise around the table.
- 5) The Player side rolls for recovery of used Cards and the GM does the same.
- 6) Step 3 to 5 are executed until the encounter ends, e.g. when a number of turns are up or when a certain result have been achieved.
- 7) The outcome of the encounter is revealed to the Players.

How to Resolve an Action

A Player state his Action while roleplaying, e.g. "Look here you city smelling fatted pig, if you don't tell me I will toss you into the sea and we will see if you really can use your excess lard to float", and shows a corresponding Card, "171 Threaten", to claim a modifier. After this the Resolve is done and the result dramatised by the GM.

Every Action should be described or roleplayed to the best extent possible.

Moving on the map

Since the map is divided into Areas movement is the same as in a Combat Scenario. The Move Card allows a Creature to move into an Adjacent Area and a Run Card or other applicable two Area move Card allows the Creature to move two Areas, and hence reveal two Areas, in one Round. There may however be some restrictions on

Different Difficulties

Peddling stolen goods in the upper class Areas of a town might be harder than peddling them in the slum district.

Trying to intimidate Frodric the Fearless is much more difficult than trying to bully Tim the Timorous into looking the other way.

Trying to bribe an official in his office might be very difficult, but bribing him in the seclusion of his own home by giving gifts of finely crafted swords to his two adolescent sons might be easier.

Trying to impress the mysterious but austere beauty Eleanyr is an automatic fail since a 468 year old vampire is less than inclined to be impressed by a young mortal.

movement like a cliff wall that must be climbed or a river to be swam. In such Cases a Climb or Swim Action is to be used to get to the Adjacent Area. Should such an obstacle be revealed in the second Area the using a run Card or similar the first Area is revealed and the Creature stopped there.

Revealed or hidden map

On a revealed map the Players know all of the Areas and at least some of their properties. They can see the outlay of all Areas and where to find certain things. The revealed map represents for example friendly cities, their home town or a place the Characters actually have a map for.

A scenario might be that the Characters approach the bandits' lair in the forest or a yet unknown city who does not embrace strangers. In these cases the map is hidden. The Characters only know what they are to do achieve but nothing about how the grounds are laid out.

The Characters usually all start in one Area that is revealed and have to work their way from there not knowing what they get into. Moving into an Area reveals its content and properties to the Party. Certain Classes also have Cards to make the revealing of the Map easier to some extent.

Time and money

For some scenarios time might be measured. The number of Rounds spent on the roleplaying scenario on a map might count towards the outcome of the Scenario or there might even be a limited number of Rounds to spend on the map to get the mission done.

In some scenarios every attempt at something or every round might cost the Characters money. The courtesan might charge for every round of her time answering questions or the local crime syndicate will extol their protection money every turn.

Opposed scenarios

Challenges can also be opposed or unopposed. In an unopposed scenario the Players competes to either

complete the challenges in a set number of turns or before a certain number of failures. In opposed challenges there are someone, or something competing with the Players over the outcome of the scenario.

Examples of tasks

For a task where the Party have to leave a town before nightfall the following day time is of the essence if the party is to buy supplies for the journey, find a map over the area and also secure a letter of recommendation. In such a scenario a limit of 12 Turns representing roughly an hour each will add a time factor to the encounter. Move and Run are used for all moving between Areas on the town map for those who don't have a horse.

Finding an underworld kingpin named Rodric in an unknown town is a scenario with a hidden map, there any attempt to extract information from anybody is much harder without offering a quite a few coins just for asking a question. Too many failures and Rodric disappears quietly into the night.

Putting out all the fires set in the Elven forest by the mad but illusive Elementalist and trap him for a showdown is an opposed challenge where the number of burnt down holy trees count against the outcome, not only catching the Elementalist.

Money and other things

In the world of Approximated Fray most of the economy in the countryside is based on barter but in towns and cities money is used but in is not uncommon to pay taxes in goods and services.

