

Valiant Prince Valiant

System Cheat Sheet

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Brawn and Presence

BRAWN: Physical feats of strength, endurance, and agility.

PRESENCE: All cognitive, psychological, and interpersonal abilities; observation, courage, charisma, intelligence, forcefulness, self-discipline.

- *Typical Human:* 2 or 3
- *Human Maximum:* 6

Skills

- *1: Rudimentary training*
- *3: Normal competence*
- *5: Mastery*
- *6: Renowned, virtuoso level of ability*

Resolution

THROW: Coins = Brawn/Presence + Skill + Modifiers

- *Simple Actions:* Use Brawn/Presence only (no skill).
- *Unskilled:* Use Brawn or Presence. Apply penalty if the task is one in which skill is the dominant factor.
- *Skilled Tasks:* At GM's discretion, some tasks may only be attempted by characters with the skill.
- *Trained-Only Tasks:* If raw ability is not relevant, check made with only skill.

DIFFICULTY:

- *Very Easy:* 1 Head
- *Easy:* 2 Heads
- *Normal:* 3 Heads
- *Difficult:* 4 Heads
- *Very Difficult:* 5+ Heads

COMPLETE SUCCESS: If all coins = Heads, counts as +1 Heads.

SIMPLE OPPOSED RESOLUTION: Most Heads wins. (No tiebreaker.)

EXTENDED OPPOSED RESOLUTION: Character with more Heads inflicts extended penalty to opponent's pool equal to the difference in results.

- *Zero Coins:* Effective Pool = 0, then character is defeated
- *Recovery:* At GM's discretion, ranging from instantaneous to one day. Partial recovery may halve penalty (if action must be taken before full recovery).

Personal Combat

COIN POOLS: Brawn + skill based on attack type

- *Hand-to-Hand:* Arms, Battle, or Jousting
- *Missile:* See Archery skill.

FORMAL COMBAT / DUEL: Use Simple Opposed Resolution. (Stopped after an opponent is knocked down or lightly wounded.)

SERIOUS CONFLICTS: Use Extended Opposed Resolution which inflicts Injury.

- *Injury:* Acts as extended penalty; can be addressed with Healing skill.
- *Injury @ 0 Brawn:* Recovery of 1 hour (bruising) or 1 week (serious). If GM determines severe injury, may require Healing to survive.

MULTIPLE COMBATANTS (HORDE):

- GM creates coin pool for the horde.
- Each coin lost = 1 or more members of the horde being eliminated.

MULTIPLE COMBATANTS (DETAILED):

- Single opponent must divide coin pool between all opponents, resolving each attack separately.

Mass Combat

COIN POOL: Brawn + Battle

MASS COMBAT ROUND: 1 hour.

- *Battlefield Command Roll:* Optional. If no Adventurers are in command, GM determines # of rounds the mass combat will last.
- *Presence Survival Roll*
- *Brawn Survival Roll*

BATTLEFIELD COMMAND: Leader rolls Battle + Presence, extended resolution vs. enemy commander. Use Battle modifiers, but NOT personal combat modifiers.

- *Zero Coins:* Side is routed.

SURVIVAL ROLLS: Use all battle and personal combat modifiers.

- *Presence Survival Roll:* Inflicts extended penalty to Presence.
- *Brawn Survival Roll:* Inflicts Injury to Brawn.

Basic Skills

AGILITY (Brawn): Physical tasks involving speed and strength. Running, swimming, jumping, dodging, climbing, swinging on ropes, etc. Not used in normal combat (except special tactics).

ARCHERY (Brawn): Roll vs. difficulty. Target loses coins equal to difference.

- Easy (1) = Point Blank Range
- Normal (3) = Typical Combat Range

ARMS (Brawn): Sword, shield, lance, spear, axe, and other medieval melee weapons when fighting in armor. Horseback and foot.

BATTLE (Brawn/Presence): Used in mass combat. Leadership, tactics, siegecraft, logistics, and other military skills.

BRAWLING (Brawn): Fists, crude knives, clubs, and other hand-to-hand, unarmored combat.

COURTESIE (Presence): Fine manners, social ritual, and civilized behavior.

DEXTERITY (Brawn): Physical tasks involving grace or precision. Not hampered by armor.

FELLOWSHIP (Presence): Social interaction with peers (kings vs. kings, knights vs. knights, etc.). An honorable skill that cannot be used for direct gain.

GLAMOURIE (Presence): Charisma, seduction, and social dazzle. Used for emotional dominance or influence against a single individual.

HEALING (None): +1 Brawn per Head thrown. Multiple attempts allowed if there is time, but only the best result counts. Cannot be used on oneself or during combat.

HUNTING (Brawn/Presence): Stalking boar, bear, stag, and cony with bow, spear, or snare in the woods. Also hawkery and the employment of hounds. Includes knowledge of game animals and their habits.

JOUSTING (Brawn): Customary actions necessary to the tournament, including courtly bows and flourishes, heraldry, and ritual knowledge. Also prowess with the blunted lance (Simple Opposed Resolution).

