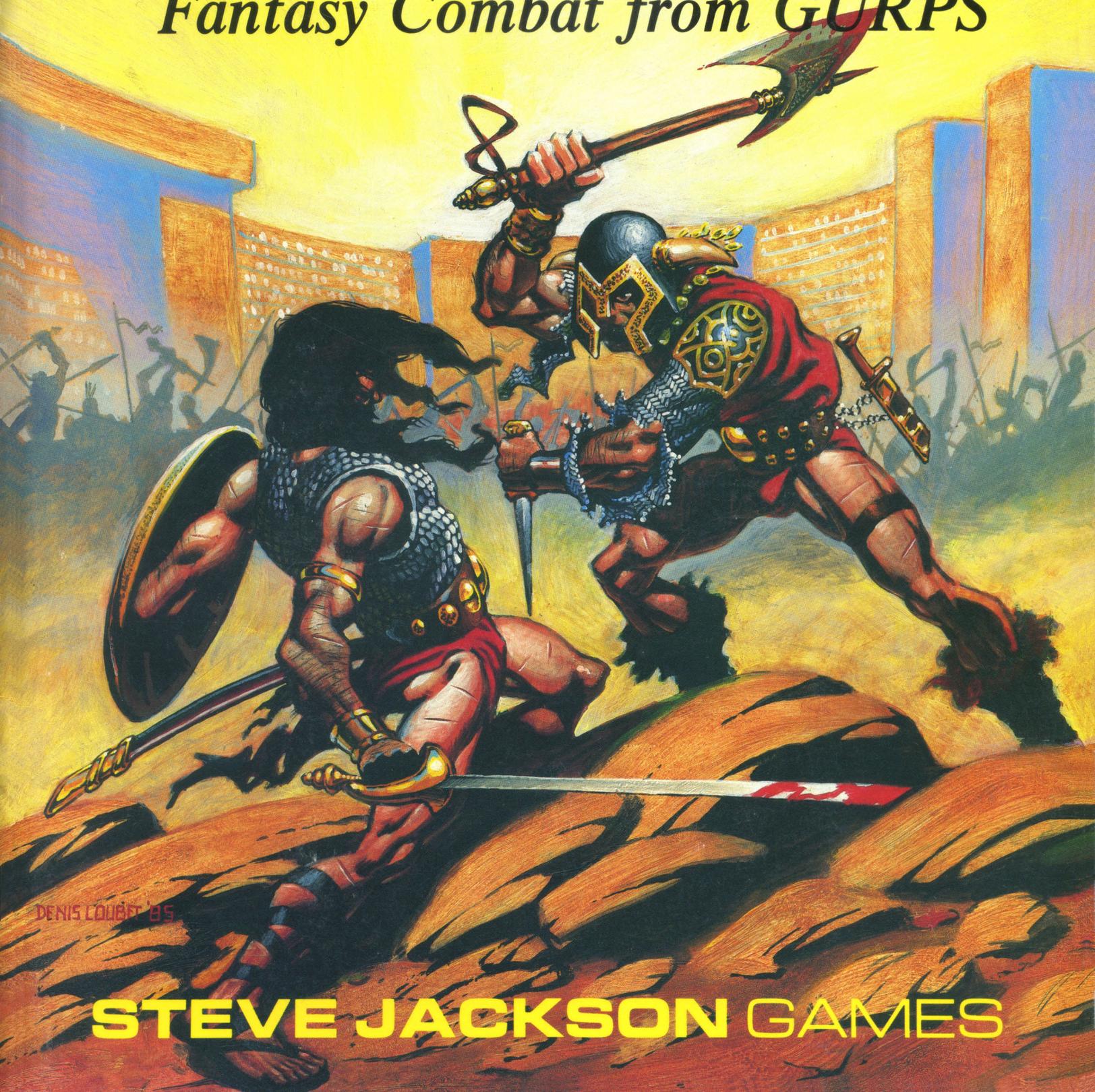Steve Jackson's

MAN TO MAN

Fantasy Combat from GURPS

DENIS LOUBET '85

STEVE JACKSON GAMES

Choose your weapons . . .

and your armor, and your shield. You're ready to fight it out --

MAN TO MAN™

Design your own fighter:

sword-wielding barbarian or fencer, martial artist or archer. Attack, dodge, parry, block, and maneuver, just as you would on the battlefield or in the arena. If you survive, hone your skills for future combats — *if* you survive . . .