Money

The monetary system in Approximated Fray is the simple concept of 1 gold piece equals 100 silver pieces, 10000 copper pieces. Gold coins are rare, silver the usual currency and copper is used by the poor and in those places where most of the economy is based on barter.

Equipment

For the first few adventures acquiring money and having the right equipment might form many plot elements and be the basis for parts or even whole adventures but as the story progresses mundane objects and money play less of a role.

For reference a short list of equipment and a "standard" price for them can be found below.

Item	Copper pieces
Backpack, leather	44
Basket, wicker, can be worn on back	5
Camping gear, tent, bedrolls etc, party	150
Candle, wax	4
Chalk, small bag of pieces	5
Clothing, fine	30
Clothing, simple	15
Cooking utensils, for entire party	55
Crowbar	30
Glass bottle or vial	65
Grappling hook	12
Horse, riding	1000
Lantern, Hooded	37
Lantern, Simple	25
Map or scroll case	15

Mirror, small metal	45
Musical instrument, simple	115
Oil (per flask)	5
Pony, riding	700
Quiver or Bolt case	10
Rations, Dry, one week	15
Rope, hemp, 10 meters	36
Sack, Large	2
Sack, Small	1
Saddle, Riding	120
Saddlebags	90
Thieves' picks and tools	150
Tinderbox, flint and steel	5
Torch	1
Wagon, small	400
Weapon, melee	35
Weapon, short range (throwing spears etc)	45
Weapon, ranged	62
Wineskin/Waterskin	20

The prices given in the table are average prices, if something can not be produced locally it will become more expensive.

Creatures

This section details Creatures and their behaviour.

Types of Creatures

There are two different dimensions to describe the type of Creature. All of them are Keywords, the first group make them vulnerable or unaffected by certain Cards, the second control how they behave.

Humanoid

Humanoids are all Creatures that reassemble Humans in that they have two legs, two arms and a head and that they are somewhat intelligent. This Keyword is carried by Humans, Elves, Dwarfs, Halflings, Goblins, Orcs, Trolls among others.

Animal

This keyword is carried by any Creature that lacks reasoning and intelligence on a level that can be stretched to be on par with a Human. All "normal" animals like Lion, Apes, and Rabbits have this Keyword but also more fantastic ones like Basilisks and Gigantic worms.

Monster

This Keyword is carried by anything that is smart enough to be a humanoid but is not a Humanoid. Dragons, Centaurs and Sphinxes are all carrying this Keyword.

Undead

The Creatures carrying the Undead Keyword are those that have been alive once and are now reanimated for some reason. Skeletons and Zombies are two examples.

Plainar beings

This Keyword is reserved for the Creatures not normally residing at the normal plane of existence; Demons, Spirits, Gods and Elementals.

Plant

Some Creatures are in reality plants, they stem from flora rather than fauna. Big carnivorous plants are a good example.

Behaviour

All Animals act in accordance with their behaviour in combat and some other Creatures are also heavily guided

by their Behaviour in their choice of Action. However, the smarter the Creature is the higher the chance that it will improvise or not follow the behaviour at all.

Behavioural Keyword	Retreating or fleeing Target(s)	Unhurt	Hurt	Seriously wounded
Predator	Pursue weakest Target	Weakest Target	Target that made most damage on Creature	Run away
Territorial	Uninterested unless hungry and Target is food	Strongest Target	Strongest Target	Random Target
Herbivore	Uninterested	Run away	Run away	Random Target
Mollusc	Pursue random Target	Random Target	Random Target	Random Target
Mobster	Pursue random Target	Random Target	Random Target	Run away

Predator

A Predator is a Creature that hunts for its food. It lives on the upper parts of the food chain but might be hunted and eaten themselves. They will attack if outnumbered only if they think the group of prey weaker than themselves (as an individual or group).

Territorial

Territorial Creatures defend their territory and often does so to assert themselves or to preserve their hunting grounds. They will attack an intruding Creature or group of Creatures regardless of the odds for a "win".