ORATORY (Presence): Gaining attention, influencing, guiding, or convincing multiple listeners simultaneously.

RIDING (Brawn): When attacking with lance, successful Riding skill adds extra coin to Arms or Jousting. Odd numbers of heads = lance broken.

Advanced Skills

ALCHEMIE (Limited): Identifying elements like gold, diamonds, etc. Making simple herbal salves, drugs, and potions. Creations do not violate the laws of science. (Rarely added to Presence.)

BARGAINING (Presence): Negotiation, contracting, trading, estimation of worth.

CRAFTING (Brawn/Presence): Add to Brawn for workmanship. Add to Presence for fine design.

DISGUISE (Presence): Usually only a few simple props are needed.

FARMING (Presence): Knowledge of crops, the land, weather, animal husbandry, and prices.

GAMING (Presence): Games and gambling – chess, checkers, card games, dice games. Simple opposed resolution.

LORE (None): Knowledge of history, geography, and peoples. Includes foreign customs, landmarks, and politics of major cities.

MATHEMATICS (Limited): The handling of numerical and geometric calculations. Includes navigation of strange waters or strange lands; tracking the moon or stars; the construction of simple walls and small defensive towers; the planning and provision of an expedition. (Very rarely added to Presence.)

MONEY-HANDLING (Presence): Financial equivalent of Battle skill. The handling of property and lands; the precursor of modern financial management.

NATURALITIE (Presence): Knowledge and sympathy with mammals, birds, fishes, etc. Includes knowledge of hunting, fishing, and other scavenging.

POETRY/SONG (Presence): Playing of an instrument and the telling of stories. Can also be added to Courtesie or Glamourie.

READ/WRITE LANGUAGE (Limited): Value of 3 indicates competence. Only Arabic, Chinese, Dravidic, Greek, Latin, Mayan, and Sanskrit are recognized written languages in *Prince Valiant*. (Rarely added to Presence.)

SHIPHANDLING (Brawn): Dealing with wind, weather, water, current, and tide. (Navigation is handled by Mathematics. Knowledge of coastlines is Lore.)

SPEAK (LANGUAGE) (Presence): Characters are assumed to have 3 points in their native tongue. (This is not noted on their cards.) 1 point allows survival in area without offense. 2 points can get directions, buy supplies, and receive simple information.

STEALTH (Brawn): Cannot be performed while wearing armor (without penalty).

Modifiers

Armor, Light: Brawn +1 in combat, -1 for agility

Armor, Medium: Brawn +2 in combat, Brawn -2 for agility

Armor, Heavy: Brawn +3 in combat, Brawn -3 for agility

Fame > Opponent: +1000 = Presence +1; +10,000 = Presence +2

Fortifications (Normal Castle): Based on height of walls.

- *Normal Fortifications:* Attacker's Brawn -4
- *Siege Ladders :* No adjustment (assumed to be in use)
- *Siege Tower:* Minimum penalty (-1) if same height as walls

Horses: +1 in combat vs. opponent on foot

- *Superior Horse:* +1 or +2 for riding and/or combat
- *Inferior Horse:* -1 or -2 for riding and/or combat

Location: Difficult terrain / lower position applies penalty (typically -2).

- *Melee Attack from Flank:* Attacker's Brawn +1
- *Melee Attack from Behind:* Attacker's Brawn +3
- *Missile Attack vs. Cover:* -1 to -3 penalty
- *Crossing Barrier:* -1 penalty if you need to cross barrier while attacking. On successful roll, the barrier has been crossed (in addition to normal effect).

Morale:

- *Positive Factors (love, loyalty):* +1 or +2
- *Negative Factors (fear, panic):* -1 or -2

Possessions: Bonus to Presence for sumptuous clothing, jewelry, weapons, horses, etc. (Only applied if people are dressed differently.)

- *Normal Max. Bonus:* Presence +2
- *High Nobility Max. Bonus:* Presence +3
- *Inferior Clothing / Filth:* Presence -1

Weapons:

- *Small:* No effect
- *Normal:* Brawn +1
- *Magical:* Brawn +2
- *Excalibur:* Brawn +3, Battle skill +2 for producing terror
- *Singing Sword:* Brawn +3, can only be used in just causes

Weather:

- **Rain / Darkness / Fog:** Presence -1 for awareness
- **Extreme Heat / Humidity:** Brawn penalties for characters in heavy armor

Battle Modifiers

COIN VALUES FOR ENEMY TROOPS:

- **Irregulars** (*Peasants with Clubs/Pitchforks*): 4 coins
- **Foot Troops** (*Saxons, Goths, Militia*): 6 coins
- **Weak Cavalry / Superior Foot** (*Huns, Mercenaries, Roman Infantry, Disciplined Pikemen, Viking warriors led by king*): 8 coins
- **Competent Cavalry** (*Huns led by warlord, British men-at-arms*): 10 coins
- **Elite Cavalry** (*British knights, Byzantine cavalry*): 12 coins
- **King Arthur and the Round Table:** 14 coins

Numbers:

- *< 1.5 to 1:* No effect
- *1.5 to 1:* -1 to smaller force
- *2 to 1:* -2 to smaller force
- *3 to 1 (or worse):* -3 to smaller force

