D6 Fantasy

D6 Fantasy RULEBOOK

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· CONTENTS ·

· Introduction ·

This book provides the fundamentals necessary to play in nearly any fantasy setting — low, high, and pseudo-historical — using West End Games' famous *D6 System* roleplaying game rules.

If you're reading this book, you probably already know what a roleplaying game is. In case you need a refresher or to explain it to your friends, we suggest telling them that this is an interactive storytelling game wherein they play the part of major characters in the story. If they're still interested, let them read this introduction.

You might also want to start with this introduction if you've roleplayed before getting this book but it wasn't with the *D6 System*.

What Is a Roleplaying Game?

A roleplaying game is very much like improvisational acting or interactive storytelling — but with rules. Many video games are like this, and there are plenty of online interactive worlds, so chances are good that you know what a roleplaying game is about. This roleplaying game, however, doesn't need any expensive equipment, special software or cartridges, or a connection to the Internet.

What Do I Need to Play?

To play this game, you need this book, some paper, something to write with, some six-sided dice, a lot of imagination, and a group of people, one of whom is willing to act as the guiding force in the game. This person is called many things, but "gamemaster" serves well as shorthand for someone who presents information about the game setting, creates obstacles for the other players to overcome, takes the part of the people the players encounter, and adjudicates the rules. The rest of the group, simply called "the players," take on roles of major characters in the story that they and the gamemaster create together.

The stories are called "adventures" or "scenarios." Very short adventures, usually encompassing only one or two obstacles to a simple goal, are referred to as "encounters." A series of encounters can become an adventure, while a series of adventures can turn into a campaign. This book contains a chapter (called "Adventure Tips") on how to come up with adventures.

Where Do I Go Next?

Will you be you joining a game where everyone else knows how to play, and you don't have a lot of time to learn the rules? Read Chapter 1, "Character Basics," and then flip to the character templates on pages 128–137 of this book. Ask the gamemaster which one or ones you can use. (These are also available for downloading from the West End Games Web site.) Fill in the template as you learned from Chapter 1, then take the sheet to the game session and start playing. The rest of the players will teach the details as you go along.

Do you have some time to learn the rules, but you don't want to be the gamemaster? Read all of the chapters up through the "Healing" chapter. In this introduction is a solitaire adventure that will get you started on the basics; the rest of the chapters fill in more details. Then skip to the "Equipment" chapter. If you'll also play someone with magical or miraculous abilities, you'll also need to read those chapters.

Do you want to be the gamemaster, with all its responsibilities and privileges? You'll need to read this entire book, or at least through the "Healing" chapter and skim the rest. Then use the "Adventure Tips" chapter to design your own scenario. After that, invite some friends over, introduce them to creating characters, and have fun!

System Overview

This overview provides basic concepts germane to roleplaying with the *D6 System*. The concepts presented herein are further explained in the rest of this book, and an introductory adventure will give you a chance to try out what you've learned here.

Performing Actions

Each player has a character with attributes and skills that describe how well he or she can perform various actions. Attributes represent a character's innate abilities, while skills are specific applications of those abilities.

Most game mechanics in *D6 Fantasy* involve rolling some six-sided dice. A die code associated with each attribute and skill represents how good the character is in that area. A die code associated with a weapon shows how much harm it can cause. The larger the number, the more experienced, trained, or naturally adept your character is, or the more deadly the weapon, or the more useful the equipment.

Each die code indicates the number of six-sided dice you roll when you want your character to do something (1D, 2D, 3D, 4D, 5D, etc.), and sometimes an amount (called pips) of "+1" or "+2," which is added to the total result you roll on the dice.

Example: If your character's *Physique* attribute is 3D+1, when you have her try to lift a ale barrel, you would roll three dice and add 1 to the total to get her result.

To represent the randomness of life (and the tons of little modifiers that go along with it), every time you roll dice, make sure that one of them is of a different color than the others. This special die is the Wild Die, and it can have some interesting effects on your dice total. (If you only have one die to roll, then that die is the Wild Die.)

If the Wild Die comes up as a 2, 3, 4, or 5, add the result to the other dice normally. If the Wild Die comes up as a 6, this is a Critical Success. Add the 6 to your other dice results and roll the Wild Die again. As long as you roll a 6, you keep adding the 6 and you keep rolling. If you roll anything else, you add that number to the total and stop rolling. If the Wild Die comes up as a 1 on the first roll, this is a Critical Failure. Tell the gamemaster, who will let you know whether or not to add it to your total.

The higher you roll, the better your character accomplishes the task at hand. When your character tries doing something, the gamemaster decides on the required skill and a difficulty based on the task's complexity. The gamemaster doesn't usually tell you the difficulty number you need to equal or beat to succeed. He often won't inform you which tasks are easier and which are harder, though he might give you hints. ("Hmmm, jumping over a narrow ravine with a raging river below is going to be pretty hard....") The gamemaster then uses the rules to interpret the die roll and determine the results of the action.