Herbivore

Herbivores are docile animals eating plants and minding their own business. They prefer to run rather than fight.

Mollusc

This Keyword is for the unintelligent Creatures that seem to lack even instincts and behave on a very impulse oriented way.

Mobster

This Keyword is for the somewhat intelligent Creatures that prefer to mob up on their Targets and have advantage in number or some other advantage. Tends to gather up four to one in an Area if possible and then attack anything. Seldom very well organised and most often run if overpowered.

Forrest Trolls

Forrest Trolls are quite capable of ripping an arm of any human and the least dangerous of the larger troll types. They dwell in forest, and preferably in shallow caves close to water.

There colours are usually green-greyish but variances with browner tones are quite common.

Free living Forrest Trolls do not hunt humans or actively seek confrontation unless there is easy treasure to gather or famine in their natural forests. Trolls might, voluntarily or not, join Goblins and Orcs in their raids and armies.

As all trolls they heal very quickly and even regrow lost limbs.

Forrest Troll Weakling

Humanoid and Predator

The lowest standing member of a troll tribe or family. The smaller trolls of the congregation. They have learnt to be smart about attacking and usually allow the dumber trolls to rush in while they throw rocks at the enemy until they have established who is the most dangerous and who to attack. Runs if outnumbered two to one.

Level: 1

Fatigue: 5

Equipment/Treasure: Crude club made out of a heavy wooden branch, small collection of animal teeth and a few shiny objects. A bag of good heavy throwing stones.

Character Cards: 168 Posey, 174 Threaten, 196 Dark Vision

Action Cards: 122 Endurance II, 142 Nature II and 188 Camouflage

Combat Cards: 2 Attack, 4 All out attack, 5 Defend, 7 Walk, 8 Charge, 9 Second wind, 10 Run, 36 Sharp throw and 299 Regeneration

Forrest Troll Charger

Humanoid and Territorial

Usually the stupidest of trolls. Charges into battle trying, and often succeeding, to prove themselves the biggest and badest. Creature of the forest. Never back down..

Level: 1

Fatigue: 5

Equipment/Treasure: Crude club made out of a heavy wooden branch, small collection of animal teeth and a few shiny objects.

Character Cards: 168 Posey, 174 Threaten, 196 Dark Vision and 203 Strength II

Action Cards: 122 Endurance II and 188 Camouflage

Combat Cards: 2 Attack, 4 All out attack, 7 Walk, 8 Charge, 9 Second wind, 10 Run, 14 Wild Attack, 299 Regeneration

Forrest Troll Warrior

Humanoid and Territorial

Trolls blessed with both strength and moderate intelligence. Usually too old or too young to challenge the chief.

Level: 2

Fatigue: 5

Equipment/Treasure: Crude club made out of wood with animal teeth spikes or second rate metal weapon, impressive collection of animal teeth and a few shiny objects.

Character Cards: 168 Posey, 174 Threaten and 196 Dark Vision

Action Cards: 122 Endurance II, 142 Nature II, 188 Camouflage and 203 Strength IV

Combat Cards: 2 Attack, 4 All out attack, 5 Defend, 7 Walk, 8 Charge, 9 Second wind, 10 Run, 14 Wild Attack, 58 Knock down, 299 Regeneration

Forrest Troll Chief

Humanoid and Territorial

The biggest and smartest troll and the leader and fear of the others.

Level: 3

Fatigue: 5

Equipment/Treasure: Crude club made out of wood with animal teeth spikes or second rate metal weapon,

impressive collection of animal teeth and a few shiny objects.

Character Cards: 168 Posey, 174 Threaten and 196 Dark Vision

Action Cards: 122 Endurance II, 142 Nature II, 188 Camouflage and 205 Strength VI

Combat Cards: 2 Attack, 4 All out attack, 5 Defend, 7 Walk, 8 Charge, 9 Second wind, 10 Run, 11 Power attack, 14 Wild Attack, 21 Staggering blow, 22 Dazing blow, 53 Knock down, 299 Regeneration

Cave Trolls

Cave trolls are bigger, uglier and even smellier than the Forrest trolls. They are also much meaner and might very well hunt sentient beings for the fun of it. Cave Trolls prefer living in deep caves but have been known to invade deep forests and mountain Areas.

