

2012

Role Playing Game



CHRONOPA RAG



CHRONOPA RPG



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CHRONOPIA RPG



Welcome to the Role Playing Game for the **Chronopia** world. This is a home project designed for our own entertainment; as such it is a work in progress.

We wanted to stay close to the war gaming **Chronopia** rules as possible and we feel this is a good start to the project.



CHRONOPIA RPG

Character Generation

Basic concepts

We will use a d4 (for sided die) to generate the stat line for the character. We are retaining the stat line from **Chronopia**.

Special Abilities from the Chronopia rule book will be used and when you generate a character you may choose one Special Ability or Spell Caster ability.

If you choose Spell Caster Ability you will subtract one from your ST roll. So it will be $(1d4+1)$ *instead of* $(1d4+2)$. Also your CC and RC cannot exceed ten (10). But your leadership cannot be lower than a ten (10).

So if you roll a CC or RC higher than 10 reduce the score to 10. If you roll a LD lower than a 10, increase that score to a 10.

Your leadership score is the number of skills one may assign. Note there are NO free languages and there is no common language spoken in **Chronopia**. That means that you must use a skill point for your own language and any other language (recommended for mixed parties). Reading /writing are separate skills grouped than speaking skill.

Reading and writing are combined as one skill.



- **Each skill** cost one LD point. Thereafter, one skill cost one experience point.
- **Each Special Ability** after the free first one will cost 10 experience points. *Note: spell caster may only be chosen after initial character generation by with the Game Masters approval.*
- Each score on the stat line may be increased as well with experience points (as applicable)
 - **CC, RC, LD, ST** uses this to increase the score by one: (Stat core, ether CC, RC, LD, or ST times one equals experience cost) $\text{Stat} * 1 = \text{cost}$.
 - For stats greater than 12 it is $(\text{stat} * 1.5)$ (round up) = cost.
 - Raising LD in this way will NOT gain additional skills.
 - **PW, AC, MV**: $+1 = \text{MV}$, PW or $\text{AC} * (\text{score going to} * 10)$ experience cost. Example: AC of 2 going to 3: $(3 * 10) = 30$ experience cost.
 - **WD** derived from ST as normal.
 - **AR** changes only with armor
 - **DEF**: $-1 = \text{DEF} * (\text{score going to} * 10)$ experience cost. Example: AC of 0 going to -1: $(-1 * 10) (*-1) = 10$ Experience cost.
 - **SZ** typically cannot change

CHRONOPA RPG

Model Stat Line

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	
4d4	4d4	0d4*	4d4	2	St x 2	1d4+2	N/A	equip	0	race	

MODEL STATISTICS (Stats)

These statistics govern the basic actions each model can take. They also provide insight to the strengths and weaknesses of each different model type. Some are skilled fighters, some are better archers, and some are great leaders. This is reflected in the numerical rating assigned to each of the statistics. The first four stats range in value from 1 to 30, where 1 is a very poor rating and 30 an exceptionally good rating. The last eight also vary and are detailed below. The twelve statistics are:

CLOSE COMBAT- (CC)

This skill tells you how good the model is in hand-to-hand combat, either using its natural weapons, such as claws; or melee weapons, such as a sword or a mace.

RANGED COMBAT- (RC)

RC represents just how good the model is with ranged weapons, such as bows and thrown weapons, like throwing daggers and spears. (Note: just because a Troop has a value for this stat doesn't mean it is counted as a "Missile Weapon Troop" for the purpose of choosing your army as described in the Units section. This will be stated in the Special Rules section of the profile).

POWER- (PW)

Certain models such as Lotus Eaters and Necromancers possess unusual and magical powers. This characteristic indicates the relative strength of the model's mystical abilities. Not all models will have a value in this category.

LEADERSHIP- (LD)

This characteristic indicates how well trained and disciplined the model is and how effectively it can control other models within its Warband. It is also used to resist some of the effects of mystical powers and psychological testing.

ACTIONS- (AC)

This characteristic reflects the model's agility and reaction time. It represents the number of Actions the model can make in a turn. The higher the number of Actions that a model has, the better its reflexes and, consequently, the more Actions it can take. An average model will have an AC value of 2.

WOUNDS- (WD)

This score tells you how tough the model is and how many "hits" it can take before dying. Most models possess only one Wound, but powerful monsters and some Individuals may possess more. If a model ever reaches 0 wounds the model is removed from the table. There are certain spells and effects that can bring these models back from the dead so be sure to mark a dead model's position on the table if you or your opponent is using anything that can affect dead models.

STRENGTH- (ST)

This stat determines how strong your model is. Models with high strength will inflict extra damage with Melee Weapons and certain Missile Weapons. They can also throw weapons a greater distance. In Close Combat situations, a model's Strength is always added to its weapons damage.

MOVEMENT- (MV)

This dictates how many inches the model can move with every "Move" Action it makes. A model with a MV 3 for example, would be able to move 3 inches per Action.

ARMOR- (AR)

This indicates the model's ability to withstand damage. Generally this is a reflection of the type of armor the unit is wearing but in the case of some creatures, it may represent a thick hide or innate toughness.



CHRONOPIA RPG

DEFENSIVE MODIFIER- (DEF)

Some models take their close combat training very seriously while others do not. To reflect this we have a Defensive Modifier. This value takes into account your models skill in close combat as related to its ability to parry and deflect incoming attacks; a good defense is as important as a great offense after all. Training and skill comes into play here with this statistic. A model's DEF Modifier is calculated by a formula which compares its Close Combat skill and its Armor. Thus, it is a derivative value.

Since it would be harder for an attack to get past the defenses of a Repulsar Knight (a highly trained and veteran warrior) as opposed to those of a Goblin Spearman (a less disciplined troop type by comparison) the DEF stat of the Repulsar Knight would reduce the incoming attack of its opponent better than a Goblins, who may have no such adjustment at all.

This figure (DEF) is deducted from your opponents CC when he is attempting to strike your model.

SIZE- (SZ)

There are five (5) different Size categories used for the models in Chronopia: War in the Eternal Realm. These categories cover most of the miniatures you will encounter, although they obviously cannot cover every conceivable model. For now, however, the following five Size categories will suffice.

Small Models

Small models have significantly less stature than a normal human. Some, like Goblins are small and wiry; others, such as Dwarves are much more robustly built, but they are still short by comparison. There is a -1 penalty to hit Small Models with Missile Weapons. Small models have a size value of 1.

Medium Models

Normal models are approximately human sized. The standard rules, as written, apply to normal models with no modifications. There are no modifiers to hit Normal models. Normal models have a size value of 2.

Large Models

Large models are bigger than human size, but less than twice the size of a human. Large models have a size value of 3.

Huge Models

Huge Models are twice the size of a human or larger. There is a +1 bonus to hit an Huge model with missile weapons. Huge models have a size value of 4.

Gigantic Models

Giant Models are more than twice the size of a human or larger. There is a +2 bonus to hit Gigantic sized models with missile weapons. Gigantic models have a size value of 5.

Special Abilities

Special Abilities are described in the **Chronopia II** gaming rule book on page 84.

Spell Casting

Spell casting is an added Special Ability the character may choose in the generation phase of the character, but not later without the game master's approval. Spell casting is described in the **Chronopia II** gaming rule book on page 73.



CHRONOPH RAG