Steve Jackson, designer of *Car Wars, Ogre,* and *Illuminati*, now brings you an exciting medieval combat system — the first release from *GURPS,* the Generic Universal RolePlaying System. You can play **Man to Man** as a fast-moving boardgame, or use it as a combat module for any fantasy or medieval roleplaying adventure.

The most realistic combat boardgame ever published.

The Basic rules give you

- Customized or random character generation — each character is a unique individual

- A sophisticated skill system, including *skill defaults* — to let your character attempt skills he *hasn't* studied

- Armor — from leather to chainmail to plate — plus shields and extensive equipment lists

- Weapons! Swords, spears, polearms, bows, crossbows . . . virtually every type of weapon your medieval fighter could want

- Smooth, fluid attack and defense procedures

- The first playable *and* realistic encumbrance system

Advanced rules add

- Precise tactical movement

- Hit location targeting

- Critical hit and critical miss tables

- Customized armor selection

- Extensive optional rules

- Realistic, accurate simulations of all important combat situations

Man to Man includes a 60-page rulebook; 20 pages of pull-out charts and reference material, including sample characters and a handy ''Instant Fighter Generation'' sheet to get you right into the action; three sheets of full-color Cardboard Heroes miniatures, including fighters, weapons, and treasures; and four 11'' x 17'' maps for combat in a variety of settings.

INCLUDES FREE
CARDBOARD HEROES® MINIATURES

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1204

Fantasy Combat from GURPS™

MAN TO MAN™

Game Design by Steve Jackson

INTRODUCTION

Man to Man is the combat system for *GURPS* — the Generic Universal RolePlaying System. We've decided to release *Man to Man* separately, in advance of the full system, for three reasons:

(1) Our fans have been waiting *years* for *GURPS*. It seemed like time to give them *something*.

(2) *Man to Man* is a great introduction to the whole system. Once you learn these rules, you'll have *GURPS* in a nutshell.

(3) *Man to Man* makes an excellent stand-alone *boardgame!*

Man to Man is intended to be a highly realistic, yet fast-moving, simulation of pre-gunpowder combat. It is presented in two levels — Basic and Advanced. It can be used in a variety of ways.

The *Basic* system can be used by itself as a quick, yet *realistic,* combat module for *any* RPG. If your favorite game suffers from a slow or unrealistic combat system, you can translate your characters and play out your combats with *Man to Man*.

The *Advanced* system can be used in the same way, or as the nucleus for a roleplaying campaign in itself. Some of it will be sketchy — because this *isn't* yet the full *GURPS* system — but it's enough to get you started.

And *non*-roleplayers will enjoy *Man to Man* as a combat boardgame. The advanced game provides a wealth of tactical detail — but it moves quickly enough to be fun. The tactics that work in real life will work here.

The idea is to have a system that *anyone* can tailor to his own desires — and still let *everyone* play substantially the same game.

However you play *Man to Man,* I think you'll find it achieves several things that earlier designs have missed.

First and foremost, of course, is the *flexibility* and *realism* of a true "universal" system. Others have tried this, but have fallen into the twin traps of watered-down rules (where a lightning bolt is just like a .45 pistol) or incompatibility (where players have to learn so many alternate rules for each new game-world that they might as well be learning a new game, and characters can't easily cross over). *MTM* presents a single, unified system that allows for great diversity *because* of its realism. The whole basis of the design is the "reality check." Whenever we were in doubt about a speed, distance, or weight, we went out and *checked* it — in books where necessary, in real life where possible. So — if real life works, the game should work too!

Second, and almost as important, is *organization.* Any really good RPG has a lot of detail. That means that an RPG should be well-organized. But few are. Every gamer has had the experience of hunting frantically through one book after another, looking for a rule . . . and not finding it. *MTM* is extensively cross-referenced, with Table of Contents and a Glossary. I hope this helps.

Third is ease of play. In *MTM,* all of the detailed calculations are done before you start play . . . they are entered on the character sheet, and saved until you need them. Once play actually begins, it's not complex.

The *GURPS* system breaks everything down into plain English and simple numbers. Distances are given in yards and miles, rather than arbitrary units; a "turn" is exactly one second. That's what makes it generic . . . and easy to translate. If you see an interesting supplement for another game, go right ahead and get it. If you can figure it out in the first place, you can use it as a sourcebook for *MTM*.

