

The Freestyle RPG

Basic Rules

by George DeMuth

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1. Introduction

Roleplaying games (RPGs) can be some of the most rewarding games to play. If you have the right mix of people, playing a RPG game can be a rich experience. Ideally, players will learn that teamwork pays and treachery leads to disaster (unless you are playing Paranoia™). If you do not have this experience, find a new game.

A RPG has two key sets of people: a game master (GM) who makes up the world and runs the session, and players who play characters in that world.

The Freestyle Role Playing Game is "skill based." With the GM's approval, the players can develop any skill they want. A player's attributes affect the players ability to perform a task. The rules are used determine the success and failure of a players actions.

The Freestyle RPG rules cover a number of different areas. Many are included to give the ability to have worlds that are mixed genre. For example, they employ magic and technology. The Game Master (GM) should pick and choose what they need.

The rules are broken up into sections. The first sections describe character creation, skill development, action resolution and combat resolution. The rest of the document provides rules and source material to cover fantasy campaigns through science fiction campaigns.

Within the combat sections the rules allows for a variety of levels of detail. This was done to allow the GM to conduct the game in a more flexible fashion.

1.1 Dice and Math

The Freestyle RPG is based entirely on 1D6 (regular dice) rolls. However, Appendix 2 provides several variations of the main Outcome Resolution Chart for 2D6, D100, and D20. All of these are workable variations on the system.

There is an attempt to use multiple statistics to determine the skill modifiers. This creates a little extra calculation, but makes for more game balance. The GM may want to simplify the process by using only the one statistic as a modifier. In this case, the **bolded** statistic should be used as a modifier and averaging ignored.

The combat resolution is the most complex of the rules sections, but a number of simplification suggestions are included.

1.2 Game Mastering versus the "Rules"

There are many "cinematic" sets of rules available. Most of these call for little reliance on rules at all and focus on character development and the GM deciding on the outcome of player action.

These rules are not as simplified as many free rules. Still, the rules rely upon the GM setting difficulty levels for tasks. As a rule of thumb, the GM should not rely on using the Outcome Resolution Chart (ORC). Ingenious playing should be

rewarded with generous bonuses on resolutions rolls or automatic successes.

1.3 Freestyle RPG Genres

The Freestyle RPG rules cover a variety of genre's from fantasy to science fiction by providing a number of ideas for game play. Some parts of the "rules" are only suggestions for the GM on how to handle various subjects.

When building a campaign, the GM should look at what elements they want to include in their campaign.

1.4 Some other RPG Rules to Read

I wrote these rules after spending time looking around for a free RPG. There are a number of good ones of varying detail available for free at the time of this writing: GEM (generic), GURPs™ Lite (generic), and Darker Days (quasi-cyberpunk) were some of my favorites. FUDGE™ and FUZION™ appear to have quite a following. I finally decided to write my own rules to capture the type of feel I wanted.

2. Player Characters

Characters are built by allocating points to statistics and purchasing skills.

To generate a new character:

1. Players receive base scores of 2 in all characteristics and can allocate an additional 50 points across their statistics. **OPTION:** Players may roll 2D6 for each primary statistic.
2. Players get IQ/5 second languages (round down) at level 2.
3. Players allocate 600 bonus points to their skills, which can also be used to buy skill packages.
4. Players receive some amount of money to start the game that is representative of the game world. (e.g. 100gp) (Also see the Universal Price Guide)

Players make-up a history for their character. This may provide the characters with other items of value based on the player history and GM decision.

2.1 Statistics and Skill Modifiers

A characters innate strengths and weakens are governed by their scores on a variety of statistics. These scores range from 2-12 for human characters. Each set statistic has a series of associated skills and the level of the skill modifies the players chance of success.

The following table describes the levels.

Statistic Score ¹	Outcome/Skill Modifier	Strength Damage Modifier	Description
2	-5	-2	Feeble
3	-4	-2	
4	-3	-1	Low, weak
5	-2	-1	
6	-1	-1	
7	0	0	Average
8	+1	+1	
9	+2	+1	Strong
10	+3	+2	
11	+4	+2	Amazing
12	+5	+3	
per 1	extra +1	+0.5	Beyond human levels

¹ For most skills this will be the average of one or more statistics. All fractions are to be rounded up when determining bonuses.

2.2 Primary Statistics

Strength (ST) Raw physical strength. Low strength individuals can barely carry a book bag, while the strongest individuals can lift hundreds of pounds. A characters strength damage bonus is ½ his the value of his Strength Skill Modifier rounded up. The damage bonus is applied to hand-to-hand combat attacks.

Dexterity (DX)	Ability to use hands/hand-eye coordination. Very low dexterity people are literally "all thumbs." High dexterity people can juggle 5 balls, make great surgeons, etc.
Agility (AG)	General athletic ability. Low agility individuals are generally poorly coordinated. High agility individuals are great athletes.
Health (HT)	Physical fitness/robustness. Low health individuals are always getting sick and are slow to recover. High health individuals are always ready to go and are fit and trim. A player's healing rates is equal to HT/3 points per day, rounding all fractions up.
Intelligence (IQ)	Reasoning ability and memory.
Willpower (WP)	Personal strength of character. A high will power person is never subject to external influences. Players with 2-4 values of this should constantly be giving into their worst tendencies.
Charisma (CH)	Personality and leadership skills.
Appearance (AP)	Physical appearance. Basically looks and sex appeal.
Perception (PE)	Instinctive ability to notice what is going on and identify details.

2.3 Secondary Statistics

Hit Points = (ST + HT + WP) + 10

Represent the amount of damage a player can take before going into shock and potentially dying. (Round all fractions up)

Combat Speed = (AG + PE) / 2

all fractions rounded up. Combat speed determines a players movement speed and actions per turn.

Magical Affinity (MA) = (WP + IQ + CH) / 3

All fractions rounded up.

This represents the players innate magical ability. Also it gives the max number of mana points that may be generated in a day to recharge Mana.

Mana Points = (WP + IQ + HT) + 10 + 2xskill level

This is the players total maximum number of spell points.

2.4 Non-Human Player Characters

A campaign may include various non-human characters (e.g. Elves, Dwarves, aliens, etc.). The GM may need to provide a minimum and maximum range of statistic values for that type of character. The player can then be provided statistics points to allocate. Section 17.3 contains a description of various non-humans.

2.5 Player Background

Players should be invited to provide a background for their character, based on GM approval. Otherwise the GM should provide some background.

Things important to players are connections, friends, enemies, and/or other significant facts. Players are welcome to add advantages to their the characters in this process. The GM should provide counter balances. E.g. Player has a rich uncle that can bail them out financially. However, the uncle usually asks a "favor" and the uncle is an underworld figure.

2.6 Skill Packages

Skill packages can be constructed for a certain type of character. A skill package will contain a set of related skills that would be consistent with someone who had spent several years in that profession. Section 9, 10, and 11 contains a number of example skill packages suitable for a fantasy, cyberpunk, and science fiction campaign. In general, a 10% reduction in total bonus points should be given for purchasing a skill package. Skill packages should cost 2/3 to 3/4 of a players total initial bonus points.

2.7 Bonus Points for Adventuring

The GM should assign bonus points based on the player's adventuring. This can be allocated mid-session or at convenient times. Generally a single battle does not in and of itself warrant allocating bonus points. However, if the characters complete a scenario that what fairly extensive, bonus points should be allocated at that time.

The GM should take care with the total number of BP awarded as to maintain the balance of play. It is generally assumed most non-player characters will rarely have skill levels greater than 10 and most will be considered proficient in the 4 to 8 range.

A good range may 1,000 to 3,000 per session.

2.8 Advantages and Disadvantages

Some RPG games allow for the purchase of advantages (costing bonus points) or disadvantages (giving extra bonus points). The following are a list of possible advantages and disadvantages to consider using:

Advantages (Cost additional bonus points):

Ambidextrous (50 bp)

Ability to use both hands equally. Player suffers no off-hand penalties.

Connections (50 to 150 bp)

A connection is someone who can provide information or financial assistance in a pinch. Over using connections alienates the connections.

For 50 points, the player should have a good set of dependable contacts in his own area.

For 100 points, the player should have contacts in most major areas they have been before.

For 150 points, the player has ability to get connections in many areas.

Healer (50 bp)

Player heals at twice the normal rate.

Keen Senses (100 bp per sense)

Player has extra keen hearing, sight, touch, etc. This gives the player a +4 SRS modifier when that sense is used and a +2 observation SRS modifier when appropriate.

Natural Armor (50 bp)

Player is naturally and receives 5 armor points automatically.

Night Vision (75 bp)

Allows the player to see in the dark or near dark.

Reputation/Fame (50 bp to 200 bp)

This indicates the player has a positive reputation and will be recognized where they go, potentially receiving positive support from the general public.

50 points indicates they are known on a state level (in US standards)

100 points means they are known nationally, but the greatest in their local area.

150 points means they are known nationally and in most major cities throughout the world.

200 points means they are known just about everywhere.

Resistances (50 bp per resistance)

Various are possible, for instance, heat, cold, disease, etc.

Gives the player saving rolls that are 4 SRS levels higher than normal and the GM may rule the player is unaffected by minor levels of exposure.

Rich (50 bp to 300 bp)

Player has extra wealth, GM decision on amount

Social Status (50 bp to 200 bp)

Player is a higher social cast up to nobility, GM decision on level.

Special Power (20xSpell Level)

Allows the player to use one of the spells in appendix 1 without magical ability. GM should determine how many times per day the spell can be used.

Sixth Sense (50 bp)

Sixth sense is an innate ability to know when something is about to happen. It provides a +4 to observation SRS rolls that involve traps, ambushes, detecting living creatures, etc.

Disadvantages (Selecting these give extra bonus points)

Compulsive/Overbearing Behaviors (+50 to +150 bp per behavior)

These are behaviors such as gambling, endless talking, obsessive cleaning, depression, etc. that the player cannot control and rule a player's life. The number of bonus points is a function of the degree to which the player is affected:

+50 points indicates a problem occurs once to twice a week
 +100 points indicates a problem can occur daily
 +150 points means two to three incidents happen per day

Dependents (+50 to +100 bp)

The player has a family or other dependents that he must care for.

Diminished Senses (+50 to +150 per sense)

A player with diminished senses have little or no use of the particular sense. +50 bp bonuses should affect daily life, but not require additional assistance. +150 bp should only be given for deafness or blindness.

Distinguishing Trait (Scar, etc) (+20 bp per trait)

Each trait makes the player more recognizable.

Object of Scorn or Obnoxious/Irritating Behavior (+50 to +100 bp)

There is something about the character that rubs other people the wrong way:

+50 bp means they are simply disliked and all interaction rolls are affected with a -2 to SRS

+100 bp means they annoy most people, people move away from them, they suffer many disadvantages

+150 bp means they are truly despicable and intolerable. These individuals get beaten and routinely run out of town.

Outcast (+100 bp)

Player is a social outcast with no contacts and will suffer discrimination in most quarters.

Poor (+50 bp)

Player has little starting money and no credit line.

Sickly (+100 bp)

Player heals at ½ normal rate and suffers -2 SRS modifier on disease saving rolls

Susceptibility (+50 bp per type: heat, cold, etc.)

Player suffers -4 SRS modifier when saving against the specified item. Also, may suffer from even minor exposure.

Wanted (+50 to +200 bp)

The law, enemies, or some other group is after the player:

+50 bp indicates the group is local and not extensively common

+100 bp indicates the group exists on a state level and in major cities. It should be common that the player gets into trouble.

+150 bp indicates the group exists on a national level and the player can be in trouble in major cities through the world.

+200 bp indicates the group exists across the entire planet and the player is "most wanted" or has a high price on his head.

3. Skills

3.1 Skills

Skills are associated with various statistics. Players become more proficient at skills by using bonus points to purchase higher levels of skills. The value of a players statistics modify the skill score. Amount a total skill score is changed depends upon is determined by the outcome modifier table (section 2.1) The total skill score (skill + statistic modifier) is the players base skill level. When evaluating an action based on a skill, the player subtracts the difficulty level from the characters total skill score to obtain the Skill Resolution Score (SRS) (see Section 4).

Example: A player has a *ST* = 7 and *AG* = 10. The player has skill level 3 in Acrobatics (4 *ST*+*AG*). The statistics bonus for Acrobatics is determined by taking the average of *ST* and *AG* $((7+10) / 2 = 8.5$, rounded to 9) and comparing it to the statistics modifier table. This player gets +2 bonus to his total skill score. Hence, the player's total skill score is 3 (skill level) + 2 (stat bonus) = 5.

Each skill has a basic difficulty level. This affects the cost of the skill when purchasing initial skills or advancing skills.

NOTE: Magic is a special skill that is discussed in Section 6.7

Many skills will have multiple contributing statistics that effect the skill bonus. When reading the skill chart, the first number in parentheses is the difficulty factor, the second shows the statistics to average (round all fractions up) when calculating bonuses.

NOTE: if you only want to use one statistic to determine skill bonuses instead of averages, use the bolded statistic.

NOTE: (H) Indicates a high technology skill that may not be applicable to fantasy campaign settings. (F) indicates this skill will be available in the future.

3.2 Skill Table

Accounting (3 IQ)	Falconry (3 IQ + WP)	Observation (2 PE)
Acrobatics (4 <i>ST</i> + AG)	(H) Finance (4 IQ + PE)	Oratory (3 CH)
Acting (3 CH + WP)	First Aid (3 IQ)	(H) Parachuting (2 <i>AG</i>)
Agriculture (3 <i>PE</i> + IQ)	Fishing (1 IQ + WP)	(H) Photography (3 IQ + PE)
Animal Lore (3 IQ)	Fletcher (2 DX + WP)	Pick Pocket (4 DX + IQ)
Animal Training (3 IQ + PE)	Foraging (2 IQ + PE)	Pick Lock (4 DX + IQ)
Appraisal (3 PE + IQ)	(H) Forensic Medicine	(F) Pilot (3 DX + IQ)
Artist (4 <i>PE</i> + WP)	(4 IQ + PE)	(Spacecraft, Mechs,
Begging (2 CH)	Forgery (4 DX + IQ)	Planes, Hovercraft,
Blacksmithing (3 <i>ST</i> + IQ)	Gambling (3 CH + IQ)	Interstellar Spacecraft)
Boating (3 <i>ST</i> + PE)	Haggling/Fast Talk (3 CH)	(F) Powered Armor (2 <i>AG</i>)
Brewing (2 IQ + PE)	Herbal Lore (3 IQ + PE)	Religion (4 IQ + WP)
Bureaucracy (3 IQ + CH)	Hiding (2 PE + IQ)	Riding (3 <i>ST</i> + WP)
Calligraphy (3 DX)	Interrogation (4 PE + IQ)	Ritual (2 IQ + CH)
Carpentry (3 IQ)	Jeweler (3 DX + WP)	Running (2 HT + <i>AG</i>)
Cartography (3 IQ + DX)	(H) Journalism	Seamanship (2 IQ + HT)
Climbing (3 <i>ST</i> + AG)	(3 IQ + WP + PE)	(H) Security Systems
Cooking (3 IQ + PE)	Juggling (3 DX)	(4 IQ + PE + DX)
(H) Computer Hardware	Jumping (1 <i>ST</i> + <i>AG</i>)	Seduction (2 CH + AP)
(4 IQ + WP)	Languages (3 IQ)	Showmanship (1 CH + AP)
(H) Computer Software	Law (4 IQ + CH)	Singing (2 CH + WP)
(4 IQ + PE)	(H) Law Enforcement	Sleight of Hand (3 DX + IQ)
Curing (2 IQ + WP)	(3 IQ + CH + WP)	Spelunking (3 HT + PE)
Dancing (2 AG)	Mechanics (3 DX + IQ)	Sports (3 varies)
(H) Demolition (4 IQ)	Meditation (2 WP)	Stealth (4 AG + PE)
Direction Sense (2 PE)	Mining (4 <i>ST</i> + HT)	Streetwise (3 CH + PE)
Disguise (4 <i>PE</i> + CH)	Musical Instrument (3 DX)	Swimming (2 HT + ST)
(H) Driving (3 DX + IQ)	(H) Military Science (4 IQ)	Teamster (2 <i>ST</i> + WP)
(Auto, Motorbike)	Navigation (4 IQ + PE)	Tracking (3 PE + WP)
(H) Electronics (3 IQ)	simple, (H) instrumental,	Trapping (2 IQ + PE)
Etiquette (2 CH + PE)	or (F) astrological.	Weather Sense (2 PE)
Escape Artist	Negotiation (4 CH + IQ)	
(5 AG + WP + DX)	(H) Occult (3 IQ + WP)	

Sciences all IQ based: (H) Anthropology (3) Archaeology (4) Astronomy (4) (H) Biology (4)	(H) Botany (4) (H) Ecology (3) (H) Geography (3) (H) Geology (3) History (3) (H) Medicine (4)	(H) Meteorology (2) Philosophy (4) (F) Xenobiology (5) (H) Zoology (3)
Engineering (4 IQ + WP): (H) Aeronautical (H) Civil (H) Computer	(F) Cybernetics (H) Electrical (H) Industrial (H) Mechanical (F) Nanotechnology	(H) Nuclear (F) Robotics (H) Weapon
Combat Skills		
Hand-to-Hand (2 ST + AG) Martial Arts (5 AG + WP) Bow/Crossbow (4 DX) Throwing Knife (3 DX)	Swords Fighting (4 DX + AG) Knife Fighting (3 DX) Clubs (2 ST) Stick Fighting (3 DX) Staff (3 DX + AG)	Nunchuks (4 DX) Wrestling (3 ST) (H) Pistols (4 DX) (H) Rifles (3 DX) (F) Laser Weapons (4 DX) (F) Particle Weapons (3 DX)
Two-Handed Fighting (4 DX)	Gunnery (3 DX)	

3.3 Advancing Skills

Additional levels of skills can be bought with bonus points. The cost of advancing a skill to the next level is equal to $10 \times (\text{skill difficulty}) \times (\text{Next level})$. E.g. obtaining 3rd level observation skill from 2nd level skills cost $10 \times 2 \times 3 = 60$ points.

The following table can be used to determine the total bonus point required to achieve the next level of a skill based on the skill difficulty:

Level	Skill Difficulty									
	Level 1		Level 2		Level 3		Level 4		Level 5	
	Level BP	Total BP	Level BP	Total BP	Level BP	Total BP	Level BP	Total BP	Level BP	Total BP
1	10	10	20	20	30	30	40	80	50	50
2	20	30	40	60	60	90	80	120	100	150
3	30	60	60	120	90	180	120	240	150	300
4	40	100	80	200	120	300	160	400	200	500
5	50	150	100	300	150	450	200	600	250	750
6	60	210	120	420	180	630	240	840	300	1050
7	70	280	140	560	210	840	280	1120	350	1400
8	80	360	160	720	240	1080	320	1440	400	1800
9	90	450	180	900	270	1350	360	1800	450	2250
10	100	550	200	1100	300	1650	400	2200	500	2750
11	110	660	220	1320	330	1980	440	2640	550	3300
12	120	780	240	1560	360	2340	480	3120	600	3900
13	130	910	260	1820	390	2730	520	3640	650	4550
14	140	1050	280	2100	420	3150	560	4200	700	5250
15	150	1200	300	2400	450	3600	600	4800	750	6000

3.4 Improving Character Statistics

Character statistics can be improved from their starting values through the expenditure of bonus points. The cost for obtaining a higher level is 100x(Next Level). E.g. going from level 7 ST to 8 ST costs 8x60=480 bonus points.

The following table shows the points required to increase statistics:

Characteristic Level	Points to Purchase Next Level
1	NA
2	200
3	300
4	400
5	500
6	600
7	700
8	800
9	900
10	1000
11	1100
12	1200
13 (beyond human levels)	1300
14	1400
15	1500

(Suggested Optional Rule) Characters should not be allowed to increase a statistic more than 2 or 3 points from baseline. Humans should not usually be allowed to have levels beyond 12.

3.5 Adding Hit Points, Spell Points, and Psionic Power Points

Players may use BP to purchase additional hit points, magic spell points, and psionic power points. This makes them more likely to survive in combat. [Authors note: I missed this feature of D&D type games].

The following table shows the BP required to purchase additional D6 of hit points:

Number of 1D6 of Hit Points Purchases	BP Points to Purchase
1 st D6 of HP	250
2 nd D6 of HP	500
3 rd D6 of HP	750
4 th D6 of HP	1,000
5 th D6 of HP	2,000
+1 D6 of HP	+1,000 per additional D6

The GM should probably consider a limit to the number of additional hit points.

3.6 Skill Descriptions

3.6.1 General Skills

Accounting Difficulty: 3 Statistics: IQ

Accounting includes book keeping required for business and government. This includes basic writing skills in the character's own language. This skill is a good way to get a job.

Acrobatics Difficulty: 4 Statistics: ST, AG

This skill covers complicated acrobatics and tight-rope walking. Used by entertainers in traveling circuses, etc. Should be used as a modifier to climbing, jumping, etc.

Acting Difficulty: 3 Statistics: CH, WP

Acting on stage. Also can be used to modify disguise, etc. However, a flare for the dramatic can also bring attention.

Agriculture Difficulty: 3 Statistics: PE, IQ

Covers all sorts of information on farming and growing plants. Successful rolls affect harvest. A number of rolls may be required over a given growing season.

Animal Lore Difficulty: 3 Statistics: IQ

Use this skill when determining whether a player will have some knowledge about an animal that is specific to your gaming world.

Animal Training Difficulty: 3 Statistics: PE, WP

Used for training all sorts of animals: horses to war dogs to performing animals.

Anthropology Difficulty: 3 Statistics: IQ

Knowledge of societies and evolution of culture. Usually only studied by scholars. Requires literacy.

Appraisal Difficulty: 3 Statistics: PE, IQ

Successful use of this skill gives the player a knowledge of an item's material value. The player may get further information if they know enough to judge other areas of value: historical, religious, etc.

Archaeology Difficulty: 4 Statistics: IQ

Knowledge of how to recover and restore artifacts. Usually only studied by scholars. Requires literacy.

Artist Difficulty: 4 Statistics: WP, IQ

This covers the skill of producing art: paintings, drawings, sculpture, etc. Highly skill crafters can make large amounts of money if they obtain a sponsor in one of the bigger cities.

Astronomy Difficulty: 4 Statistics: IQ

First Aid	Difficulty: 3	Statistics: IQ	History	Difficulty: 4	Statistics: IQ
Providing simple first aid to common wounds, disease, etc. Success rolls can heal up to 1D3 hit points and mend simple wounds.			Knowledge of history of the world. User can specialize for bonuses in a given area. Requires literacy.		
Fishing	Difficulty: 1	Statistics: PE, WP	Interrogation	Difficulty: 4	Statistics: IQ, PE
All sorts of fishing: by line, nets, and traps. Successful rolls affect amount of catch.			Ability to get information from an unwilling informant.		
Fletcher	Difficulty: 2	Statistics: DX	Jeweler	Difficulty: 3	Statistics: DX, WP
Ability to make arrows and crossbow bolts.			Ability to make jewelry. Implies appraisal ability for jewelry. Often a form of a job.		
Foraging	Difficulty: 2	Statistics: PE, IQ	Journalism	Difficulty: 3	Statistics: IQ, WP, PE
Ability to find food on the land. Common skill among military types, explorers, and other outdoor types.			Ability to investigate and report stories.		
Forensic Medicine	Difficulty: 4	Statistics: PE, IQ	Juggling	Difficulty: 3	Statistics: DX
Knowledge of medical detective techniques.			A skill useful for traveling entertainers. Can be used to modify thrown attacks, catching, and quick draws.		
Forgery	Difficulty: 4	Statistics: DX, IQ	Jumping	Difficulty: 1	Statistics: ST, AG
Ability to forge documents.			Ability to get jump higher and farther.		
Gambling/Gaming	Difficulty: 3	Statistics: WP, IQ	Languages	Difficulty: 3	Statistics: IQ
Common games and gambling. Some specific games, such as chess, require specific skill.			Literacy in any language (including one's own) can be purchased for 20 bonus points at any time.		
Geography	Difficulty: 3	Statistics: IQ	Skill levels imply:		
Study of the land, resources, and distribution of people. Requires literacy. Usually only studied by scholars.			Level 1 Speak simply language		
Genetics	Difficulty: 4	Statistics: IQ	Level 2 Speak with some skill		
Knowledge of genetics.			Level 3 Speak and write competently		
Geology	Difficulty: 3	Statistics: IQ	Level 4 Expert, but foreign		
Study of the minerals and geological forces at work in the world. Requires literacy. Usually only studied by scholars.			Level 5 Speak as native		
Gunnery	Difficulty: 3	Statistics: DX	Level 6 Expert		
Ability to use heavy mounted weapons (MGs, cannons, missile launchers, energy weapons).			Law	Difficulty: 4	Statistics: IQ, CH
Haggling	Difficulty: 3	Statistics: CH	Ability to interpret law and represent clients in courts.		
Ability to get a bargain in the market place.			Law Enforcement	Difficulty: 3	Statistics: IQ, CH, WP
Herbal Lore	Difficulty: 3	Statistics: IQ, PE	Knowledge of law enforcement procedures and the law in general.		
Knowledge of medicinal plants and herbs. At lower levels (1-3) this means finding herbs that do little more than settle upset stomach, etc. Mid skill levels 4-6 include mild hallucinogens and disease cures. Higher levels 7+ can also cure serious diseases (difficulty depends on illness) and make simple curing potions (1D4 hit points max per person).			Mechanics	Difficulty: 3	Statistics: IQ, DX
Hiding/Camouflage	Difficulty: 2	Statistics: IQ, WP	General ability to diagnose and use tools to repair machines and other simple mechanical devices.		
Ability to hide from pursuers, etc.			Medicine	Difficulty: 5	Statistics: IQ, PE, WP
			Modern medicine, but without the good tools and drugs we have now. Combined with Herbal Lore, the individuals are very good at diagnosing and healing. Can set broken bones, etc.		
			Meditation	Difficulty: 2	Statistics: WP
			Ability to meditate. Very important to magic-users as success assists in regenerating mana points.		
			Meteorology	Difficulty: 3	Statistics: IQ
			Scientific study of the weather. Requires literacy.		
			Military Science	Difficulty: 4	Statistics: IQ

	Knowledge of military tactics and history.				Powered Armor	Difficulty: 2	Statistics: AG
Mining	Difficulty: 3	Statistics: ST, HT		Ability to use powered armor.			
	Ability to work in mines, assess mine safety, and dig safe mines.				Psychology	Difficulty: 4	Statistics: IQ, PE
Musical Instrument	Difficulty: 3	Statistics: DX, PE		Knowledge of psychology. Note, level 4 is equal to a licensed professional.			
	Ability to play a single instrument.				Religion/Ritual	Difficulty: 4	Statistics: IQ, WP
Nanotechnology	Difficulty: 3	Statistics: IQ, WP		Knowledge of a religion and its rituals. Higher ranks are usually required for a character to advance to higher positions within a church.			
	Ability to design and create nano-machines.				Riding	Difficulty: 3	Statistics: ST, WP
Navigation	Difficulty: 4	Statistics: IQ, PE		By animal, though there is 50% level carry-over to other creatures. This allows the character to control and command the riding animal.			
	Simple: use of stars, compasses, etc. to navigate on land/sea.				Robotics	Difficulty: 4	Statistics: IQ, WP
	Instrumental: skill for navigating planes, ships, with instruments.			Ability to design, create, and maintain robots.			
	Astrological: skill in navigating interstellar travel.				Running	Difficulty: 2	Statistics: AG, HT
Negotiation	Difficulty: 4	Statistics: CH, IQ		Assists in long distance and sprinting.			
	Modifier to perceptions rolls.				Seamanship	Difficulty: 2	Statistics: HT, AG
Observation	Difficulty: 2	Statistics: --		Ability to serve as a crewman on a larger ship. Higher levels are usually required for ship officers.			
	Modifier to perceptions rolls.				Security Systems	Difficulty: 4	Statistics: IQ, PE, DX
Occult	Difficulty: 2	Statistics: IQ, WP		Knowledge of security systems and how maintain and by-pass them.			
	Knowledge of cults and occult materials.				Seduction	Difficulty: 2	Statistics: CH, AP
Oratory	Difficulty: 3	Statistics: CH		Ability to seduce opposite sex.			
	Ability to make stirring speeches and motivate crowds. Can be a form of entertainment via dramatic readings.				Showmanship	Difficulty: 1	Statistics: CH, AP
Parachuting	Difficulty: 2	Statistics: AG		Ability to be the center of attention of a crowd. Good for entertainers, public officials, and merchants.			
	Ability to control a parachute and land safely.				Singing	Difficulty: 2	Statistics: CH, WP
Philosophy	Difficulty: 4	Statistics: IQ		Ability to sing well.			
	Study of major philosophies. Requires literacy. Usually only studied by scholars.				Sleight of Hand	Difficulty: 3	Statistics: DX
Photography	Difficulty: 3	Statistics: IQ, PE		Ability to conceal items and perform sleight of hand illusions. Levels of 4 and higher can entertain crowds for money.			
	Ability to use photographic equipment and take photographs.				Spelunking	Difficulty: 3	Statistics: HT, PE
Pick Lock	Difficulty: 4	Statistics: DX, IQ		Knowledge of caving. Also can modify climbing. Technical climbing skills are available at higher skill levels.			
	Ability to pick mechanical locks.				Sport and/or DX	Difficulty: 3	Statistics: ST, AG,
Pick Pocket	Difficulty: 4	Statistics: DX, PE		Expertise in a sport. Statistics vary by sport.			
	Ability to pick pockets. Note the level of success of a roll is used as a modifier on the perception roll of the target. In general, a roll to notice being pick pocketed is of level 4 difficulty for an unaware target.				Stealth	Difficulty: 3	Statistics: AG, PE
Pilot	Difficulty: 3	Statistics: DX, IQ					
	Ability to fly spacecraft, mechs, and interstellar spacecraft.						

Successful stealth rolls can avoid the possibility of perception rolls by enemies or reduce the chance of success.

Streetwise Difficulty: 3 Statistics: CH, PE

Knowledge of the underside of cities and "street etiquette."

Swimming Difficulty: 2 Statistics: HT, ST

Ability to swim.

Teamster Difficulty: 2 Statistics: ST, WP

Ability to control teams of animals, such as horses.

Tracking Difficulty: 3 Statistics: PE, WP

Ability to follow and track people or animals.

Trapping Difficulty: 2 Statistics: IQ, PE

Ability to construct and set effective traps.

Weather Sense Difficulty: 1 Statistics: IQ, PE

Ability to know weather and predict up to a day or two in advance.

Xenobiology Difficulty: 5 Statistics: IQ

Scientific study of alien life. Requires literacy. Usually only studied by scholars.

Zoology Difficulty: 3 Statistics: IQ

Scientific study of animal life. Requires literacy. Usually only studied by scholars.

3.6.2 Combat Skills

Hand-to-Hand Difficulty: 3 Statistics: ST, AG

Ability to brawl without a weapon.

Martial Arts Difficulty: 5 Statistics: AG, WP

Martial arts skills. Allows sweeps, throws, kick, and grapple attacks.

Wrestling Difficulty: 3 Statistics: ST, AG

Wrestling skill allows for grapple attacks.

Bow Difficulty: 4 Statistics: DX

Allows use of different bows. Implies ½ skill level in crossbows.

Crossbow Difficulty: 4 Statistics: DX

Allows use of different crossbows. Implies ½ skill level in bows.

