



Compleat Arduin: Book One - The Rules

David Hargrave

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"Here is Arduin, the renowned fantasy role-play system, totally revised and reorganized. This volume, the first in the two-volume set, contains the following new and improved features: 1. Step-by-step character development, with three compleat examples. 2. A modular format, allowing use of parts of the system with many other popular role-playing systems. 3. More than two dozen fully-developed character classes. 4. Twenty distinct character races. 5. Comprehensive conventions for handling the development of split-class characters. 6. New, simple and fair rules for awarding experience. 7. Comprehensive rules for the use of magik. 8. A compleat description of the Arduin Battle Factor combat system, including all you need to conduct realistic melees. 9. Over 125 melee and missile weapons, including random critical hit and fumble modifiers. 10. Over 50 different kinds of armor. 11. Rules for a variety of firearms, including pistols, rifles, automatic weapons, muzzle-loading cannon, mod era artillery and energy weaponry. 12. A new, simpler system for sequencing combat. 13. Price lists for most anything your character might want or need."



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