Enough talk. Enjoy the game.

—Steve Jackson

How to Learn MAN TO MAN

If you have some experience with role-playing games already, *MTM* should be easy for you to learn. If you *haven't* tried any RPGs before, relax . . . if you got this far, you'll be fine.

The book itself is divided into "text" (like the large type to the left) and "sidebars" (like the one you are reading). The text contains the main body of the rules; read this first. The sidebars contain examples, charts, special rules, and similar material. This non-linear approach is intended to make it easier to learn the rules quickly, and to use them after you learn them. Feedback will be welcomed!

Start by turning to the back of this book to read the *Glossary* (p. 59). These definitions will give you a good "feel" for *MTM,* and you can go back to them any time you find an unfamiliar term.

Next, read p. 4 to learn what the Game Master does. You won't need this right away, but it will help get you oriented.

Now, turn to p. 5 and try your hand at creating a character, a step at a time. You can duplicate your favorite fantasy hero, or invent your own.

Now turn to p. 21 and read the *Basic* combat system. There are more combat rules, but the basic ones are all you need to get started.

Now, find two or three other people who want to play the game. Pick a scenario. You can choose a Game Master, or just agree to settle questions by flipping a coin. Create appropriate characters (or use the pre-generated ones we've included). Sit down and start playing. You'll find you already know enough to get along, and you'll learn fast. Have fun!

Game Materials

This book contains 60 pages of rules and a 20-page pullout section. This includes two double-sided 11" x 17" combat maps; 4 pre-generated characters; two blank Character Sheets; an *Instant Fighters* reference sheet; a *Charts and Tables* reference sheet; and three pages of *Weapon* and *Armor Tables*.

Attached to the inside back cover is a ziplock bag with three sheets of *Cardboard Heroes*® miniatures and instructions. Do not remove the bag from the book; use it to store miniatures between play sessions.

You will also need at least three six-sided dice; pencils and paper; a straight-edge, for checking line of fire; and tape to hold the maps down.

The purchaser of this book is welcome to photocopy the charts, tables, reference materials, and Character Sheets for his own use (but not for resale).

CREATING A CHARACTER

In *Man to Man*, each fighter is a "character" with his own individual strengths, weaknesses, and abilities. There are two ways to create a character. The best way to create your own character is to *design* him, giving him the strength, weapons, and abilities that you want to play. This system is explained below. After you learn how to design a character, you can short-cut the process by using random die rolls to make up "instant cannon fodder." This is described on p. 18. Or, if you want to get straight to battle, you can use the "sample characters" on the record sheets provided with the game. But reading this section will help you understand the record sheets — and you'll be a better fighter.

The first step is to decide what *type* of fighter you want to be. Dextrous and skilled? Super-strong? Unkillably tough? You can take your inspiration from a fictional character — or create your new "self" from the ground up. Either way, start with some idea of the sort of fighter you want to play. Then bring him (or her) to life!

The Character Sheet

As you create your character, you will fill out a Character Sheet (see pullout section). When this sheet is finished, it will show all the important information about your character. You will keep it in front of you during play, for instant reference. Thus, almost all the "calculation" is done *before* the game, and the actual combat moves quickly.

This chapter will tell you how to figure various skills, attributes, weapon damage and range, et cetera. At some points, you will be copying numbers from tables without fully understanding them. Fear not . . . when you get to the *Combat* chapters, everything will be explained.

Character Points

You will start with a certain number of "character points" to build your fighter. The number of points depends upon the scenario you are playing, and should be marked in the "Point Total" box at the top right of your character sheet. The more points your character is built on, the tougher he is:

> Sequence
>
> Point Total
> *100*

10 points: common scum.
20 points: tough scum.
40 points: city guard or rookie soldier.
60 points: veteran soldier.
80 points: veteran officer or mercenary.
100 points: definitely hero material.
Over 100 points: Truly remarkable. Be polite to him.

If you are fighting one-shot pitched battles, characters in the 40- or 60-point range work well. If you are planning a continuing campaign against "enemy" non-player characters, 100-point heroes survive better!