Clubs Difficulty: 3 Statistics: ST, DX

Allows use of clubs, maces, axes, and other weapons that are primarily swung at the target with one-hand.

Swords Difficulty: 4 Statistics: AG, DX

Allows use of all swords.

Thrown Weapons (small) Difficulty: 3
Statistics: DX

Skill in the throwing of knives and shuriken.

Thrown Weapons (large) Difficulty: 3
Statistics: DX, ST

Skill in the throwing of spears and javelins.

Spears/Pole Arms Difficulty: 3 Statistics: ST, DX

Skill in use of spears, pikes, poleaxes, etc.

Staff Difficulty: 3 Statistics: DX, AG

Skill in use of the quarterstaff.

Two-Weapon Fighting Difficulty: 4
Statistics: DX

Modifier that allows the fighter use of a second weapon.

Pistols Difficulty: 4 Statistics: DX

Allows use of pistols.

Rifles Difficulty: 4 Statistics: DX

Allows use of rifles.

Laser Weapons Difficulty: 4 Statistics: DX

Allows use to use laser pistols and rifles.

Particle Weapons Difficulty: 4 Statistics: DX

Allows use of particle weapons.

4. Action Resolution

4.1 Single Player Tasks

Most actions are resolved via an action resolution roll using the Outcome Resolution Chart (ORC).

Steps to resolving an action are:

1. The GM decides on the relative difficulty of a task. The following chart gives a general indication of difficulties:

Difficulty Level	Description
-8	Trivial. A person with no skill and no statistics penalty has a 100% of succeeding in the task.
-4	Easy. A person with no skill and no statistics penalty has a 75% chance of succeeding in the task.
0	Average. A person with no skill and no statistics penalty has a 50% chance of succeeding in the task.
3	Do-able. A typical task requiring attention typical of that type of action. E.g. Writing a simple program for an average programmer.

4	Hard. A task requiring extra effort, but generally doable. E.g. making a turn in a car when exceeding the speed limit by a reasonable amount.
5	Difficult. An action that would normally only be successful by a very skilled practitioner. E.g. Performing specialized surgery, decoding a program from binary state, etc.
6	Very Difficult. Something only normally done successfully on occasion by a highly trained professional. E.g.
7	Extremely Difficult. Only the very best succeed very often. <i>Only skilled persons can succeed at tasks more difficult than level 7.</i>
8	Special Event.
9	Mind Boggling.
10	Virtually Impossible.
11	Impossible.

2. The player subtracts the difficulty level from his skill level plus any skill modifications to get a Skill Resolution Score (SRS). E.g. SRS = Skill Level – Difficulty Level
3. The player rolls 3D6 against the outcome resolution chart.

Outcome Resolution Chart (ORC) - 3D6

Skill Resolution Score (SRS)	Critical Success	Success	Failure	Critical Failure
-9 or less	NA*	3	4-13	14-18
-8	NA*	3-4	5-13	14-18
-7	3	4	5-13	14-18
-6	3	4-5	6-13	14-18
-5	3-4	5-6	7-14	15-18
-4	3-4	5-6	7-14	15-18
-3	3-4	5-7	8-14	15-18
-2	3-5	6-8	9-14	15-18
-1	3-5	6-9	10-14	15-18
0	3-6	7-10	11-14	15-18
1	3-6	7-10	11-15	16-18
2	3-6	7-11	12-15	16-18
3	3-6	7-12	13-15	16-18
4	3-7	8-13	14-16	17-18
5	3-7	8-13	14-16	17-18
6	3-7	8-14	15-16	17-18
7	3-7	8-15	16-17	18
8	3-7	8-15	16-18	NA
9 or more	3-7	8-16	18	NA

* (optional) GM can allow a critical success on a 3 followed by second 3-10 roll on 3D6.

See Appendix 2 for variations of the ORC table for D20, D100, and 2D6

On a critical success or critical failure the GM provides some additional outcome that is commensurate with the level of the task. During combat this starts with double damage.

On GM discretion, many tasks can be tried multiple times. However, the difficulty should increase one level with each failure and jump 2 levels on a critical failure.

Example: Treylock is determined to jump across a narrow chasm to escape some monsters. The GM declares the difficulty level to be Easy (-4). Treylock has a Jumping skill of 2 and a statistics bonus of +1. This skill resolution score is 2 (skill) + 1 (bonus) - -4 (easy) = +7.

Treylock needs a 15 or less to succeed and rolls a 10. He succeeds in jumping the chasm landing on the other side.

He convinces Antoine that jumping is his only route of escape. Antoine has no skill and strength bonus of -1. His skill resolution score is 0 - 1 - -4 = +3. Antoine needs a 12 to succeed, but rolls a 14 and falls short of other side. The GM decides he luckily only falls 15' onto a narrow ledge and suffers only 1D6 damage.

4.2 Resolving Competitions

When two characters are in a contest that matches skills of physical traits, both players roll for success in the skill using all modifiers. The player making a success skill by the largest amount wins. Ties are ties.

Example Two players are arm wrestling. The GM decides Arm Wrestling is an easy ST based skill. Jake has a ST of 9 (+2) and Sampson has a ST of 6 (-1). Neither player has additional modifiers aside from ST.

Jake has a +2 - -4 = +6 SRS value. He rolls a 9, 5 points better than the 14 required for success.

Sampson has a -1 --4 = +3 SRS value. He rolls a 10, 2 points better than the 12 required for success.

Jake has a better relative success score than Sampson and beats him in the match.

5. Combat Rounds

Combat is modeled after a turn based system.

5.1 Phases/Actions

During combat, turns are 6 seconds long and consist of 6 phases. Players may perform one to six actions per turn, depending upon their combat speed.

Players with the same combat speed take simultaneous actions, otherwise faster players resolve their actions first. A high combat speed is a significant advantage.

The order of the actions is as follows:

Turn Order	Combat Speed					
	13-15	11-12	9-10	6-8	4-5	2-3
1	X	X	X			
2	X	X	X	X	X	
3	X					X
4	X	X	X	X		
5	X	X			X	
6	X	X	X	X		

NOTE: if a player is defending and/or evading, their total actions for that turn are shifted down one column per action.

NOTE: the order of action is found by moving left to right for a given phase. So, faster players act before slow players within the same phase. Where players tie, e.g. have the same CS, there actions are assumed to take place at the same time.

SIMPLIFICATION OPTION: If you do not wish to keep track of combat turns: assume all players/NPCs/animals have a combat speed of 6 to 8. Then each player gets an action every 2 seconds. A higher combat speed should give a character initiative.

5.2 Movement

5.2.1 Total Movement Per Turn

The total distance a person moves per turn is determined by the following chart.

	½ Speed	Full Speed
Combat Speed:		
2-3	10m	20m
4-5	12m	24m
6-8	18m	36m
9-10	24m	48m
11-12	30m	60m
13-15	36m	72m
Crawling	5m	10m
Swimming	7m	
Other Speeds		
20 miles/hr		60m
40 miles/hr		120m
60 miles/hr		180m
80 miles/hr		240m
100 miles/hr		300m

150 miles/hr		360m
200 miles/hr		400m
+100 miles/hr		+300m

5.2.2 Movement per Phase

The total distance a person moves per action is determined by the following chart.

Combat Speed	Actions	½ Speed	Full Speed
2-3	1	10m	20m
4-5	2	6m	12m
6-8	3	6m	12m
9-10	4	6m	12m
11-12	5	6m	12m
13-15	6	6m	12m

NOTE: if a player is defending or evading, their total maximum speed per phase is ½ speed.

SIMPLIFICATION OPTION: assume each player can move 12m at full speed or 6m at half speed.

5.3 Modifications to Actions and Movements

A player's combat speed is modified whenever their effective strength, agility, or perception are affected. The GM should rule on whether items or injuries encumber or affect an individual combat speed. In general, only Armor is accounted for in the rule set.

5.4 Actions

The following chart shows the costs of various actions.

Combat Actions:

Dodge*	1 action
Attack*	1 action
Move more than ½ speed	1 action
Reload Bow	1 action
Reload Crossbow	4-8 actions
Reload Pistol/Rifle	4 actions
Draw Weapon*	1 action
Aiming*	1 action
Survey Action*	1 action ¹
Grapple/Lock*	2 actions
Throw/Sweep*	2 actions
Break Lock	1 action
Stand Up	1 action

* All of these actions can be done while move <= ½ player's movement.

¹ NOTE: Surveying Action is extremely important. The GM should determine the complexity of the setting. Players who burst into a room and start blasting can only notice the first thing in front of them. They must Survey Action to know the location of opponents, cover, etc. Each additional phase spent Surveying Action makes the roll 2 levels easier.

Some special actions have affect throughout an entire turn. The player declares he will use them throughout the turn and takes one fewer action during that turn. These actions are:

Defend	reduce total actions by 1, movement at ½ speed only
--------	---

Evade	reduce total actions by 1, movement at ½ speed only
-------	---

5.5 Combat Resolution

Combat rolls are made as outcome resolution rolls.

5.5.1 Attacks

5.5.1.1 Hand-to-Hand

All hand-to-hand attacks are considered hard (e.g. level 3).

Modifiers:

Target is using a 2 nd Weapon defensively	-1
Target has Small Shield/Light Cover	-2
Target has Large Shield/Heavy Cover	-4
Target is Defending as an action	varies

Attacking in consecutive actions
-1/action after first, cumulative.

Off hand weapon use	-2
Attacking with two weapons	-2/each weapon
(Negates using 2 nd weapon defensively effect)	

Attacker Moving on Foot (1/2 speed)	-1
Attacker Running on Foot (> ½ speed)	-3

Attacking from Behind +2

Target ≤ ¼ Human size	-2
Target >1/4 to ½ Human size	-1
Target >2x-4x Human size	+1
Target >4x-8x Human size	+2
etc.	

SIMPLIFICATION OPTION: Instead of using the Hand-to-Hand modifiers the GM can assign a relatively difficulty for hitting the target:

Easy (prone target, surprise, etc.)	+3
Average (no modifiers)	+0
Hard (defending, medium size)	-3
Very Hard (small, skilled defender)	-6
etc.	

5.5.1.2 Missile Weapons (Crossbows, Bows, Guns, etc)

Missile weapon attacks are assumed to be under reasonable conditions: braced or in proper position. The difficulty of the attack rolls depends upon the range and other character actions:

Range	Distance	Difficulty
Point Blank	up to 3 m	+1
Short	10% Range	+2
Effective	60% Range	-2
Extreme	100% Range	-6

Modifiers:

Aiming (costs 1 action)	+1
-------------------------	----

Scope (Effective and Extreme Ranges Only)	+2
Human Target Evading	varies
Target has Small Cover	-2
Target has Large Cover	-4
Attacker Moving on Foot (1/2 speed)	-1
Attacker Running on Foot (> 1/2 speed)	-3
Quick Draw Shot	-2
Switching Targets	-1/switch
Multiple shots in same phase	-1/round
Offhand use	-1
Target \leq 1/4 Human size	-2
Target >1/4 to 1/2 Human size	-1
Target >2x-4x Human size	+1
Target >4x-8x Human size	+2
etc.	
Vehicles, etc	-1/20 mph

Fully covered targets cannot be hit, unless they are behind some penetrable object.

The adjusted chance to hit for any weapon attack can never go lower than -8 on the ORC table.

With full automatic weapons, players may switch targets in a single action but 1 shot must be lost between targets, and the penalty costs are cumulative. The targets must be within a 30 degree angle of each other.

SIMPLIFICATION OPTION: Instead of using the Missile attack modifiers the GM can assign a relatively difficulty for hitting the target:

Easy (slow, big, close range.)	+3
Average (short range, not fast)	+0
Hard (light cover, faster)	-3
Very Hard (very fast, small, heavy cover)	-6

5.5.1.3 Special Attacks

A grapple/lock causes the target to be held immobile until they break the hold. The difficulty is equal to the difference in (AG + ST)/2 between the two players + difference in skill of two parties - 2 - Defending Bonus. NOTE: all players may attempt a grapple/lock, but only wrestling and martial arts skills may be used as bonuses.

To break a hold requires a difficulty roll equal to the difference in (AG + ST)/2 between the two players + difference in hand-to-hand skill of two parties.

A sweep or throw knocks a target from their feet. The difficulty is equal to the difference in (AG + ST)/2 between the two players + difference in skill of two parties - 2 - Defend Bonus. NOTE: Only players with martial arts training can perform sweeps and throws.

5.5.2 Defending (Parrying)

A person who is defending/parrying subtracts his levels according to his weapon skill from all hand-to-hand attacks against him from the front and side.

Defending can be done in two ways:

1. At the start of a round, the player can elect to defend the entire round by using one less action for that round.
2. At any time during the round, the player can use his next action to initiate defending for the rest of the round.

Effect of defending is to subtract Weapon Skill/2 from the SRS of ALL attacks.

5.5.3 Evading

A person who is evading subtracts 1/4 his AG (rounded up) to all missile attacks against him.

5.5.4 Dodge

Dodging avoids a specific attacker. The attack must come during or after the player's action phase. A person who is dodging subtracts a 1/3 his AG (rounded up) from the dodged attack.

5.5.5 Two Handed Fighting

Players may use two weapons at the same time. The second weapon can be used defensively (as a shield) at no cost. If two attacks are attempted in a turn, the first weapon attacks at a -2 and the second weapon attacks at a -4 (-2 for using two weapons and -2 for off-hand attack).

Players may only apply their weapon skill to the first weapon. They may apply their weapon skill to the second weapon up to the level of their the "Two-Weapon" combat skill.

5.5.6 Assessing Damage and Effect of Armor

5.5.6.1 Weapon Damage

(Optionally use Critical Hit Special Effects in place of this table).

Damage is based on weapon type. Critical success attacks do double damage and the GM should provide vivid descriptions of the effect.

Total Damage from Single Blow (Based on Total Hit Points - prior to damage)					Additional Effects
<20	21-40 ²	41-60	61-100	100-150	
1-3	1-6	1-8	1-12	1-16	none
4-6	7-12	9-16	12-24	17-30	Lose 1-3 actions ¹
7-8	13-16	17-22	25-32	31-40	Lose 1-6 turns ¹
9	17-18	23-26	33-38	41-48	Knockout, Lose 1-6 turns ¹
10+	19+	27+	39+	49+	Knockout 3D6 turns ¹

¹ Players making a Level 3 WP roll suffer one less level of additional effects.

² Humans and player races with fewer than 20 hit point use this column regardless of their total hit points.

SIMPLIFICATION OPTION: Ignore additional effects above.

Armor Rules (Old Method):

Armor absorbs up 80% of all damage up to its maximum value, with fractions rounded. However, the other 20% of damage is still inflicted on the target due to the shock, etc.

The "old method" makes higher AR ratings more vulnerable than the "new" method.

To avoid any calculations, refer to the following chart to determine actual damage.

Rolled Damage	Armor Value							
	3	5	7	9	11	13	15	17
1	0	0	0	0	0	0	0	0
2	0	0	0	0	0	0	0	0
3	1	1	1	1	1	1	1	1
4	2	1	1	1	1	1	1	1
5	3	1	1	1	1	1	1	1
6	4	2	1	1	1	1	1	1
7	5	3	1	1	1	1	1	1
8	6	4	2	2	2	2	2	2
9	7	5	3	2	2	2	2	2
10	8	6	4	3	2	2	2	2
11	9	7	5	4	2	2	2	2
12	10	8	6	5	3	2	2	2
13	11	9	7	6	4	3	3	3
14	12	10	8	7	5	4	3	3
15	13	11	9	8	6	5	3	3
16	14	12	10	9	7	6	4	3
17	15	13	11	10	8	7	5	3
+1	+1	+1	+1	+1	+1	+1	+1	+1

SIMPLIFICATION OPTION: Use the new method.

Armor Rules (new Method):

Armor absorbs a given % of all rolled damage. Armor ratings of more than 19 are not allowed.

Armor Table

		Armor Rating (AR)																		
D	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
1	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	
2	2	2	2	2	2	1	1	1	1	1	1	1	1	1	1	0	0	0	0	
3	3	3	3	2	2	2	2	2	2	2	1	1	1	1	1	1	0	0	0	
4	4	4	3	3	3	3	3	2	2	2	2	2	1	1	1	1	1	0	0	
5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1	0	
6	6	5	5	5	5	4	4	4	3	3	3	2	2	2	2	1	1	1	0	
7	7	6	6	6	5	5	5	4	4	4	3	3	2	2	2	1	1	1	0	
8	8	7	7	6	6	6	5	5	4	4	4	3	3	2	2	2	1	1	0	
9	9	8	8	7	7	6	6	5	5	5	4	4	3	3	2	2	1	1	0	
10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1	
11	10	10	9	9	8	8	7	7	6	6	5	4	4	3	3	2	2	1	1	
12	11	11	10	10	9	8	8	7	7	6	5	4	4	3	3	2	2	1	1	
13	12	12	11	10	10	9	8	8	7	7	6	5	5	4	3	3	2	1	1	
14	13	13	12	11	11	10	9	8	8	7	6	6	5	4	4	3	2	1	1	
15	14	14	13	12	11	11	10	9	8	8	7	6	5	5	4	3	2	2	1	
16	15	14	14	13	12	11	10	10	9	8	7	6	5	4	4	3	2	2	1	
17	16	15	14	14	13	12	11	10	9	9	8	7	6	5	4	3	3	2	1	
18	17	16	15	14	14	13	12	11	10	9	8	7	6	5	5	4	3	2	1	
19	18	17	16	15	14	13	12	11	10	10	9	8	7	6	5	4	3	2	1	
20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
25	24	23	21	20	19	18	16	15	14	13	11	10	9	8	6	5	4	3	1	
30	29	27	26	24	23	21	20	18	17	15	14	12	11	9	8	6	5	3	2	
35	33	32	30	28	26	25	23	21	19	18	16	14	12	11	9	7	5	4	2	
40	38	36	34	32	30	28	26	24	22	20	18	16	14	12	10	8	6	4	2	
45	43	41	38	36	34	32	29	27	25	23	20	18	16	14	11	9	7	5	2	
50	48	45	43	40	38	35	33	30	28	25	23	20	18	15	13	10	8	5	3	

* D is the damage rolled.

The following table is used to determine the AR for layered armor. For more than 2 layers, use the table repeatedly.

Armor Layering Table

		Armor Rating (AR) for First Layer of Armor																		
A2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	19	
2	3	4	5	6	7	8	9	10	11	11	12	13	14	15	16	17	18	*	*	
3	4	5	6	7	8	9	9	10	11	12	13	14	15	16	17	18				
4	5	6	7	8	8	9	10	11	12	12	13	14	15	16	17	18				
5	6	7	8	8	9	10	11	11	12	13	14	14	15	16	17	18				
6	7	8	9	9	10	11	11	12	13	13	14	15	16	17	18	18				
7	8	9	9	10	11	11	12	13	13	14	15	15	16	17	18	19				
8	9	10	10	11	11	12	13	13	14	14	15	16	16	17	18	18	*			
9	10	11	11	12	12	13	13	14	14	15	16	16	17	17	18	18				
10	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18	18				
11	12	12	13	13	14	14	15	15	16	16	16	17	17	18	18	19				
12	13	13	14	14	14	15	15	16	16	16	17	17	18	18	18	*				
13	14	14	15	15	15	16	16	16	17	17	17	18	18	18	18					
14	15	15	15	16	16	16	17	17	17	18	18	18	18	19	19					
15	16	16	16	16	17	17	17	17	18	18	18	18	19	*	*					
16	17	17	17	17	17	18	18	18	18	18	19	19	*	*						
17	18	18	18	18	18	18	19	19	19	19	*	*								
18	19	19	19	19	19	19	*	*	*	*										
19	19	*	*	*	*	*														

A2 is armor rating for 2nd layer of armor.

* Indicates AR 19 for rest of column.

Example: Justin is wearing a Cloak (AR 3) and Ring Mail Armor (AR 7), for a combined AR of 9.

5.5.6.2 Optional Critical Hit Special Effects

This table can be used to generated added special effects from weapons. Simply determine the Hit Location Roll and match the type of weapon to the value of the roll.

Hit Location Roll = 3D6 + Total Damage Modifier (<10 = -5, >20 = +5)

Hit Location Roll	Critical Hit by Type of Weapon		
	Blunt Weapons: Clubs, Stones, Thrown Rocks,	Slashing Weapons: Axes, Cutlass, Scimitar, etc.	Stabbing Weapons: Spears, Some swords, daggers, bows, crossbows, and guns
<2	Bruising blow, -1 SRS to attackers next 2 actions	Deep cut to arm. Target -1 to SRS for next 2 actions	Flesh wound: Target -1 to SRS for next 2 actions.
3-4	Bruising blow, -2 SRS to attackers next 2 actions	Deep cut to leg, Target -1 to SRS and ½ movement for next 2 actions.	Flesh wound. Target -2 to SRS for next 2 actions.
5-6	Blow to the mid-section, opponent loses next action	Slash to torso, target loses next 2 actions.	Clean puncture wound to torso. Target loses next 2 actions.
7-8	Stunning blow to the side of the head, opponent loses next 1-2 actions and any defense bonus.	Cut to the side of the head and face. Nice scar. Opponent loses 1-2 actions and any defensive bonus during that time.	Blow to the shoulder. Target loses 1-2 actions and knocked back 1m.
9-10	Smash to leg, level 5 AG saving for target to avoid falling	Deep cut to leg. Target loses 1 additional hit points per turn for 1D6 turns due to bleeding.	Thigh shot. Target must make level 5 AG saving roll to avoid being knocked down. Wound causes -1 AG for remainder of battle.
11-12	Bone crushing blow to the leg, knock down opponent, -2 SRS for all attacks for next turn.	Artery hit in let. Target loses 2 additional hit points per turn for 1D6 turns due to bleeding. Level 5 AG roll to avoid falling and -2 SRS for all attacks in next turn.	Deep thigh shot. Target knocked down and loses additional 1 hit point per turn for next 1D6 turns due to bleeding..
13	Bone crushing blow to the arm, level 7 difficulty ST saving to avoid dropping weapon. -2 SRS for all attacks for the next 2 turns.	Disarming blow. Weapon dropped. Also deep cut, target loses 1 hit point per turn for next 1D6 turns.	Blow pierces muscles in arm. Target must make level 7 ST roll or lose weapon. -2 SRS for all attacks for next 2 turns.
14-15	Rib snapping blow. Will take 3 weeks to heal. -2 ST and -1 AG while injured. -2 SRS for all attacks for remainder of battle.	Cut to the torso body. Painful damage causes -2 AG and -1 ST while injured. -2 SRS for all attacks for remainder of the battle.	Piercing blow to upper chest. Sucking wound causes 2 additional hit points per turn for next 1D6 turns. -2 ST for rest of battle and -2 SRS for all attacks.
16	Groin shot. Target must make level 3 WP saving to avoid fainting for 1D6 turns. -4 SRS for all actions for the next 1-3 turns.	Groin shot/artery hit. -2 SRS for all actions for next 1-3 turns. Target losses 3 hit points per turn for next 1D3 turns.	Piercing wound to lower torso. Sucking wound causes 2 additional hit points per turn for next 1D6 turns. -2 ST for rest of battle and -2 SRS for all attacks. Must make level 3 HT saving roll to avoid infection due to punctured intestines.
17-18	Head shot. Target must make level 7 WP saving roll to avoid be knocked out for 3D6 turns. Causes concussion. Target will be dazed for next 6D6 minutes (-4 SRS to all actions). Lose 1D6-4 teeth.	Head shot. Target must make level 3 WP saving roll to avoid being knocked out for 3D6 turns. Blood in eyes causes -4 PE roll modifier. -2 to SRS for all attacks for next 2D6 turns.	Head shot. Target must make level 5 WP saving roll to avoid being knocked out for 3D6 turns. Causes concussion. Target will be dazed next 4D6 minutes (-4 SRS to all actions). Lose 1D6-4 teeth.
19	Head shot. Lose 1D6-1 teeth. Knocked out 6D6 minutes. 0 Level HT saving roll or experience coma for 1D6 days.	Spine shot. Effective paralyzes one limb 1-4 leg, 5-6 arm. This can be cured by a healer.	Piercing wound to chest and lungs. Major bleeding. Wound causes 1D6 hit points per 2 phases for next 3D6 turns.
20+	Killing Blow: head crushed, larynx crushed, whatever	Killing blow to neck.	Thrust through the heart, killing blow

All bleeding wounds can be stopped by bandaging or packing the wound with a first aid roll (Level 3 difficulty), medicine roll (Level 1 difficulty), but the work takes 3 turns. Heal spells will also mend such wounds.

SIMPLIFICATION OPTION: Ignore this table (it is considered optional anyway).

5.5.6.3 Falling Damage and Other Damage

A player takes 1D6 damage per 3m they fall, after the first 3m. E.g. a character falling 6m takes 1D6 damage, a character falling 9m takes 2D6 damage, etc.

Players may also receive damage from fire, acid, electricity, or other causes. The GM should determine the level of damage and whether it is reduced by armor. For example, the damage from an electrical shock may be enhanced by metal armor.

The following gives some idea of some damage:

Damage	Description
1D6	Minimal
2D6	Moderate
3D6	Heavy
4D6	Serious
6D6	Disabling
8D6+	Life Threatening

5.5.7 Example of Combat

Example: Jansen is engaged in hand-to-hand combat with Iron Fist, a barbarian.

Jansen has a combat speed of 9 and is using a staff (bo) with weapon skill of 2, a statistic bonus of +1, and she has strength bonus of 0.

Iron Fist has a combat speed of 6 and is using a knife with and has a skill bonus of 2 and a strength bonus of +1. Iron fist is wearing leather which offers 3 points of protection, but no AG or ST penalties.

Because Jansen has a combat speed of 9, she gets 4 actions per turn, while Iron Fist gets 3 actions.

In the first round, both decide to Defend, decreasing their total actions per turn by 1 column (e.g. 1 action).

In Phase 1, neither player gets an action.

In Phase 2, Jansen takes her action attacking Iron Fist. Her attack roll is equal to 2 (skill) + 1 (stat bonus) -3 (attack difficulty) -2 (Iron Fist defending) = -2. She rolls a 8 and hits. She rolls 5 on a 1D6 for damage. Iron Fist takes 3 points of damage based on the damage chart.

Also in Phase 2, Iron Fist attacks. His attack roll is equal to 2 (skill) + 1 (ST bonus) -3 -2 (Jansen defending) = -2. Iron Fist rolls as 12 and misses.

Neither player has an action in Phase 3.

In Phase 4, Jansen attacks again. She rolls as 13 and misses.

In Phase 5, Iron Fist attacks again. He rolls as 7 and hits. He then rolls 4 damage + 1 for his strength bonus = 5 points. Not enough damage to cause extra problems for Jansen.

In Phase 6, Jansen attacks and rolls a 4 for a critical hit. Her damage is equal to 2x(6 on a 1D6) = 12 points. Iron Fist takes 10 points of damage.

Iron Fist fails to make a Difficult WP roll and loses his next 2 actions (2 on a 1D3 roll).

The next run starts.

Jansen sees Iron Fist is hurt. She quits defending and will get 4 attacks in the next turn. Iron Fist cannot defend this turn since he is currently stunned at the start of the turn. If he makes it to Phase 5 he will get an action then.

6. Magic and Psionics

"Magic" is the application of saved energies ("mana") that has been accumulated by an individual through meditation. The casting of a spell requires the correct series of mental/physical manipulations to release and form the energy as desired. Thus spell casting is triggered by physical and mental actions.

"Psionics" are essentially similar to magic, but spells originate from the power of the mind. With respect to game play, the same types of principles can be applied: mental power points versus mana, psionics skill versus magical skill, etc.. No psionic powers are presented here, though the "Mentalism" school includes spells that are supposed to be similar in vein to psionic effects.

(Optionally) Spells are broken into various schools. Each school contains a group of related spells. Players will dedicate themselves to a particular school of magic when they start training as magicians. Players can generally learn spells from all schools, however they get a bonus for using spells from within their school. Spells have used by a student of a particular school and are 3 levels of difficulty easier to cast. (In the World of Symmetry, all magic is learned through the various religions and certain schools are associated with different pantheons).

To perform cast a spell of a given level, the caster must have skill level equal to that of the spell.

Spells must be individually learned and training in those spells can be purchased through temples, from individuals, or other learned parties. Instructions may also sometimes be obtained from books and scrolls. The GM should set a price for a given spell.

To learn a purchased spell, individuals must also expend bonus points equal to 10x(level of the spell).

6.1 Spell Casting

To cast a spell, the spell caster must make a successful skill roll on the outcome resolution table.

All spells have an inherent starting difficulty and minimum difficulty. The starting difficulty indicates how hard it is to cast a spell in one combat phase. This number can be reduced by using additional combat phases to cast a spell, but to no lower than the minimum difficulty level.

The skill resolution score is calculated as follows:

Spell SRS = (Magical Skill + School Bonus) + MA modifier - Difficulty of spell + Phases spent casting the spell.

The GM might add other modifiers, such as getting hit in combat, etc.

An 18 is always a failure.

Example: Barthos is casting an Ignite spell of difficulty 4, minimum difficulty of 1. He has a skill level of 3 and 0 attribute modifier. He can cast the spell in 1 phase with a SRS level of $3 + 0 - 4 = -1$.

He decides to spend 2 extra phases preparing and raises the SRS from -1 to 1. He rolls a 14 successful igniting the bridge.

SIMPLIFICATION OPTION: allows the automatic success for spell casting.

6.2 Mana, Spell Points, and Regeneration of Spell Points

All spells have a spell point cost. This is subtracted from the spell caster's total spell points or mana. Once the mana level reaches 0, the caster can no longer cast spells.

Some spells have variable point amounts and the caster should specify before he attempts to cast a spell, how many points he or she will use.

Spells that fail to work only use half their spell point cost.

The number of spell points regenerated in a day are determined by whether the caster makes a successful meditation roll:

Critical success = 2 x MA mana points rejuvenated
 Success = 1 x MA mana points rejuvenated
 Failure = ½ x MA mana points rejuvenated
 Critical Failure = 0 mana points rejuvenated

SIMPLIFICATION OPTION: always give 1 x MA in mana points rejuvenated per day.

6.3 Critical Successes

If the spell caster rolls a critical success, they have the option of doubling one attribute of the spell. E.g. range, damage, or duration, etc.

6.4 Spell Books

A summary of basic spells appears in Appendix 1. These spells should be used as a starting point when creating new spells.

6.5 Saving Rolls Against Magical Attacks

All players receiving damage or subject to control from a magical spell are entitled to a ORS saving roll against the attack. The Magical Affinity (MA) bonus is used as a modifier. Base difficulty levels for the saving rolls should be indicated on individual spells.

6.6 Purchasing Magic Skill and Spells

Levels of magic skill above level one (1) can only be purchased with bonus points (not via training). The first level of magic skill costs 500 gold pieces (in the World of Symmetry) and requires 6 months of dedicated service to a master magic-user (skill level 7 or better).

Spells also require the expenditure of bonus points to purchase. A spell costs 10 bonus points per level of Spell Difficulty. New spells must also be learned from scrolls or books, invented, or purchased. This represents the time the magic user requires to master a new spell. Unperfected spells cannot be cast.

Spells learned from scrolls and books cost nothing, but take Spell Difficulty × 2 days to learn.

Inventing spells costs nothing, but takes Spell Difficulty × 4 days to perfect.