Getting Hurt

To describe how much injury a character can sustain, the gamemaster decides on one of two ways of determining how much damage a character can take: Body Points or Wounds.

With the Body Points system, each character has a certain number of Body Points (which are figured out when you create your character). You subtract the amount of damage the attacker rolls for his weapon from the total number of Body Points your character has.

With the Wounds system, each character has a certain number of Wounds. You roll your character's *Physique* while the attacker rolls damage. Compare the difference between the damage and the *Physique* roll the Wounds level chart; the chart lets you know how many Wounds your character gets from the attack.

In either system, when your character has no more Body Points or Wounds left, she's toast.

Improving Rolls

In addition to scores for a character's attributes and skills, she has Fate Points and Character Points. You can spend these points in particularly difficult and heroic situations.

When you spend a Character Point, you get to roll one extra Wild Die when you character tries to complete a task. You may choose to spend a Character Point after you've made a roll (in case you want to improve your result).

When you spend a Fate Point, that means your character is using all of her concentration to try to succeed. You may spend a Fate Point only before any die rolls are made. Doing so doubles the number of dice you'd normally roll, usually for one round and one action only, though the gamemaster may allow players to spend more Fate Points in particularly challenging moments. This allows the character to do one action really well.

Once a Character Point or Fate Point is used, it's gone. You gain more Character Points at the end of a game for completing goals and playing well. You may get back Fate Points at the end of the game if they were used at a brave, heroic, or climactic moment.

Try It Out!

Now that you have the basics down, let's try out a short scenario. First, you'll need a character. On the next page, you'll find a template. Most of the game characteristic information is filled in. The attributes and skills are listed in two columns on the left-hand side of the page. The attributes names — *Agility, Coordination, Physique, Charisma, Intellect, Acumen,* and *Extranormal* — are printed in bold above the lighter skill names. There are more skills in the game than the ones listed on this sheet, but these are the ones commonly associated with the type of profession this template is supposed to represent.

In the center column, below the chain line, are some more characteristics. Fate Points and Character Points show the number of these special roll-improving bonuses your character currently has. Funds and silver are measures of how much wealth your character can usually get at.

In the far right column, you'll see Advantages, Disadvantages, Special Abilities, and a description of your character. These give you an idea about the kind of character that you're playing. The equipment paragraph lists the items your character can use during the game.

Below that, you'll find "Strength Damage." This shows how much harm your character can cause with brute force. Underneath this is "Move." This characteristic lists the number of meters your character can easily walk in five seconds.

After those, you'll see the Body Points, Wound levels, and the related Body Point ranges for your character. Each of these represents how much injury your character can take. This short adventure won't use Wounds or the Body Points range, so you can ignore them. Instead, you only need to keep in mind the Body Points number.

Have a Character? ∞

If you already have a *D6 System* character — from another *D6 System* game or because you created a new one using the rules in this book — you can still play this adventure. Simply skip to the "A Typical Tavern" section and follow the directions.

D6 Fantasy

Character Name: _____
Occupation: Aspiring Hero
Race: Human _____ **Gender**: _____
Age: _____ **Height**: _____ **Weight**: _____
Physical Description: _____
_____

Agility _____ 3D+1
acrobatics _____
fighting _____
climbing _____
dodge _____
flying _____
jumping _____
melee combat _____
stealth _____
_____
_____
_____
_____

Coordination _____ 2D+2
marksmanship _____
throwing _____
_____
_____
_____
_____
_____

Physique _____ 3D
lifting _____
running _____
stamina _____
swimming _____
_____
_____
_____

Charisma _____ 3D
charm _____
command _____
intimidation _____
mettle _____
persuasion _____
_____
_____
_____

Intellect _____ 2D+2
cultures _____
healing _____
navigation _____
speaking _____
trading _____
traps _____
_____
_____
_____
_____
_____
_____
_____

Acumen _____ 3D+1
crafting _____
hide _____
investigation _____
know-how _____
search _____
streetwise _____
survival _____
tracking _____
_____
_____
_____
_____

Extranormal _____ 0D
_____
_____
_____
_____
_____
_____
_____

Fate Points _____ 1

Character Points _____ 5

Funds _____ 3D

Silver _____ 180

Advantages: None

Disadvantages: None

Special Abilities: None

Equipment: Dagger (damage +1D); leather jerkin (Armor Value +2); shoulder bag with cheese, bread, and silver coins in it

Description: Always fascinated by the traveling sword-showmen that came through your little village, you practiced mimicking their techniques (in between your chores — and sometimes as part of them). Perhaps inheriting wanderlust from your uncle, you have set out to find your fortune in the larger world and maybe gain fame by helping a few people along the way.