They are usually greyish but variances with brown and green are quite common. Cave Trolls often join Goblins and Orcs in their raids and armies.

As all trolls they heal very quickly and even regrow lost limbs.

Cave Troll Reject

Humanoid and Predator

Some Cave Trolls are too weak to be part of the tribe, they get killed or occasionally driven away and end up wandering the lands alone or sometimes together with other Cave Troll Rejects. They are vicious mean and hate the world in general. They often live in old ruins, deserted villages or caves. Cave Troll Rejects are also very commonly found in Orc armies.

Level: 3

Fatigue: 5

Equipment/Treasure: Crude club, a few shiny objects and a few coins of various kind as a base but they can amass more wealth in a lair.

Character Cards: 196 Dark Vision,

Action Cards: 122 Endurance II, 142 Nature II, 188 Camouflage and 205 Strength VI

Combat Cards: 2 Attack, 4 All out attack, 5 Defend, 7 Walk, 8 Charge, 9 Second wind, 10 Run, 11 Power attack, 13 Mighty Blow, 14 Wild attack, 21 Staggering blow, 22 Dazing blow, 53 Knock down and 299 Regeneration

Goblins

Goblins are small, ill-tempered humanoids. Most goblins live in the wild places of the world, often underground, but they stay close enough to other humanoid settlements to prey on trade caravans and unwary travellers.

Goblins form tribes, each ruled by a chieftain or a matron. The chieftain is usually the strongest member of the tribe, though some chieftains rely on guile more than martial strength. Matrons are magic users.

A goblin's basic skin colour is greyish but often tinted with yellow, orange, or red, and often shading to brown. Its eyes have the same colour variance; its hair is always dark. Big, pointed ears stick out from the sides of the head, and prominent sharp teeth sometimes jut from the mouth. Males have coarse body hair and might grow facial hair.

Goblin Serf

Humanoid and Mobster

The lowest standing member of a goblin clan. Does all the work that other goblins despise. Often captured enemies from other clans. Prefers to run and charge in to close combat. Randomly attacks any foe within the same Area. Runs if outnumbered.

Level: 0

Fatigue: No

Equipment/Treasure: Crude club made out of wood, small collection of animal teeth and maybe a copper coin.

Character Cards: 196 Dark Vision

Action Cards: 188 Camouflage

Combat Cards: 2 Attack, 4 All out attack, 5 Defend, 7 Walk, 8 Charge and 10 Run.

Goblin Clansman

Humanoid and Mobster

The standard goblin in a clan and the foundation of any tribe. Prefers to run and charge in to close combat. Randomly attacks any foe within the same Area. Also prefers outnumber their foes in one Area.

Level: 0

Fatigue: No

Equipment/Treasure: Crude weapon, collection of animal teeth and a few copper coins.

Character Cards: 196 Dark Vision

Action Cards: 188 Camouflage

Combat Cards: 2 Attack, 4 All out attack, 5 Defend, 7 Walk, 8 Charge and 10 Run.

Goblin Spearthrower

Humanoid and Territorial

The somewhat smarter goblins armed with throwing spears. Prefers to run into range and then keep at maximum range throwing spears at their foes. Usually picks a Target, the fastest mover, and throws at it until it is downed. Will run if they become outnumbered.

Level: 0

Fatigue: No

Equipment/Treasure: Second rate throwing spears, a few copper coins, small collection of animal teeth.

Character Cards: 196 Dark Vision

Action Cards: 188 Camouflage

Combat Cards: 2 Attack, 4 All out attack, 5 Defend, 7 Walk, 8 Charge, 10 Run and 36 Sharp throw.