Troop Quality:

- *Green / Demoralized:* -2
- *Veteran / Fantatical / Desperate:* +1
- *Elite:* +2
- *Starved / Exhausted:* -1
- *Superbly Mounted / Equipped:* +1
- *Mounted vs. Foot:* -1 to foot troops

Fortifications

- *Camelot:* -6
- *Other Famous Castle (Andelkrag, Caerleon):* -5
- *Normal Castle:* -4
- *Small Castle / Large Keep:* -3
- *Ordinary Keep / Fortified Wall (Hadrian's):* -2
- *Ordinary Fences, Walls / Temporary Fieldworks:* -1

Special Effects

- Usually linked to specific characters.
- Only one character may be directly affected by a Special Effect.
- When invoked, Special Effect automatically occurs (with reasonable explanation).
- Generally only 3 Special Effects per scenario, each used only once (at GM's discretion).

AROUSE PASSIONS OF CROWD: Crowd of non-Adventurers becomes irrevocably swayed to the benefited character's will.

CONFUSE CHARACTER: Target character is utterly fooled by benefited character.

ESCAPE BONDS: Benefited character escapes rope, chains, manacles, etc.

FIND ESCAPE ROUTE: Find a way out of imprisonment, trap, or hazard.

FIND SOMETHING HIDDEN: Something lost or hidden found almost by accident. (Object must be relatively close at hand.)

HIDE: Benefited character and companions remain concealed from all eyes.

INCITE LUST: Make one character's primary thoughts turn to lust for another character of the opposite sex. Emotion is permanent.

INSPIRE INDIVIDUAL TO GREATNESS: Inspired by love, hate, loyalty, greed, or other strong emotion and spurred by a specific trigger (a damsel's smile, the sight of a friend in danger, the sermon of a wise monk), target character gains +2 coins to all throws.

KILL A FOE IN COMBAT: Must be armed/dangerous, in combat with the foe, and not in a disadvantageous situation.

KNOCK AN OPPONENT SENSELESS: Can be used on non-combatants.

SAVE IN COMBAT: Benefited character avoids injury, capture, or defeat and escapes combat.

SUPPRESS LUST: Select a character who lusts for another and suddenly, miraculously the emotion fades.

TERRIFY: Other characters must make Presence throw (difficulty 2) to approach or attack benefited character.

Fame Awards

PARTICIPATION AWARDS

- **Base:** 100 Fame
- **Group Achievements:** Bonus to base award.
- **Traits:** If Trait has dramatic effect on a session, gain Trait's Fame value.
 - *Obsessions:* x2 value
 - *Exceptional Trait Use:* GM may award Gold Star or Storytelling Certificate.

SUCCESS AWARDS

- **Dramatic Successful Action:** 100 Fame
- **Wide Recognition:** +100 Fame (praised by major character, etc.)
- **Rewards/Promotions:** Variable award (determined by GM)
 - *Knighthood:* 300 Fame
- **Mass Combat:** 100 Fame for surviving at least 1 round
 - *Victory:* +100 Fame
 - *Commander:* +100 Fame per round

WITNESSES: Fame requires witnesses or tale-telling.

- *Unreliable Witnesses:* May reduce Fame.

GUIDELINES:

- **Median Session Award:** 200 Fame (100 participation, 100 success)
- **Minimum:** 1 / **Maximum:** 500
- All Fame awards are variable. (100 median per category, as listed above.)

Fame Effects

ADVANCEMENT: 1,000 Fame = +1 skill

- *Self-Training:* 1/session, Presence (difficulty 2) to gain 100 Fame.

MISC. EFFECTS: Mention to the GM when you feel your Fame would have influence.

- +1,000 Fame vs. another character of equal social class = Precedence
- *10,000 Fame:* Crowds will gather to see the character. Cowardly brigands and robber knights will flee, etc.
- *Example – Wooing Damsels:* Fathers of damsels prefer suitors with 5,000+ Fame. They will shower honors and favors on suitors with 10,000+ Fame. Rich matrons will fight for the right to be introduced to a famous Adventurer.

CONCEALING FAME: Presence throw to avoid effects of Fame.

Advanced Storytelling

CHIEF STORYTELLER

- Recognizes Storytellers (allowing them to assume control of campaign).
- Can veto events/outcomes run by Storytellers.

STORYTELLERS

- Run short Episodes within the plot.
- Award Fame for their sequence.
- Receives Storyteller Certificate when sequence complete.
- May not be Storyteller again until all other players interested in being Storytellers have had a turn.

STORYTELLER CERTIFICATES

- Turn in a Storyteller Certificate to exercise one Special Effect.
- Chief Storyteller must approve use of Storyteller Certificate, but otherwise user exercises complete control over the Special Effect event.
- Can be used when acting as Storyteller or Adventurer; in either case, can benefit any character (PC or NPC).

GOLD STARS

- Storyteller can award Gold Star for exceptional play. (Sticker is placed directly on character sheet.)
- 1/session per Gold Star, Adventurer can throw +1 coin