Assuming such a person is available, spells training can be purchased from another magic-user with knowledge of the spell. This training costs 10 gold pieces × Spell Difficulty and requires 1 day × Spell Difficulty to perfect.

Magic users can study only one spell at a time. However, this training should not interrupt with travel, etc.

6.7 Magic-User Character Class Skill Package

This is included as an the example of a magic-user skill set. All magic-users on the World of Symmetry follow this skill class.

Magical training provides magical spells that correspond to the level of training in that religion. All magical training is considered Difficult with a x4 multiplier. Players are free to purchase as many levels as they wish on top of the base level.

Rituals and History provide background to the world through the eyes of the religion, which may be somewhat biased at times. Players should play this way, unless they are choosing to abandon their religion.

The following package cost 450 points.

Skills (Levels) Magic (pick school) (1), Meditation (2), Religion (1), Ritual (2), Calligraphy (1), Etiquette (1), Observation (2), + 9 levels worth of spells (e.g. 9 first level or 5 first level + 2 2nd level, etc.).

No additional spells can be purchased at the beginning. Literacy is included for magic-users and need not be purchased separately.

Possessions: Dagger, Books and Paper, Writing Materials

6.8 Spells

Appendix 1 contains a number of example spells for a variety of schools. These can serve as an example to developing spells.

The following table shows some example diseases:

Disease	Difficult Level for Contract Saving Roll	Duration of Disease	Difficult Level of Recovery Roll	Vector/Effects
Common cold	3	14 days max, recovery roll allowed daily after 6 days.	2	Spread mostly through shared objects. Usually cause fatigue, runny nose, watery eyes.
Common Food Poisoning	5	12-48 hours, recovery roll every 6 hours	2	Spread through consumption of poisoned food. Causes vomiting and diarrhea. Reduces ST, AG, WP, and PE by 1 to 3 points for duration of disease.
Red Scar	6	Until recovered. Roll allowed once	5	Picked up from bug bites in the certain jungles. Reduces

7. Diseases and Poisons

7.1 Disease

Players may be exposed to and contract diseases at various times. (My general tendency has not been to use diseases very often, because they don't seem much fun to roleplay). Once exposed to a disease, the player makes a saving roll to see if they contract the disease (modified by HT). Failing the saving roll means the player contracts the disease.

Once infected, the player is usually allowed to make recover rolls to overcome the disease (also modified by HT). Once a recovery roll succeeds, the disease is cured.

The GM should decide other details of the disease: what are its symptoms and side effects, what are the cures, how contagious is it, what at the difficulties of the recovery rolls, etc.

7.2 Poison

Poisons act the same as diseases except with no "Contraction" roll. Some poisons and diseases do not allow a recovery roll. Poisons may be very fast acting and used on blades in fighting. Common effects of poisons are paralysis, death, sleep, pain, internal organ failure, blindness, loss of feeling. Further, the effects of poisons are more likely to be permanent than the effects of disease.

		every 7 days.		maximum hit points by 3 per week of infection, and reduces maximum ST by 1 points per week for duration of disease. If ST reaches zero, player is paralyzed, if hit points reach zero the player dies. Leaves red colored scars.
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8. Overland Travel and Developing Encounter Tables

8.1 Overland Travel

The distance players can cover in a single day on foot depends upon the difficulty of the terrain and general health of the individuals. The GM will make a determination of the average distance that can be traveled without any special effort. The players may decide to push the distance by 25% to 50% or even 100%, but they must make action rolls (modified by the HT bonus) accordingly. For the whole group to advance, all players in the group must make a successful roll.

Terrain	Base Distance	Extra Distance Difficulty Levels		
		+25% (Level 3)	+50% (Level 6)	+100% (Level 9)
Person:				
Open/Roads	20 mi/32 km	24 mi/51 km	30 mi/48 km	40 mi/64 km
Forest	16 mi/26 km	20 mi/ 32km	24 mi/51 km	32 mi/51 km
Heavy Jungle	8 mi/13 km	10 mi/16 km	12 mi/19 km	16 mi/26 km
Mountains	12 mi/19 km	16 mi/26 km	18 mi/29 km	24 mi/51 km

Horses can travel 50% farther and the roll for extra distance is one level easier than for humans.

8.2 Encounter Charts

A suggested method for developing “random” encounter charts is to create lists of monsters/groups likely to be observed in a particular area. This avoids incongruent encounters and can reduce GM planning time. For example, in the region near a border town, the GM might decide that the likely encounters are a bandit group, border guards, hunters, plus a few monsters.

The frequency of encounters should be based on the relative density of creatures.

Also, when traveling on roads and in known areas, there should be a number of locals (farmers, traders, etc.). In general, the players should have the option of engaging these folks or be given a general notion of how many people they are meeting when traveling.

9. Character Alignments

One element of play in AD&D™ is that players choose from a matrix of alignments: Good, Neutral, or Evil and Lawful, Neutral, or Chaotic. This player is then expected to RPG within that framework. In my experience, this has pluses and minuses for game play. One positive value is that this forces players to play characters that have actual values that they will not violate for convenience. Simply doing whatever one wants

when it does not make sense of the character rather than playing a character consistently will lessen the RPG experience, even if it means sacrificing a character.

At least two alternatives to the above system are:

1. The GM should encourage the players to more fully develop the character background and beliefs.
2. Develop religion or group beliefs to which the players must adhere. Some examples are: (a) the People of the Earth will never disturb a plant, (b) gang members always fight for one another

A good example of a gaming work where player’s religion effects the play is Empire of the Petal Throne™. This type of world requires extensive background development.

10. Fantasy Player Skill Packages

Players may select to buy a package of skills during the creation of their character by using some of their bonus points. The packages represent player backgrounds and should be integrated into the player history.

The classes are also useful because they provide a description of various NPC types that the players are likely to see in a fantasy world.

NOTE: A character class for magic users is covered in the section on Magic.

NOTE: literacy in one’s own language is not assumed, but can be purchased for 20 bonus points at any time.

Warriors, including Archers and Crossbowman

There are several backgrounds that can be chosen for players that want to highlight fighting experience. The larger states have organized fighting forces as do the various city states. Other fighters serve as body guards, caravan guards, etc. Most large forces are generally split between archers who have less armor and lighter hand-to-hand weapons and the more heavily armored foot soldiers.

The following skill package may be purchased for 410 initial skill points.

Skills (Levels) Main Weapon (2), 2nd Weapon (2), 3rd Weapon (1), Hand-to-Hand (2), Running (1), Foraging (1), Hiding (1), and Observation (1)

Cavalry are also used, though not commonly. Riding animals have high natural mortality rates on Symmetry. So, riding should be purchased as a independent skill.

Arena fighters often concentrate on a few weapon(s) with few other skills developed. They can purchase the following skill package for 460 initial skill points:

Skills (Levels) Main Weapon (3), 2nd Weapon (2), Wrestling (2), Running (1), Jumping (2), and Observation (1)

Possessions: Leather Armor, Small Shield, 1 Large Weapon, Dagger

Scouts and Gameskeepers

Scouts are used by the military for intelligence gathering. Scouts operate in the wilderness areas observing the enemy troop movements, providing advanced warning, or tracking down people. Sometimes scouts are involved in more than offensive covert operations.

Gameskeepers are forest rangers for large family lands.

The following skill package may be purchased for 360 initial skill points.

Skills (Levels) Main Weapon (2), 2nd Weapon (1), 3rd Weapon (1), Jumping (2), Riding (1), Trapping (1), Stealth (1), Observation (1), Hiding (1), Tracking (1)

Possessions: Leather Armor, 1 Large Weapon, Dagger, Camping Gear

Rogues

A combination of fighter, thief, and spy. Rogues strive to be the master of any situation by a combination of skill and sheer guts. Rogues make their living by any job that does not require them to work too long. Any job may require robbery through completely honest work. It is up to the choosing of the Rogue.

The following skill package may be purchased for 420 initial skill points.

Skills (Levels) Main Weapon (2), 2nd Weapon (1), Hand-to-Hand (1), Jumping (1), Climbing (2), Stealth (1), Gaming (2), Fast Talking (1), Observation (1), Disguise (1)

Sailors/Pirates

The seas around the major continents are used for moving cargo and persons along the coasts. Being a sailor means putting to sea in a risky environment: pirates, sea creatures, bad weather, and less than ideal sea craft. Sailors will have knowledge of various ports and may have friends in a number of places.

The following skill package may be purchased for 430 initial skill points.

Skills (Levels) Main Weapon (2), 2nd Weapon (1), Hand-to-Hand (1), Boating (1), Climbing (2), Swimming (2), Gaming (1), Seamanship (2), 2nd Language (1)

Possessions: 1 Large Weapon, Dagger,

Thieves

Thieves may their profit by stealing from others. Thieves only thrive in the larger cities and not usually valued by most communities.

Additional skill selection should match a player's modus operandi: cat burglar, con-man, pick-pocket, etc.

The following skill package may be purchased for 450 initial skill points.

Skills (Levels) Main Weapon (1), 2nd Weapon (1), Jumping (2), Climbing (2), Stealth (2), Observation (1), Hiding (1), Disguise (1), Pickpocket (1), Pick Locks (1)

Possessions: 1 Large Weapon, Dagger, Simple Thieves Kit

Traders

Traders are important members of the fantasy world. They take care of the business transactions and generally make the world operate. Traders have a large knowledge of the various regions in which they operate and the value of goods. Traveling traders should have knowledge of multiple languages and at least one weapon skill.

The following skill package may be purchased for 475 initial skill points.

Skills (Levels) Main Weapon (1), 2nd Weapon (1), Riding (1), Gaming (2), Hagglng (2), Etiquette (1), Fast Talking (1), Showmanship (1), Appraising (2), Observation (1), Accounting (1), 2nd Language (1)

Possessions: 1 Large Weapon, Dagger, Horse or Gila, travel bags

Scholars

These are people who business is knowledge. Their motivation can be many fold. Scholars are well respected throughout the various lands of man. If they have high skill levels they may have significant reputations.

The following skill package may be purchased for 500 initial skill points.

Skills (Levels) Calligraphy (2), Musical Instrument (1), Meditation (2), Oratory (1), Animal Lore (2), Herbal Lore (2), 2nd Language (2), 3rd Language (1), Philosophy (1)

Possessions: Dagger, Books and Paper, Writing Materials

Players from other Backgrounds

Make one up. A high clan family or noble could have developed skill sets appropriate for adventure other than political intrigue, etc.

11. Cyberpunk/Present Day Skill Packages

Businessperson (Suits)

Suits are businessmen of various sorts. They are usually non-player characters, but sometimes it may be interesting for someone to play them. A suit can be someone that ranges from the head of a major corporation to a self-employed one-person operation. Suits tend to thrive in knowing about deals and getting the bureaucracy to work in their favor.

To compensate for their less flashy lifestyle, Suits should be given a few extra assets: a credit line (size determined by the GM), business connections (sources of info), and nice suits (fancy clothes than allows them to fit in).

The following skill package may be purchased for 410 initial skill points.

Skills (Levels) Accounting (1), Appraisal (1), Bureaucracy (2), Etiquette (2), Finance (2), Fast Talk (2), Showmanship (2)

Possessions: Celphone, Level 6 portable computer, nice apartment, credit line, 3x starting cash

Entertainer

Entertainers are individuals who are musical stars, actors, artists, television stars, immersion-program stars, etc. Depending upon the nature of their act and the fame, they may have a great deal of money and fans. The GM should usually start these at a

fairly restricted level. However, every entertainer has both some fan following (on which they can call) and an agent (on which they can also call, but is less loyal than the fans).

The following skill package may be purchased for 350 initial skill points.

Skills (Levels) Showmanship (3), Observation (2), Streetwise (2), Electronics (1), and one of Journalism (3), Musical Instrument (3), or Acting (3)

Possessions: Tools of the trade (e.g. an instrument), Cool clothes, leather armor.

Web-Jockey/Hacker

Web-jockeys are individuals who specialize in tracking stuff down on the web, breaking into systems, or guarding systems from other hackers. They are often in demand. Experienced web-jockeys may obtain a reputation that can get them into trouble with companies, enclaves, and individuals who they have burned before. Web jockeys may have agents that arrange work for them.

The following skill package may be purchased for 360 initial skill points.

Skills (Levels) Computer Software (3), Computer Hardware (2), Security Systems (1)

Possessions: Class 5 portable computer, class 3 software (all types).

Police Person/Private Investigator

Police are important members of a very complex society. These players should be played only by those who can play them as a force of good, since they carry the force of the law with them. Policemen are the day-to-day cops and investigators that protect the people on the street.

Police have the ability to call back-up and may have sources of information.

Private investigators are often ex-cops who put their services up for hire. They investigate private affairs, track down missing people, look into suspicious behavior, etc.

The following skill package may be purchased for 390 initial skill points.

Skills (Levels) Pistol (2), Hand-to-Hand (2), Observation (2), Law Enforcement (2), Streetwise (1), Interrogation (1), Fast Talk (1)

Possessions: Pistol, Hand-cuffs, and Light Kevlar armor

Politician

Politicians can range from city office holders to senators or even presidents. These are individuals who thrive on power, holding office, and making

decisions. Politicians also swing from both extremes when it comes to actually looking out for the people.

Politicians have connections with other politicians, various political consultants, can use campaign funds, and call press conferences. If they are in office, they may have other resources.

The following skill package may be purchased for 370 initial skill points.

Skills (Levels) Bureaucracy (2), Etiquette (2),
Negotiation (1), Oratory (2), Fast
Talk (2)

Possessions: Celphone, nice apartment, great clothes, and 2x starting cash.

Reporters

Reporters are investigative journalists that work for web-zines, magazines, or television stations. They collect and report stories. Reporters can often get into some hairy situations.

Reporters may have some of the resources of entertainers. Most reporters will have good contacts and the ability to call on an editor

The following skill package may be purchased for 370 initial skill points.

Skills (Levels) Journalism (2), Streetwise (2), Fast
Talk (2), Disguise (1), Observation
(2), Stealth (1)

Possessions: Celphone, Class 4 Portable Computer, a few electronic listening devices, leather armor.

Street Punk

Street punks take many forms ranging from gang members to loners. Street punks usually have a number of local connections, some of whom will be very loyal to the street punk. Gang members may have extensive support, but they must live according to the gang rules.

The following skill package may be purchased for 400 initial skill points.

Skills (Levels) Pick Pocket or Pick Lock (1),
Observation (2), Streetwise (2),
Stealth (2),

and

Martial Arts (2) OR
Hand-to-Hand (3) + 1 Difficulty 3
Weapon (1) OR
1 Difficulty 4 Weapon (2) + 1
Difficulty 3 Weapon (1)

Possessions: One weapon, cool clothes, leather armor, a few tools of their trade.

Soldier, Mercenary, Guard

Soldiers, mercenaries, and guards are in use throughout the cyberpunk world. They are used to dealing with things in a little more physical manner.

The available resource that such a player has available depends upon whether they have an association with a organized group. If so, they may have to serve their "company" and not have the same flexibility as a free-lancer.

The following skill package may be purchased for 400 initial skill points.

Skills (Levels) Rifle (3), Hand-to-Hand (2),
Jumping (2) OR Jumping (1) and
Parachuting (1), Demolition (1),
Stealth (1), Observation (2),
Military Science (1)

Possessions: One weapon, Light Kevlar armor, and combat gear.

Thief

Thieves are training robbers, B&E experts, pick-pockets, etc. They may their living by taking from others. While some may be modern day Robin Hoods, the law and the establishment does not look fondly upon thieves.

A thief will have some connections and someone who they can sell stolen goods through (usually at 10% of actual value).

The following skill package may be purchased for 400 initial skill points.

Skills (Levels) Pick Lock (2) or Pick Pocket (2),
Climbing (2), Jumping (2), Stealth
(2), Security Systems (2), Hand-to-
Hand (1), 1 Difficulty 3 Weapon
(1).

Possessions: One weapon, leather armor, and tools of the trade.

Spy

Spies are specially trained to

A thief will have some connections and someone who they can sell stolen goods through (usually at 10% of actual value).

The following skill package may be purchased for 430 initial skill points.

Skills (Levels) Disguise (1), Climbing (1), Pick
Lock (1), Security Systems (2),
Computer Software (1), Fast Talk
(2), 1 Difficulty Level 4 weapon (2)
OR 1 Difficulty Level 3 weapon (3).

Possessions: One weapon, fancy clothes, leather armor, and tools of the trade.

Scientist/Engineer

These are trained researchers and designers. They are often employed by large corporations, but can also be independent or part of small start-up companies.

Scientists and engineers may have access to laboratory equipment and research tools, depending upon their employment.

The following skill package may be purchased for 350 initial skill points.

Skills (Levels) 1 Science or Engineering Skill (3), Computer Software (1), Oratory (1), Bureaucracy (1), Observation (2).

Possessions: Class 5 computer and class 2 software (all types), neat pens and mechanical pencils.

12. Science Fiction Skill Packages

These character classes for science fiction campaigns. The cyberpunk character classes are also appropriate for use in science fiction campaigns.

Settler

Settlers are people trained for homesteading new planets. They usually have a combination of survival and technical skills.

Settlers in a community will be able to call on the resources of the rest of the community in many cases.

The following skill package may be purchased for 390 initial skill points.

Skills (Levels) Observation (2), Foraging (2), Weather Sense (1), Tracking (1), Trapping (1) AND
 Science, Engineering Skill, Electronics, Computer Software, OR Computer Hardware (2) AND
 1 Difficulty Level 4 Weapon (2) OR
 1 Difficulty Level 3 Weapon (3)

Possessions: One weapon, light kevlar armor, and tools for technical skill.

Starship Trader

Starship traders complete interstellar trading missions.

The following skill package may be purchased for 370 initial skill points.

Skills (Levels) Haggling/Fast Talk (3), Showmanship (2), Negotiation (1), Astrological Navigation (1), Electronics (2), Gambling (1), Streetwise (1)

Possessions: Nice clothes, credit line, and 4x starting cash.

Starship Pilot

Starship pilots can drive all sorts of space vehicles.

The following skill package may be purchased for 360 initial skill points.

Skills (Levels) Pilot Spacecraft (3), Observation (2), Astrological Navigation (1), Driving (1), Pistol (1), Electronics (1), and Gunnery (1)

Possessions: Pistol.

Starship Mechanic

Starship mechanics are jack-of-all-trade repairmen for starships.

The following skill package may be purchased for 340 initial skill points.

Skills (Levels) Engineering (2), 2nd Engineering or Computer Hardware (1), Computer Software (1), Electronics (2), Powered Armor (1) (used as EVA suit), Pilot (choice) (1), and Climb (1)

Possessions: Tool kit, Pistol, and connections for ship parts at various space stations.

Star Marine

Starship marines are combination marine/airborne troops that travel in spaceships to be dropped or delivered where the need arises.

The following skill package may be purchased for 390 initial skill points.

Skills (Levels) Rifle (2), Pistol (1), Powered Armor (3), Hand-to-Hand (2), Foraging (1), Observation (1), Stealth (1)

Possessions: Kevlar, Pistol, Knife, and connections to entertainment in ports.

13. Weapons and Armor

13.1 Money

Depends upon the gaming world. For current games set in today it might be dollars. A fantasy game might use gold, silver, and copper coins.

For fantasy pricing, the following conversion rates are assumed:

1 gp (gold piece) = 20 sp (silver pieces) = 200 cp
 1 sp = 10 cp (copper pieces)

Barter Units are provided for purposes of using with the Freestyle Fall of Darkness supplement.

13.2 Weapons and Armor

Hand-to-Hand Weapons

Weapon	Weight	Damage	ST ¹	Accuracy	Prices		
					Fantasy	Current	Barter Units
Axe							
Battle	5	1D6+1	6	-1	5gp	\$400	50
Hand	3	1D6-1	4	0	1gp	\$40	10
2-Hand	8	3D6	9	-3	15gp	n/a	n/a
Club	2	1D3	n/a	0	n/a	n/a	n/a
Dagger, Knife	½	1D3	n/a	+1	10sp-1gp	\$10-30	3
Flail	5	1D6+2	7	-2	10gp	\$600	40
Mace	4	1D6	6	0	5gp	\$150	20
Pick	4	1D6+2	7	-2	2gp	\$40	15
Harpoon	10	2D6	9	-3	8gp	\$200	30
Morning Star	8	1D6+1	8	-2	12gp	\$700	60
Lance							
Jousting	10	1D2-1	5	0	10gp	n/a	n/a
Light	10	1D6+1	5	-1	5gp	\$300	20
Medium	15	2D6	7	-2	8gp	\$400	30
Heavy	20	3D6	8	-3	12gp	\$500	50
Polearms							
Pike	10	2D6	7	-2	10gp	\$200	30
Bill	8	2D6-1	6	-2	15gp	\$300	n/a
Glaive	8	2D6-1	6	-2	15gp	\$300	n/a
Halberd	12	2D6	8	-2	30gp	\$600	n/a
Fork	6	1D6+2	6	-2	8gp	\$350	40
Quarterstaff	4	1D6	5	-2	n/a	\$0 to \$50	0 to 3
Sickle	7	1D6-1	7	-2	1gp	\$60	5
Spear	4	1D6+1	5	-1	3gp	\$100	10
Sword							
Bastard	6				15gp	\$400	60
One-Hand		2D6	8	-2			
Two-Hand		3D6-1	7	-2			
Broadsword	4	1D6+1	5	-1	12gp	\$200	40
Epee	2	1D6-1	3	-1	10gp	\$150	30
2-Hand	10	3D6	8	-2	25gp	\$500	100
Katana	4				20gp	\$300	50
One-Hand		2D6	7	-2			
Two-Hand		2D6	6	-1			
Long Sword	5	2D6	8	-1	18gp	\$400	75
Rapier	2	1D6	4	-1	12gp	\$200	50
Sabre	3	1D6+1	6	-1	10gp	\$200	40
Scimitar	4	1D6+1	7	-1	8gp	\$300	35
Short Sword	3	1D6	4	0	6gp	\$150	30

¹ Players not meeting the required ST subtract 1 from the SRS and damage per point of ST they are below the required level.

Ranged Weapons:

Weapon	Wt (kg)	Ammo	ROF	Damage	Acc	Range			Cost		Barter Units
						Short	Eff	Max	Fantasy	Modern	
Blowgun	2	1	1 in 2	1D2	-1	n/a	8m	20m	1gp	\$50	5
Bow		1									
Comp. Long	4		1	1D6+1	-1	12m	48m	120m	90gp	\$300	60
Comp. Short	3			1D6	0	9m	36m	90m	70gp	\$200	40
Long	4			1D6+1	-2	12m	48m	120m	70gp	\$500	50
Short	3			1D6	0	8m	30m	75m	50gp	\$250	30
Crossbow		1									

Weapon	Wt (kg)	Ammo	ROF	Damage	Acc	Range			Cost		
						Short	Eff	Max	Fantasy	Modern	Barter Units
Light	4		1 in 3	1D6	0	9m	36m	90m	40gp	\$150	40
Heavy	6		1 in 4	2D6-1	-1	12m	48m	120m	70gp	\$250	60
Hand	1		1 in 3	1D3	-2	n/a	6m	20m	80gp	\$100	40
Thrown		1									
Axe	4		1	1D6	-1	n/a	4m	10m	see above	see above	see above
Club	2		1	1D3	-1	n/a	4m	10m			
Dagger	½		1	1D2	-1	n/a	4m	10m			
Knife	½		1	1D3	0	n/a	4m	10m			
Javelin	2	1	1	1D6	0	5m	20m	50m	1gp	\$150	10
Sling	¼	1	1	1D2	-2	n/a	12m	30m	5cp	\$20	2
Staff Sling	4	1		1D3	-2	5m	20m	50m	5sp	\$50	10
Pistols											
.22	½	2	2	2D6-3	-2	n/a	4m	10m	n/a	\$100	80
.32	1	6	2	2D6-1	-2	8m	32m	80m		\$200	120
.357 Mag	2	6	2	3D6-1	-1	10m	40m	100m		\$400	250
.38	1	6	2	3D6-3	-2	8m	32m	80m		\$250	180
.40	2	10	2	3D6-2	-1	9m	36m	90m		\$400	250
.44 Mag	3	6	2	4D6	-2	10m	40m	100m		\$500	300
.45	2	8	2	3D6-1	-1	9m	36m	90m		\$400	220
9mm	2	10+	2	2D6+1	-1	9m	36m	90m		\$350	200
Rifles											
.22 LR	3	1 to 10	2	2D6-2	-1	20m	80m	200m	n/a	\$150	150
5.56 mm	6	6 to 30	2, 4	3D6	0	45m	180m	450m		\$500	500
7.62 mm	7	6 to 30	2, 4	3D6+2	-1	50m	200m	500m		\$500	500
7.62 sniper	8	20	2	3D6+2	+1	90m	360m	900m		\$1,000	1,000
.30 carbine	5	20	2, 4	2D6+1	-1	30m	120m	300m		\$350	300
.303	7	1 to 4	2	3D6+2	0	45m	180m	450m		\$400	350
.375	7	2	2	3D6+5	+1	50m	200m	500m		\$600	500
.50 light fifty	10	10	1	6D6	-2	70m	280m	700m		\$1,500	1,000
SMG											
.32	3	20	4	2D6-1	-2	10m	40m	100m	n/a	\$350	400
9mm	4	30	4	2D6+1	-1	15m	60m	150m		\$400	500
.45	4	30	4	3D6-1	-1	15m	60m	150m		\$450	600
Shotgun											
Standard	5	1 to 6	2	4D6	0	8m	32m	80m	n/a	\$350	500
Sawed Off	4	1 to 6	2	3D6+2	+1	4m	16m	40m		\$350	500
Laser											
Pistol	3	50	2	1D6+3	+1	30m	120m	300m	n/a	Future: \$1,500	n/a
Rifle	10	100	2	2D6+3	+2	200m	800m	2,000m		Future: \$3,000	n/a
Blaster (Plasma Gun)											
Pistol	3	8	2	5D6	0	20m	80m	200m	n/a	\$2,000	n/a
Rifle	7	40	2	5D6	0	100m	400m	1,000m		\$5,000	n/a

ROF indicates number of shots that can be fired per action.

Lasers fire focused light with the main advantage that they have a great range, suffer no shot penalty for each additional shot (though they suffer cumulative SRS decrease across actions), and large ammo supply.

Lasers do not inflict the 20% damage due to shock, etc. They only inflict damage that exceeds the armor points of the target.

Plasma guns fire blasts of extremely hot charged plasma and operate as modern ranged weapons.

Armor

Time	Name	Armor Value	Modifiers		Cost			Comments
			ST	AG	Fantasy	Modern	Barter Units	
Fantasy	Padded	3	0	-1	4gp	\$80	20	
	Leather	3	0	0	6gp	\$200	40	
	Hardened Leather	5	0	-1	15gp	\$300	50	
	Ring Mail	7	-1	-2	80gp	n/a	n/a	
	Scale Mail	9	-2	-2	100gp	n/a	n/a	
	Chain Mail	11	-1	-2	150gp	n/a	n/a	
	Banded Mail	13	-2	-2	120gp	n/a	n/a	
	Plate Mail	15	-3	-2	500gp	n/a	n/a	

	Full Plate	17	-4	-3	2,000gp	n/a	n/a	
	Buckler	n/a	0	0	2gp	\$100	30	Light Cover
	Large Shield	n/a	0	0	5gp	\$200	50	Heavy Cover
Modern	Light Kevlar	7	0	-1	n/a	\$150	50	
	Reinforced Kevlar	11	-1	-2	n/a	\$500	150	
	Body Armor	15	-2	-3	n/a	\$1500	1,000	
Future	Ablative Armor	7/14 ¹	-1	-2	n/a	\$200	n/a	Future only
	Reflective Armor	7 ²	0	0	n/a	\$200	n/a	
	Body Armor (Advanced)	13	-1	-1	n/a	\$2500	n/a	
	Powered Armor	30 ³	+10	0	n/a	\$50K	n/a	

Modifiers indicate AG and ST penalties incurred from wearing the armor.

¹ 14 against lasers and blasters, 7 against all other attacks.

² 7 against lasers only.

³ No 20% damage is experienced, only damage exceeding 30 points.

Powered armor has the equivalent of 10 structure points.

Powered armor experiences critical hit effects only for points exceeding 30.

14. Drugs

In fantasy campaigns, drugs take the form of medicinal plants, brewed potions, or some other concoction. In present day and future campaigns drugs are available as oral pills, patches or injections. Patches are usually more expensive than others, but also more handy.

Most powerful drugs cause addictions and can lead into psychosis if they are used too much and for too long. This is especially true with various combat drug, pain killers and healing drugs.

Poison Antidote/Reversing Agents	\$100-\$500
Strength Booster (5 minutes/dose)	\$300/dose/level
Agility Booster (5 minutes/dose)	\$500/dose/level
Dexterity Booster (5 minutes/dose)	\$500/dose/level
Healing Accelerators (twice healing per day)	\$300/dose/level
Intelligence Booster (1 hour/dose)	\$1000/dose/level
Perception Booster (1/2 hour/dose)	\$200/dose/level
Stimulants (12 hours/dose)	\$10/dose
Antibiotics (24 hours/dose)	\$10/dose
Antivirals (24 hours/dose)	\$50/dose
Recreational Drugs	varies

All boosters have rebound effects that last twice the duration of the drug, equal to the drug effect. E.g. a +2 strength booster used for 5 minutes has a -2 ST rebound lasting for 10 minutes.

All drugs have potential for addiction based on WP roll. GM must decide.

15. Cyberware

In futuristic campaigns, players may have access to various cyberware implants and modifications. These are available in cyberpunk of science fiction games.

Cyberware modifications carry various reductions in base statistics due to the psychological and physical impact of the implantation.

Implant	Description	Impact	Cost
Replacement eye	Standard	+1 PE, -1 AP, -1 WP	\$40,000
Light amplifying	Allows night vision		+\$8,000 up to 2
Thermal	Allows infrared		+\$8,000 additional
Camera	Simple pictures		+\$4,000 effects max.
VCR	Video recording		+\$8,000
Telescope	x30		+\$12,000
Microscope	x50		+\$12,000
Flash blocker	Prevents blinding		+\$6,000
Replacement Hearing	Standard	+1 PE, -1 WP	\$15,000
Amplifier	x3 amplification		+\$4,000
Filter	filters out noise		+\$6,000
Recorder	record sound		+\$2,000
Radio Receiver			+\$4,000
Sound Dampening	prevents deafening		+\$1,000
Neurological	increase statistics by jumping system.	-1 WP and boosters have rebound effect after they are turn off equal to duration of use.	\$5,000/level
Strength Booster	all statistics can be increased up to 3 points, never past 14.		\$8,000/level
Agility Booster			\$8,000/level
Dexterity Booster			\$3,000/level
Perception Booster			
Pain Stopper	Stops pain.	-1 IQ, +1 WP	\$1,000
Euphoria Device	Like a drug.	+1 IQ, -3 WP	\$1,000
Direct Neural Input (DNI)	Allows web-jockey direct input.	-1 WP	\$5,000
Muscle Implants			
Small	+2 ST, +1 AG	-1 WP	\$15,000
Heavy	+3 ST, +2 AG	-1 DX, -1WP	\$25,000
Armor Implants	implanted kevlar materials		
3 points		-1 AP	\$10,000
5 points		-1 AP, -1 WP	\$15,000
7 points		-2 AP, -1 AG, -1WP	\$20,000
Artificial Hand		-1 AP, -1 WP	\$30,000
w/Razor Nails		extra -1 WP	+\$2,000
w/Tool Fingers		extra -1 DX	+\$5,000
w/Gun Implant		extra -1 DX	+\$5,000
Artificial Leg	+1 ST	-1 AP, -1 WP	\$30,000

Example After losing an eye in an accident, Mayfair gets an replacement with normal vision and optional light intensifying capabilities. This costs \$24,000. As a result of the implant, Mayfair adds to PE and subtracts 1 from WP and AP.