Buying Abilities

Each skill or ability has a "cost" in points. The greater you want your strength to be, for instance, the more points it will cost. An average strength

Sample Characters

Four sample characters, with complete Character Sheets already filled in, are included in the pull-out section. On the back of each sheet are several alternate versions of the character, using different point totals. You can use these characters for your first few games — and keep them around for "cannon fodder" or NPCs.
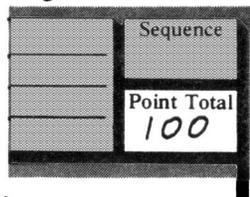
Game-World Adaptations

The character-creation rules presented here are "generic." For the most part, they apply to any character anywhere. Each specific game-world will have its own skills to be learned, advantages available to characters born there, etc. If your game-world comes from a *GURPS* supplement, all that information will be supplied. If you are inventing your own game-world, give some thought to the things that make its people different and special.

Some examples of "other races" — elves, dwarves, orcs, halflings, etc. — are given on p. 19. These are the classic non-human races of heroic fantasy; go out and invent your own.

¼	Basic – Enc.
PASSIVE DEFENSE	
Armor:	2
Shield:	2
T O T A L	4
NSES	
BLOCK	

= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE

Armor HEAVY LEATHER: 2   T O T A L

         :

         :

SKILLS   Pt. Cost   Level

WEAPONS AND POSSESSIONS

Item	Damage Type	Amt.	Skill Level	$	Wt.
SHORTSWORD	CUT	1-1	16	400	2
	IMP	1-2	16		
LARGE KNIFE	CUT	1-3	15	40	1
	IMP	1-2	15		
CROSSBOW	IMP	1+2	17	150	6
QUIVER + 10 BOLTS	–	–	–	30	1+
SMALL SHIELD				40	8
HVY LEATHER ARMOR				350	20
Totals:				$ 1,010	Lbs. 38+

WEAPON RANGES

Weapon	PB	INC	½ DMG	MAX

Clothing and Armor Sizes

As a rule, clothing and armor will not fit anyone grossly different in size from the original wearer. For playability's sake, assume that if you can wear something at all, it will give you full protection. Most clothes and gear can be made to fit anyone within 30 lbs. and 4'' of the original wearer's size.

Shoes will fit anyone within 20 lbs. and 2'' of the original wearer's size — though some quick knife-work will make a small shoe (temporarily) fit someone larger.

Rigid armor (plate) is custom-made to fit the original wearer; this is one reason it is so costly! It can be worn by anyone within 1'' of the original wearer's height and 10 lbs. of his weight, though all skill rolls will be at a –1 in borrowed or stolen armor. In a campaign game, if you acquire plate armor that is a close enough fit for you to wear, an armorer can alter it to fit perfectly; it will cost $500 and take a week.

Chainmail is *easy* to alter — an armorer can do it in a day, for $50 if the armor is too large, or $100 if it is too small and needs more links.

Hats and helmets will fit anyone smaller than the original wearer, but they will be ludicrous or impossible for someone bigger.

All this will matter a great deal when you try to steal guards' uniforms to penetrate a fortress, or strip the high-quality armor from a defeated foe, or just clothe the naked prisoner you've rescued!

Listing Armor On Your Character Sheet

Your final choice of armor will probably be governed by the scenario and your budget. While it is true that heavy armor slows you down and causes fatigue, the extra protection is usually worth the inconvenience. In a continuing campaign, you will want to wear different types of armor at different times.

Record your armor type, cost, and weight on the "Armor" line in the "Weapons & Possessions" box.

Record your armor's passive defense in the "Passive Defense" box. Record its Damage Resistance in the "Damage Resistance" box (bottom left). All this information can be read directly off the table on p. 15.

Encumbrance and Movement

Speed

Your basic Speed score has already been figured. The distance you can actually move in a turn is determined by Speed, *modified* by Encumbrance, as described below. Your modified Speed is your "Move" score. Speed remains constant unless you suffer some *permanent* change to HT or DX, but your Move will change if your Encumbrance changes, or if you are badly hurt (see p. 53).

Total Weight

Go back to the "Weapons and Possessions" box and add the weights, to figure the total weight you are carrying.

Encumbrance

Encumbrance is the amount of weight you are carrying, *relative to your strength*. Encumbrance reduces your *effective* speed. In a large-scale roleplaying adventure, encumbrance also affects the speed at which a party can walk in a day's time.