Goblin Warrior

Humanoid and Mobster

The somewhat stronger and occasionally smarter goblin. Better fighters than the Goblin Clansmen and higher up the social ladder. Prefers to run and charge in to close combat. Randomly attacks any foe within the same Area. Also prefers outnumber their foes in one Area.

Level: 1

Fatigue: No

Equipment/Treasure: Second rate weapons, a few copper and silver coins, collection of animal teeth.

Character Cards: 174 Threaten and 196 Dark Vision

Action Cards: 122 Endurance II and 188 Camouflage

Combat Cards: 2 Attack, 4 All out attack, 5 Defend, 7 Walk, 8 Charge and 10 Run

Goblin Scout

Humanoid and Territorial

The few smarter goblins that scouts for prey. Approximately the same position as Goblin Warriors on the goblin social ladder but smart enough to not openly fight a warrior for position. Prefers to ambush their opponents and then leave the actual fighting to the warriors of the clan. Will sneak away from a lost battle.

Level: 1

Fatigue: No

Equipment/Treasure: Second rate weapons, a few copper and silver coins, collection of animal teeth.

Character Cards: 174 Threaten and 196 Dark Vision

Action Cards: 122 Endurance II and 188 Camouflage

Combat Cards: 2 Attack, 4 All out attack, 5 Defend, 7 Walk, 8 Charge! and 10 Run¹

Goblin Hexxor

Humanoid and Territorial

A goblin versed in crude magic. Smarter than other goblins and feared and respected by most in the clan. Will stay far away from any foe and keep clansmen and warriors between himself and any foe. Will run away from a lost battle.

Level: 1

Fatigue: No

Equipment/Treasure: Second rate weapons, a few copper and silver coins, collection of animal teeth.

Character Cards: 174 Threaten and 196 Dark Vision

Action Cards: 188 Camouflage

Combat Cards: 2 Attack, 4 All out attack, 5 Defend, 7 Walk, 8 Charge!, 10 Run, 19 Nature's upheaval and 41 Field of Fog

Goblin Chief

Humanoid and Mobster

The clan's chief and leader. Stronger and often smarter than the rest of the goblins in the tribe. Prefers charge into battle one round after the rest of the tribe. Will usually not run unless the battle is completely lost.

Level: 2

Fatigue: No

Equipment/Treasure: The clan's best weapons, copper and silver coins, collection of animal teeth.

Character Cards: 174 Threaten and 196 Dark Vision

Action Cards: 122 Endurance II and 188 Camouflage

Combat Cards: 2 Attack, 4 All out attack, 5 Defend, 7 Walk, 8 Charge!, 10 Run, 11 Power attack, 12 Shielded attack, 30 Killing blow and 52 Quick Charge

Goblin Matron

Humanoid and Territorial

Some goblin clans are ruled by a female, the Matron. She is smarter than the other goblins and also wields magic. She will stay far away from any foe and keep clansmen and

¹) The Goblin Scout will be updated with some thief like Combat Cards when they become available.

warriors between herself and the enemy. Will run away from a lost battle.

Level: 3

Fatigue: No

Equipment/Treasure: A good weapon, copper and silver coins, large collection of animal teeth.

Character Cards: 174 Threaten and 196 Dark Vision

Action Cards: 122 Endurance II, 130 Heal II, 142 Nature II and 188 Camouflage

Combat Cards: 2 Attack, 4 All out attack, 5 Defend, 7 Walk, 8 Charge!, 10 Run, 19 Nature's upheaval, 41 Field of Fog, 261 Crack of wind and 262 Breath fire

Harpies

Harpies are evil women with the wings and claws. They like to toy with their victims before killing them.

Harpy

Humanoid and Mobster

The largest part of a murder of Harpies are made up of these foul smelling creatures. Harpies have vicious claws at the ends of their fingers..

Level: 0

Fatigue: No

Equipment/Treasure: Some copper coins and a few shiny objects.