Strength Damage _____ 2D
Move _____ 10
Body Points _____ 33

Wound Level	Body Points Range
☐ Stunned	20–27
☐ Wounded	14–19
☐ Severely Wounded	7–13
☐ Incapacitated	4–6
☐ Mortally Wounded	1–3
☐ Dead	0

Now that you can find your way around a character template, let's fill in the missing game characteristics. To keep it easy, pick seven skills that you want your character to have experience or training in. Look at the die code next to the attribute that the first skill is listed under, and add one to the number in front of the "D." Write this new die code next to the skill. Do this for each of the seven skills you picked.

Example: If you decided to put 1D in *climbing,* your score for *climbing* would be your *Agility* score plus one, or 4D+1.

Then fill in the top of the sheet, if you'd like, with your character's name and other details.

In addition to your character sheet, you'll need a pencil and some six-sided dice, one of which should be a different color or size than the others. This special die is your Wild Die. As you go through this scenario, don't read the sections in order. Instead, start with number 1, make a selection, and read the section where your selection tells you to go. Keep doing that until you get to section 15, which is the end. Then you'll be ready for your first *D6 Fantasy* adventure!

A TYPICAL TAVERN

1

You've only been at this adventuring thing a few months, and so far, it hasn't been quite what you expected — no maidens in distress; no villages tormented by beasts.

As you come into a hamlet, you dejectedly head for the tavern. You step inside and pause a moment, waiting for your eyes to adjust. Large windows with shutters open wide to let in some light.

You see a Human woman and an Elf man talking at one table far from the door. Several paces closer, a Human man, somewhat grizzled, seems to be getting himself well drunk at another table. Upon spotting you come in, he staggers to his feet, knocking his chair backwards with a clatter. "You can't have my table!" the older man yells as he wobbles toward you.

Before you decide what to do, let's find out who goes first: go to 12.

2

You rolled a Critical Failure on the Wild Die. Take away the one *and* your highest number. Read the result on the remaining die, and add any pips if your *Acumen* die code included them. (If you're using the Aspiring Hero sample character, then you add 1 to the number on the die.)

• Go to 5.

3

You seemed to have convinced the man. His shoulders sag, and he reaches down to pick up the fallen chair. This has the interesting effect of unbalancing him. He tumbles over the chair and doesn't get up, apparently having dropped into a drunken stupor.

• Go to 13.

4

The old man must have somehow anticipated your move (or his wobbling made you miscalculate your punch), because he steps out of the way just as your fist is about to connect with his face. Your

maneuver seemed to off-balance him, though. He staggers back a step and trips over the fallen chair, crashing to the floor and staying there in a drunken stupor.

• Go to 13.

5

The drunk is quicker on his feet than he looks. Before you can react, he rushes forward to punch you. His wild swing connects with your stomach, causing you to stagger a step. Let's find out how much that's going to hurt. Your ability to resist damage, called your damage resistance total, equals the Armor Value of any protection you're wearing (like your leather jerkin) plus any other modifiers. Since there are no other modifiers, your damage resistance total equals 2 (which is the Armor Value of the jerkin). Your adversary did four points of damage with his fist. So, the total amount of injury you take equals the tough's damage total minus your damage resistance total, or two points. Subtract two points from the total number of Body Points you have.

That's not even enough to knock the wind out of you. Now it's your turn.

• If you want to persuade him to drop this fight, go to 7.
• If you think he'll only listen to force, go to 9.

6

You rolled a Critical Success on the Wild Die. Add the 6 to the total of the other dice, and roll only the Wild Die again. As long as you get a 6 on the Wild Die, keep adding that 6 to the total and roll the die again. If you get any other number – even a 1 – simply add that number to the total you already have. (If you're using the Aspiring Hero sample character, then you add a 1 to the final total.)

• Go to 10.

7

"I'm not sure what your problem is," you speak calmly to the weaving man, "but there's no reason to take it out on me. I just walked into town a few minutes ago. Why don't I buy you an ale, sir, or take you outside to get a little fresh air?"

Look at your character sheet and find *charm* or *persuasion*. If you put extra dice in either of these, look at the die code next to the skill name. If you didn't, then look at the die code of their governing attribute, *Charisma*. Take a number of dice equal to the number in front of the "D" of whichever one you're using; make sure one of those dice is the Wild Die. Roll the dice. If the Wild Die is a 1, take it away as well as the highest die and add the rest of them. If the Wild Die is a 6, add the 6, reroll the Wild Die, and keep adding and rerolling as long you get a 6 (otherwise, just add the number to the rest of the total). If it's anything else on the Wild Die, add together the results of all of the dice.

• If the total on the dice is greater than or equal to 15, go to 3.
• If the total on the dice is less than 15, go to 14.

8

You give him a quick and sharp jab on the jaw. The older man's eyes go wide. He staggers back a step and trips over the fallen chair, crashing to the floor and staying there in a drunken stupor.