A strong person can carry more weight than a weak one. Therefore, the ratio of weight to strength determines encumbrance, as follows:

Weight up to *twice* ST: no encumbrance. You have no penalty.

Weight up to *four* times ST: light encumbrance. Movement penalty of 1.

Weight up to *six* times ST: medium encumbrance. Movement penalty of 2.

Weight up to *12* times ST: heavy encumbrance. Movement penalty of 3.

Weight up to *20* times ST: extra-heavy encumbrance. Movement penalty of 4. You cannot carry a weight of more than 20 times your ST for *any* distance.

ST	Encumbrance				
	None (0)	Light (1)	Medium (2)	Heavy (3)	Extra-heavy (4)
7	14 lbs.	28 lbs.	42 lbs.	84 lbs.	140 lbs.
8	16 lbs.	32 lbs.	48 lbs.	96 lbs.	160 lbs.
9	18 lbs.	36 lbs.	54 lbs.	108 lbs.	180 lbs.
10	20 lbs.	40 lbs.	60 lbs.	120 lbs.	200 lbs.
11	22 lbs.	44 lbs.	66 lbs.	132 lbs.	220 lbs.
12	24 lbs.	48 lbs.	72 lbs.	144 lbs.	240 lbs.
13	26 lbs.	52 lbs.	78 lbs.	156 lbs.	260 lbs.
14	28 lbs.	56 lbs.	84 lbs.	168 lbs.	280 lbs.
15	30 lbs.	60 lbs.	90 lbs.	180 lbs.	300 lbs.
16	32 lbs.	64 lbs.	96 lbs.	192 lbs.	320 lbs.
17	34 lbs.	68 lbs.	102 lbs.	204 lbs.	340 lbs.
18	36 lbs.	72 lbs.	108 lbs.	216 lbs.	360 lbs.
19	38 lbs.	76 lbs.	114 lbs.	228 lbs.	380 lbs.
20	40 lbs.	80 lbs.	120 lbs.	240 lbs.	400 lbs.
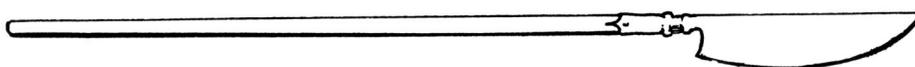
BASIC COMBAT

Man to Man is designed to be a realistic simulation of all kinds of combat action. This can make it hard to learn all at once! Therefore, combat is presented in two sections: Basic and Advanced.

The Basic Combat System lets fighters choose weapons, shields, and armor, and use them according to their strength and skill. It is *not* a "tactical" system; no game map is used. The GM regulates movement, using a few simple guidelines and his own common sense. Anyone can attack anyone else, unless the GM rules otherwise.

All players should learn these basic rules first. If you want more tactical detail and realism, you can add some (or all) of the advanced rules. If you want a quick, simple combat system for roleplaying adventures, you may want to stay with the Basic Combat System.

Combat Turn Sequence

Characters act one at a time, until they have all taken a turn; then they start over. The *sequence* in which they act can be determined in either of two ways (see sidebar). Your turn *starts* when you choose a maneuver, and *ends* when you choose your *next* maneuver — that is, after all other characters have acted once. Each turn represents *one second* of real time.

Maneuvers

Start each turn by choosing any *one* of the following maneuvers. The maneuver you choose will also affect your *defenses* if you are attacked before your next turn. You do not select a defense until you are actually attacked — but the maneuver you choose will govern the defenses you can use. Defenses are explained on p. 23, below.

Move

Move, and do *nothing* else (except for the "free" actions listed below). You may use any legal active defense.

Movement and special actions are wholly abstract; no gameboard is required. If a decision about movement becomes important ("How long will it take me to run across the room and grab the jewel?"), the GM provides it. A character's Move is equal to the number of yards he can run per second — a Move of 5 lets you run 5 yards per second, and so on. If you prefer more detailed and accurate movement rules, use the Advanced System.

Change Position

Go from standing to prone, kneeling to standing, or any other position change. (It takes *two* turns to go from prone to standing: first you kneel, then you stand.) You can use any defense on the turn you change position.

Ready

Ready any weapon or other item (see sidebar, p. 29). Any weapon is "unready" if it is in its scabbard or holster. An axe, mace, or other heavy weapon also becomes "unready" as soon as you swing it; it must be readied again before you can use it! Some weapons must be "readied" for more than one second after each use.