16. Cyberspace

16.1 Places in Cyberspace

Cyberspace is the virtual world inside computers. It is greatly enhanced and bigger than web we know today. There exists a whole virtual world (along the lines described by Stephenson) along with the basic business computing world (which is not a virtual interface).

16.2 Actions in Cyberspace

Players can take various actions beside interacting with people in cyberspace.

Actions in Cyberspace are similar to those in actual combat. Players may take one action every 30 seconds. If the players do not succeed at an action, they may try again at one higher level of difficulty.

In the Freestyle rules, the cost of software and computer hardware is high. It reasonable to allow the players to rent software/hardware in the future. (Just like you can rent game cartridges these days). However the GM might want to make the software and/or hardware cheaper.

Combat-type actions in cyberspace involve infiltrating computer systems, stealing files, and taking control of remote computer-operated systems.

Any time a player takes an action, he risks being detected. The GM will decide what action the NPCs takes upon discovering the illicit activity. The target of action automatically rolls a detection roll whenever he is the target of an action.

Players may take all of the following actions. The GM can modify the basic difficulty of the task based on the following table:

Passive Actions (Programming Code)	Description	General Difficulty	Detection Likelihood
Find other user (Find)	Locates the area of activity of another user.	-4	6
Trace other user (Trace)	Once another user is located, this allows the web-jockey to trace there movement on the web.	-2	4
Locate Access Point (Find)	Once another user is located, this allows the web-jockey to locate the physical connection.	0	5
Ease Drop on Other User (Trace)	Once a user is located, the web-jockey can monitor their activity. This action also applies to monitoring telephones, cameras, etc., after entering a site.	4	3
Find specify site (Find)	Locates a specific computer site	-6	6
Find file/information (Find)	Locates information in a non-protected site	0 on web, up to 7 if hidden.	4
Detect Intruder (Security)	Identifies intruder attempting to enter web-jockey's own system.	3	5
Block Intruder (Security)	Stops intruder, but only works if an system intruder has not by-passed the security	3	2
Detect Detection (ECM)	Allows web-jockey to check if he/she's being traced.	3	3
Elude Detection (ECM)	Allows web-jockey to shake a tracer.	3	4
By pass security (Infiltrate)	Allows entry into a secure site	4	4
Copy file/Read file (Remote OS)	Allows web-jockey to examine or download a file	0	0 to 7, depends upon file size
Modify, Delete, or Edit file (Remote OS)	Allows web-jockey to alter a file	2	3
Execute or assume control of an application (Remote OS)	Allows web-jockey to run or assume control a program on a secure system.	4	2
Assume control of Operating System (Remote OS)	Allows web-jockey to taker over OS making all decisions about system.	7	1
Disconnect Other User (ECM)	Allows web-jockey to abruptly disconnect an offending user.	6	Automatic.
Disrupt Other User (ECM)	Allows web-jockey to disrupt current activity of the another user for 1D6 turns.	4	2

The GM may modify the difficulty at any time. E.g. the web-jockey already knows the location of a user's activity, etc.

Total SRS for web-jockey actions are found by

1. Starting with the Computer Science skill of the Web-Jockey
2. Adding the strength of the software (a computer must be of at least the same level of the software to run the application).
3. Subtracting the difficulty level.

4. Subtracting the defensive capability of the target. (Often none or Web-Jockey Skill + Defensive Software Value).

Detection actions are found by

1. Starting with the Computer Science skill of the Target Web-Jockey
2. Adding the stealth level of the software (a computer must be of at least the same level of the software to run the application).

3. Subtracting the software level and skill of the opposing web-jockey.

All software is rated for the strengths in any or all of the codes, stealth level, and resource use. NOTE, not all software does not have all operations. For example, an infiltration program might have ECM 3, Find 3, and Infiltrate 5, Remote OS 5.

A computer can run 10 times its level in programs at any one time. A program's resources is equal to the sum of its total capabilities. E.g. the program above uses 16 units of a computers power. Different programs can be closed and started every turn.

NOTE - software degrades every two months due to the constant upgrades ongoing in the world. So, strength 8 hardware one month has only 7 strength the next month.

Hardware degrades similarly every 6 months.

The GM should jazz up the actions/interaction as desired.

Software can be of any level, as well as can computers, but there are usually cost prohibitions and availability issues.

SIMPLIFICATION OPTION: The GM can simply abstract the whole process to one or two rolls based solely on player skill. For example, infiltrating the site and getting the data files is a level 2 difficulty task.

Example Bert has located a site belonging to an enclave he has been trying to gather information on. He only has an old computer running class 4 infiltration software and he is of skill level 3. The host computer has 6 level security software and the night monitor only has a skill level of 3

On the first try to infiltrate the site, Bert has a difficulty level of 4 (software) + 3 (skill) - 4 (infiltrate action) - 6 (security software) - 3 (monitor skill) = -6. He will get into the system on a roll of 3-5. Bert rolls a 8 and fails to get in on this turn. The system user fails to detect Bert's infiltration attempt.

Bert can try again at a -7 resolution roll level, but decides he will upgrade his software rather than risk detection.

17. Monsters and Non-Player Characters

17.1 Designing Monsters and NPCs

This section lays out basic information that is required when designing monsters for the game. In general, the GM should decide how much information he will require. For NPCs, the GM should specify major skill levels.

Appendix 4 and Appendix 5 contain numerous fantasy monsters and undead.

Going through the steps presented in section 17.2 may also be useful.

The following provides a minimum of information:

Description:	How the creature looks, its size, and distinguishing traits.
Hit Points:	Average number of hit points, number of D6 of hit points, or a range of hit points.
Armor:	Any armor, natural or otherwise.
Combat Speed:	Number or range of values.
Movement/Action:	Number of meters the monsters moves per turn (people usually average 6m/action).
Attacks/Damage	Types of attacks and amount of damage the cause.
Attack Modifiers	The combined skill and attribute modifiers associated with attacks.
Special Abilities	This includes any special strengths or weaknesses.

Example 1: A JackCat is a feline like predator brought to Symmetry. It lives in the jungles of Velox and travels in small packs of 2-4 animals. A JackCat weighs about 100kg and attacks with two claws in a given round. Its attributes are:

Hit Points: 20+6D6 (Average 41)

Armor: 3 points natural

Combat Speed: 9

Movement/Action: 8m/16m

Attacks: 2 claws per attack (1D6+2/claw) or 1 bite for 2D6

Attack Modifiers: +2 with both claws or +4 with one bite

Special abilities: Experiences 3xDamage from Cold Attacks

Example 2: Town Guard: a typical small town guard on Symmetry. These types of soldiers are typically low paid and not well trained. The level of competency on borders or high risk areas will be higher.

*Hit Points: 6D6*1.5 (average 32)*

Armor: Leather (3) to Gila Leather (7), sometimes with small shield

Combat Speed: 7

Movement/Action: 6m/12m

Attacks: Spear (2D6) or Sword (2D6+1)

Attack Modifiers: Skill level 2 (no attribute bonus)

Special abilities: None

17.2 (Semi-)Random Monster Generation

Simply construct an animal by stepping through the chart, making a decision or rolling dice at any point in time.

1. Type (how the creature survives)

Roll (3D6)	Type
3-12	"Herbivore" or any type of animal that does not eat other animals for food. For instance, living crystal creatures that gain life energy from star light would be considered in this class of creature.
13-14	"Carnivore" or any type of creature that survives off of other higher creatures. Wolves, vampires, T-Rex etc.
15-18	"Omnivore" or any type of creature that survives by using both methods.

2. Size (Hit Points)

Roll (3D6)	Descriptor	Hit Points	Base Movement per Action	Max. Damage Multiplier (Used Below)
3-4	Tiny	1D6	4m	2
5-6	Small (<1/4 Human Size)	2D6	6m	4
7-8	Medium (1/2 Human Size)	3D6	8m	6
9-10	Human Size	4D6	12m	8
11-12	Large (2x Human Size)	6D6	16m	10
13-14	Very Large (4x Human Size)	8D6	20m	12
15	500 kg	10D6	24m	14
16	750 kg	16D6	28m	16
17	1000 kg	20D6	36m	20
18	GM decision	?	?	?

3. Armor

Roll 3D6-7, round down to nearest odd number >3. Negative values = 0.

4. Legs, Arms, Tentacles, Wings, Etc.

Determining the distribution of limbs requires two rolls: (1) determine the total number of limbs, then the number of legs/arms/wings/feelers (GM decision on type). For water creatures legs = fins.

Roll (3D6)	# of Limbs	Distribution of Arms (2D6)
3-5	None	NA
6	1	Always feeler, tentacle, or prehensile tail
7-8	2	2-10 legs, 11-12 arms/feelers
9	3	2 no arms, 3-11 2 legs, 12 no legs
10-14	4	2-9 no arms, 10-12 2 arms
15-16	6	2-7 no arms, 9-10 2 arms, 11-12 4 arms
17	8	2-7 no arms, 9-10 2 arms, 11-12 4 arms
18	many	2-8 no arms, 9-12 GM decision on arms

5. Combat Speed

Roll 2D6 for non-carnivores and 2D6+2 for carnivores. GM can adjust as needed.

6. Movement Speed per Action

Larger creatures and creatures with more legs move faster. This formula can be used as a guideline to get Total Speed per action.

# of Limbs	Base Speed									
	4m	6m	8m	10m	12m	16m	20m	24m	28m	36m
No Legs	2m	3m	4m	5m	6m	8m	10m	12m	15m	18m
2 Legs	4m	6m	8m	10m	12m	16m	20m	24m	28m	36m
4 Legs	5m	8m	10m	13m	15m	20m	25m	30m	35m	45m
6 Legs	6m	9m	12m	15m	18m	24m	30m	36m	42m	54m
8+ Legs	5m	8m	10m	13m	15m	20m	25m	30m	35m	45m

Optionally also adjust speed by

Combat Speed <6 x ½
 Combat Speed >9 x1¼

7. Attacks/Attack Skill Level

An animal may have multiple attack methods (roll 1D3 if desired).

First roll on this table to determine the type of attack (Carnivores get a +2 roll modifier):

Roll (2D6)	Attack	Maximum Damage Multiplier	SRS Attack Level ¹
2	Kick	x½	1D6-1
3	Trampling	x1¼	1D6-3
4-5	Horns/Ramming	x1	1D6-2
6-9	Bite	x1¼	1D6+1
10-12+	Claw	x1	1D6

¹ Carnivores +1 to +3 on GM decision.

Multiply the Max. Damage multiplier obtained above by the type of attack and convert to damage dice using the following table

Maximum Damage	Damage Dice	Maximum Damage	Damage Dice
1-2	1D3-1	13-15	2D6+2
3	1D3	16-18	3D6
4-5	1D6-1	19-21	3D6+2
6-7	1D6	21-24	4D6
8-9	1D6+2	25-30	5D6
10-12	2D6	+6.	+1D6

8. Descriptors

The GM should pick these to fit the environment and animal.

Skin: Fur, Scales, Reptilian, Slimy, etc.

Intelligence: Primitive Actions are based entirely on programmed reactions. No random action is possible. E.g. if they see food they must immediately pursue it.

Animal Typical animal reactions. Capable of working in packs and waiting for the best time to attack. Will retreat if severely damaged or out numbered, etc.

Semi-intelligent Capable of communicating simple ideas and using simple tools.

Intelligent Human level intelligence or more, though may have only primitive technology or no technology at all.

Aggression: Likelihood of engaging in combat.

Tail or no Tail

Carbon based (like us), energy based, silicon based, or other exotic life form.

Plant or animal or exotic.

Oxygen breathing or other

Hooves, hands, pads, etc.

Flight or no flight.

Range: water, swamp, desert, temperate, jungle, etc.

Modus operandi: loner or pack animal, uses stealth or strength or both, sets traps or pursues, scavenger, etc.

9. Special Attacks/Defenses

GM should pick logical items as they desire.

Burrowing	Animal burrows into the ground as defensive measure or to obtain surprise in attacks.
Camouflage	Animal has extraordinary ability to blend into its environment. Makes detection rolls 4-6 levels more difficult.
Climbing	Excellent climber and/or tree dweller.
Cold Generation	Capable of generating cold attacks and immune to such attacks.
Disease Carrier	Touch or bite from this creature causes disease.
Energy Creature	Does not have a body, but exists as energy. Immune to most physical attacks and can go through walls, etc.
Extra Armor	Has additional armor points. Usually will have hardened plates, tough skin, etc.
Extra Damage	Does additional damage for its size.
Extra Speed	Increases meters/phase or increased combat speed.
Extra Attack Skill	Superior attack skill: added to SRS skill.
Fire/Heat Generation	Can create heat or fire attacks and is immune to such attacks itself.
Flight	Can fly.
Immunities	While not having special attacks, creatures can be immune to poison, energy attacks, cold attacks, slashing attacks, etc.
Magic	Capable of using magic or resistant to magic.
Mimicry/Shape Changing	Capable of changing shape and possibly impersonating the player. Also possible to be like werewolves, changing into more dangerous forms.
Poison	Poison attack.
Regeneration	Regenerate hit points or limbs very rapidly.
Radioactive	People around the creature suffer damage from radioactivity or energy emissions, regardless of being attacked.
Special Attack	Some special form of attack. Example: a barbed tongue on a giant frog.
Spray	Animal sprays acid or scent to ward off attackers.

17.3 Non-Humans

Most science-fiction and fantasy RPGs are filled with other intelligent non-human species. Many of these can be played by players. This section details examples of human derived and non-human characters from Freestyle test campaigns.

Dwarves

Dwarves are stout hearty humanoids topping out around 4 feet tall. They live in caverns and tunnels they build. Dwarves are often master craftsmen, especially for metal working. Dwarves can see well in low light levels. They often have long beards.

Dwarves are notorious for their love of gold and gems.

Dwarves should receive PE bonuses in low light levels relative to humans.

Dwarves have a -1 modifier to MA. Dwarves get a +2 skill modifier on skills that involve mining, construction, digging, craftsmanship.

Range of Statistics for the Dwarves

Statistic	Dwarf
ST	5-12
DX	2-11
AG	2-10
HT	6-12

Statistic	Dwarf
IQ	2-12
WP	3-11
CH	3-11
AP	2-12
PE	4-12
Average:	
HP	37
CS	6
MA	6
SP ¹	34

¹ Excluding skill

Dwarves have no natural armor, but often wear heavy armor.

Elves

Elves are all tall slim humanoids. They have an affinity to magic and are generally good natured. They are less heavily built than humans, but faster and more agile.

Elves are often attuned to nature and natural environments. Elves tend to favor living in wooded areas and dislike extensive time underground.

Elves receive a +2 bonus to MA. Elves are skilled with bows and get a +1 SRS to all bow attacks.

Range of Statistics for the Elves

Statistic	Mantrax
ST	3-13
DX	2-12
AG	4-14
HT	4-9
IQ	2-12
WP	2-12
CH	2-12
AP	2-12
PE	2-12
Average:	
HP	34
CS	8
MA	7
SP ¹	32

¹ Excluding skill

Halfings

Halfings are small humanoids no more than 3 feet tall given to being somewhat hairier than humans. They are stocky and hearty folk that prefer a quiet life.

Halfings can see well in the dark and get +2 PE modifier relative to humans in those settings.

Halfings are exceptionally quiet and get a +4 Stealth modifier. Halfings are not magically inclined and receive a -1 MA modifier.

Due to their size, Halfings move 4m less per combat phase than humans (2m less at half speed).

Range of Statistics for the Halfings

Statistic	Mantrax
ST	1-8

Statistic	Mantrax
-----------	---------

Average:	
HP	37
CS	6
MA	6
SP ¹	34

¹ Excluding skill

Dwarves have no natural armor, but often wear heavy armor.

Elves

Elves are all tall slim humanoids. They have an affinity to magic and are generally good natured. They are less heavily built than humans, but faster and more agile.

Elves are often attuned to nature and natural environments. Elves tend to favor living in wooded areas and dislike extensive time underground.

Elves receive a +2 bonus to MA. Elves are skilled with bows and get a +1 SRS to all bow attacks.

Range of Statistics for the Elves

Statistic	Mantrax
ST	3-13
DX	2-12
AG	4-14
HT	4-9
IQ	2-12
WP	2-12
CH	2-12
AP	2-12
PE	2-12
Average:	
HP	34
CS	8
MA	7
SP ¹	32

¹ Excluding skill

Halfings

Halfings are small humanoids no more than 3 feet tall given to being somewhat hairier than humans. They are stocky and hearty folk that prefer a quiet life.

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Due to their size, Halfings move 4m less per combat phase than humans (2m less at half speed).

Range of Statistics for the Halfings

Statistic	Mantrax

Statistic	Mantrax
DX	4-14
AG	2-12
HT	2-12
IQ	2-12
WP	2-10
CH	2-12
AP	212
PE	2-12
Average:	
HP	24
CS	7
MA	6
SP ¹	30

¹ Excluding skill

Humans

Humans are the most prevalent of the major intelligent races of in most game worlds. Humans, Brill, and Dru'upp were the original races involved in the terra-forming of Symmetry. Various other reasons explain the partial dominance: breeding rates, favor from the Illuminated, and luck.

There are actually a number of human types on Symmetry. Genetic engineering became a big facet of life for over 3000 years. This has created plenty of variation in the standard human, but also some complete types of new beings. The few variations are:

Thralls - 7-8' giants of muscle. Thralls tend to be physically slow and non-aggressive, though massively strong. Thralls were modified for high gravity worlds.

Night Children - Adapted to low gravity worlds with low light conditions. They have night vision capabilities and improved agility/dexterity. Night Children are weaker and have poor endurance relative to normal humans.

Water Walkers - Adapted to work at sea, Water Walkers have 2nd eye lids, very large lungs, and webbed hands. They are excellent swimmers, but pay penalties for moving on regular land.

Range of Statistics in Humans

Statistic	Standard Human	Thrall	Night Children	Water Walkers
ST	2-12	9-14	3-8	2-12
DX	2-12	2-7	3-13	4-9
AG	2-12	4-9	2-12	4-14
HT	2-12	8-13	3-8	3-13
IQ	2-12	4-9	2-12	2-12
WP	2-12	2-12	2-12	2-12
CH	2-12	1-6	2-12	4-9
AP	2-12	3-5	2-12	3-9
PE	2-12	4-9	3-13	2-12
Average:				
HP	32	44	27	33
CS	7	7	7	8
MA	7	5	7	7
SP ¹	32	36	30	33

¹ Excluding skill

Thralls have a natural armor value of 3 pts for the hide like skin.

The Little Ones - Neutral to Man

The Little Ones had extensive contact with man prior to his achieving the ability for interstellar travel. Unfortunately, they were not always so respectful on their clandestine visits to Earth. The Little Ones reside alongside humans though some other races will not tolerate them. The Little Ones tend to not be good socially and can be rather inscrutable.

One strength of the Little Ones is that they are consummate traders and may possess useful information. They do not like to take risks themselves, but may join adventures if they desire some object or a big payoff is involved.

Range of Statistics in Little Ones

Statistic	Little One
ST	3-5
DX	3-13
AG	2-12
HT	4-9
IQ	2-12
WP	5-10
CH	4-9
AP	2-7
PE	3-13
Average:	
HP	24
CS	8
MA	7
SP ¹	32

¹ Excluding skill

The Brill - Friendly to Man

The Brill are deep red skinned bipeds, very sociable, relatively handsome, and very intelligent. Larger than man and stronger, they usually seek the most diplomatic wait out of any fight (though they are capable fighters). The Brill are famous as bureaucrats, messengers, and entertainers. They keep long heads of black hair in dread-locs. Some are great magicians.

The Brill participate in human society in some nations. They do not generally keep separate enclaves unless desired, though they may have several houses together.

Range of Statistics for the Brill

Statistic	Brill
ST	3-13
DX	2-12
AG	2-12
HT	3-13
IQ	2-12
WP	2-12
CH	3-13
AP	2-12
PE	2-12
Average:	
HP	35
CS	7
MA	7
SP ¹	33

¹ Excluding skill

Brill have 3 points of natural armor.

The Ethyryl - Friendly to Man

The Ethyryl are a plant people. They have 4 legs and 4 arms around stump like bodies which give them a spider like appearance. Their eyes and ears are on separate pods. They can unravel large leaf structures to absorb energy from the sun. Slow in general, they are great farmers and are highly valued members of many communities.

The Ethyryl are as intelligent as many other races, but remain aloof and slow to respond.

They can also communicate through pheromones and can be aware of very distance happenings (at least in a general sense).

Ethyryl are very poor fighters and extremely susceptible to physical attack. They do not reside in northern climes.

Range of Statistics for the Ethyryl

Statistic	Little One
ST	3-9
DX	1-3
AG	1-3
HT	11-16
IQ	2-12
WP	7-12
CH	2-4
AP	1-3
PE	3-8
Average:	
HP	44
CS	4
MA	6
SP ¹	45

¹ Excluding skill

Ethyryl have no natural armor.

Katran - Neutral/Inimical to Man

The Katran consist of three varieties of lizard men. The first two are generally neutral and sometimes friendly to man. The desert variety is less common and smaller than the jungle Katran. They two species are quite different socially, though both possess good fighting skills. The Katran have a unique set of emissaries from the Illuminated and have a different relationship than do humans. There are Katran magic users and clerics as for humans. The jungle Katran are more war like and less interested in technology than the more nomadic desert Katran.

The last type are the Black Katran. This variety is more warlike than their brethren and hostile to man. They reside in various city states and enclaves. Some are fierce pirates. Their governments are generally family/clan based and they remember dark deeds done against them for generations.

Range of Statistics for the Katran

Statistic	Common	Desert	Black
ST	4-14	2-12	4-14

Statistic	Common	Desert	Black
DX	4-9	4-9	4-9
AG	4-9	2-12	2-12
HT	6-11	2-12	6-11
IQ	4-9	2-12	4-9
WP	4-9	2-12	4-9
CH	3-8	2-12	3-8
AP	2-4	4-6	2-4
PE	3-8	2-12	3-13
Average:			
HP	35	32	35
CS	6	7	8
MA	6	7	6
SP ¹	33	33	33

¹ Excluding skill

Common and Black Katran have 5 points of natural armor.

Desert Katran have 3 points of natural armor.

Tras-al-Tran - Neutral/Inimical to Man

Insect, ant like creatures. They live in highly structured caste societies with many types of their Tras-al-Tran. Each caste consists of a different type of creature. Many are bipedal, but not all. They do have some specialized magicians. Tras-al-Tran worship any of the Illuminated, but do have arrangements to serve some of the Illuminated that do not usually associate my man. Colonies are not located close to human enclaves. The small continent of Yantar holds the main colonies of these creatures.

In general human kind and most of the other major races have limited contact with the Tras-al-Tran. The Tras-al-Tran are simply too alien to relate to humans. The Tras-al-Tran avoid living near humankind, but they have engaged in battle with humans before.

The greater good of the Tras-al-Tran takes precedence over all concerns.

Range of Statistics for the Tras

Statistic	Worker	Warrior	Scout	Thinker
ST	5-7	8-10	5-7	3-5
DX	3-5	3-5	4-9	5-10
AG	4-6	5-7	8-10	3-5
HT	8-10	9-11	6-8	4-6
IQ	1	2-4	4-6	7-9
WP	na-7	na-7	na-7	9-11
CH	na-2	na-2	na-4	3-5
AP	na	na	na	1-3
PE	2-4	5-7	7-9	7-9
Average:				
HP	33	39	31	30
CS	4	6	9	6
MA	na	na	na	7
SP ¹	0	0	0	35

¹ Excluding skill

Worker and Scout Tras have 3 points of natural armor.

Warrior Tras have 5 points of natural armor.

Thinker Tras have no natural armor.

Mantrax - Neutral to Man

The Mantrax are praying mantis like insects 7-9' tall. They are loners and wanderers. Marvelous hand-to-hand fighters. Capable of flight and great leaps. They possess 4 legs and two arms. Highly intelligent and long-lived. The Mantrax are nomadic, and rarely stay together in groups larger than fifty to one hundred. They are actually vegetarians. It is not uncommon to find a long Mantrax on some mission or other.

Range of Statistics for the Mantrax

Statistic	Mantrax
ST	3-13
DX	2-12
AG	4-14
HT	4-9
IQ	2-12
WP	2-12
CH	2-12
AP	2-12
PE	2-12
Average:	
HP	34
CS	8
MA	7
SP ¹	32

¹ Excluding skill

Mantrax have 5 points of natural armor.

The Dru'upp - Friendly to Man

The Dru'upp are lanky amphibian bipeds ranging from 4' to 7' tall. They possess a big head, large eyes, and are long limbed. The Dru'upp are great sailors and swamp dwellers (they do not abide in northern climes). They often possess enclaves close to human cities, but are usually not part of human society except as traders and workers. There are exceptions.

Range of Statistics for the Dru'upp

Statistic	Dru'upp
ST	3-13
DX	4-9
AG	2-12
HT	2-12
IQ	5-10
WP	5-10
CH	3-8
AP	2-6
PE	2-12
Average:	
HP	35
CS	7
MA	7
SP ¹	33

¹ Excluding skill

Dru'upp have no natural armor.

Jappa - Inimical to Man

Now nomadic mammalian bipeds 4-5' tall. These thickish creatures are covered with rough fur. They were actually brought during the cleansing by one of the Greater Illuminated name Kafsu. The Jappa were promptly licked by the humans they encountered and have been harboring a bad grudge since then. Not technically or very magically inclined they make up for it in numbers. They have several strongholds with primitive and nasty feudal societies, from which they sometimes launch attacks on man. They survive well in all climates.

Range of Statistics for the Jappa

Statistic	Jappa
ST	2-7
DX	2-12
AG	2-12
HT	3-8
IQ	3-8
WP	3-8
CH	2-7
AP	3-9
PE	2-12
Average:	
HP	22
CS	7
MA	5
SP ¹	22

¹ Excluding skill

Jappas have no natural armor.

Zern - Friendly to Man

Mucous skinned 6 legged - 2 arm creatures. They are up to 10' long depending upon age. They are great magic users and scholars. Generally not known for hand to hand combat. They exist along with man, participate in some religions, and can be very useful companions.

Range of Statistics for the Zern

Statistic	Mantrax
ST	1-6
DX	1-6
AG	2-4
HT	2-12
IQ	4-14
WP	3-13
CH	2-7
AP	1-3
PE	2-23
Average:	
HP	27
CS	4
MA	9
SP ¹	37

¹ Excluding skill

Zern have no natural armor.

18. Buildings, Structures, and Damage

In some campaigns there is a need to destroy a building, knock down a door, smash a box, or do some other damage to the environment. This is not that easy to do unless you happen to be extraordinarily strong or have some big weapons at your disposal.

These types of tasks can be handled in two ways. For small things, like breaking down a door, the GM should simply assign a difficulty level and use the standard outcome resolution system. E.g. The old door is "easy" to breakdown and the roll is modified by ST only.

For larger structures the GM needs to assign a Structure Points, which are essentially hit points for a structure. The following table can give some guideline:

Object	Structure Points
Car	5 SP per 2000lbs:
Small Car	5 SP
Van	5-10 SP
Sedan	6-10 SP
Limousine	7-12 SP
Small Truck	10-15 SP
Large Truck	13-18 SP
Motorcycle	3 SP
Wood Wall	3 SP
Brick Wall	7 SP
Cinder Block Wall	10 SP
Steel Wall/Door	10 SP / ½" thickness
Shack	2 SP
Two Room House	5 SP
/Apartment	6-11 SP
Medium House	13-18 SP+ (large buildings
Large House	should have various parts).

Not all weapons can create structural damage. For example, a dagger could be used to pry apart something constructed of steel, but the steel might be impervious to innumerable dagger blows.

The GM will have to rule about the ability of a particular weapon to cause structural damage.

For melee weapons that are judged to be able to cause structural damage (e.g. a rifle), 100 damage points can be taken to be roughly equal to 1 structure point.

When a target has been destroyed when reduced to structural points equal to zero (0). However, this only implies the item is no longer functioning as it was intended. Per GM ruling, the structure may still stand or remain in pieces. For example, a car gets hit with 50 rounds of 7.62mm gun fire and is reduced to 0 structure points. The car no longer runs, but the car is still present on the battlefield.

Larger structures should be constructed of various pieces, with each piece having its own structure points. For example, the wall of a fortress may have a metal gate, two wall sections, and two embattlements. Each will have different structure points and can be targeted separately.

Explosives, catapults, rockets, bombs, and other devices can cause structural damage (See Section 19).

19. Vehicular Combat

This section covers rules for numerous types of vehicular combat. These rules are intended for science fiction and current day campaigns. No real provision is made for fantasy campaigns. The rules are intended to represent individual vehicle level combat. The rules are actually somewhat detailed and we believe a GM should abstract vehicle combat whenever possible.

Vehicles take structural damage and player characters generally only receive damage if the vehicle is destroyed. The GM may have to make judgements about stunning and knock-outs.

SIMPLIFICATION SUGGESTION: It is strongly urged that the GM abstract vehicle combat by (1) using relative distances (in range, not in range), (2) using the "easy" targeting rules, and (3) using relative time (soon, some time, etc.).

The following describes how vehicles are created:

- Vehicles consist of parts. Each part has its own structure point (SP) value.
- A hit location chart determines where an attack hits on a target.
- The effect of damage is dependent upon the type of vehicle and is covered in each section.
- Vehicles movement is executed every phase regardless of operator skill.
- The operator can perform attacks or special moves according to their combat speed (CS).
- Each vehicle has a top speed per phase and acceleration.
- Each vehicle has a number of heavy and light mounts. Heavy mounts are generally used for large weapons, light mounts are used for armor or defensive weapons. The player may design a vehicle if the GM gives permission, else the GM must provide customized vehicles.

19.1 Movement

Vehicles move every 1 second (every phase) regardless of a whether the drive takes an action. The other element of movement is that the faster a vehicle is moving, the smaller of turn in can make in a given phase. The following table can be used to convert vehicle speeds to meters/phase (rounded):

SIMPLIFICATION SUGGESTION: Use relative speeds like "faster," "slower," and "gaining" to keep the game moving.