• Go to 13.

9

Some people can be reasoned with, and others need a tap on their noggins to get their attention. Look at your character sheet and find *fighting*. If you put extra dice in this skill, look at the die code next to the skill name. If you didn't, then look at the die code of the governing attribute, *Agility*. Take a number of dice equal to the number in front of the "D" of whichever one you're using; make sure one of those dice is the Wild Die. Roll the dice. If the Wild Die is a 1, take it away as well as the highest die and add the rest of them. If the Wild Die is a 6, add the 6, reroll the Wild Die, and keep adding and rerolling as long you get a 6 (otherwise, just add the number to the rest of the total). If it's anything else on the Wild Die, add together the results of all of the dice.

• If the total on the dice is greater than or equal to 5, go to 8.
• If the total on the dice is less than 5, go 4.

10

You're a little quicker at assessing the situation than the drunk is. You get the chance to do something before he can react. What do you want to do?

• If you want to persuade him to drop this fight, go to 7.
• If you think he'll only listen to force, go to 9.

11

Since you didn't get a 1 or 6 on the Wild Die, simply total the dice and add any pips if your *Acumen* die code included them. (If you're using the Aspiring Hero character, then you add a 1 to the total on the dice.)

• If the *Acumen* total is greater than or equal to 6, go to 10.
• If the *Acumen* total is less than 6, go to 5.

12

First, let's find out who's got the faster reactions in this combat encounter. Look at your character sheet and find "Acumen" and the die code next to it. Take a number of dice equal to the number in front of the "D"; make sure one of those dice is the Wild Die (and differently colored from the rest). So, if the die code is 3D+1, you would have two regular dice and one Wild Die. Roll the dice and then select the option that matches the results on the Wild Die.

• If you rolled a 1 on the Wild Die, go to 2.
• If you rolled a 6 on the Wild Die, go to 6.
• If you rolled any number other than a 1 or a 6, go to 11.

13

The woman, other man, and bartender have watched this exchange, seemingly nonplussed by it all. The bartender shakes his head as he goes back to wiping out mugs. The woman motions you over to her and her companion. "Come here. Let us buy you a drink. We don't get many visitors here, and despite Stepka's proclamation, we don't mind them. Tell us about yourself. What brings you to our town?" You seat yourself at the table, gratefully accepting the drink and deciding how best to start your tale.

• Go to 15.

14

The drunk sneers at your ridiculous statement, and he rushes forward to punch you. His wild swing connects with your stomach, causing you to stagger a step. Let's find out how much that's going to hurt. Your ability to resist damage, called your damage resistance total, equals the Armor Value of any protection you're wearing (like your leather jerkin) plus any other modifiers. Since there are no other modifiers, your damage resistance total equals 2 (which is the Armor Value of the jerkin). The drunk did four points of damage with his fist. So, the total amount of injury you take equals your adversary's damage total minus your damage resistance total, or two points. Subtract two points from the total number of Body Points you have. That's not even enough to knock the wind out of you.

As you're recovering, the older man spits at you, an action that ultimately unbalances him. Unable to stop his fall, he crashes to floor and remains there, snoring loudly in a drunken stupor.

• Go to 13.

15

In a full-length adventure, you'd have a lot more choices, but hopefully this short adventure gave you an idea of how the game works. If you're unsure, go back through the scenario, picking different answers and, probably, making different die rolls. When you think you're ready, you can use the Aspiring Hero character to play in other adventures with your friends, or you can go to Chapter 1 and learn how to make your own character. Happy adventuring!

· Key Terms ·

These definitions provide you with a general idea of what each term means; they are described in more detail within the book. Terms italicized within each definition refer to another entry within this glossary.

action: A task that the character undertakes or something that the character does, like give a speech or climb a wall.

active defense value: A number the character gets when concentrating on getting out of the way of an attack.

Armor Value: A die code representing the amount of protection a defensive covering provides. It can help determine the *damage resistance total*. This term is sometimes abbreviated AV.

Body Points: One of two ways of indicating the amount of injury a character can sustain, listed as a number. The *damage total* is subtracted from the character's current Body Point total. May be used alone or with *Wounds*.

Character Point: A bonus representing a surge of adrenaline or that extra luck the main characters of a story seem to have. Allows the user to roll an additional *Wild Die*.

combat difficulty: A number representing how challenging it is to attack someone or something. It equals the *active defense value* or the *passive defense value*.

complementary skill: A skill whose results could aid in the use of another skill.

creation points: Points used when designing a character to purchase *die codes* in game characteristics or other features that represent the character's abilities, experience, and background.

Critical Failure: A result, represented by a 1, on the *Wild Die* that indicates something bad has occurred.

Critical Success: A result, represented by a 6, on the *Wild Die* that indicates something good has happened. Generally, the player adds the 6 to the current total and rolls again, adding and rerolling as long as a 6 comes up.