You can parry with a weapon, or block with a shield, as soon as you have readied it — that is, on the same turn! You can also use any other legal active defense on the turn when you ready an item. Exception: If you are "readying" a missile weapon by reloading it, your only defense is to Dodge — and if you Dodge, you lose the benefit of that turn of reloading.

Turn Sequence

There are two ways to determine who goes first: the easy way, and the realistic way.

The Easy Way

Each player rolls a die. The winner goes first. After that, players take their turns in order, moving clockwise around the table. If a player controls several characters, they may act in any order — and it does not always have to be the *same* order.

This system has the advantage of simplicity. However, there is a slight advantage in going first every turn. Realistically, this advantage would go to the fastest characters. If you would prefer to play this way, use . . .

The Realistic Way

Before combat begins, compare the *Move* scores of all characters. The highest Move goes first; put a "1" in the "Sequence" box at the top right of his character sheet, as a reminder. (Use pencil!) The second-highest Move score goes next, and gets a "2". And so on. In case of ties, the highest *basic Speed* goes first; here is where a 5.5 is better than a 5.25, for instance. (If anyone is *still* tied, roll dice to see who goes first.)

Which Is Better?

Over a few turns of combat, the advantages and disadvantages of sequencing tend to average out. Use the method you are most comfortable with. If there are more than a dozen fighters in the game, though, the easy way is *much* faster.

5 Advanced Combat System:
HIT LOCATION

Deciding Where To Attack

The place you should hit your foe depends on many things — your skill, your foe's armor, and whether you want to kill him!

Head — Lets you stun with minimal damage, and kill easily with a good shot. But the head is a hard target, especially if a helmet is worn.

Body — Easy to hit, and no damage is "wasted" — it all goes into killing the foe. The best target for strong, clumsy types or long-range attacks. The best target for an impaling weapon.

Limbs — Lets you eliminate a foe from combat with less total damage, leaving him alive for questioning or prisoner exchange. If you are *averse* to killing, this is the best target. Attacking the limbs is often a good move if you have high skill but low strength.

Hands or feet — Hard targets, but give you a chance to cripple the foe with little real damage. Don't try this if your real objective is to kill.

Weapon — The place to strike if you need to take the foe unharmed, if you have to disarm a friend, or if you just want to show off. See *Striking at Weapons*, p. 36.

Random Hit Location

You do not *have* to choose a target; you can always swing randomly. Roll two dice and check the table to see where your blow falls — then use that part's hit penalty, make your attack roll, and proceed normally. Random hit location is also used when a booby-trap goes off, when a missile weapon is fired from long range, etc. In that case, though, you should *first* determine whether the missile hits (with no penalty for part-of-body) and *then* determine where it hits.

If a random attack comes from above (e.g., a halberd stroke, or falling rocks), subtract 3 from the roll before referring to the table. This makes the head and arms the most likely targets.

Notes for Table

If the target has a shield, the left arm is –4 to hit and the left hand is –8 to hit. If there is no shield, the left arm and hand are no harder to hit than the right arm and hand. A randomly rolled attack will never hit a hand holding a shield.

A full backpack is "armor" with DR of 2 — but only on an attack from behind. It has no passive defense.

If the head is the target of an attack, and the attacker fails his attack roll by only 1, the body is hit instead.

When you strike at an enemy, you may choose *what part of his body* you will attack. Exception: a missile weapon fired from a long distance may be assumed to be *aimed* at the body, but if it hits, you will roll randomly to see where.

Parts of the Body

Each part of the body is different — easier or harder to hit in a fight, and having different reactions to major damage. The table below shows this.

Random location is used when a part of the body must be randomly chosen as a target (for instance, by falling rocks or an arrow fired from far off). Roll two dice to see what was hit. Some parts will never be hit randomly.

Major damage shows the effect a serious wound has on that body part.

Hit penalty shows the subtraction an attacker must make when attacking that part of the body on an *unarmored* foe. Note that armor may also give that body part extra *passive defense!* See *Armor*, p. 37, for more information.