Speed (mph)	Speed (km/h)	Speed (m/phase)	Max degree turn per phase ¹	Phases to Turn Around ¹
1	1.6	0.4	90 / 45	2 / 4
2	3.2	0.9	90 / 45	2 / 4
3	4.8	1.3	90 / 45	2 / 4
4	6.4	1.8	90 / 45	2 / 4
5	8.0	2.2	90 / 45	2 / 4
6	9.6	2.7	90 / 45	2 / 4
7	11.2	3.1	60 / 30	3 / 6
8	12.8	3.6	60 / 30	3 / 6
9	14.4	4.0	60 / 30	3 / 6
10	16.0	4.4	60 / 30	3 / 6
15	24	7	60 / 30	3 / 6

Speed (mph)	Speed (km/h)	Speed (m/phase)	Max degree turn per phase ¹	Phases to Turn Around ¹
20	32	9	45 / 22.5	4 / 8
25	40	11	45 / 22.5	4 / 8
30	48	13	45 / 22.5	4 / 8
40	64	18	45 / 22.5	4 / 8
50	80	22	30 / 15	6 / 12
60	96	27	30 / 15	6 / 12
70	112	31	30 / 15	6 / 12
80	128	36	30 / 15	6 / 12
90	144	40	30 / 15	6 / 12
100	160	44	30 / 15	6 / 12
110	176	49	30 / 15	6 / 12
120	192	53	30 / 15	6 / 12
130	208	58	30 / 15	6 / 12
140	224	62	30 / 15	6 / 12
150	240	67	30 / 15	6 / 12
200	320	89	20 / 10	9 / 18
250	400	111	20 / 10	9 / 18
300	480	133	20 / 10	9 / 18
350	560	156	20 / 10	9 / 18
400	640	178	20 / 10	9 / 18
450	720	200	20 / 10	9 / 18
500	800	222	20 / 10	9 / 18
600	960	267	20 / 10	9 / 18
700	1120	311	20 / 10	9 / 18
800	1280	356	20 / 10	9 / 18
900	1440	400	15 / 7.5	12 / 24
1,000	1600	444	15 / 7.5	12 / 24
1,200	1920	533	15 / 7.5	12 / 24
1,400	2240	622	15 / 7.5	12 / 24
1,600	2560	711	15 / 7.5	12 / 24
1,800	2880	800	15 / 7.5	12 / 24
2,000	3200	889	15 / 7.5	12 / 24
3,000	4800	1,333	15 / 7.5	12 / 24
4,000	6400	1,779	15 / 7.5	12 / 24
5,000	8000	2,222	10 / 5	18 / 36
10,000	16,000	4,444	10 / 5	18 / 36

¹ Second number applies to sea ships only.

NOTE: Space craft have no maximum speed, only an acceleration rates.

Acceleration and maximum speed determine how a vehicle behaves. Acceleration is added before a vehicle is moved. Similarly, breaking is applied prior to the movement phase for a vehicle.

**Acceleration/Breaking Chart
(Change in meters per second)**

Acceleration	Change in Speed (per phase)	Change in Speed (per round)
0-60 mph in 15 sec	1.8 mps	11 mps
0-60 mph in 10 sec	2.7	16
0-60 mph in 5 sec	5.4	32
0-60 mph in 2 sec	13.5	81
0-60 mph in 1 sec	27	162
~1 G	7	40
~2 G	13	80
~3 G	20	120
~4 G	27	160
~5 G	33	200
~6 G	40	240
~7 G	47	280
~8 G	53	320
~9 G	60	360
~10 G	67	400

19.2 Types of Vehicles

There are two levels of combat for vehicles: ranged combat and close combat. These are handled in several different ways depending upon the type of vehicle.

The scale of vehicle combat varies by the location. In the case of cars and mechs, the distances are usually thought of in meters. However, if a playing board is used, the GM will need to pick a useful hex or square size. In space, the distances travel and weapon range is greater. The playing board should be adjusted accordingly.

19.2.1 Cars, Motorcycles, and Tanks

Cars and motorcycles are small vehicles driven by on roads or in science fiction settings they may appear as pods. They usually only carry a few passengers or perhaps a driver and a gunner. Cars travel much better on roads and going off the road can be quite disastrous for one not designed for off-road travel.

The type of map used for car racing depends upon how the cars are having combat. It might cover a region if the battles are set piece fights. However, the GM may want to give a overview of the road and terrain if the battle takes place on a highway or road.

Here are special car combat rules:

- Rule #1 In science fiction settings, cars that have extensive detection equipment and a HUD get a free observation roll every turn.
- Rule #2 Car combat speed is a function of Driving skill: Combat speed = 1.5*driving skill (rounded up).
- Rule #3 Cars combat actions relate only to attacks and defensive maneuvers occur on the drivers action phases as determined by the following Action/Phase chart.

These are actions that the driver can take.

Combat Action	Effect
Attack/Activate Systems	One attack or defensive system
Turns	This may be required depending upon the road.
Blocking	Defensive maneuver keeps cars from passing
Ramming	Slams vehicle from behind.
Slams (Side Swipes)	Slams vehicle side ways.
Jams	Slamming breaks in front of another car
Pass	Allows the driver to pass another car.
Dodge	Evades specific attack SRS by driver skill/3
Evasive Maneuvering	Evasion action shifts CS over one column

Resolving Attacks:

- Attacks refer to the section on weapons.
- Blocking means the player swerves his car from side to side to keep another car from passing. A successful blocking action requires a ORC of difficulty 3, modified by driving skill. Success means that a pass maneuver in the next 3 phases is 4 levels more difficult.
- Ramming means the player runs his car into another car from behind. This can be done if the attacker has a faster car or the lead car loses speed due to a failed SRS roll (see Rule #5). A ram attack requires an ORC roll of difficulty 2, modified by driver skill. Damage = 1SP per 10 mph difference in speed - 1D6. This damage is done to both cars and should be rolled separately. Critical hits do 2SP per 10 mph difference - 1D6 to the defending car only. A successful attack temporarily increases the target car's speed by 10% and causes the driver to make a level 3 control roll as described in Rule #4.
- Slams are done when cars are side-by-side. The attack can happen if (1) both drivers choose to drive side by side or (2) a car is performing a pass maneuver. NOTE: both cars are entitled to make a "free" slam attack during a pass, regardless of available actions.

On a slam, the attacker attempts to push the other car off the road. Two cars can simultaneously try slam attacks. A slam attack requires a ORC of difficulty 4. A successful attack reduces the target car's speed by 10% and causes the driver to make a level 3 control roll as described in Rule #4.
- Jams are done when a car throws it brakes on in front of another car. This attack is conducted the same as Ramming. A successful attack reduces the target's cars speed by 50% and the attackers car speed by 25%. The defending driver must make a level 3 control roll as described in Rule #5.
- Pass Drivers with cars of similar or faster speed can pass slower cars. The basic pass has difficulty level 2, modified by driver skill and Blocking (see above). While passing a pass, either driver can execute a Slam.

The driver of a successful pass has the option of staying side-by-side with the car being passed.
- Evasive Maneuvering/
Dodging Allows the driver to swerve to avoid attacks. This modifies all car-to-car attacks by driver skill/3 rounded up for one round, but shifts the CS of the driver over one column.
- Rule #4 Drivers are required to make SRS rolls to keep control of a vehicle when driving on certain kinds of terrain. Other SRS rolls are required when performing specific maneuvers.

Unless defined above, a control check is of difficulty level 0, modified by driver skill level.

The frequency of the roll depends upon terrain as follows:

Terrain/Move	Frequency	SRS Modifier	Outcome Modifier
Road	Never	+4	-3
Clear	1 / 20 rnds	0	-2
Land/Grass	1 / 5 rnds	-2	0
Small Shrubs	1 / 10 rnds	-1	-2
Water	1 / 3 rnds	-3	+1
Light Woods	1 / 5 rnds	-5	+2
Hvy Woods/	every rnd	-2	+1
Jungle	every rnd	-2	+2
Swamp	1 / 5 rnds	-1	0
Steep Slope	every rnd	-2	+2
Turn actions:			
Easy Turn		+1	-1
Med Turn		0	0
Sharp Turn		-1	+1
Jumps:			
Short Jump		-1	-2
Med Jump		-3	0
Long Jump		-5	+3
Other Modifiers:			
Motorcycle		-1	+2
Tracked		+2	-4
per 20 mph		-1	+1

Outcome of Failure to Control the Vehicle

Outcome of Failure			
3D6 + amount of failed roll - driver skill + modifiers			
Lose 1/5 Speed	Spin out	Crash	Crash and Roll
<8	9-13	14-17	18+

Spin Outs cause the driver to lose 1-3 actions correcting the vehicle and lose 1/5 (20%) total speed. No attacks are possible for other crew members.

Crash causes the vehicle 1 structure point per 20 mph of speed minus armor.

Crash and roll causes the same damage as a crash, but the vehicle has a 50% chance of being on its side or top.

Rule #5 Vehicle Design

Cars have certain physical characteristics (these are only a guideline):

Characteristic	Car Size		
	Small	Medium	Large
Structure Points			
Wheels	1	2	2
Body	3	4	5
Front (Engine)	2	3	4
Rear	2	3	3

Max. Speed	130 mph	110 mph	80 mph
Acceleration	0-60 in 5sec	0-60 in 10sec	0-60in 10sec
Base Armor	1	2	2-3
Number of Heavy Weapons Mounts ¹	0	1 + 1 Light or	1
Number of Light Weapons/ Defensive Mounts	2	2 Lights	2 Lights

¹Mounts indicate the number of unique or duplicate systems a car can carry.

Hit Location Roll (2D6)

Cars: 2 Wheels, 3-5 Front, 6-8 Body, 9-11 Rear, 12 Wheels
Tanks: 2-3 Tracks/Body, 4-5 Turret, 6-8 Body, 9-10 Turret,
11-12 Tracks/Body

A part of the car is destroyed when its SP are reduced to zero (0).

If the particular location on a car is destroyed, it cannot be further damaged. Damage rolls to destroyed location are re-rolled.

Effect of damage:

- A car is rendered immobile if its wheels/tracks get destroyed.
- A car cannot use its weapons if its body is reduced to 1 or fewer SP.
- A car will not function if its engine is reduced to zero points.
- A car will continue to function if the rear gets destroyed (though rear mounted weapons will not). All future damage to the rear is re-rolled.
- The GM may rule a player can get killed or seriously injured if the command unit of the car gets destroyed.

Finally, maximum car speed is affected by terrain. The following chart shows the effect of terrain:

Terrain	Maximum Speed
Road	100%
Clear Land/Grass	90%
Small Shrubs, Tall Grass, etc.	75%
Water (Shallow)	20%
Light Woods	50%
Heavy Woods, Jungle	30%
Swamp	10%
Steep Slope	50%

Vehicles can accelerate to their maximum speed over a period of 3 rounds. This can be used to obtain acceleration rates.

19.2.2 Mechs

Mechs are giant armored robots that are used in the future for combat. Mechs can potentially carry all of the armament that a ship or spacecraft can carry. However, they are not of unlimited size.

Mechs can move very fast and the scale will of the combat field should be adjusted accordingly.

Here are special Mech rules:

- Rule #1 because of the extensive detection equipment and HUD, the Mech pilot gets a free observation roll every turn.
- Rule #2 Mech combat speed is a function of Mech Pilot skill: Combat speed = 1.5*Mech Pilot skill (rounded up).
- Rule #3 Mechs can move every phase regardless of driver skill. Mechs can always turn at least 45 degrees regardless of their speed.
- Rule #4 Mechs combat actions relate only to attacks and defensive maneuvers. For example a Mech Pilot with skill level of 7 has a combat speed of 7*1.5=10.5 rounded to 11. The Mech Pilot can take up to 5 combat actions per round.
- Rule #5 The GM may wish to disallow extra armor for a Mech.
- Rule #6 Mech Actions table

Combat Action	Actions	Effect
Attack/Activate Systems	1	Operate up to 2 systems ¹
"Hand-to-Hand" Attack	1	See Mech table for damage
Dodge	1	Subtracts Pilot Skill/3 from attack SRS ²
Aiming	1-3	Adds cumulative +1/phase to attack SRS
Laser Locking	varies	Required for some missiles
Survey Action	1	Allows perception roll
Defend	1 round	Subtracts Pilot Skill/3 from Hand-to-Hand ³
Evade	1 round	Subtracts Pilot Skill/3 from Ranged Attacks ³

- ¹ Only 1 system can be an offensive weapon
² Works against one specific attack (additive to Defend/Evade).
³ Operates for one whole turn, but ships CS down one column.

Mechs have certain characteristics that determine the behavior on the battle field (these are only a guideline):

Characteristic	Mech Size		
	Light	Medium	Heavy
Structure Points			
Leg	20	40	60
Torso	25	50	80
Arm	15	30	45
Command(Head)	10	20	30
Maximum Speed	50 mph	40 mph	30 mph
Base Armor	10	15	20
Number of Heavy Weapons Mounts ¹	1	2	3
Number of Light Weapons Mounts	2	3	5
"Hand-to-Hand" Damage	4D6	5D6	6D6

¹ Mounts indicate the number of unique or duplicate systems a Mech can carry.

Hit Location Roll (2D6)

2 Command (Head), 3-5 Leg, 6-8 Torso, 9-11 Arm, 12 Command (Head)

A part of the mech is destroyed when its SP are reduced to zero (0).

If the particular location on a mech is destroyed, it cannot be further damaged. Damage rolls to destroyed location are re-rolled.

Effect of damage:

- A Mech is rendered immobile if its legs get destroyed.
- A Mech cannot use its weapons or commit hand-to-hand attacks if its arms get destroyed.
- A Mech will not function if either its command (head) or its torso (power supply) get destroyed.
- The GM may rule a player can get killed or seriously injured if the command unit of the Mech gets destroyed.

Finally, Mechs movement is affected by terrain. The following chart shows the effect of terrain:

Terrain	Maximum Speed
Open, Clear, Small Shrubs, Tall Grass, etc.	100%
Shallow Water ($\leq \frac{1}{4}$ Mech Height)	75%
Deep Water ($\frac{1}{4}$ - $\frac{1}{2}$ Mech Height)	50%
Light Woods	100%
Heavy Woods, Jungle	75%
Swamp	50%
Steep Slope	50%

19.2.3 Ships and Spaceships

This section deals with ships that have large crew complements capable of acting on orders from a commander. These types of craft usually command very large arsenals of powerful weapons capable of striking at great range. This means that early detection, surprise, and stealth abilities are extremely important factors. Many battles will be won by the side with superior fire power and, hence, creating imbalances is important to winning wars and battles.

To adjust for slower speeds of ships, longer turns may be chosen. For example, use the combat speed chart, but let every turn equal 1 minute or 5 minutes, instead of 6 seconds.

Here are special ship combat rules:

- Rule #1 Modern ships have extensive detection equipment and detect enemy ships using the Radar/Detector rules.
- Rule #2 Ships move every phase.
- Rule #3 Ships actions relate only to attacks and defensive maneuvers that occur on action phases 2, 4, 6. This is regardless of pilot skill.
- The GM should indicate how many offensive and defensive systems can be used at the same time. Even some modern warships can use only have 1 AA missile at one time.

These are actions that the driver can take.

Combat Action	Effect
Turns	Executes a turn
Ramming	Slams vehicles together.
Siding up	Brings ship along side for boarding.
Dodge	Evades specific attack SRS by pilot skill/3 (can only be used on smaller ships, GM discretion)
Evasive Maneuvering	Reduces maximum speed by 25% and reduces attack SRS of enemy by -1.

Resolving Attacks:

Attacks refer to the section on weapons.

Ramming means the player runs his ship into another ship. This can be done if the attacker has a faster ship or the target ship decides to allow the slower ship to close. A ram attack requires an ORC roll of difficulty 2, modified by pilot skill. Damage = 1SP per 10 mph difference in speed - 1D6. This is damage is done to both ships. Critical hits do 2SP per 10 mph difference - 1D6 to the target ship only, with regular damage to the ramming ship.

All ramming damage is done to the hull.

Ramming in space very often results in the destruction of both vehicles due to the very high speed (velocity) of the ships.

Siding up Faster ships can maneuver close enough to allow grappling. The basic siding up maneuver has difficulty level 3, modified by pilot skill of both ships.

Dodge Allows the ship to swerve out of the way. This makes attacks and siding up maneuvers more 4 levels difficult for the next 3 phases. A successful dodge is a level 4 difficulty maneuver modified by pilot skill.

Evasive Maneuvering Reduces maximum speed by 25% and reduces all attack SRS of the enemy by 1.

Rule #6 Vehicle Design

The formula for ships is different than other vehicles in that they are assumed to be of very large size. The GM or player should decide on the total SP points of the craft, then use the following table to determine SP of target components:

Characteristic	Value
Structure Points	
Hull	0.8*SP
Command Center	0.2*SP
Engines	0.3*SP
Weapons	0.3*SP
Sensors	0.1*SP

Speed/Phase	GM sets
Base Armor	0.1*SP
Number of Heavy Weapons Mounts ¹	0.02*SP
Number of Light Weapons/Defensive Mounts	0.04*SP

For example, a light cruiser has 100 points total SP: 80 SP hull, 20 SP command and control, 30 SP engines, 30 SP weapons, and 10 SP for sensors. The base armor is equal to 10, the ship has 2 heavy mounts, and 4 light mounts.

Hit Location Roll (2D6)

2-3 Sensors, 4-5 Weapons, 6-8 Hull, 9-10 Engines, 11-12 Command

A part of the ship is destroyed when its SP are reduced to zero (0).

If the particular location on a ship is destroyed, it cannot be further damaged. Damage rolls to destroyed location are rolled.

Effect of damage:

- A ship will sink/become inoperable if the hull is destroyed.
- For each 25% of total weapons damage, 25% of the weapons systems should be come inoperable. Determine randomly.
- For each 25% of engine damage, maximum speed is reduced by 25%.
- If sensors are destroyed then all long range detectors fail and all weapons that require those sensors will not function. For example, there is not ability to lock missile targets.
- If the command center is destroyed, the ship becomes inoperable. (Though it can be salvaged).

Rule #7a Sea Ship Movement

For ships at sea, maximum ship speed is affected by roughness of the water. The following chart shows the effect of water:

Terrain	Maximum Speed
Calm or Light Seas	100%
Medium Swells	90%
Heavy Swells	80%
Storm	50%

Rule #8 Speed

The GM may wish to set a top speed for a ship. This might be modified if it is a hovercraft or has a hydrofoil, etc.

Spaceships do not have a top speed, only acceleration rates rate in Gs.

19.2.4 Fighters and Fighter Spacecraft

Fighter planes and fighter spacecraft are small high performance vehicles capable of high speeds and breath taking maneuverability. This makes them more difficult to hit and also give the ability to engage in dog-fights.

These rules treat the long distance combat between fighters as for ships. When two or more fighters are close enough together, they can optionally engage is dog-fights. Dog-fights are handled abstractly.

When fighters are engaged in a dog-fight, attacks can only be launched when the attacker has previously made a roll to "lock-on" on target. This rolls is considered to be a difficulty (level 4) SRS roll against pilot or gunnery skill modified by the enemies skill level. E.g. Lock SRS = attacker skill - 4 - enemy pilot skill

Planes are engaged in a dog-fight as long as two or more fighters are within 3km (aerial fighters) or 6km (space fighters) of each other. As soon as fighters are outside of that range, normal engagement rules apply.

19.3 Detection

Being able to detect the enemy is of crucial importance. Detection rolls are made whenever an observation roll is made. Crafts with multiple detection methods get to use all methods when making a detection roll.

The GM is encouraged to make up difficulty rolls.

Visual Detection

Sighting of a craft is the most difficult method of detection. It is somewhat easier on land or sea, where the location of the target is primarily limited to two directions.

Fog, rain, or smoke can interrupt vision.

Visual sighting is generally considered Difficult (level 4) SRS modified by GM ruling based on target, size, range, speed, camouflage, etc.

Radar

Radar works by actively sending out a radar signal and watching for reflections. The range is affected by the sensitivity and the radar equipment, stealth technologies, and obstructing objects (like the curving earth, radar obstructing smokes, asteroids, etc.)

Radar provides a location and general size indication.

Sonar

Sonar operates like radar underwater, but is affected by thermoclines in the water, current, etc.

Sonar detects successfully on a level 3 SRS.

Like radar, sonar immediately gives away the location of the ship using sonar.

Futuristic Methods

There are two basic operating modes for detectors:

Passive detectors do not use a signal (like radar) and generally have a more limited range than active detectors.

Active detectors send some signal and wait for a response. These systems have a greater range and

information than do passive detectors, but they give away the location of the source of the signal.

Probes and drones are common in future settings. These devices send back information in a way that the location of the source cannot be identified.

19.4 Weapons and Attacks

Attacks are made using the Outcome Resolution Table. The difficulty of the basic attack depends upon the type weapon. Projectile and energy weapons generally behave as ranged weapons. However, missiles are generally homing devices and do not suffer different penalties and have different defenses.

Skill Resolution Scores are equal to Attacker Skill -4 + modifiers

Modifiers to Heavy Weapons Attacks

Modifier	SRS Modifier
Weapon Accuracy	varies
Range ³ : Close	-1
Short	+1
Effective	0
Long	-3
Light Cover	-1
Heavy Cover	-3
Fired as Artillery	+3
Aiming (1 Action)	+1
Scopes/Advance Targeting	+1 to +6 ¹

Target Evading	- Pilot Skill/3
Switching Targets	-1/switch
Target size:	
Car	-2
Truck	-1
Mech	0
House	+1
Building	+3
Small Ship	+2
Medium Ship	+3
Large Ship	+5
Huge Ship	+8
Relative Speed:	
<50 mph	0 / +1 ²
50-100 mph	-1 / 0
>100-300 mph	-2 / -1
>300-500 mph	-3 / -1
>500-1000 mph	-4 / -2
>1000-2000 mph	-5 / -3
>2000-4000 mph	-6 / -4
>4000 mph	-7 / -5

¹ Technology dependent.

² First number projectile weapons, second number is for missile attacks.

³ Close = <5% range, short 5-10% range, effective >10%-60% range, extreme = >60%-100% range.

Critical misses cause malfunctions or disabled function target for 1D6 actions in the effected area.

SIMPLIFICATION SUGGESTION: Use simplified hit modifiers as discussed in ranged weapon combat section.

19.4.1 Projectile Weapons and Energy Weapons

A basic weapons attack requires a difficulty 4 SRS, modified by the Section 5 combat rules.

Weapon	Mounts	Ammo	# of Rounds ⁶	Damage/ Round or Burst	Range ²	Accuracy
Light MG	1 L	7.62 mm	1000 bursts	1D6-5	500m	-2
Heavy MG	1 L	12.5 mm	500 bursts	1D3	800m	-1
20 mm Cannon	1 L	AP	300 bursts	1D6	1000m	0
30 mm Cannon	1 L	AP	200 bursts	1D6+3	1300m	0
100 mm Cannon	1 H or 2 L	HE AP	50	2D6 ⁴ 3D6	1500m ¹	-2
155 mm Cannon	2 H	HE AP DPU Nuke WP	35	3D6 ⁴ 4D6 4D6+4 special 3D6 ³	2500m ¹	-1
210 mm Cannon	3 H	HE AP DPU Nuke WP	25	4D6 ⁴ 6D6 6D6+6 special 4D6 ³	4200m ¹	-2
320 mm Cannon	4 H	HE AP	18	6D6 ⁴ 8D6	5000m ¹	-3
400 mm Cannon	4 H	HE AP	12	8D6 ⁴ 10D6	5500m ¹	-3
Rail Gun	3 H	AP	20	8D6	5000m ¹	-1
Light Laser	1 L		200	2D6	6000m	0
Medium Laser	1 H or 2L		150	3D6	7000m	
Heavy Laser	1H		100	4D6	8000m	
Laser Cannon	2H		50	5D6	9000m	
Particle Gun	1H		100	4D6	7000m	0
Particle Cannon	2H		40	6D6	9000m	
Plasma Gun	1H		80	6D6	5000m	-1
Plasma Cannon	2H		30	8D6		
Flame Thrower						
Small	1L	na	20	1D3 ⁵	50m	+1
Medium	1H or 2L	na	30	1D6 ⁵	80m	+2
Large	1H	na	40	2D6 ⁵	150m	+3

¹ Range 4x longer when used as artillery, see Mortars for artillery damage table.

² Range is 4x in space combat.

³ Will often ignite surrounding area and possibly vehicle.

⁴ HE explosive rounds cause ½ damage when used as artillery/area attack. Area of attack is equal to 5m/D damage. E.g. a 100mm cannon causes 1D6 SP damage to a 10m circle, a 155m HE round causes 3D6/2 SP damage to a 15m circle, etc.

⁵ Flame throwers usually cause fire to cling to a target for 1D6 turns causing and can ignite fires on vehicles and surrounding areas, and can cause control rolls and restrict vision of the target.

⁶ Ammo supply does not apply to ships or large spacecraft.

Note, HE and WP rounds are usually chosen for anti-personnel missions.

Futuristic vehicles are assumed to have targeting computers and other conveniences. These ameliorate much of the of speed.

Lasers fire beams of focused light.

Particle Beams fire small accelerated particles at near light speed. These have tremendous range and accuracy, but do not pack enormous punch.

Plasma Guns fire hot plasma at bullet speeds. The plasma shots can set flammable materials on fire.

19.4.2 Mortars/Artillery Fire

Artillery and mortars can be used to lob shells into locations and lay down patterns of weapons fire. (Note that projectile weapons can be used in this manner if used as artillery). They generally do not cause tremendous vehicular damage, except when launching nukes.

The following gives ranges for artillery and area damage.

Warhead Size	Artillery Range ¹	Full Damage/ Radius	½ Damage/ Radius	¼ Damage/ Radius
82mm HE	3000km	1D6-1 / 2m	1D6-3 / 4m	1D6 - 5 / 6m
100mm HE	4500m	!D6 / 3m	1D3 / 6m	1D3-2 / 9m
155mm/Mini missile	7500m			

HE Nuke		2D6-2 / 5m 16D6 / 30m	1D6 / 10m 8D6 / 60m	1D3 / 15m 4D6 90m
210mm/Small Missile HE Nuke	15,000m	2D6+2 / 10m 20D6 / 40m	1D6+1 / 20m 10D6 / 80m	1D3 / 40m 5D6 / 160m
320mm HE 400mm HE	22,000m 24,000m	3D6 / 15m 4D6 / 20m	3D6/2 / 30m 2D6 / 40m	1D6 / 45m 1D6+1 / 60m
Medium Missile HE Nuke	50km	5D6 / 25m 30D6 / 500m	3D6 / 50m 15D6 / 1000m	1D6+2 / 75m 8D6 / 1500m
Large Missile HE Nuke	100km	6D6 / 30m 50D6 / 1000m	4D6 / 60m 25D6 / 2000m	2D6 / 90m 12D6 / 3000m

¹ Does not apply to missiles.

Optional Nuke rule: Nukes never cause less than ½ maximum damage. For example, a 30D6 nuke blast causes a minimum of 30*3.5 = 105 points of SP damage.

19.4.3 Missiles

Missiles carry warheads to targets. Missiles are used in a number of forms:

Missile Pods launch a number of unguided missiles at one time in the form of an artillery barrage. Attacks are resolved

Homing Missiles home in on a high-lighted target. The target is usually illuminated by radar or lasers.

Self Guided Missiles guide themselves to the target. These are fire and forget weapons that are the pinnacle of missile technology. Science fiction settings may allow very sophisticated versions of these missiles that can search and destroy their targets at great distances. (Fire and forget).

Target Acquiring Missiles These missiles fly to a given location and then lock themselves onto the nearest target. Can be preprogrammed to wait at a given point in space or fly indirect routes. These are useful long-distance weapons when targets are too far away to lock on.

Missile targets are land based, aircraft, spacecraft, and ships.

The following two tables describe the use of missiles:

Missile Type	Mounts	Range	# of Rounds	Damage
Mini Missiles (Pods) HE AP	1H or 2L	3000m	20 bursts	3D6 5D6
Small ¹ HE AP AA	1H or 2L	5000m	20 Missiles	4D6 6D6 4D6
Medium ¹ HE AP AA	2H	50km	10 Missiles	6D6 10D6 6D6
Large ¹ HE AP AA	2H	100km	4 Missiles	8D6 12D6 8D6

¹ These missiles can be self guided or homing missiles.

Mini missiles are resolved as projectile and artillery attacks.

Defensive measures are fill mounts. They are classified as static if they operate at all times or active if they require activation and have limited duration.

19.5 Defense Measures

19.5.1 Armor

Standard armor protects all attacks. The main disadvantage of standard armor is that slows the vehicle and reduces acceleration. The amount of armor a function of the total size of the vehicle, which is taken to be a function of total SP.

The following rule applies:

1 Mount = Armor SP equal to 20% of maximum vehicle SP and reduces speed by 10%

No more than 3 armor mounts may be taken.

E.g. A Medium Mech takes an armor mount. It provides 10 SP (50*0.2) of protection to the torso and reduces the overall speed of the Mech by 10% (50m to 45m).

19.5.2 Ablative Armor

Ablative armor works like regular armor, except is especially design to burn off and reduce laser hits. Ablative armor proves 2x standard protection against lasers, particle guns, and plasma guns, but only ½ standard protection against other weapons.

19.5.3 Reflective Coatings

Reflective coatings are designed to stop laser hits. Reflective coatings provide 2x standard protection against lasers, but offer no protection against other weapons. Reflective coatings take 1 mount, but do not effect vehicle speed.

19.5.4 Camouflage

Camouflage offers no armor protection, but makes all observation rolls against the target 2 levels harder.

Camouflage is generally only available to Mechs and off-road vehicles (tanks, APCs).

19.5.5 Smoke, Gas, and Sprays

Smoke, Gas, and Sprays operate by releasing materials that obscure the target or act to dissipate laser attacks. For purposes of these rules, they are all treated the same.

For effect on weapons attack SRS values is shown in the weapons modifier table.

Smoke launchers take 1 defensive mount and can be used 30 times each use lasts 5 combat rounds (30 seconds).

19.5.6 Energy Fields

Energy fields act to repel physical attacks. It is essentially a tractor beam turn away from the target.

Energy fields have two effects: the alter the SRS by -2 for all attacks and reduce the damage by 1D6 for all attacks.

Energy fields take 2 defensive mount and can be activated for up to 30 minutes (unlimited on ships)..

19.5.7 Cloaking Devices

Cloaking devices are able to hide ships from normal detectors and visual detection. Cloaked vehicles can only travel at slow (sub-FTL) speeds and cannot use weaponry or other active defenses. This is like a submarine that is silent running.

Cloaking devices modify observation SRS values by -8.

Cloaking devices take 3 defensive mounts.

19.5.8 ECM

ECM (electronic counter measures) are jamming devices that disrupt radar and listening devices.

ECM devices modify observation SRS values for these detection devices by -4 and modify missile attacks SRS by -3.

ECM devices take 1 defensive mount.

19.5.9 Anti-missile Guns (AMG) /Lasers (AML)/Anti-Missile Missiles (AMM)

Anti-missile guns are coupled to automatic tracking radar that attempts to shoot down incoming missiles.

A hit by the gun will generally destroy a missile, but the guns tend to be less effective that anti-missile missiles.

AMGs and AMLs can fire once every phase at one target.

AMGs hit incoming missiles on a successful SRS roll of -4 and destroys it on a 1-4 on 1D6.

AMLs hit incoming missiles on a successful SRS roll of -2 and destroys it on a 1-3 on 1D6.

AMM missiles a launched against incoming missiles. The AMM explode spreading metal fragments into oncoming missiles, that generally destroy them.

AMGs hit incoming missiles on a successful SRS roll of -1 and destroys it on a 1-5 on 1D6.

Each system takes 1 defensive mount. 1 AMGs mount has 50 shots, 1 AML mount has 100 shots, and 1 AMM mount has 20 missiles.

19.6 Damage

Structural damage taken by a vehicle is to equal the rolled damage minus the armor.

Vehicles and building only take damage for hits that exceed their armor level.

For example, a medium Mech receives 12 points of SP damage from a 20mm cannon, but has 20 points of armor and receives no damage. The next phase it receives two hits: 15 SP hit from the 20mm cannon and a 35 SP hit from a missile. The Mech receives zero (0) points from the cannon file and 15 SP from the missile.