Character Cards:

Action Cards: 188 Camouflage

Combat Cards: 2 Attack, 4 All out attack, 5 Defend, 7 Walk, 8 Charge! and 300 Fly

Oozes

Oozes are puddles of slime like amorphous substance that will try to devour anything it encounters. Oozes can be of any colour but usually have a slight see-through quality. Oozes can only move upward in lesser than 20 degrees tilts – they can not move upwards in stairs hence oozes are often found at the bottom of different structures. Bigger Oozes will divide into smaller oozes when damaged.

Small ooze

Animal and Mollusc

An approximately one meter diameter puddle of mucus.

Level: 0

Fatigue: No

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Equipment/Treasure: Anything.

Character Cards: -

Action Cards: -

Combat Cards: 4 All out attack, 7 Walk and 8 Charge.

Medium ooze

Animal and Mollusc

An approximately two meter in diameter puddle of mucus. Acts like a mollusc. When all fatigue is lost it will split into three Small oozes.

Level: 2

Fatigue: 5

Equipment/Treasure: Anything.

Character Cards: -

Action Cards: -

Combat Cards: 4 All out attack, 7 Walk and 8 Charge!

Worms

There are several types of Worms with different origins in the world of Approximated Fray. They share some common traits as per the different varieties.

Small worm

Animal and Mollusc

A three meter long worm.

Level: 0

Fatigue: No

Equipment/Treasure: Usually none.

Character Cards: -

Action Cards: -

Combat Cards: 2 Attack, 4 All out attack, 5 Defend, 7 Walk, 8 Charge!.

Huge worm

Animal and Mollusc

A three meter long worm approximately three meters long.

Level: 3

Fatigue: 20

Equipment/Treasure: Can be anything.

Character Cards: -

Action Cards: -

Combat Cards: 2 Attack, 4 All out attack, 5 Defend, 7 Walk, 8 Charge, 9 Second wind, 10 Run, 301 Gob of acid and 302 Thrashing about.

Appendix I - Versions

Information on the versions of Approximated Fray and the changes made.

1209XX Beta

The Beta is the same material as the 3rd Pre beta but in with only the cards used released in the pdf for cards and the graphical appearance of this rulebook somewhat enhanced (sidebars on the bottom of the text) and a few typos corrected.

- ◆ Added a paragraph explaining that all Characters get the Starting Cards and which Cards are Starting Cards.

120828 3rd Pre beta, official playtest

The 3rd Pre beta is based on input from game testing with Skulkrik, Shub-Niggurath, Kracka and Fnorg and additional revision.

- ◆ Changing the mechanics so that rolling a Resolve will be a Success if the Difficulty is reach instead of exceeded in order to make gameplay faster and simpler. If the difficulty is 11 a roll of 11 (including Modifiers) is now a Success (instead of as previously 12).
- ◆ Modified most "Druid", "Healer" and "Bard" Cards for Tier 1.
- ◆ Corrected some of the Cards including Trained attack, Second wind, Run and Charge!

120824 2nd Pre beta, unofficial playtest

The 2nd Pre beta is done after game testing with Brinkster and Ulmus.

- ◆ Rewrite of the Effects chapter, introducing Double, Triple and Quadruple. As a consequence all Cards are updated. All Cards allowing movement to another Area updated so that all Stun is removed.
- ◆ Partial rework on the Magical attack Cards, including nerfing the Druid cards somewhat
- ◆ Second wind is Buffed as part of the Effects chapter rewrite. All Cards containing Move as well.

- ◆ Some Bard Cards corrected to require a musical instrument.
- ◆ Rewriting and improving several parts of the text.

120321 Pre beta, unreleased

- ◆ The basic rules and Cards in two publications.
- ◆ 302 Cards in total
- ◆ Elves, Dwarfs, Humans and Halflings as Ancestries.
- ◆ Seven Backgrounds.
- ◆ Eight Career Classes, the archetypes.
- ◆ Six Creature entries, 19 Creatures