Random Location	Body Part	Hit Penalty (Subtract from Attack Skill)	Result of Major Damage
2 or less	Head*	–5	Target is *stunned* on total hits over HT/3. Target is *knocked out* on total hits over HT/2. Any hit to the head does *double damage*.
—	Face (through helm's eyeslits)*	–10	As above. Armor does not protect! Thrusting attacks only.
3	Shield (left) arm	–4	Damage over HT/2 cripples arm. Excess damage is lost.
4	Hand (roll for left or right)	–4	Damage over HT/3 cripples hand. Excess damage is lost.
—	Shield (left) hand	–8	As above.
5	Weapon (right) arm	–2	As for shield arm.
6–8	Body (i.e., torso)	0	No special results.
—	Vital organs (in torso)	–3	Impaling weapons that penetrate armor do *triple damage* instead of double.
9	Right leg	–2	Damage over HT/2 cripples leg. Excess damage is lost.
10, 11	Left leg	–2	As above.
12	Foot (roll for left or right)	–4	Damage over HT/3 cripples foot. Excess damage is lost.
—	Weapon (see p. 35)	–3 to –5	Weapon *may* fall or break.

*If the head is hit, the skull provides a natural DR of 1. This is in addition to any armor, toughness, etc., the victim possesses.

Fiendish Friedrick 100 points

Friedrick is an axe-fighter; his picture is on the cover of this book. He's a liar, a cheat, and he doesn't fight fair. His favorite tactic in a melee is to spot a foe looking the other way and axe him in the back. He sometimes discards his shield to fight with a knife in his left hand.

80 points:

Reduce both ST and DX to 11. Basic Speed becomes 6.25 plus 1.625 for Running (Total: 7.875). Move and Dodge become 4. Skills: Axe/Mace-13 (11 with large shield); Knife-13 (11 with large shield); Shield-11; Running-13.

60 points:

Reduce both ST and DX to 10. Basic Speed becomes 6 plus 1.625 for Running (Total: 7.625). Move and Dodge become 4. Skills: Axe/Mace-12 (10 with large shield); Knife-12 (10 with large shield); Shield-10; Running-13.

50 points:

Reduce HT to 13. Reduce ST and DX to 10. Basic Speed becomes 5.75 plus 1.75 for Running (Total: 7.5). Move and Dodge become 4. Skills: Axe/Mace-12 (10 with large shield); Knife-11 (9 with large shield); Shield-11; Running-14.

40 points:

Reduce HT to 13. Reduce ST and DX to 10. Basic Speed becomes 5.75 plus 1.625 for Running (Total: 7.375). Move and Dodge become 4. Skills: Axe/Mace-11 (9 with large shield); Knife-10 (8 with large shield); Shield-10; Running-13.

MAN TO MAN™

The *GURPS*™ Combat System

CHARACTER SHEET

Name _FIENDISH FRIEDRICK_
Appearance _SWARTHY – ALWAYS SCOWLING – SLOPPY DRESSER_
Player _____

Sequence ____
Point Total 100

Pt. Cost		
20	**ST** 12	**FATIGUE** ___
20	**DX** 12	**BASIC DAMAGE** Thrust: 1-1 Swing: 1+2
0	**IQ** 10	
45	**HT** 14	**HITS TAKEN** ___

Mvmt — **BASIC SPEED** 6.5 8.125 (HT+DX)/4 Basic – Enc. **MOVE** 5 **PASSIVE DEFENSE** Armor: 3 Shield: 4 — 7

ENCUMBRANCE
None (0) = 2×ST 24
Light (1) = 4×ST 48
Med (2) = 6×ST 72
Hvy (3) = 12×ST 144
X-hvy (4) = 20×ST 240
= Move

ADVANTAGES

Pt. Cost ____

WEAPONS AND POSSESSIONS

Item	Damage Type	Amt.	Skill Level	$	Wt.
Axe	CUT	14	14 (12)	50	4
Lg. Knife	CUT	1	14	40	1
Lg. Knife (spare)	IMP.	1-1	14	—	—
				40	1
Lg. Shield			12	90	25
Scale Armor				750	50

Totals: $ 970   81 Lbs.

ACTIVE DEFENSES

DODGE	PARRY	BLOCK
5	7 (6)	4
= Move	Weapon/2	Shield/3

DAMAGE RESISTANCE
Armor _Scale_ : 4 TORSO : __ TO HIT : __ ALL 4

WEAPON RANGES

Weapon	PB	INC	½ DMG	MAX

SKILLS

	Pt. Cost	Level
Axe/Mace	8	14
Knife	4	14
Shield	1	12
Running	2	13