20. Space Travel

Most science fiction campaigns allow for space travel.. This section talks about a few issues in designing a science fiction campaign.

Space travel has the advantage is that it can offer numerous interesting settings: different planets, varying atmospheres, asteroids, moons, space stations, different types of stars, worm holes, etc. However that requires that the GM has to manage a much bigger universe.

A major decision in most science fiction campaigns is how interstellar space travel takes place. The GM needs to decide how this affects his campaign. Some common forms of interstellar travel are:

Faster than Light (FTL)	In this type of campaign ships can travel faster than the speed of light. For example, by using the warp drive.
Hyperdrive/Hyperspace	A variation on FTL travel that allows a ship to travel faster than light in some other dimension OR perform jumps that immediate take a ship between star systems.
Worm holes	These are short cuts through space.
Generation ships	Large ships that traveling below the speed of light big enough to allow several generations to pass while the ship travels between star systems. Note: ships traveling close to the speed of light experience time dilation: time passes more slowly for those traveling close to the speed of light. Hence years may pass for other people, but those on the ship might only experience a small amount of time passing (e.g. months or a few years).

The way the interstellar travel operates has an impact on the way people and cultures survive in a science fiction setting.

Another question is whether there is a FTL communications method. If not, then messages are limited to the speed of light or must be carried on a FTL spacecraft. Depending upon the method of travel, messages make take days or years to arrive.

21. Appendix 1 - Magic Spells

This section will be expanded as time goes on. This provides a list of spells that can be used as a starting place for the game.

The following abbreviations are used:

AOE = Area of Effect
L = Level,
min = minute,
ph = phase,
act = action,
r = round.
SP = spell point

X = spell not associated with any family of spells
E = elemental spell
S = shaman
M = mentalism spell
G = general magic spell
N = necromany spell

Level 1 Spells

Breath(E,G)	(Range 2m/L, AOE 1ft/L, Difficulty 1, 1 SP, 1 min)	This creates a light breeze, no stronger than required to blow out a candle or blow a few pieces of paper off a table. Range and maximum affected area increases with the users level.
Calm Animals (S)	(Range 0m, AOE 10m diameter circle, Difficulty 2, 1 SP, varies)	Calms animals (Level 3 WP roll to avoid).
Catch Fish (S)	(Range 0m, AOE 10m/L, Difficulty 2, 1 SP, 5 min)	Summons fish and gets them into a feeding mode.
Clean (G)	(Range touch, AOE 1 liter/L volume object, Difficulty 2, 1 SP, instantaneous)	Cleans an object of obscuring dirt, etc.
Copy Words (G)	(Range self, AOE self, Difficulty 2, 1 SP, 15 minutes)	Allows caster to exactly copy up to one page of text, though work must take place within 15 minutes.
Detect Animal (S)	(Range location, AOE 30m/L, Difficulty 2, 1 SP, instantaneous)	Gives caster impression of where animals are located in area.
Dry Object (G)	(Range touch, AOE 1 sq foot/L, Difficulty 2, 1 SP, 1 full round to act)	Dries an 1 square foot of surface area of cloth or an object.

Grow Plants (E)	(Range 0m, AOE 10m diameter circle, Difficulty 3, 2 SP, instantaneous) Causes plant in immediate area to experience 1 months growth. Note, spell can only be repeated twice.	Trance (M)	(Range self, AOE self, Difficulty 1, 1 SP, up to 8 hours) Puts the caster into a deep trance. She/he will appear dead at a quick glance. Uses ¼ oxygen to breath.
Heal minor wound (E)	(Range touch, AOE 3 in radius/L, Difficulty 2, 2 SP, instant) Heals and sanitizes minor cuts and infections. Up to 1D3 Hit Points.	Warm (E,G)	(Range 2m, AOE 1 cubic foot/L, Difficulty 2, 1 SP, instantaneous) Raises the temperature in material by 30 degrees.
Ignite (E,G)	(Range touch, AOE target, Difficulty 1, 2 SP, up to 1 min) Ignites small flame (match size) on tip of caster's finger for duration of spell.	Whisper (E,G)	(Range 3m/L, AOE 1 person, Difficulty 2, 1 SP, 1 min) Allows caster to whisper a message into the air that can be only heard at the location of the target, even across a crowded room.
Light (E,G)	(Range 0m, AOE 2m/L diameter circle, Difficulty 3, 2 SP, 1 hr/L) Creates a light sufficient to illuminate circle. Light travels along with caster as she/he moves.	Level 2	
Look of Death (N)	(Range 2m/L, AOE 1 target, Difficulty 1, 1 SP, 2 min/L) Caster gives a hideous look of death that requires a level 4 WP roll to avoid causing the target to want to get away from the caster (at least one or two rooms away). Available to Necromancers only.	Acid Ball (G)	(Range touch, AOE 1 liter, Difficulty 3, 2 SP, instantaneous) Creates ball of acid out of thrown flask of water. A flask can splash over up to three humans. Also useful for destroying inanimate objects. The acid burns for 1D of damage for 1D3 turns. Destroys armor before the target.
Predict Weather (E)	(Range location, AOE NA, Difficulty 5, 1 SP, instantaneous) Allows the caster to accurately predict the upcoming weather. The stability of that weather may vary.	Another Voice (G)	(Range self/touch, AOE target, Difficulty 3, 1 SP/hr, varies) Gives the target (which can be the caster) a different voice that is indistinguishable from that of the real person's voice.
Sense Previous Presence (M)	(Range 0m, AOE 5m diameter circle, Difficulty 4, 2 SP, instant) Gives caster a vision of a sense of anything passing the position in the last couple of hours. E.g. Y/N, many or few, big/small.	Audio Illusion (G)	(Range 3m/L, AOE location, Difficulty 2, 2 SP, up to 1 min/L) Caster than throw a sound or voice to a specific location.
Smoke (E,G)	(Range 0m, AOE 1 cubic m/L, Difficulty 2, 1 SP, varies) Creates a dense cloud of smoke of any color. Duration depends upon weather conditions ... a brisk wind will blow away the smoke rapidly.	Battle Rage (S)	(Range 0m, AOE 1m/L, Difficulty 2, 2 SP, 6 rounds) Persons within spell range must make a Level 2 Willpower roll or go into a fighting frenzy for 4 combat rounds. A fighting frenzy means they attack nearest enemy. Can be cast by Shamans only.
Stench of Death (N)	(Range 0m, AOE 2m/L diameter circle, Difficulty 1, 1 SP, 2 min/L) Caster exudes a horrible stench that requires a level 4 WP roll to avoid causing the target to want to get away from the caster (at least out of the circle of smell). Available to Necromancers only.	Breeze (E,G)	(Range 6m/L, AOE 2m/L, Difficulty 3, 3 SP, 4 min) Creates a breeze capable of picking up dry leaves, rustling branches, and blowing out unguarded candles, etc.
Swim (E,M)	(Range touch/self, AOE target, Difficulty 3, 2 SP, 10 min) Allows target to swim at 4 times normal speed..	Boil (E)	(Range 0m, AOE 1 liter, Difficulty 3, 2 SP, varies) Brings one liter of water to a boil. Also causes 2D heat damage when cast on a person/creature.
		Burning touch (G)	(Range 0m, AOE target, Difficulty 2, 2 SP, 1 min)

	Caster causes 1D of fire damage on a successful hand-to-hand combat strike.		
Call Animal (S)	(Range ½ km/L, AOE NA, Difficulty 3, 2 SP, 2 hrs/L) Caster summons an animal to complete a task within its physical capability. Cannot result in animals injury.	Follow Tracks (M, S)	(Range self, AOE self, Difficulty 5, 4 SP, 1 hour/L) Enhances the ability of the caster to follow tracks by 6 levels. Amount of starting information and time since the person/creature who is being tracked has passed adjusts chance of success. GM should decide on basic level of difficulty.
Clouded Thoughts (G)	(Range 5m/L, AOE target, Difficulty 2, 2 SP, instantaneous) Target becomes confused for next 1D3 rounds (including being unable to cast magic spells. Can be resisted with a WP roll or MA roll.	Grasp of Ice (E,G,N)	(Range self, AOE touch, Difficulty 3, 3 SP, 1 rounds/L) Touch from the caster cans 2D cold damage. The attack is as a standard hand-to-hand combat attack, using the casters magic level as a SRS modifier.
Dive (M)	(Range self/touch, AOE target, Difficulty 3, 2 SP, 5 min) Allows target to hold breath for up to 5 minutes, tolerate depths up to 150' and swim at 4x speed.	Hear (E,G)	(Range 3m/L, AOE 1m radius circle, Difficulty 3, 2 SP, 2 rounds/L) Caster can hear any sound at a given location, even when surrounded by other noises.
Divine Death (N,S)	(Range touch, AOE target, Difficulty 4, 2 SP, instantaneous) Only works on relatively new bodies, gives caster vision of what caused the body to die.	Mist (E)	(Range 6m/L, AOE 3m/L diameter circle, Difficulty 4, 3 SP, varies) Creates mist that obscures vision making all perception checks 6 levels more difficult. 1 gallon of water per 3m diameter must be available.
Detect Magic (X)	(Range 0m, AOE 5m/L diameter circle, Difficulty 3, 1 SP, 1 min/L) Allows caster to detect the presence of magic.	Talk with Zombie (N)	(Range 3m, AOE zombie, Difficulty 3, 2 SP, up to 1 min/L) Able to talk with Zombie, this also causes them to pause any attack. Necromancers only.
Distraction (G)	(Range 0m, AOE 6m radius circle, Difficulty 2, 2 SP, 2 rounds) All people failing to make a WP roll against the casters skill level are distracted (until attacked) for duration of the spell. Does not work during combat.	Turn Zombie/Skeleton (N)	(Range 2m/L, AOE 1 zombie/L, Difficulty 2, 2 SP, instantaneous) Causes Zombies and skeletons to flee the caster.
Dust (E,G)	(Range 6 m/L, AOE 3m diameter/L circle, Difficulty 2, 3 SP, 2 min) A shaking of the grounds surface that causes (if available) dust to rise 1-3m' into the air. Makes detection rolls 2 levels harder and requires a level 1 strength roll to keep standing.	Spray (E)	(Range 6m/L, AOE 3m/L diameter circle, Difficulty 4, 3 SP, 2 min) In the presence of water, a spray is directed at the area making vision (4 levels) and movement more difficult (1/2 movement).
False Tongue (G)	(Range 0m, AOE target, Difficulty 2, 2 SP, 2 min) Makes lies told by the target 4 levels more difficult to detect.	Sticky Earth (E)	(Range 3 m/L, AOE 3m diameter/L circle, Difficulty 3, 3 SP, 2 min) Makes area of earth harder to cross. Requires level 3 ST roll or all movement halved in the sticky area.
Fetch (M)	(Range 10m, AOE small object, Difficulty 2, 1 SP, 5 rounds) Fetches small item (up to 4-6 ounces) using telekinesis.	Suggest (M)	(Range 2m, AOE target, Difficulty 1, 1 SP, varies) Ability to suggest an action to another. Must be subtle and not dangerous. GM should set the difficulty of the saving roll versus WP. Other examples are: "You are getting hungry, you should go for food.." etc
Flash Fire (E, G)	(Range 3m/L, AOE 1m/L diameter circle, Difficulty 3, 3 SP, 1 min) Ignites dry flammable materials a circular area.		

Warmth (E)	(Range 0m, AOE 2m/L diameter circle, Difficulty 2, 2 SP, 10 min) Raises air temperature in the circle by up to 30 degrees.	Cooks food to 160 degrees F or causes 1D fire damage per level when performed as an attack.
Will Power (M)	(Range touch/self, AOE target, Difficulty 1, 2 SP, 5 min) Increases target's WP by 4 for duration of spell	Communicate with Ghost/Spirit (N, S) (Range self, AOE self, Difficulty 5, 3 SP, 5 min) Caster becomes able to communicate with ghosts, etc by traveling to their spirit plane (astrally).
Zap Spell (E) SP, instantaneous)	(Range 3m/L, AOE target, Difficulty 3, 2 SP, instantaneous) Caster blasts target with glowing ball that causes 2D electrical damage.	Dazzle Armor (G) (Range 2m/L, AOE target, Difficulty 3, 2 SP, 5 min) Surrounds the target (usually the caster) with a shimmering light of color (single or multiple). Makes the target 3 levels more difficult to hit.
Level 3		
Appear (M)	(Range touch, AOE small item, Difficulty 2, 1 SP, instantaneous) Makes small item re-appear from the "other plane" where it was placed by the caster. Must be retrieved within 24 hours or it is lost.	Deflect Blows (E) (Range self, AOE self, Difficulty 3, 2 SP, 2 min) Creates small shield around caster making all incoming attacks 3 levels more difficult.
Armor (X)	(Range touch, AOE target, Difficulty 2, 2 SP, 3 min) Adds 5 points of armor to the target for duration of the spell	Disappear (M) (Range touch, AOE small item, Difficulty 2, 1 SP, instantaneous) Makes small item disappear to "other plane" only accessible to caster. Must be retrieved within 24 hours or it is lost.
Aura of Fear (N)	(Range 3m/L, AOE 2m/L radius circle, Difficulty 4, 3 SP, 1 min) All failing a level 3 WP roll are stricken with fear and cannot do anything but defend themselves (though they may attack in self defense).	Detect Magical Power (G) (Range 3m/L, AOE self, Difficulty 3, 3 SP, 1 min/L) Allows caster to detect the use of magic or magical items.
Blur (E,G)	(Range 0m, AOE 3m/L, Difficulty 3, 1 SP/3m radius, 2 min) Distorts air surrounding caster making all vision checks 6 levels more difficult to perform.	Dispel (G) (Range 3m/L, AOE spell, Difficulty level of spell, equal to level of spell, instantaneous) Reduces spell strength by 4 levels or by 4 and negates it totally with a critical success.
Calm (S,M)	(Range touch, AOE target, Difficulty 2, 3 SP, 2 min/L) Calms target. They will not attack or engage in combat unless provoked. Required level 4 WP roll to resist.	Douse Fire (E) (Range 3m/L, AOE 2m/L diameter circle, Difficulty 3, 3 SP, NA) If water is available is can be applied to extinguishing a fire.
Calm Waters (E)	(Range 0m, AOE 10m/L radius circle, Difficulty 6, 3 SP, 5 min/L) Calms waters making them ¼ as violent as before.	Enhance Attack (S) (Range touch/self, AOE target, Difficulty 3, 3 SP, 2 min) Makes targets attacks all 2 levels easier for duration of the spell.
Cloak of Fire (E,G)	(Range self, AOE self, Difficulty 3, 3 SP, 3 min) Surrounds the caster in flames that make him 2 levels harder to hit, plus the caster inflicts 1D+2 fire damage on a successful hand-to-hand hit.	Enrage Flames (G,E) (Range 6m/L, AOE 2m/L diameter circle, Difficulty 3, 2 SP, 2 min) Causes a fire to become enraged. A fire with become 10 times its original size using up 10 times the available fuel.
Cook (E, S)	(Range 0m, AOE 4 liter/L, Difficulty 1, 2 SP, NA)	Extinguish (G,E) (Range 6m/L, AOE 1 cu foot/L, Difficulty 4, 5 SP, instantaneous) Creates a vacuum around a fire extinguishing the flames. Extremely hot fires can re-ignite.

<p>Fireball (E) (Range 6m/L, AOE 3m diameter circle, Difficulty 3, 4 SP, instantaneous)</p> <p>An exploding fireball causing 2D fire damage to all in circle.</p>	<p>Shield of Wind (E) (Range 2m/L or self, AOE one person, Difficulty 3, 3 SP, 2 min)</p> <p>Creates a small shield around the caster making incoming attacks 3 levels more difficult. Works only against one attack per phase and does not reduce damage.</p>
<p>Grace of Cats (S,M) (Range touch/self, AOE target, Difficulty 3, 3 SP, 1 min/L)</p> <p>Improves AG by +6 for duration of the spell. Hence, enhances all AG related skills.</p>	<p>Visual Illusion (G) (Range 3m/L, AOE location, Difficulty 3, 2 SP, up to 1 min/L)</p> <p>Caster then create an image at a give location.</p>
<p>Heat Wave (G) (Range 5m/L, AOE 3m/L long wall, Difficulty 3, 3 SP, 1 min)</p> <p>Creates a moving wall of heat that causes 1D heat damage to cross and halves movement rate to cross. Wall starts at caster and moves 5m round to maximum range. Also makes all perception rolls through the wall 4 levels more difficult.</p>	<p>Water Cannon (E) (Range 6m/L, AOE 1m/L diameter circle, Difficulty 4, 5 SP, instantaneous)</p> <p>Blasts a column of water (if present) at a target. Does 2D damage, plus requires Level 4 AG roll to keep standing.</p>
<p>Ice (E) (Range 3m/L, AOE 3m/L diameter circle, Difficulty 4, 4 SP, instantaneous)</p> <p>Freezes water into a 4 inch thick slab.</p>	<p>Wind (E) (Range 15m/L, AOE 6m/L, Difficulty 5, 1 SP/6m radius, 5 min)</p> <p>Creates a strong breeze, enough to blow dust and extinguish candles and torches. Does not extinguish covered lamps, etc.</p>
<p>Leap of the Lion (S,M) (Range touch, AOE target, Difficulty 3, 3 SP, 2 min)</p> <p>Allows target to be able to leap up to 13m horizontally and 6m vertically.</p>	<p>Level 4</p> <p>Asphyxiate (E) (Range 6m/L, AOE 5m diameter circle/L, Difficulty 4, 3 SP, 3 min)</p> <p>Creates a vacuum in an area where all persons in zone suffer 1D damage per turn until they leave the space.</p>
<p>Make Poison Antidote (G) (Range touch, AOE 1 flask/dose, Difficulty 3, 3 SP, instantaneous)</p> <p>Creates a cure for poisons in liquid form.</p>	<p>Blade Master (S,M) (Range touch/self, AOE target, Difficulty 4, 4 SP, 2 min)</p> <p>Makes all attack rolls 4 levels easier for the target.</p>
<p>Nullify Poison (E) (Range touch, AOE target, Difficulty 4, 2 SP, instantaneous)</p> <p>Stops poison from working.</p>	<p>Camouflage (E) (Range touch/self, AOE target, Difficulty 6, 6 SP, 5 min/L)</p> <p>Creates a complete visual disguise. Requires a level 9 (IN+PE) roll to detect the disguise (or a detect magic), however can detect an imposter of a known person/friend with an level 1 (IN+PE) roll.</p>
<p>Purify Food/Water (E,S) (Range touch, AOE 1 cubic foot/L, Difficulty 5, 2 SP, NA)</p> <p>Purifies contaminated or poisoned food.</p>	<p>Charm (G) (Range 1m/L, AOE target, Difficulty 3, 2 SP, 5 min)</p> <p>Charms target with respect to caster for 4 rounds. They will think the caster is their friend, unless attacked. Saving roll equal to level of caster plus MA bonus.</p>
<p>Rain (E) (Range 6m/L, AOE 3m/L diameter circle, Difficulty 4, 4 SP, 30 sec/L)</p> <p>Condense water in air into a fine rain capable of damping out small fires. Dry air lessens the effect.</p>	<p>Command Animal (S) (Range 3m/L, AOE animal, Difficulty 2, 2 SP, varies)</p> <p>If animal fails level 6 WP roll it must do as the caster commands. Only a level 4 WP roll is allowed if the animal is instructed to do some very dangerous act.</p>
<p>Release Skeleton/Zombie (N) (Range 5m/L, AOE 1 Zombie/Skeleton/L, Difficulty 4, 3 SP, instantaneous)</p> <p>Releases the controlling force of the zombie or skeleton thus destroying the creature.</p>	<p>Command Zombies/Skeletons (N) (Range 3m/L, AOE 1/undead/L, Difficulty 4, 4 SP, varies)</p>
<p>Sense Thoughts (M) (Range 2m/L, AOE target, Difficulty 3, 2 SP, 1 min)</p> <p>Allows caster to sense, but not complete read the thoughts of the target.</p>	

	Essentially gives programming instructions to a zombie or skeleton. Can overwrite existing instructions.		Allows caster to put another under, even if unwilling (if failing a saving roll). While hypnotized the caster can implant suggestions or ask questions.
Daze (G)	(Range 5m/L, AOE 2m/L radius circle, Difficulty 4, 3 SP, 4 rounds) Dazes targets (targets can only defend) if they fail a WP roll at the casters level.	Induce Rain (E)	(Range 0m, AOE 1km/L, Difficulty 10, 4 SP, varies) If clouds are present, they can be induced to rain. Roll actual 2D6 to judge amount 2-6 light, 7-9 medium, 10-12 heavy. Modified by cloud density and success level of the spell.
Disguise (G)	(Range touch/self, AOE target, Difficulty 6, 6 SP, 5 min/L) Creates a complete visual disguise. Requires a level 9 (IN+PE) roll to detect the disguise (or a detect magic), however can detect an imposter of a known person/friend with an level 1 (IN+PE) roll.	Insights (S)	(Range touch/self, AOE target, Difficulty 3, 6, 30 min/L) Adds +4 to intelligence of caster for duration of spell.
Dispel Magic (X)	(Range touch, AOE object, Difficulty 3+level of spell*, 3 + level of spell SP, permanent) * Difficult can never be lower than level of spell. Allows caster to break a previous enchantment or ward.	Rain of Rocks (E)	(Range 6m/L, AOE 2m/L diameter circle, Difficulty 3, 4 SP, instantaneous) If available gravel and small rocks are picked up and shot at the area. Those in the circle suffer 2D damage. A level 4 ST roll is required to avoid losing all movement and a level 2 AG roll to avoid falling.
Detect Lie (M,S)	(Range self, AOE target, Difficulty 4, 2 SP, 5 min/L) Allows the caster to know whether the target is telling the truth or not.	Send thought/message (M)	(Range varies, AOE target, Difficulty 8, 1 SP/10km, instantaneous) Allows caster to send messages via thoughts for great distances.
Enfeeblement (N)	(Range 5m, AOE target, Difficulty 4, 2 SP, 1min/L) Target's strength is reduced by 6 for duration of spell. Only reduced by 3 with a normal level 6 saving roll and not at all with a critical success saving roll.	Shake the Earth (E)	(Range 10m/L, AOE 3m/L diameter circle, Difficulty 4, 4 SP, 3 min) Causes the earth to shake, all standing must make a level 4 AG roll to remain standing. All travel is at half speed. All attacks are 3 levels more difficult.
Encrypt (G)	(Range touch, AOE 1 scroll, Difficulty 3, 1 SP, 24 hours) Cast on paper, scroll, etc. makes it unreadable for 24 hours without a dispel magic spell.	Strength of Giants (M,E)	(Range touch/self, AOE target, Difficulty 4, 4 SP, 1 min/L) Improves ST by +4 for duration of the spell. Hence, enhances all ST related skills and hand-to-hand damage bonus.
Fortune Telling (G,S)	(Range self, AOE target, Difficulty 6, 2 SP, varies) Allows the caster insight onto another persons immediate future. Note, this spell is not reliable when the caster has a vested interest in the future. Cannot be cast on oneself or another in the party.	Telekinesis (M)	(Range 3m/L, AOE target, Difficulty 4, 1 SP/kg, 30 sec) Allows caster to manipulate an object with their mind only.. Difficulty: 4, Spell Cost 4.
Freeze (E)	(Range touch, AOE ½ kg/L, Difficulty 4, 4 SP, one phase) Allows caster to freeze item touched solid. Note this will freeze armor, etc. If bare flesh is touched, then 6D cold damage is suffered. See Grasp of Ice above.	Telepathy (M)	(Range 3m/L, AOE target/self, Difficulty 4, 3 SP, 30 sec/L) Allows caster to communicate with another target. Can be resisted with a MA saving roll equal to casters level + 3.
Heal (S)	(Range touch/self, AOE target, Difficulty 3, varies, NA) Heals 1D of hit points per 1 SP used.	Walled Mind (M)	(Range self, AOE self, Difficulty 4, 4 SP, 5 min/L) Caster seals off his mind from any telepathy, mind reading, for duration of spell.
Hypnotize (M)	(Range 2m/L, AOE target, Difficulty 4, 2 SP, up to 5 minutes)		

Weapon of Power (G)	(Range touch, AOE 1 weapon, Difficulty 4, 3 SP, 3 min)	Create Food (S)	(Range 0m, AOE NA, Difficulty 6, 3 SP, NA)
	Cast on a weapon, it makes hit rolls 3 levels easier and adds 1D damage on hits		Creates a rich bread substance that feeds 2-12 people.
Whirlwind (G,E)	(Range 10m/L, AOE 2m diameter circle/L, Difficulty 4, 4 SP, 2 rounds)	Divine Item (M)	(Range self, AOE 100m, Difficulty 5, 3 SP, 5 minutes)
	Creates an intense blast of wind capable of picking up debris, etc. If small gravel is present, then targets must make a level 4 AG roll to avoid taking 2D blunt damage twice per round. Targets must make a level 1 ST rolls to stand each round and level 3 ST roll to advance against the wind in a round.		Allows caster to find item with 100 yards if they have a clear mental image of the item.
Level 5		Enthrall (G)	(Range 2m/L, AOE target, Difficulty 5, 3 SP, 5 min/L)
Accelerate Magic (G)	(Range 3m/L, AOE spell, Difficulty 5, 5 SP, instantaneous)		Target becomes enthralled with caster for 5 minutes. Require level 6 WP roll to avoid effects of spell. They will think the caster is their friend or more.
	Spells reduces the duration of existing spells by a factor of 5. Causes a other dimensional drain on the mana invested in the spell.	Fire Ball (E)	(Range 20m/L, AOE 3m diameter circle, Difficulty 5, 6 SP, instantaneous)
Animal Messenger (E)	(Range ½ km/L, AOE 1 creature, Difficulty 6, 3 SP, 1D6 days)		Caster blasts out a 6D6 damage fire ball that explodes on the target. Can also ignite objects.
	Caster summons an animal (determined by GM) to carry a message to someone else. The animal try to deliver the message in the number of days, otherwise it forgets the message. The detail of the message is limited to a series of thoughts and visions that are delivered to the recipient.	Greater Illusion (G)	(Range 20m/L, AOE 10m diameter circle, Difficulty 6, 4 min/L)
Animate Body (N) (Make Zombie/Skeleton)	(Range touch, AOE 1 body/2 levels, Difficulty 8, 3 SP/body, indefinite)		Caster can create a large illusion (small house size) with both visual and auditory features. This can be very complex with multiple movements and noises.
	Caster can animate 1 body per 2 levels. Zombies last 1-2 weeks before turning into skeletons. Necromancers only.	Rally Troops (S)	(Range 0m, AOE 30m radius circle, Difficulty 8, 6 SP, 10 min/L)
Beacon (S,G)	(Range 1m/L, AOE NA, Difficulty 5, 5 SP, 5 min/L)		Causes all those failing to make a level 6 WP saving roll to rally and regroup. Cancels Fright spells and broken ranks, etc.
	A powerful light erupts for the caster effectively as bright as a light house.	Read Mind (M)	(Range 3m/L, AOE target, Difficulty 6, 4 SP, 5 min/L)
Charge (G)	(Range touch, AOE 1 object, Difficulty 5, 5 SP, up to 10 minutes/discharge)		If target fails a level 8 WP roll, the caster can read their mind.
	Attaches an electrical charge to any object. Lasts for 5 minutes. Next person or animal that touches the object gets 3d electrical damage. Item must be no bigger than 20 kg.	Rock Blast (E)	(Range 6m/L, AOE target, Difficulty 5, 5 SP, instantaneous)
Cone of Frost (E)	(Range 5m/L, AOE 2m/L wide cone at end, Difficulty 5, 5 SP, instantaneous)		A concentrated blast of energy through the earth that blasts a rock (assuming rock is available) at the target causing 5D damage. This acts like a regular attack at the skill level of the caster.
	Blasts a cone of cold causing 3D cold damage to all in its area of effect. The area starts at the caster and ends in a 2m/L wide line. The caster can thus concentrate the effect in a wide close blast or a farther blast.	Robe of Fire (E,N)	(Range self, AOE 1m diameter circle, Difficulty 5, 4 SP, 1 min/L)
			Creates a robe of fire around the caster. Anyone attacking the caster in hand-to-hand combat suffers 1D6 damage per attack (adjusted for armor).
		Sickness (N)	(Range 2m/L, AOE target, Difficulty 5, 4 SP, 1D6 days)
			Causes target to become afflicted with symptoms equal to a severe virus within

	1D6 rounds. Vomiting, etc. -3 to all attacks while sick. Level 4 saving roll against HT allowed.	Blink (G)	(Range self, AOE self, Difficulty 6, 10 SP, instantaneous) Allows the caster to instantly teleport 3m in any direction.
Skin of Stone (E)	(Range self/touch, AOE target, Difficulty 4, 5 SP, 3 min) Provides target with 11 additional points of armor, reduces AG by -2 and DX by -2.	Circle of Protection from Demons (X)	(Range 0m, AOE ½ m/L, Difficulty 6, 8 SP, 15 min/L) Creates a protective circle that demons cannot cross.
Snow (E)	(Range 5m/L, AOE 3m diameter circle/L, Difficulty 5, 4 SP, instantaneous) Immediately creates a blast of snow (4 inches) light and fluffy into the target area. It will melt rapidly in hot weather. Good for extinguishing fires, etc.	Command crowd (G)	(Range voice, AOE crowd, Difficulty 6, 10 SP, 30min/L) Allows caster to foment crowd into action. Spells can be resisted with a level 5 WP saving roll.
Superheat (M,G)	(Range touch, AOE object, Difficulty 5, 5 SP, instantaneous) Causes an object to get heated rapidly. Causes 6D6 to touched object, with ignite flammable materials, and cause object to become too hot to handle..	Crumble Rock (E)	(Range 8m/L, AOE 3cubic m/L, Difficulty 6, 8 SP, instantaneous) Causes rock to effectively crumble to sand.
Summon Spirit (S,N)	(Range NA, AOE spirit, Difficulty 10, 6 SP, 1 min/L) Summons spirit from the beyond. Spirit can depart if offended, etc., but can carry discussions, etc.	Cure Disease (S)	(Range touch, AOE target, Difficulty 6, 4 SP, instantaneous) Cures all diseases.
Tunnel (E)	(Range 0m, AOE earth, Difficulty 6, varies, varies) This spell creates a tunnel through rock (1m/3 SP) or earth (1m/1 SP) that is 3' diameter.	Disintegrate (M)	(Range touch, AOE 1 liter volume/L, Difficulty 6, 5 SP, instantaneous) Causes matter to disintegrate. This attack causes 8D damage if a successful hand-to-hand attack is performed when it is cast.
Viper's Strike (S,M)	(Range self/touch, AOE target, Difficulty 4, 3 SP, 2 min) Causes all hand-to-hand attacks from the target to do an additional 1D of damage per successful hit. (This is pre-adjustment for critical strikes).	Disease (N)	(Range 2m/L, AOE target, Difficulty 6, 4SP, varies) Afflicts the target with a host of possibly deadly, crippling, nasty diseases.
Wind Shaft (E)	(Range 3m/L, AOE 3m diameter circle, Difficulty 5, 4 SP, 2 min) Creates a vortex of wind that carries anything up to 100 kg straight up into the air 2'/L of caster	Doppelganger (G)	(Range touch/self, AOE target, Difficulty 9, 6 SP, 1 hr/L) Creates a complete visual and sound disguise that requires a level 9 (IN+PE) roll to detect the disguise (or a detect magic) even when disguised as a friend of the other characters.
Xenophobia (N,G)	(Range 3m/L, AOE 3m diameter circle, Difficulty 5, 3 SP, 5 min) Creates extreme sense of xenophobia in people of choice within target circle of effect.. Lasts five minutes and can induce fighting, etc. Requires Level 5 WP roll to resist.	Fire Storm (E)	(Range 10m/L, AOE 4m/L diameter circle, Difficulty 9, 8 SP, instantaneous) Brings a storm of fire on affected area causes 4D6 damage to all in circle and setting flammable materials on fire.
Level 6		Inspire Battle Rage (S)	(Range 0m, AOE 5m/L diameter circle, Difficulty 8, 6 SP, 5 min /L) Creates a battle rage in targets. Resisted with level 5 WP roll. All in circle with attack at +2 on all attack rolls and never use the defend action.
Bless Crops (S,E)	(Range 0m, AOE ½ km square area, Difficulty 10, 20 SP, one season) Causes crops to double production for a season (must be cast in spring).	Invisibility (G)	(Range 0m/self, AOE target, Difficulty 6, 5 SP, 15 min/L) A complete cloaking spell. Makes target invisible to sight for duration of spell.