D (as in "1D"): An abbreviation for "six-sided dice." The number in front of the "D" is part of the *die code,* and lets you know how many six-sided dice to roll.

damage resistance total: A number that indicates how much injury a character or object can absorb, soak, or deflect.

damage total: A number representing how much injury or destruction something has caused.

defaulting to an attribute: Using the *die code* for an attribute when the character doesn't have a higher die code in the needed skill.

die code, score: The number of six-sided dice players roll (1D, 2D, 3D, 4D, 5D, etc.), and sometimes an amount (called *pips*) of "+1" or "+2" that is added to the total result that came up on the dice. "Die code" and "score" are used interchangeably.

difficulty: A number representing how challenging it is to perform an action.

Fate Point: A bonus representing that a character is using all of her concentration to try to succeed. Allows the player to, at least, double the number of dice on one roll. Sometimes the gamemaster will provide other benefits.

free action: Any *action* that needs only a few seconds or less to perform or do, such as taking a few steps or glancing quickly around a room.

modifier: A number or *die code* that is added or subtracted from another number or die code to represent a change in the typical situation.

multi-action penalty: A *modifier* to a skill or attribute *die code* that represents the increased challenge of doing more than one *action* at a time.

opposed difficulty, opposed roll: A *difficulty* that applies when one character resists another character's action. In this case, both characters roll *die codes* related to the activity and compare them.

passive defense value: A number representing a character's innate ability to get out of the way of danger. It usually equals 10.

pip: An added bonus to the total result that came up on the dice. A "+1" means one is added to the total, while "+2" means two is added.

range (in combat): The distance from the attacker to the target.

result points: The difference between the total rolled with an attribute's or skill's die code and the *difficulty* of an action.

result points bonus: Usually, one-half (rounded up) of the result points figured for an action. It sometimes may be used to affect other rolls.

round: A unit of time equal to five seconds in the game world. Figuring out what happens in a round can take longer.

scale: A game mechanic representing that opponents of vastly different sizes can affect each other differently in combat.

standard difficulty: A number, generally selected from a chart, assigned to an action based on how challenging it is.

Strength Damage: A *die code* representing the amount of harm a character can do because of his or her physical prowess.

Toughness: A *die code* representing the amount of damage an object can take, similar to a character's Physique attribute.

unskilled modifier, untrained modifier: A *modifier* added to an action's *difficulty* that represents the increased difficulty of doing something without the right training or experience. The terms are used interchangeably.

Wild Die: A six-sided die, of a different color or size from other dice used, that represents the randomness of life, with the 1 and the 6 indicating a special result (see *Critical Failure* and *Critical Success*).

Wounds: One of two ways of indicating the amount of injury a character can sustain, listed as a level. The level is determined by comparing the difference between the *damage total* and the *damage resistance total* to a chart. May be used alone or with *Body Points*.

· Character Basics ·

What's in this Chapter

This chapter covers three methods of character creation and provides an overview of the attributes and skills available to characters. If you've made a character already, skip past "Character Creation" to "Attributes" and skim the rest of the chapter, adjusting your character if necessary.

Character Creation

To make a character, you'll need to select a template from within this book or another *D6 System* game, or make your own. A blank character sheet also is included at the end of this book. You can either photocopy your chosen sheet, or copy the information onto a separate piece of paper. You also can find the templates available free at the West End Games Web site, www.westendgames.com.

Templates

A few starting templates have been provided at the end of this book. To get started right away, pick one and distribute seven skill dice among the skills listed; the dice for attributes have already been done for you. Although the listed skills are the ones that type of character might typically have, though you could include others not on the list if you'd like.

For skill descriptions and details on how to distribute skill dice, see the "Skills" section later in this chapter.

If desired, you can fill in the other character features (such as gender, age, etc.) and provide any additional notes on the character's history. There is no need to purchase equipment, as that has already been figured for the characters.

If you choose a template from another *D6 System* game, you may need to make some adjustments in the types of skills a character based on that might have. Check the list herein to make sure the template's skills are described in this *D6* version. If one is not, either cross it off the template or substitute a similar skill that does exist. Also, some attributes may have different names. If you are unsure how an attribute translates to *D6 Fantasy,* ask your gamemaster.

Once you have finished filling in your template, you can either start playing the game with your group, or you can skip to the "Game Basics" chapter and read more on how to use your new character.

Defined Limits

If you wish to make your own starting character from scratch, without a template but with defined limits on what can be put into attributes and skills, use these guidelines. This chapter describes each characteristic in more detail, including examples on how you can split the dice.

These guidelines assume you'll make a normal Human character. If not, talk with your gamemaster about the minimums, maximums, and other requirements for the character race you want to use. Peruse the "Non-Human Races" chapter for some sample ideas.

See the various sections in this chapter for details on dice distribution and figuring out other aspects of your character.

Attributes: Distribute 18 dice among the seven attributes. The minimum is 1D and the maximum is 5D in all attributes except *Extranormal* attributes, which remains at 0D for most characters.

Skills: Distribute seven dice among the skills. The maximum number of dice added to any one skill is 3D.

Move: This equals 10 meters per round.

Body Points: If your gamemaster is using this characteristic, roll your character's *Physique* and add 20 to the total. Ignore this characteristic if your gamemaster is only using Wounds.

Wounds: If your gamemaster is using the Wound levels option with Body Points, see the appropriate table in the "Damage and Body Points" section of the "Damage" chapter to determine the range of Body Points associated with each Wound level. If your gamemaster only will use Wounds, you don't need to figure out the Body Points range; you can put a line through that column if you'd like.

Strength Damage: Drop the pips from your character's *Physique* or *lifting* score (including any Special Abilities or Disadvantages that affect the die code), divide the number by 2, and round up. This is the Strength Damage die code.

Funds and Silver: *Funds* and Silver reveal how much wealth your character can usually get at without too much trouble. All characters start with a base *Funds* die code of 3D. Check "Funds" in

this chapter for modifiers to this roll and how to convert this number to coins. The cash equivalent of *Funds* goes on the Silver line.

Character Points: Characters start with five Character Points.

Fate Points: Characters start with one Fate Point.

For equipment, Advantages, Disadvantages, Special Abilities, background, and character features, see the appropriate sections in this chapter for more details on how to fill out these optional sections.

Creation Point Pool

Those who wish to use points to create their characters, rather than following a template or being restricted in what they can put in skills and attributes, can use a point system. Each novice character receives 79 creation points to distribute among all the options. Players may only spend creation points as whole points, not as fractions.

• One attribute die equals four creation points.

• One skill die equals one creation point.

• Three skill specialization dice equal one creation point.

• Advantages and Special Abilities have their own costs associated with them; see the "Character Options" chapter for details.

Other restrictions apply:

• Attributes have a minimum of 1D and a maximum of 5D, except in *Extranormal* attributes.

• The maximum starting number of dice that may be added to any one skill or specialization of skill is 3D.

• Points must be spent on whole dice, though the purchased dice may be split and distributed in their category. For instance, if a player spends four creation points to get one attribute die, the die may be split into three pips and divided among up to three attributes, but no attribute pip may be traded in for a skill die.

Players of Human characters may add up to 10 additional creation points to their totals by taking an appropriate number of ranks in Disadvantages. Non-Human species may have their own creation point totals, maximum number of points from Disadvantages, and starting Advantages, Disadvantages, and Special Abilities.

For worlds involving more Special Abilities, gamemasters should feel free to raise the number of starting creation points and the number of possible creation points received from Disadvantages.

Characters also receive the following aspects, like those created with defined limits:

Move: This equals 10 meters per round.

Body Points: If your gamemaster includes this characteristic, roll your character's *Physique* and add 20 to the total. Ignore this characteristic if your gamemaster is using Wounds only.

Wounds: If your gamemaster relies on the Wound levels option with Body Points, see the appropriate table in the "Damage and Body Points" section of the "Damage" chapter to determine the range of Body Points associated with each Wound level. If your gamemaster uses Wounds only, you don't need to figure out the Body Points range; you can put a line through that column if you'd like.

Experienced Characters ∞

If you are making an experienced character, you'll need to figure out how many more years that character has been around than one starting out.

By Templates or Defined Limits

Using the initial novice totals of seven skill dice, five Character Points, and one Fate Point, add 15 skill dice, 15 Character Points, and two Fate Points to the initial totals for each year the character has been a full-time active adventurer. (For part-timers, halve these figures, rounding up.)

By Creation Point Pool

With the initial novice totals of 79 creation points, five Character Points, and one Fate Point as a starting point, add 15 creation points, 15 Character Points, and two Fate Points for each year the character has been a full-time active adventurer. (For part-timers, halve these figures, rounding up.) Unless the gamemaster decides otherwise, there are no maximums for skills and Disadvantages.

Existing Personae ∞

A player basing her character on an existing fictional entity should ignore the skill and Disadvantage limits and, with their gamemaster's approval, create the character by distributing dice as best reflects how the character appears in his, her, or its stories.

Strength Damage: Drop the pips from your character's *Physique* or *lifting* score (including any Special Abilities or Disadvantages that affect the die code), divide the number by 2, and round up. This is the Strength Damage die code.

Funds and Silver: *Funds* and silver measure how much wealth your character can usually get at without too much trouble. All characters start with a base *Funds* die code of 3D. Look under "Funds" in this chapter for modifiers to this roll and how to convert this number to cash. The cash equivalent of *Funds* goes on the Silver line.