<p>Lightning (E) (Range 10m/L, AOE one target, Difficulty 6, 6 SP, instantaneous)</p> <p>Blasts the target with an 6D6 lightning bolt. Can also ignite fires and causes those within 3m to make a level 4 AG roll or be knocked down.</p>	<p>Dispel Elemental (E) (Range 10m/L, AOE one elemental, Difficulty 7, 6 SP, permanent)</p> <p>Allows caster to dispel an elemental.</p>
<p>Mind Meld (M) (Range touch, AOE target, Difficulty 10, 6 SP, 1 min/L)</p> <p>Allows caster and target minds to meld as one, permanently transferring some memories between the two people. This spell can, optionally, be resisted with only a Level 4 difficulty WP roll.</p>	<p>Divine Use (G,S) (Range touch, AOE one item, Difficulty 10, 3 SP, instantaneous)</p> <p>Gives caster knowledge of the use of a magical item and what the trigger word is.</p>
<p>Minor Quake (E) (Range 0m, AOE 20m/L, Difficulty 5, 6 SP, 30 sec/L)</p> <p>Creates a magnitude 6 earth quake in the vicinity of the spell. Level 5 AG roll to stand and attack each round. Buildings may be damaged and fall based on quality of structure e.g. GM discretion.</p>	<p>Enchant Item (X) (Range touch, AOE one item, Difficulty 8, 3 SP+cost of spell, NA)</p> <p>Allows caster to store a charge of a spell in some appropriate item. To use the spell the holder of the item must issue the appropriate command. (Sometimes written on the item) or identified by a Divine Use spell.</p>
<p>Poison Cloud (N) (Range 3m/L, AOE 3m/L diameter circle, Difficulty 6, 5 SP, 2 min/varies)</p> <p>Creates a cloud of poisonous green gas that causes 1D the first round, 2D the second round, etc., up to a maximum of 4D per round. A HT saving roll is allowed and targets can move out of the gas. The</p>	<p>Feed the Masses (S) (Range 0m, AOE NA, Difficulty 7, 12 SP, instantaneous)</p> <p>Creates spell bread like food that feeds 1D6x100 people.</p>
<p>Summon Sea Storm (E) (Range 0m, AOE ½ km radius/L circle, Difficulty 6, 10 SP, 10 min/L)</p> <p>Raises rough seas and winds in the area of the spell. Smaller boats with flounder, while large boats will likely be damaged or out of control.</p>	<p>Flight (G) (Range touch/self, AOE one being, Difficulty 8, 8 SP, 1 day)</p> <p>Caster or target can fly 25 yards per melee turn in any direction.</p>
<p>Turn Demon (X) (Range 3m/L, AOE target, Difficulty 6, 6 SP, permanent)</p> <p>Causes a demon to leave the area of the caster. Cannot return for at least 24 hours.</p>	<p>Sailing Winds (E) (Range 100m/L, AOE one ship, Difficulty 8, 8 SP, 1 day)</p> <p>Allows caster to create a medium wind capable of propelling a ship for one day.</p>
<p>Wall of Stone (E) (Range 5m/L, AOE 3m/L (long) x 1m (wide) x 2m (tall) wall, Difficulty 6, 8 SP, instantaneous)</p> <p>Causes wall of earth to raise from the ground.</p>	<p>Summon Demon (X) (Range 0m, AOE target, Difficulty 10, 8 SP, 1 day/L)</p> <p>Causes a demon to materialize on this plane. Demons cannot leave unless permitted by the caster for the duration of the spell. This gives the caster bargaining power with the demon, since the demon is otherwise trapped at the given location by the summon demon spell.</p>
<p>Wind Storm (E,G) (Range 10m/L, AOE 3m diameter circle/L, Difficulty 6, 6 SP, 2 rounds)</p> <p>Creates an intense blast of wind capable of picking up debris, etc. If debris is present, then targets must make a level 4 AG roll to avoid taking 3D blunt damage twice per round. Targets must make a level 3 ST rolls to stand each round and level 6 ST roll to advance against the wind in a round.</p>	<p>Summon Familiar (X) (Range 1km/L, AOE one creature, Difficulty 10, 15 SP, permanent)</p> <p>Allows caster to summon an avian familiar. This animal will served the caster unto death. Casters can only have one familiar at a time and must wait 3 months before summoning another familiar, after losing a familiar.</p>
<p>Level 7</p>	
<p>Level 8</p>	
<p>Banish Demon (X) (Range 3m/L, AOE target, Difficulty 8, 10 SP, instantaneous)</p> <p>Banishes a demon from this plane for at least one month.</p>	<p>Bind Spirit to Item (N) (Range 0m, AOE target, Difficulty 8, 10 SP, varies)</p> <p>Binds a spirit to an object trapping in there. Usually it is a crystal or gem, etc.</p>

Command Elemental (E) (Range 10m/L, AOE one elemental, Difficulty 6, 4 SP, varies)

Allows caster to give a command to an air elemental.

Level 9

Create Elemental (E) (Range 0m, AOE one elemental, Difficulty 12, 10 SP, permanent)

Allows caster to give a create an air elemental.

Level 10

Summon Weather (E) (Range location, AOE 1 km/L diameter, Difficulty 12, 10 SP, varies)

Allows caster to summon weather appropriate to time of year. E.g. summon a massive thunderstorm or snow storm. Calm sea storm, etc.

Dispel Elemental (X) (Range 10m/L, AOE one elemental, Difficulty 7, 6 SP, permanent)

Allows caster to dispel an elemental.

22. Appendix 2 - ORC Variations/Derivation

This appendix includes ORC tables for 1D100 and 2D6 (probably not recommended).

For those interested in the derivation of the ORC Table: The current ORC tables are based on a mapping of SRS scores to a normal probability table. To get the probability of overall success, a Z-score was calculated equal to SRS/4. Comparing this to the normal probability distribution provided a probability of success. Probability of critical success equals 0.2 x the overall probability of success. Probability of critical failure equals 0.1 x the overall probability of failure. A little fudging is done on very low and high scores.

The ORC tables map the probability of dice rolls the derived probabilities.

This system has the following features:

- A SRS of 0 gives 50% chance of success.
- Changes in SRS values around 0 have larger impact on chance of success.
- Very small and very large chances of success around extremes SRS values can be obtained. For this reason, the conversion to 2D6 does not work as well and is not recommended, by 1D100 should work as well as 3D6.

The ORC Tables

ORC Table for 1D100

SRS	Critical Success	Success	Failure	Critical Failure
-9 or less	NA	01	02-90	91-100
-8	NA	01-02	03-90	91-100
-7	01	02-04	05-90	91-100
-6	01	02-07	08-91	92-100
-5	01-02	03-11	12-91	92-100
-4	01-03	04-16	17-92	93-100
-3	01-05	06-23	24-92	93-100
-2	01-06	07-31	32-93	94-100
-1	01-08	09-40	41-94	95-100
0	01-10	11-50	51-95	96-100
1	01-12	13-60	61-96	97-100
2	01-14	15-69	70-97	98-100
3	01-15	16-77	78-98	99-100
4	01-17	18-84	85-98	99-100
5	01-18	19-89	90-99	100
6	01-19	20-93	94-99	100
7	01-19	20-96	97-100	NA
8	01-20	21-98	99-100	NA
9 or more	01-20	21-99	100	NA

ORC Table for 1D20

SRS	Critical Success	Success	Failure	Critical Failure
-7 or less	NA	1	2-18	19-20
-6	NA	1-2	3-18	19-20
-5	NA	1-2	3-18	19-20
-4	1	2-3	4-18	19-20
-3	1	2-5	6-18	19-20
-2	1	2-6	7-18	19-20
-1	1-2	3-8	9-18	19-29
0	1-2	3-10	11-19	20
1	1-2	3-12	13-19	20
2	1-3	4-14	15-19	20
3	1-3	4-15	16-19	20
4	1-3	4-17	18-20	NA
5	1-4	5-18	19-20	NA
6	1-4	5-18	19-20	NA
7 or more	1-4	5-19	20	NA

ORC Table for 2D6

SRS	Critical Success	Success	Failure	Critical Failure
-7 or less	NA	2-3	4-10	11-12
-6	NA	2-3	4-10	11-12
-5	NA	2-4	5-10	11-12
-4	2-3	4	5-10	11-12
-3	2-3	4-5	6-11	12
-2	2-3	4-6	7-11	12
-1	2-3	4-6	7-11	12
0	2-4	5-7	8-11	12
1	2-4	5-8	9-11	12
2	2-4	5-8	9-11	12
3	2-4	5-9	10-11	12
4	2-5	6-10	11	12
5	2-5	6-10	11-12	NA
6	2-5	6-11	12	NA
7 or more	2-5	6-11	12	NA

23. Appendix 3 - World of Symmetry Player Character Sheet- Page 1

Name:

Description:

Statistic	Skill Modifier	Comments
ST AG DX HT		
IQ WP PE		
AP CH		
Hit Points Combat Speed MA		

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Skills	Level	Stats	Statistics Modifier	Combined Skill Level	Comments

World of Symmetry Player Character Sheet - Page 2

	Ranges					
Weapon	PB 3m	SHT 10%	EFF 60%	EXT 100%	Damage	Comments

Equipment:

24. Appendix 4. Animals and Monsters:

Ant, Giant

Giant ants. Ants are social creatures and generally will not attack unless adventurers attack them or cross into a nest or other area of interest. Ants attack with their huge mandibles.

Stat	Worker	Warrior	Queen
Hit Points	3D6	5D6	20D6
CS	6	9	1
Armor	3	7	none
Speed/Turn	30m	56m	2m
Speed/Action	15m	14m	2m
Attack (SRS/Dam)	Bite (1,2D6)	Bite (4,4D6)	Bite (-3,6D6)

Apetrix (World of Symmetry)

Apetrix are tree dwelling semi intelligent creatures. They can form very large colonies and will threaten groups that they out number. The elder Apetrix can sometimes be bought off with a few pieces of shiny metal. They are 3 to 4' tall.

Stat	Apetrix
Hit Points	3D6
CS	7
Armor	3
Speed/Turn	24m
Speed/Action	8m
Attack (SRS/Dam)	Club (2, 1D6) Arrow (0, 1D3)

Angel Teeth (World of Symmetry)

Flying animals about half human size. They have very large leather wings and long beaks full of sharp teeth. Can be fairly aggressive when in packs.

Stat	Apetrix
Hit Points	2D6
CS	9
Armor	3
Speed/Turn	48m
Speed/Action	12m
Attack (SRS/Dam)	Bite (2, 2D6-2)

Bat, Giant

Giant bats travel in packs and have a good chance of carrying infections.

Stat	Apetrix
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Hit Points	1D6
CS	9
Armor	none
Speed/Turn	40m
Speed/Action	10m
Attack (SRS/Dam)	Bite (2, 1D3)

Giant bats get a defensive bonus of -2 SRS to the attacker because of their innate ability to dodge.

Bear

Bears are generally solitary animals. They are particularly dangerous when defending young, but many bears will avoid humans. Cave bears and grizzlies are more likely to attack

Stat	Black	Brown	Cave
Hit Points	6D6	10D6	12D6
CS	7	7	7
Armor	3	5	5
Speed/Turn	36m	42m	48m
Speed/Action	12m	14m	16m
Attack (SRS/Dam)	Bite (2, 2D6)	Bite (4, 3D6)	Bite (6, 4D6)

Bird

Birds are found all over, but are generally not aggressive.

Stat	Small	Medium	Large
Hit Points	1hp	1D2	1D6
CS	9	9	9
Armor	none	none	3
Speed/Turn	60m	80m	100m
Speed/Action	15m	20m	25m
Attack (SRS/Dam)	Beak (0, 1D6-4)	Beak/Claw (3, 1D3)	Beak/Claw (5, 1D3+1)

Birds get a defensive bonus of -2 SRS to the attacker because of their speed when flying

Blue Men (World of Symmetry)

An intelligent race of humanoids. They are roughly human size and a deep blue. They dwell away from man and do not support large populations on Symmetry. It is unknown when they arrived, since they were not one of the original settling races. They are very inimical towards man. It is believed that they have a colony in Amer. They are often found near ancient remains and obviously use technological and magical devices.

There are several distinct types of Blue Men with the requisite skills: adventurers, explorers, soldiers, and magic users. Blue Women are also commonly seen. Blue men/women may have armor up to plate with alloy. The Blue men favor short katana or short swords.

Stat	Blue Men
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Hit Points	6D6
CS	7
Armor	worn: 3 to 9
Speed/Turn	36m
Speed/Action	12m
Attack (SRS/Dam)	Weapon (6, 1D6 to 2D6)

Boar, Wild

Boars are wild pigs with large tusks and dense hair.

Stat	Boar
Hit Points	5D6
CS	8
Armor	5
Speed/Turn	45m
Speed/Action	15m
Attack (SRS/Dam)	Gore (2, 2D6) Kick (4, 1D6+1)

Brill (World of Symmetry)

Brill are 7' humanoids with red skin and dread locs. They are highly cultured and employed as diplomats and traders. The Brill live along with humans in many cases. The Brill have are somewhat magically inclined. While not fast, their size makes them good fighters as well.

Brill have an insatiable appetite for good food, good entertainment, and good company. Brill can party all night without tiring.

Stat	Brill
Hit Points	7D6
CS	7
Armor	worn: 3 to 17
Speed/Turn	42m
Speed/Action	14m
Attack (SRS/Dam)	Weapon (2-8, +2 Dam) Hands (3, 1D6+1)

Brill receive a +1 to saving rolls against magic and +1 on HT saving rolls.

Carnivorous Ape

These apes feast on flesh rather than on roots, fruits, and insects. The travel in packs of 4-9 adults with one dominant leader. They attack with claws and bites.

Stat	Warrior	Leader
Hit Points	6D6	10D6
CS	8	8
Armor	3	5
Speed/Turn	36m	42m
Speed/Action	12m	14m
Attack (SRS/Dam)	Bite/Claw (3, 1D6+2)	Bite/Claw (6, 2D6+3)

Cat, Mutated (World of Symmetry)

These house cats that have developed in the oversized (20 kg) aggressive hunters. The possess night vision and climbing as special skills. They are

generally loners, but sometimes appear in marauding packs of 3D6. However, even while in packs, they do not display pack behavior.

Stat	Cat
Hit Points	2D6
CS	10
Armor	3
Speed/Turn	90m
Speed/Action	23m
Attack (SRS/Dam)	Bite (6, 1D6+2) Claw (3, 1D6-1)x2

Centaur

Half horse/half human animals. Found in forested and plain regions. Intelligent creatures, but wild by nature.

Stat	Centaur
Hit Points	9D6
CS	8
Armor	5
Speed/Turn	54m
Speed/Action	18m
Attack (SRS/Dam)	Weapon (4,+2 Da) Kick (2, 3D6)

Crab, Giant

Sea creatures. Crabs attack with their huge claws. Usually they are loners, but may be found in numbers.

Stat	Large	Giant	Huge
Hit Points	6D6	10D6	20D6
CS	8	8	7
Armor	7	11	15
Speed/Turn	36m	48m	60m
Speed/Action	12m	16m	20m
Attack (SRS/Dam)	Claws (2, 2D6)	Claws (4, 4D6)	Claws (6, 6D6)

Centipede, Giant

Giant centipedes can be found in dungeons, caverns, and jungles. The vary in size, but all have poisonous bites and large mandibles.

Stat	Centipede
Hit Points	2D6 to 6D6
CS	6
Armor	3
Speed/Turn	18m to 30m
Speed/Action	6m to 10m
Attack (SRS/Dam)	1 to 3 (1D6-1, 1D6+2, 2D6)

Poison gets a Level 1 (small), 2 (medium), or 3 (large) saving roll versus HT. Effect is 1 (small), 2 (medium), or 3 (large) points per turn hit point damage for the next 1D6 turns.

Demons

Demons are magically creatures that come from other planes. Lesser demons are generally strong

creatures, but not necessarily intelligent or capable of using magic. Greater demons are highly intelligent and dangerous foes capable of magic and extremely dangerous in combat.

All demons should have various immunities and bonuses. For example, a fire demon should be immune to fire attacks, but suffer double damage from cold attacks.

Stat	Lesser	Greater
Hit Points	10D6	2D6x20
CS	9	9
Armor	3-9	7-17
Speed/Turn	60m+	120m+
Speed/Action	15m+	30m+
Attack (SRS/Dam)	Varies (4-10, 2D6 to 4D6)	Varies (6-12, 3D6 to 8D6)

Dog

Dogs are domesticated wolves. Wild dogs have a good chance of carrying disease, including rabies or can cause blood poisoning.

Stat	Dog
Hit Points	1D6 to 6D6
CS	7
Armor	0 to 3
Speed/Turn	24m to 48m
Speed/Action	8m to 16m
Attack (SRS/Dam)	0 to 4 (1D3-1 to 2D6-1)

Doppleganger

These animals are shapeshifters that can take on the form of appearance of another animal or person. They may even be able to speak the language of the creature they mimic. They usually attempt to get into a party and systematically attack and kill individual members. Other times they may simply get into the party to gain entrance to a city or town, where they can feast regularly.

Dopplegangers turn up in cities, the country, and just about any place.

Stat	Doppleganger
Hit Points	6D6
CS	8
Armor	3, plus armor
Speed/Turn	36m
Speed/Action	12m
Attack (SRS/Dam)	Claw (4, 1D6+1)

Can be detected with a detect magic spell.

Dru'upp (World of Symmetry)

Tall long limbed amphibians are often employed as sailors on trading ships. Dru'upp are like upright standing frogs in appearance with large mouths, tongues that can snatch up small objects, and with large eyes.

Stat	Dru'upp
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Hit Points	6D6
CS	7
Armor	armor (light)
Speed/Turn	36m
Speed/Action	12m
Attack (SRS/Dam)	Weapon (2-6, no damage bonus)

Dru'upp are amphibians, though their young are raised in special ponds.

Dru'upp have excellent night vision.

Dru'upp can swim at the same speed as their ground movement.

Dru'upp suffer double damage from fire attacks and cannot last in desert environments without being wrapped in wet cloaks, etc.

Dwarves

Dwarves are a short but powerful race of earth dwelling humanoids. Dwarves have a love of gold, silver, and gems. Dwarves also have master craftspeople that will work for other races.

Dwarves have strong clan alliances. Dwarves like good beers and long sessions recalling past glories.

Stat	Dwarf
Hit Points	4D6 to 6D6
CS	7
Armor	armor (heavy)
Speed/Turn	30m
Speed/Action	10m
Attack (SRS/Dam)	Weapon (2-10, +1 damage)

Dwarves get a +1 on ST and HT saving rolls.

Elementals

Elementals are spirits that animate various types of materials. The most common are water, air, fire, and earth elementals. Other examples are ice elementals and plant elementals. The GM can provide many others. Elementals usually have some capabilities to manipulate or travel within their type of material, but may be bound to it. For example, earth elementals can move within the ground, but cannot travel by air. Further, each may have different characteristics. Earth elementals may have heavy armor, but be slow while air elementals may travel fast, but not be able to cause much damage.

The GM should decide on how each operates. The following are examples of some elementals.

Air Elementals

Air elementals are essential air spirits. They can travel at high speeds to deliver messages of spy. They can attack by creating winds and blowing up materials, but do not possess the ability to strike a blow.

Air elementals cannot be struck by regular weapons, but can be hit by magical weapons or magic spells.

Air elementals are immune to cold spells.

Stat	Air Elemental
Hit Points	8D6
CS	8
Armor	none
Speed/Turn	180m
Speed/Action	60m
Attack (SRS/Dam)	Freeze (4, 1D6)

Earth Elementals

Earth elementals are spirit that consist of animated rocks, dirt, or mud. Earth elementals can attack and be attached as normal creatures. Earth elementals can form into any shape they please and, hence, detection can be difficult without a detect magic spell.

Stat	Earth Elemental
Hit Points	12D6
CS	6
Armor	17
Speed/Turn	30m
Speed/Action	15m
Attack (SRS/Dam)	Bash (4, 5D6)

Fire Elementals

Fire elementals are spirits that exist as fire. They are very dangerous because they tend to ignite organic materials on contact. They can only be hit by magical weapons, magic, or water covered weapons.

A spray of water or mist causes 1D6 damage per turn to a fire elemental. Fire elements cannot be harmed by fire balls or fire.

Stat	Fire Elemental
Hit Points	6D6
CS	8
Armor	none
Speed/Turn	60m
Speed/Action	20m
Attack (SRS/Dam)	Burn (4, 3D6) + ignite materials

Water Elementals

Can only be summoned around water. Water elementals cannot be hit by regular weapons, but suffer double damage from fire balls and fire based spells.

Stat	Water Elemental
Hit Points	10D6
CS	7
Armor	none
Speed/Turn	45m
Speed/Action	15m
Attack (SRS/Dam)	Diluge (4,1D6+2)

Elves

Elves are a magical race. Elves are usually associated with living in forests and around plants. Elves are tall and lightly built, but fast and coordinated.

Stat	Elf
Hit Points	3D6 to 5D6
CS	9
Armor	armor
Speed/Turn	48m
Speed/Action	12m
Attack (SRS/Dam)	Weapon (2-10, -1 damage)

Elves get a +2 SRS bonus on all magic saving rolls.

Ents

Ents are living trees (hardwoods) capable of picking up and walking roots and all. They can grow to huge sizes and possess terrific strength.

Stat	Brill
Hit Points	4D6 to 30D6
CS	6
Armor	5 to 17
Speed/Turn	12m to 40m
Speed/Action	6m to 20m
Attack (SRS/Dam)	Branches (2-10, 1D6 to 8D6)

Ethryl (World of Symmetry)

These barrel shaped plants with 2 to 6 sets of leafy tentacles are sentient creatures that often associate with man and other farming peoples. Ethryl are slow moving with no real offensive capabilities. Ethryl are great farmers and can help crops to grow beyond others capabilities. Hence, they obtain a sort of symbiotic relationship with farming peoples.

Ethryl can communicate with each other using chemical means over great distances (depending on the wind).

Stat	Ethryl
Hit Points	2D6 to 6D6
CS	2
Armor	none
Speed/Turn	2m
Speed/Action	2m
Attack (SRS/Dam)	Grapple (0, no damage)

Giants

Giants are super sized humanoids up to 6m tall. Their range of sophistication and intelligence varies widely. Some giants may be as brutish as Ogres, while others may be as sophisticated as humans. Most are relatively solitary.

Stat	Giant
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Hit Points	10D6 to 20D6
CS	7
Armor	5 + armor
Speed/Turn	60m to 90m
Speed/Action	20m to 30m
Attack (SRS/Dam)	Weapon (5, 2D6+4 to 6D6 + 6) Hands (6, 1D6+4 to 2D6+6)

Goblins

Goblins are mean smallish green skinned humanoids that eat and steal whatever they can. Goblins are 3 to 4 feet tall and have longish arms with claws. They usually travel in gangs. Occasionally goblins are impressed by more intelligent species for war purposes (usually harassing the enemy).

Stat	Goblin
Hit Points	3D6
CS	7
Armor	3
Speed/Turn	30m
Speed/Action	12m
Attack (SRS/Dam)	Claws (2, 1D6-1)

Golems

Golems are animated creatures that are created from a pure material. Golems can be made of any number of solid or semi-solid materials: rock, mud, wood, clay, etc. They possess characteristics of the material from which they are created. Golems obey the simplistic commands of their creators unto their own destruction. They are long on hit points and armor, but slow on intelligence and speed.

Stat	Giant
Hit Points	12D6
CS	5 to 7
Armor	7 to 17
Speed/Turn	12m to 24m
Speed/Action	6m to 8m
Attack (SRS/Dam)	varies (4-8, 2D6 to 5D6)

Grey Ones (World of Symmetry)

Grey ones are the little green and grey aliens with large eyes. They live among the other races, but are stand-offish and generally not popular. However, they are tolerated as being useful traders and as skilled craftsmen.

Grey ones do not have a long history of good interactions with humans (at least in the World of Symmetry).

Grey ones favor low light conditions and usually avoid direct sun light.

Stat	Grey One

Hit Points	3D6
CS	8
Armor	armor (light)
Speed/Turn	24m
Speed/Action	8m
Attack (SRS/Dam)	Weapon (2-8, usually 1D6)

Grey ones possess excellent night vision. Grey ones can be powerful magic users and are usually quite shrewd.

Halflings

These small hairy-toed humanoids are fond of food, drink, and safe surroundings. However, they sometimes become more adventuresome. Their small size allows them to be quite sneaky and their excellent dexterity can make them good thieves.

Stat	Halfling
Hit Points	3D6
CS	8
Armor	armor (light)
Speed/Turn	24m
Speed/Action	8m
Attack (SRS/Dam)	Weapon (0-6, usually 1D6)

Halflings get a natural additional -2 to their opponents SRS when defending in combat, due to their inherent ability to dodge.

Hobgoblins

Hobgoblins are the bigger meaner smarter brother of the goblin. These green skinned humanoids that eat and steal whatever they can. Hobgoblins are 5 to 6 feet tall and have longish arms with claws. They usually travel in gangs or as individuals with gangs of goblins, which they command. Occasionally hobgoblins are impressed by more intelligent species for war purposes.

Stat	Hobgoblin
Hit Points	5D6
CS	7
Armor	5
Speed/Turn	36m
Speed/Action	12m
Attack (SRS/Dam)	Claws (4, 2D6)

Horse

Horse are standard human riding horses. Heavier versions are used for pulling. Trained war horses get a +3 to attack SRS rolls.

Stat	Horse
Hit Points	12D6
CS	7
Armor	none
Speed/Turn	90m
Speed/Action	30m
Attack (SRS/Dam)	Kick (3, 2D6) Trample (1, 4D6)

Humans

Humans can be anything from primitive to technically advanced, non-aggressive to beserkers. They may constitute one of the most common type of encounter.

Stat	Humans
Hit Points	3D6 to 8D6+
CS	7
Armor	armor
Speed/Turn	36m
Speed/Action	12m
Attack (SRS/Dam)	Hands (1-10, 1D3 to 1D6+2) Weapon (0-10, -2 to +2 damage)

JackCat (World of Symmetry)

A JackCat is a feline like predator brought to Symmetry. It lives in the jungles of Velox and travels in small packs of 2-4 animals. JackCats are extremely fast. A JackCat weighs about 100kg and attacks with two claws in a given round. Its attributes are:

Stat	JackCat
Hit Points	6D6
CS	9
Armor	3
Speed/Turn	160m
Speed/Action	40m
Attack (SRS/Dam)	Claws (2, 1D6+2)x2 or Bite (4, 2D6)x1

Katran, Lizard Men (World of Symmetry)

Katran are lizard men. They common in several varieties: Desert, Green, and Black. Desert Katran are lighter build and more magically oriented. Green Katran are the most common type and are range from friendly to inimical to man, though they are generally neutral. Black Katran are larger and more war-like than the rest of the Katran.

Green Katran are normally found only in jungles and swamps in the middle latitudes, since they prefer the hot weather.

Black Katran can be found anywhere. They are much less numerous, but more sophisticated technologically and magically than either desert or green Katran.

Stat	Desert	Green	Black
Hit Points	6D6	7D6	8D6
CS	7	7	7
Armor	3 + worn	5 + worn	7 + worn
Speed/Turn	36m	36m	42m
Speed/Action	12m	12m	14m
Attack (SRS/Dam)	Weapon (2-10, +0)	Weapon (2-8, +2 dam) Claw (3-8, 1D6+2)	Weapon (4-9, +3 dam) Claw (4-9, 2D6)

Kobold

These small tailed orcish relatives are found various places. They are intelligent and manufacture various items, but are limited simple objects

Stat	Kobold
Hit Points	1D6+2
CS	7
Armor	worn
Speed/Turn	24m
Speed/Action	8m
Attack (SRS/Dam)	Weapon (2, 1D6-1)

Lions, Tigers and Other Big Cats

Lions inhabit grasslands. They live and hunt in packs of 3-9. Tigers are larger big cats and generally solitary.

Stat	Big Cats
Hit Points	12D6 to 16D6
CS	10
Armor	5
Speed/Turn	120m
Speed/Action	30m
Attack (SRS/Dam)	Claws (2, 2D6)x2 or Bite (4, 4D6)x1

Mantrax (World of Symmetry)

Mantrax are intelligent insect creatures. They have the head and forelimbs of a preying mantis, but the hind legs (4) are developed for jumping. Their wings no longer function for flight purposes.

Mantrax are generally solitary and quite intelligent. Mantrax are highly secretive and often on quests unknown to man. Mantrax often come across as monkish in their dispassionate approach.

Mantrax are welcome in human communities and will cooperate with humans in various quests. Mantrax are formidable fighters.

Stat	JackCat
Hit Points	6D6
CS	10
Armor	9
Speed/Turn	80m
Speed/Action	20m leap
Attack (SRS/Dam)	Weapon (4-11, +0) Claws (4-11, 1D6)

Mechs and Bots (World of Symmetry)

There are a number of mechanical robots, cyborgs, and mechanized individuals around. Particularly in places surviving from the old times. Some of these can be dangerous to adventurers, especially given their high quality of construction. A few common types were: standards (semi-intelligent workers), bosses (intelligent workers), guards (armored semi-intelligent robots), and intellects (programmed to provide some task like translation, etc.). With the exception of guards, most robots had to have been reprogrammed to initiate attack. However, all robots can act in self defense.

More extravagant and dangerous robots exist, such as highly armored and armed war robots. These possess power beyond the level of the current world and are very rare.

The common bots are noted in this table.

Stat	Worker	Guard	Boss
Hit Points	50	100	60
CS	7	11	9
Armor	5	13	9
Speed/Turn	48m	150m	48m
Speed/Action	16m	30m	12m
Attack (SRS/Dam)	Weapon (2, +4)	Weapon (8, +6)	Weapon (4, +2)

Minotaur

Minotaurs are super-human sized humanoids with the heads of bulls. They often serve as guards to more powerful servants. They may use weapons or attack with their hands, relying on their great strength.

Stat	Minotaur
Hit Points	9D6
CS	7
Armor	7
Speed/Turn	54m
Speed/Action	18m
Attack (SRS/Dam)	Weapon (5, +3) Charge (3, 4D6) Hands (5, 1D6+2)x2

Molds and Fungi

Molds and fungi are not individual animals, but growths. They generally do not move, but can serve as obstacles to explorers. Molds and Fungi generally become a problem when they are disturbed which causes a release of billions or trillions of spores. These spores can be poisonous, cause sleep, cause infection, cause hallucinations, cause aggression, cause passivity, induce hunger, etc.

Some examples are:

- Blue Mold Causes temporary blindness for 3D6 turns. Requires level 3 HT roll to avoid inhaling.
- Grey Mold Causes aging disease. Player ages, losing 1 ST and 1 HT point per day until HT reaches zero. Disease can be avoided on a level 5 HT roll. A recovery roll is allowed every day with a level 5 HT roll. It takes 2 days to recover each point.
- Rainbow Mold The spores multi-colored mold cause euphoria that lasts 1D6 hours. A level 2 HT saving roll to avoid effects. While euphoric, the player has a penalty of -4 WP, but +2 PE. Rainbow mold is addictive.

Itchy Balls

These small green puff balls release itchy powder spores. A level 5 AG rolls to avoid spores once released. Cause itching which causes -2 PE and -2 WP until players can wash off.

Orc

The eternal foe of man, these fanged, grey skinned, hairy, smelly, brutish beasts are always looking to become top of the heap. Rule by force is the rule of the Orcs and they have a tribe society.

Stat	Orc
Hit Points	4D6
CS	7
Armor	armor (light-med)
Speed/Turn	30m
Speed/Action	10m
Attack (SRS/Dam)	Weapon (2-6, +0)

Ogres

Large, strong, dangerous, and dumb. Ogres are 8 to 10 feet tall and heavy limbed. Fangs jut from their bottom jaw. Ogres can wear armor and do associate with the other races. Particularly, Orcs may employ Ogres as guards. Ogres can wear armor, but don't make it for themselves. They usually carry oversize two-hand weapons and never both with shields.

Stat	JackCat
Hit Points	12D6
CS	7
Armor	5 + armor
Speed/Turn	42m
Speed/Action	14m
Attack (SRS/Dam)	Club (4, 2D6+3) Spiked Club (4, 3D6+3) Axe (2, 4D6+3) Hands (6, 2D6+1)

Pegasus

A Pegasus is a winged horse. These can be trained to allow human riders in flight, with special riding gear.

Stat	Pegasus
Hit Points	12D6
CS	7
Armor	3
Speed/Turn	300m (flying)
Speed/Action	100m (flying)
Attack (SRS/Dam)	Kick (3, 2D6) Trample (1, 4D6)

Pix (World of Symmetry)

Annoying insect type creature ranging in size from cats to medium dogs. They possess 6 legs plus wings. Generally shiny purple and blue shells. They occasionally form packs (usually on the plains) that move in swarms devouring everything they meet. An

attack usually lasts 6-36 melee rounds before the swarm moves on with 0-3 Pix joining the frenzy in any one round.

Stat	Pix
Hit Points	1D6+1
CS	7
Armor	3
Speed/Turn	48m
Speed/Action	16m
Attack (SRS/Dam)	Bite (0, 1D6-2)

Psion

These hideous creatures have a short torso with 4 legs. In place of a head, the Psions have 3-8 tentacles (the regenerate when lost). Psions use sounds like bats to locate foes and have no eyes.

Psions are intelligent evil forces. They command numerous psionic abilities, such as hypnotism, mind blast, fear, etc.

Stat	Psion
Hit Points	6D6
CS	7
Armor	5
Speed/Turn	36m
Speed/Action	12m
Attack (SRS/Dam)	Weapon (2-7, +0)

Psilator (World of Symmetry)

These smallish creatures are only 1½ to 2' long. Having 4 legs on each side. Psilators are bonish colored and have no fur. Psilators attack by dropping on unsuspecting foes or crawling onto them while they sleep and attaching. It takes 4-9 turns to get attached after which a 4-6 hour sleep takes place. The Psilator then lives as a symbiotic creature. Individuals controlled by Psilators retain thought and control, but to them the Psilator is the ultimate fulfillment and the Psilator can only be removed after the person is incapacitated. Whole communities have been engulfed by these creatures.

Death usually follows in six to eighteen months with a state of delirium.

Stat	Psilator
Hit Points	2D6
CS	5
Armor	none
Speed/Turn	8m
Speed/Action	4m
Attack (SRS/Dam)	Bite (2, 1D6-3)

Rats, Giant

The standard nasty beasts that seem to inhabit the upper reaches of deserted dungeons and such. Rats carry diseases and wounds are subject to infection rolls 17% (1 in 6) of the time.

Stat	Rat, Giant
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Hit Points	1D6
CS	7
Armor	none
Speed/Turn	45m
Speed/Action	15m
Attack (SRS/Dam)	Bite (1, 1D3)

Slug, Giant

These slow moving creatures spit acid. They are so slow witted that once they start attacking they never stop. Easy to run away from, but dangerous if one is cornered.

Stat	Slug, Giant
Hit Points	10D6
CS	3
Armor	3
Speed/Turn	8m
Speed/Action	8m
Attack (SRS/Dam)	Acid Spit (2, 3D6 + 1D6 per/turn for 1D3-1 turns)

Slugs suffer double damage from fire attacks. Salt dissolves Giant Slugs.

Slurp (World of Symmetry)

Aquatic predators that can appear in packs (though they act independently). Slurps are slimy skinned amphibians of limited intelligence a little bigger than man with long sharp teeth. They are four legged with suction cups on feet, so they can climb the sides of ships. Usually strategy is to grab a victim and pull them overboard.

Stat	Slurp
Hit Points	6D6
CS	7
Armor	3
Speed/Turn	24m
Speed/Action	8m
Attack (SRS/Dam)	Bite/Grapple (3, 2D6)

Slurps can pull victims 2-4m per turn if they succeed in a Strength contest against the individual. Their strength is 7.

Space Spider (World of Symmetry)

The spider like creatures are carnivores with legs reaching 1m to 2m across. While they look like spiders, they do not spin webs and are covered with a tough skeleton.. At the center is a toothy mouth. They are not pack animals but are often found in large numbers. Space Spiders are immune to cold attacks, but suffer 2xdamage from fire attacks.

Stat	Space Spider
Hit Points	4D6
CS	9
Armor	5
Speed/Turn	40m
Speed/Action	10m
Attack (SRS/Dam)	Bite (2, 2D6)

Slurps can pull victims 2-4m per turn if they succeed in a Strength contest against the individual. Their strength is 7.

Snake, Giant

Giant snakes and poisonous snakes pose a threat to adventurers. Snakes attack in several manners: constrictors and venomous bites. If constrictors succeed on a bite attack, they immediately wrap themselves around the target and squeeze the breath out of them. Venomous snakes attack strictly through bites (strikes).

Stat	Snake, Giant
Hit Points	4D6 to 16D6
CS	8
Armor	5
Speed/Turn	24m to 45m
Speed/Action	8m to 15m
Attack (SRS/Dam)	Bite (5, 1D6 to 4D6) Constrict (NA, 1D3 to 2D6/2 actions)

Special constrictor attacks are automatic after an initial strike. To break an attack requires from a successful level 1 to level 6 ST roll to slip away from the snake. Constricted players may attack if they have a free hand(s) to do so.

Poison saving rolls range from level 1 to level 10. Poison should cause 1D3 to 4D6 hit point damage per turn.

Snowmen (Yeti)

Abominable snowmen are humanoids that live in the glacier areas of mountains of the frozen north.

Stat	Yeti
Hit Points	10D6
CS	8
Armor	5
Speed/Turn	45m
Speed/Action	15m
Attack (SRS/Dam)	Hands (4, 3D6)

Snowmen are immune to all cold attacks.

Spider Giant

Giant spiders can be found above and below ground and can be poisonous or non-poisonous. Giant Spiders usually operate alone, but a whole area may be infested with them. Spiders have three basic operating modes:

- "Web builders" build webs that can be used to capture prey.
- "Trappers" wait in a hole, a tree, or other location and pounce on their prey.
- "Stalkers" follow their prey until an opportune time to attack occurs.

Stat	Spider, Giant
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Hit Points	1D6 to 10+D6
CS	9
Armor	3 to 7
Speed/Turn	16m to 48m
Speed/Action	4m to 12m
Attack (SRS/Dam)	Bite (3, 1D3 to 4D6)

Spiders may have poison that paralyzes or causes hit point damage:

Spider Size	HT Saving Roll	Damage	Paralysis
1D6	1	1pt for 1D6 turns	limb only in 3D6 turns ¹
2D6-3D6	2	1 pts for 2D6 turns	limb only in 1D6 turns ¹
4D6-6D6	3	2 pts for 2D6 turns	body in 1D6 turns ¹
7D6-9D6	5	2 pts for 2D6 phases	body in 1D3 turns ²
10+D6	8	2 pts for 4D6 phases	body in 1D6 phases ³

- ¹ Effects wear off in 1D6 hours or by cure disease spell.
- ² Effects wear off in 1D6 days or by cure disease spell.
- ³ Effects must be cleared up with a cure disease spell.

Spiders can shoot webs at a range of 6m/D6 size. Webs entangle on a failed AG saving roll equal to the size of the spider and cause -6 AG until cleared.

E.g. a 3D6 spider can shoot a web 18m that takes a level 3 difficulty roll to avoid.

Swamp Thing

Swamp things are plant monsters that inhabit swamps and jungles. They can relentlessly pursue targets for days and can travel underwater. Swamp things will basically lock on a target and attack till destroyed. They can follow a track that is even days old.

Stat	Swamp Thing
Hit Points	12D6
CS	6
Armor	7
Speed/Turn	16m
Speed/Action	8m
Attack (SRS/Dam)	Hands (0, 1D6+3)

Swamp Things regenerate 1 hit point per hour. Only by burning a swamp thing can it be eliminated.

Trapper Plant

Trapper plants are large and aggressive versions of venus fly traps. They have the advantage that they can grow to match the surrounding foliage (a PE saving roll is allowed when passing these plants). When they detect a target in range they launch one of their 5-10 tooth, acid dripping, fronds at the target. Up to 2 fronds can attack per turn. They can grow quite large.

Once a frond hits, it will not let go, letting the acid eat away at the target.

Stat	Trapper Plant
Hit Points	6D6 to 12D6
CS	6
Armor	7
Speed/Turn	0m
Speed/Action	0m
Attack (SRS/Dam)	Frond (1D6 to 3D6+acid)

Acid causes 1D6-2 points of damage per 3 phases. A level 5 ST roll is required to pry free from the frond.

Tree Walkers (World of Symmetry)

Insectoid creatures similar to very large walking sticks (~2m tall). They are intelligent and use primitive technologies (bows, simple spears, etc.) Live in small clans.

Stat	Tree Walker
Hit Points	5D6
CS	5
Armor	3
Speed/Turn	16m
Speed/Action	8m
Attack (SRS/Dam)	Weapon (2, -2)

Trogs

Trogs are pasty colored creatures with saggy leathery skin and dark eyes. They have a stooped shoulder walk. Trogs inhabit the upper regions of caverns and tunnels (infra-red vision) where they can scavenge above and below ground as necessary. They are semi-intelligent and usually have a pack leader. A pack will usually have 1 leader, 2-7 adults, and 2-4 children. Adults are up to 4 feet tall.

Only rarely are packs seen operating together.

Stat	Trog
Hit Points	1D6 to 3D6
CS	7
Armor	3
Speed/Turn	30m
Speed/Action	10m
Attack (SRS/Dam)	Claws (3, 1D3+1) Club (1, 1D6)

Trolls

Trolls are green to grey humanoids with lumpy warted skin, horrible breath, and a eternally difficulty disposition. Trolls would just assume tear an arm off, unless they can get something better.

Trolls can be found anywhere, but usually civilized folk attempt to drive them away when they can. They are very tough fighters, since they rapidly regenerate during the midst of combat. They can grow back limbs and even whole bodies, since they are magical creatures. A troll can only be complete killed by burning its head.

Stat	Troll
Hit Points	10D6 to 16D6
CS	7
Armor	9
Speed/Turn	45m
Speed/Action	15m
Attack (SRS/Dam)	Claws (6, 3D6+2)

Trolls regenerate 1 hit point every 2nd phase or 3 hit points per turn.

Tunnel Beetle (World of Symmetry)

Subterranean beetle that is found in tunnels and ruins. Aggressive hunter and tracker. Possesses 8 legs and high perception (+4 PS bonus). Beetles range in size from 2m to 4m long. Usually they are loners.

Stat	Tunnel Beetle
Hit Points	8D6 to 14D6
CS	7 to 9
Armor	7 to 15
Speed/Turn	36m to 48m
Speed/Action	12m
Attack (SRS/Dam)	Bite (2 to 6, 2D6 to 6D6)

Unicorn

Unicorns are magical horses with a single horn. Unicorn horns, when ground to powder can be ingested to give 2D6 mana points per dose. A single horn has 4D6 doses once processed. Unicorns get a +4 bonus for saving rolls against magic.

Stat	Unicorn
Hit Points	12D6
CS	7
Armor	none
Speed/Turn	150m
Speed/Action	50m (flying)
Attack (SRS/Dam)	Kick (3, 2D6) Trample (1, 4D6) Gore (5, 5D6)

Velocitor (World of Symmetry)

A 3' to 6' high pseudo dinosaur. Velocitors travel on two legs at twice human speed. Developed by researchers on earth for exhibit only, these now roam free and dangerous on numerous continents. They are about as intelligent as dogs and travel in packs of 2-12. Highly aggressive hunters they will attack if they have at least half the numbers of a party. Usually they are content to get one or two prey and pull them away for food. Velocitors primarily thrive in the jungles and southern forests. Sometimes they will move into the southern steppes.

Stat	Velocitor
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Hit Points	2D6 to 8D6
CS	9
Armor	5
Speed/Turn	54m
Speed/Action	18m
Attack (SRS/Dam)	Bite or Rake (3 to 6, 1D6 to 4D6)

War Dog

Trained war dogs are descendants of genetically designed K9 troops. They are not found in the wild, but in the company of sentient creatures. War dogs are semi-intelligent and capable of following detailed instructions. War dogs have enhanced sense of smell (+3 observation SRS) and tracking skill (level 5 skill).

Stat	War Dog
Hit Points	8D6
CS	8
Armor	3
Speed/Turn	100m
Speed/Action	33m
Attack (SRS/Dam)	Bite (6, 2D6+2)

Were-Beasts (Lycanthropes)

Were-creatures are beasts that can take human form and also transform into beasts. There is a big distinction in the manner in which transformation of were-beasts operates. Controlled transformation allows the beast to transform back and form by choice. Uncontrolled transformations are those that occur when a triggering event occurs: a full moon, the character is badly injured, etc. Generally uncontrolled were-beasts do not have full control of their actions when in animal form. In general, uncontrolled lycanthropes are more interesting.

Stat	WereBat	Werebear	Wearboar
Hit Points	3D6	14D6	9D6
CS	10	7	7
Armor	none	9	5
Speed/Turn	100m	45m	48m
Speed/Action	25m	15m	16m
Attack (SRS/Dam)	Bite (3, 1D6-1)	Bite (5, 3D6) or Claws (7, 2D6)x2	Hands (5, 1D6+2)x2 or Gore (7, 4D6) ¹

¹Only on a charge.

Stat	Werelion	Wererat	Werewolf
Hit Points	10D6	4D6	8D6
CS	9	8	9
Armor	7	3	5
Speed/Turn	80m	36m	64m
Speed/Action	20m	12m	16m
Attack (SRS/Dam)	Bite (7, 4D6) or Claws (5, 2D6)x2	Bite (5, 2D6)	Bite (6, 2D6+2)

Players bitten by lycanthropes should have a 17% chance (1 in 6) of becoming infected.

Wolf

Travel in packs of 3-13 adults plus pups. Lone adult males will also be observed.

Stat	Wolf
Hit Points	9D6
CS	9
Armor	3
Speed/Turn	96m
Speed/Action	24m
Attack (SRS/Dam)	Bite (5, 2D6)

Worms, Giant

Various giant worms can be found below the earth. They live on molds, dirt, and the occasional adventurer. They vary in size.

Stat	Giant Worm
Hit Points	2D6 to 10D6
CS	5
Armor	none to 7
Speed/Turn	8m to 24m
Speed/Action	4m to 12m
Attack (SRS/Dam)	Bite (0 to 8, 1D3 to 4D6)

Will o'Wisp

Will o'Wisps are glowing balls of life. They attack via electrical shocks and cannot be hit by regular weapons, only magic and enchanted weapons. Will o'Wisps are bound to a specific location.

Stat	Will o'Wisp
Hit Points	4D6
CS	10
Armor	none
Speed/Turn	160m
Speed/Action	40m
Attack (SRS/Dam)	Shock (6, 1D6+1)

Armor offers no protection from the attack of the Will o'Wisp.

Wyvern

Large weathered winged lizards with toothy beaks. May travel in small packs of up to 6. Aggressive hunters.

Stat	Wyvern
Hit Points	10D6
CS	7
Armor	7
Speed/Turn	180m (flying)
Speed/Action	60m (flying)
Attack (SRS/Dam)	Bite (6, 3D6)

Zern (World of Symmetry)

Zern are 6 limbed slime covered creatures that are pus colored. They are grotesque in appearance, but

friendly to man. They are highly magical and align themselves only with just causes.

Stat	Zern
Hit Points	6D6
CS	5
Armor	none
Speed/Turn	16m
Speed/Action	8m
Attack (SRS/Dam)	Weapon (-2 to 0, -1)

Prefer using magic.

25. Appendix 5: The Undead

The undead are animated corpses or various forms of creatures that live beyond their natural death. Undead are common in dungeons and the underworld, since they do not require sustenance. Common zombies and skeletons are lesser undead that do not have limited intelligence. Greater undead may have many powers.

Drowned Dead

These undead are animated by the lost souls who have drowned at sea. They are always trying to pull a few more bodies down for the other lost souls. Drowned dead are invariably water logged, pale, and often rotting.

Drowned dead usually attack in numbers.

Stat	Drowned Deaed
Hit Points	6D6
CS	6
Armor	none/worn
Speed/Turn	16m
Speed/Action	8m
Attack (SRS/Dam)	Hit (2, 1D6+2) Grapple

On a grapple, drowned dead do no damage but grab the target. Once grappled, the target can be pulled 4m per action towards the side of the ship. A level 2 (ST+AG) roll is required to break away.

Ghost

Ghosts are souls of the dead trapped on this plane, generally against their will. Ghosts generally take on the appearance of the former bodies, though some may be invisible or appear only as lights. Ghosts cannot cause physical attacks and cannot be attacked except by magic.

Stat	Ghost
Hit Points	6D6 or varies
CS	7
Armor	none
Speed/Turn	60m
Speed/Action	20m
Attack (SRS/Dam)	Special

Special: Ghosts can only be hit by magical weapons.

Ghosts have the ability to casts the magical spells: stench of death and fear.

Ghoul

Ghouls are undead that survive on the flesh of the dead. They are often found around graveyards and battlefields. Ghouls have greenish flesh and disdain daylight, choosing to hide in caves or dark places.

Stat	Ghoul
Hit Points	6D6
CS	7
Armor	5
Speed/Turn	36m
Speed/Action	12m
Attack (SRS/Dam)	Claws (3, 1D6+1) Bite (3, 1D3+2)

Special: Ghouls exposed to daylight take 1pt of damage per turn.

Ghouls attacks cause temporarily numbness.

Ghouls wounds have a 17% chance of carrying disease, which will require a saving role versus disease.

Skeletons

Skeletons are animated skeletons. They usually follow a limited set of "programmed" responses: attack all creatures, defend a crypt, attack if a creature crosses a certain spot, and other such rules. Skeletons can be made more dangerous by giving them additional special defenses if desired.

Stat	Skeleton
Hit Points	3D6
CS	8
Armor	worn
Speed/Turn	36m
Speed/Action	12m
Attack (SRS/Dam)	Weapon (2, 1D6 to 2D6)

Special: can use shields (-2 to -4 on attackers SRS).

Cannot be stunned or knocked out

Mummies

Mummies are ancient corpses preserved through curses or magic. Mummies may be malevolent or driven to attack others. Mummies are intelligent, but may not be able to process thoughts quickly. Mummies generally have great strength.

The touch of mummies can cause a rotting disease and they have a high magical resistance.

Stat	Mummy
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Hit Points	12D6
CS	7
Armor	5
Speed/Turn	24m
Speed/Action	8m
Attack (SRS/Dam)	Hands (5, 2D6)

Special: cannot be stunned or knocked out.

Touch of mummies can cause rotting disease.

For each hit from a mummy that exceeds the value of a persons armor, they must roll to see if they contract the "Mummies Rot":

Health Saving Roll Difficulty = 5

Duration of Disease = until death, recovery roll 1 per week

Difficulty of Recovery Roll = 10

Effects: Spreading rot removes -2 ST per week (at the end of each week) Death follows when ST is reduced to 0.

Can be cured with a cure disease spell.

Vampires

Vampires are immortal creatures whose after world is essentially this world. Vampires can be highly intelligent. Vampires draw extra mana and hit points by drinking the blood of the living, but they do not die for lack of this blood. Plus, it brings them great fulfillment, hence they do it often. Vampires can "infect" other individuals causing them to become vampires by biting them and drinking their blood.

Vampires have numerous special traits:

Vampires have great strength (usually 11+)

Vampires have a huge number of hit points

Vampires may transform to mist or other creatures

Vampires are destroyed by light or stakes through the heart

Vampires sleep during the day

Vampires have various powers and may be magic users

Vampires receive only half damage from normal weapons (non-silver and non-magical)

Stat	Vampire
Hit Points	12D6
CS	10
Armor	as worn
Speed/Turn	48m
Speed/Action	12m
Attack (SRS/Dam)	Hands (6, 1D6+2) Weapon (6, +3)

Special: Vampires may posses up to 6D6 bonus HP based on recent feedings.

Vampires can cast the following spells:

- Level 2: Detect Magic, Suggest
- Level 3: Sense Thoughts
- Level 4: Command Skeletons/Zombies
- Level 4: Hypnotize
- Level 4: Send Thought

When a victim is hypnotized and bitten, they are exposed to "Vampirism":

Health Saving Roll Difficulty for contract Vampirism = 4

Duration of Disease = until cured

Difficulty of Recovery Roll = It takes 1-2 weeks to make the transformation, players are allowed saving rolls each two days at level a difficulty level of 10.

Effects: Player becomes a vampire.

Can be cured with a cure disease spell with difficulty level 10. Usually requires a high level magic user/cleric.

Wight

Wights are people or non-humans that survive as undead. They are created by powerful magic. They retain their intellect from this life and their body form, but their flesh is essentially dead. Wights may posses any number of skills as they did when they were alive. They tend to be fast.

Stat	Wight
Hit Points	6D6
CS	9
Armor	as worn
Speed/Turn	36m
Speed/Action	12m
Attack (SRS/Dam)	Weapon and Magic Touch (SRS=5)

Special: cannot be stunned or knocked out can only be hurt by magical or silver weapons touch of a wight drains Strength (-2), Health (-2), and Agility (-2) and causes 1D6 damage, regardless of armor. Statistics regenerate at a rate of 2 per day.

Zombies

Zombies are recently animated corpses. They are similar to skeletons, but have more independent intelligence. Zombies have great strength and can sustain heavy damage, but are slow. Zombies usually moan and make hideous wailing sounds from the tormented nature of their souls.

Stat	Zombie
Hit Points	8D6
CS	5
Armor	as worn
Speed/Turn	12m
Speed/Action	6m
Attack (SRS/Dam)	Hands (1, 1D6+2)

Special: cannot be stunned or knocked out

26. Appendix 6. Other Items/Price Lists:

Barter units are used to determine relative value for Fall of Darkness campaigns.

For fantasy worlds 1 GP = 20 SP = 200 CP and 1 SP = 10 CP.

Item	Weight (kg)	Prices			Comments	
		Fantasy	Current	Barter Units		
Clothes:						
Rags	2	5cp	\$8	1	Fine clothes and boots are more for show than wear.	
Common/Cheap	3	1-2sp	\$15	5		
Work Clothes	3	5sp	\$50	8		
Good Clothes	2	1-3gp	\$40-80	10		
Fine Clothes	2	20+gp	\$300+	20		
Designer Clothes	2	n/a	\$1,000+	n/a		
Foot Gear:						
Sandals	½	3cp	\$5+	½		
Cheap Shoes	1	1sp	\$10	1		
Good Shoes	1	2sp	\$50-200+	10		
Gym Shoes	1	n/a	\$20-100	10		
Boots, Work	2	3sp	\$40	20		
Boots, Cheap	2	1sp	\$20	5		
Boots, Average	2	2-3gp	\$80	15		
Boots, Fine	2	5+gp	\$150	n/a		
Coats and Such:						
Cloak	2	10+sp	n/a	10+		
Coat, Light	2	8+sp	\$30	8+		
Coat, Heavy	4	1+gp	\$80-200	20+		
Rain Gear	4	10+sp	\$80	15+		
Fatigues						
Green/Beige	3	n/a	\$75	20		
Camouflage	3	n/a	\$100	40		
Cold Weather Outfit	10	20gp	\$200	100	For arctic wear	
Food:						
Soft Rations/day	½	5cp	\$4	2		
Hard Rations/day	¼	1sp	\$6	4		
MRE/freeze dried/day	1/8	n/a	\$8	10		
Meal						
Gruel	n/a	2cp	\$1	¼		
Cheap	n/a	5cp	\$3	½		
Average	n/a	1sp	\$10	1		
Good	n/a	4-10sp	\$20-40	2-4		
Excellent	n/a	1-5gp	\$50-100+	10-50		
Beer						
Bottle	½	5cp-2sp	\$1-5	½		
Keg	25	5sp-3gp	\$30-50+	20		
Wine						
Bottle - Cheap	1	5cp	\$2	1		
Bottle - Average	1	1sp	\$6	2		
Bottle - Good	1	5-10sp	\$10-20	5		
Bottle - Fine	1	1-5+gp	\$30-100+	10+		
Cask	20	2-20+gp	n/a	n/a		

Item	Weight (kg)	Prices			Comments
		Fantasy	Current	Barter Units	
Liquor	1	1sp-20+gp	\$4-50+	2-10+	
Rooms/Night					For the "Current" column, prices in big cities may be 2x to 3x times higher.
Bed		1cp	\$5	¼	
Room		5cp-5+gp	\$20-150+	1	
Suite		2sp-5+gp	\$200+	5	
Room/Week					
Bed		5cp	\$20	1	
Room		2+sp	\$100+	4	
Suite		5+sp	\$400+	10	
Apartment		1+gp	\$400+	15	
Room/Month					
Bed		1sp	\$40	5	
1 Room		5+sp	\$200+	10	
Small Apartment		2+gp	\$600+	20	
Large Apartment		10+gp	\$800+	30	
Small House		20+gp	\$1,200+	50	
Large House		50+gp	\$2,000+	100	
Board a Horse					
Night		5cp	\$10	3	
Week		2sp	\$50	10	
Month		5sp	\$120	20	
Transportation:					For pulling a cart or wagon.
Horse:					
Riding		5gp	\$2,000	200	
Team		10gp	\$2,500	250	
War		100gp	n/a	500	
Horse Gear:					
Tack, reins, etc.		5sp	\$50	4	
Saddle		2-20gp	\$200+	20-40	
Saddle bags		10-20sp	\$50+	6-10	
Cow		3gp	\$750	100	
Cart		10+gp	\$1,500+	200	
Chariot		10gp	n/a	n/a	
Wagon		15gp	\$1,000+	300	
Canoe		5gp	\$300+	100	
Kayak		3gp	\$300+	100	
Row Boat:					
Small (1-2 person)		4gp	\$200+	100	
Fishing (6-8 person)		8gp	\$400+	200	
Large (16+ person)		20gp	\$3,000+	500+	
Sail boat, Trading					
Small		5gp	\$1,000	150	
6m		15gp	\$5,000	300	
10m		150gp	\$25,000	500	
20m		500gp	\$100k	2,500	
40m		1,000gp	\$1M	10k	
Longboat		100gp	n/a	n/a	
Sail boat, Warship					
Small (10m)		500gp	n/a	n/a	

Item	Weight (kg)	Prices			Comments
		Fantasy	Current	Barter Units	
Medium (20m)		1,000gp	n/a	n/a	
Large (40m)		3,000gp	n/a	n/a	
Modern Transportation					
Bicycle			\$100+	50-200	
Motorcycle:					
Street Bike			\$5,000+	2,000	
Dirt Bike			\$3,000+	1,000	
Auto					
Compact			\$10k+	2,000	
Small			\$15k+	3,000	
Sedan			\$20k+	5-7,000	
Luxury			\$30k+	15,000	
Van			\$22k+	8,000	
Pick-up			\$16k+	5,000	
Truck, Small			\$40k+	7,000	
Truck, Large			\$60k+	10,000	
Moving Truck, Small			\$30k+	8,000	
Moving Truck, Large			\$100k+	20,000	
Adventure Gear:					
Bag					
Leather	1	1sp	\$50	10	
Sack	½	4cp	\$5	2	
Backpack					
Small	1	4sp	\$40	8	
Large	3	10sp	\$100	40	
Blanket	2	4sp	\$20	20	
Canteen	1	5cp	\$5	10	
Chain, 10m	4	5sp	\$30	20	
Climbing Gear	5	10gp	\$200+	70	
Digging Gear:					
Pick axe	4	5sp	\$20	30	
Shovel	3	4sp	\$20	30	
File, Metal	¼	5cp	\$5	1	
Lantern, Oil	½	2sp	\$15	20	
Rope, 30m	2	10sp	\$75	20	
Saw					
Wood	½	5sp	\$15	30	
Hacksaw	½	5sp	\$10	30	
Sleeping Bag	4	8sp	\$80	40	
Spikes and Hammer	1	5sp	\$20	15	
Torch	1	5cp	\$3	½	
Tent					

Item	Weight (kg)	Prices			Comments
		Fantasy	Current	Barter Units	
1 person	4	5sp	\$50	30	
2 person	8	10sp	\$80	40	
4 person	15	1gp	\$200	60	
8 person	50	4gp	\$400	150	
16 person	100	20gp	\$750	400	
Water skin					
1 liter	1	4cp	\$12	4	
4 liter	4	1sp	\$20	8	
8 liter	8	2sp	\$40	15	
Whistle	n/a	5cp	\$1	¼	
Kits:					
Fire Starter Kit	1	1sp	n/a	2	Flint+steel
First Aid Kit	3	1gp	\$80	30	
Lock Pick Set	½	20gp	\$175	50	
Safe Cracking Tools	2	n/a	\$500	300	
Modern Items:		n/a			
Binoculars:					
Standard	1		\$100	30	
LI	2		\$2,500	400	
LI Goggles	1		\$4,000	600	
IR	3		\$2,000	300	
Cellular Phone	¼		\$5	n/a	
Computer	2+		\$1,000+	300+	
Flashlight	½+		\$10+	5	
Gas Stove	2		\$50+	20	
Radio:					
Head set	¼		\$400	100	
Hand Held	1		\$200	80	
Back Pack	10		\$1,000	300	
Specialty Items:					
Spices					
Common		4cp	\$5	½	price per ounce
Rare		5sp+	\$50	2	
Very Rare		5gp+	\$100	10	
Gems					
Semi-precious		½ cp	\$1	1/10	price per carat
Common (Garnets+)		1gp	\$100	½	
Rare (Sapphire+)		10+gp	\$300	10	
Expensive (Diamonds, etc.)		30+gp	\$1,000	25	