Attributes

Each character has seven attributes, which measure basic physical and mental abilities that are common to every living creature (and some nonliving things), no matter what universe or dimension they exist in.

Agility: An indication of balance, limberness, quickness, and full-body motor abilities.

Coordination: A quantification of hand-eye coordination and fine motor abilities.

Physique: An estimation of physical power and ability to resist damage.

Intellect: A measure of strength of memory and ability to learn.

Acumen: Your character's mental quickness, creativity, and attention to detail.

Charisma: A gauge of emotional strength, physical attractiveness, and personality.

Extranormal: An assessment of your character's extraordinary abilities, which could include magic, miracles, or other extranormal

talents. It is often listed by its type, rather than by the term "*Extranormal.*" Most characters begin with a score of 0D, since people with such abilities are extremely rare. Those who have an *Extranormal* attribute must decide how it's manifested. Characters almost never have more than one *Extranormal* attribute. *Magic* and *Miracles* are two *Extranormal* attributes described in this book.

When you put dice in an attribute, you can either put whole dice in each attribute, or you can give each a mixture of whole dice and pips. Each die equals three pips.

Example: You've distributed most of your attribute dice, but you have four dice left to put in *Intellect* and *Charisma.* You could put 1D in *Intellect* and 3D in *Charisma,* or 2D+1 in *Intellect* and 1D+2 in *Charisma,* or some similar combination.

Extranormal is the only attribute in which a Human character may have no dice; there is no maximum that a Human character may have in this attribute. No Human character may have less than 1D or more than 5D in any other attribute. Other races may have other minimums and maximums, which may be represented by the Increased Attribute Special Ability or the Hindrance Disadvantage, which are either listed with the race description or specified by the gamemaster. See the "Character Options" chapter for details on Disadvantages and Special Abilities, and the "Non-Human Races" chapter for some other fantasy race examples.

Skills

Skills are more specific applications of an attribute. For example, the skill *dodge* is a more specific use of your character's *Agility.* Characters learn them through instruction or experience.

Skills are areas of expertise that are not necessarily common to every living creature. Some creatures simply don't have the capacity to learn certain skills.

All skills beneath a given attribute begin at that attribute's die code. To highlight skills in which the character has trained or has some experience, add pips or dice to the base attribute value.

As with attributes, when creating your character you can either put whole dice in each skill, or you can give each a mixture of whole dice and pips. Remember that each die equals three pips.

Example: You've chosen your attribute scores, including putting 2D+1 in *Intellect*. If you wanted her to be a little better in the *speaking*

Focused Skills ∞

Some gamemasters prefer narrower skill categories, requiring characters to select more specific abilities, such as *animal handling: horses* or *reading/writing: Gnomish*. If that's the case, players' characters start with 21 skill dice or 93 creation points. Players need to get gamemaster approval on any subcategories they choose, while gamemasters need to insure that the subcategories are neither too broad (all mammals) or too narrow (a single type of poison). Players may take specializations of these narrower skills, as described in the rules. Characters under this rule may never take the general skill without selecting a subcategory.

skill, you could add one pip to the base attribute to get a *speaking* skill score of 2D+2. If you decided to add two pips to the base attribute, the *speaking* score becomes 3D.

You can also specialize in skills. Specializations reflect a greater familiarity in a particular area covered by a base skill. One skill die equals three specialization dice. Of course, one specialization die still equals three pips.

You don't need to have any extra dice in the base skill in order to take a specialization in that skill, but when you give your character specializations in that manner, they are treated as separate skills. If you give your character specializations in base skills he already has, those specializations are considered bonuses to the base skill when attempting tasks of that type.

Once you've chosen at least one specialization and put one or two pips or dice in it, you have to use the remaining specialization dice and pips to either purchase more pips in the same specialization or purchase one or more pips in other specializations.

You roll the specialization's die code only when you use the specific item or knowledge reflected by the specialization. Otherwise, you roll the base skill (or attribute if you didn't put additional dice in the full skill).

Example: If your character's *Intellect* is 2D+2 and her *speaking* is 3D, you could give her a *speaking* specialization of *Elvish* of +1 (which means that, when she's trying to speak with Elves, you roll three dice and adds 1 to the total). You would then have two specialization dice and two specialization pips to place among other specializations. With these, you could further improve her *speaking: Elvish* specialization, or you could pick one or more other specializations in the same or other base skills.

You decide that with one other specialization pip, you'll give your character *cultures: Elves,* but you won't take the full *cultures* skill for her. This allows your character to have *cultures: Elves* at 3D (add 1 to the die code of the base attribute, *Intellect,* which is 2D+2). Thus, when your character attempts to determine how best to handle Elvish relations, you roll 3D, but if she tries to figure out what's an appropriate gift for a Dwarf, you only rely on the attribute's score, which is 2D+2.

A character may not put dice in any skill associated with the *Extranormal* attribute unless that character already has dice in that attribute.

The maximum number of dice the character may start with in any base skill is 3D greater than the governing attribute, with no more than 3D greater than the base skill in any specialization.

You can find the list of skills and their descriptions on pages 12–13.

Advantages, Disadvantages, & Special Abilities

Advantages and Disadvantages are benefits or problems your character has. Some affect the character's attributes and skills, while others serve as useful roleplaying tools for rounding out the character. Special Abilities are unusual talents or powers the character has that most other Humans don't have. The next chapter, "Character Options," discusses these characteristics. You may ignore this section if you don't want to add them to your character.

Skills ∞

As this skill list includes broad definitions not applicable in all eras or worlds for which *D6 Fantasy* could be used, the gamemaster has the final say on actual skill applications. For difficulties associated with each skill, see the "Example Skill Difficulties" chapter.

Agility

acrobatics: Performing feats of gymnastics, extraordinary balance, and dance (and related performance arts), as well as breaking falls. Useful for running obstacle courses or doing courtly promenade.

fighting: Competence in unarmed combat.

climbing: Scaling various surfaces.

contortion: Escaping from otherwise secure physical bonds by twisting, writhing, and contorting the body.

dodge: Slipping out of danger's way, whether avoiding an attack or a sprung booby trap.

flying: Maneuvering under one's own power (such as with wings).

jumping: Leaping over obstacles.

melee combat: Wielding hand-to-hand weapons.

riding: Controlling and riding domesticated mounts.

stealth: Moving silently and avoiding detection, whether through shadows or crowds.

Coordination

charioteering: Accelerating, steering, and decelerating chariots (in particular) or any kind of cart-and-animal vehicle.

lockpicking: Opening a mechanical lock without possessing the key or combination.

marksmanship: Shooting any kind of mechanical device — such as a bow or sling — that projects missiles across a distance.

pilotry: Operating any water-faring vehicle, including steering, applying the oars, or managing the sails.

sleight of hand: Nimbleness with the fingers and misdirection, including picking pockets, palming items, and stage magic.

throwing: Hitting a target accurately with a thrown item, including stones, javelins, bottles, and knives. Also used for catching thrown items.

Physique

lifting: Moving or lifting heavy objects, as well as representing the ability to inflict additional damage with strength-powered weapons.

running: Moving quickly on the ground while avoiding obstacles and keeping from stumbling.

stamina: Physical endurance and resistance to pain, disease, and poison.

swimming: Moving and surviving in a liquid medium.

Intellect

cultures: Comprehension of customs, traditions, art, history, politics, and views on outsiders of various regions or groups, as well as the ability to generalize about common cultural forms.

devices: Using and designing complex mechanical equipment. Actually building items requires *crafting*.

healing: Dressing wounds, applying splints, and disinfecting injuries, plus an understanding and application of medical procedures, such as diagnosing illnesses and performing surgery.

navigation: Determining the correct course using external reference points, such as stars, maps, or landmarks, as well as creating maps.

reading/writing: Familiarity with and ability to understand various forms of written communication, as well as the ability to create literary compositions, including forging papers and identifying such forgeries. Characters do not begin with the ability to read or write.

scholar: This skill represents knowledge and/or education in areas not covered under any other skill (such as alchemy, cooking, arcane lore, etc.). This may be restricted to a specific field (represented by specializations) or a general knowledge of a wide range of subjects. It is used to remember details, rumors, tales, legends, theories, important people, and the like, as appropriate for the subject in question. However, the broader the category, the fewer the details that can be recalled. It covers what the character himself can recall. Having another skill as a specialization of the *scholar* skill means that the character knows the theories and history behind the skill but can't actually use it. *Scholar* can be useful with *investigation* to narrow a search for information.

speaking: Familiarity with and ability to understand various forms of verbal communication. Characters know the Trade Speech (assuming the setting has one) and one "native" language in which they have spoken fluency. Additional languages in which a character has proficiency can be represented by specializations of this skill.

trading: Knowledge of business practices, exchange rates, the monetary value of goods and opportunities, and other information regarding barter and sales, including the ability to determine how to make money with another skill the character has. *Trading* can complement *bluff, charm,* and *persuasion* when haggling over prices for goods and services being bought or sold.

traps: Installing, altering, and bypassing security devices, as well as identifying various kinds of traps (gas, pit, wire-triggered, etc.).

Acumen

artist: Making works of art, like paintings, music compositions, and dance choreographies.

crafting: Creating, fixing, or modifying equipment, weapons, armor, and vehicles, as well as woodworking, metalworking, constructing buildings, and the like.

Skills Continued

disguise: Altering features or clothing to be unrecognizable or to look like someone else. Also useful in acting performances.

gambling: Playing and cheating at games of strategy and luck.

hide: Concealing objects, both on oneself and using camouflage.

investigation: Gathering information, researching topics, analyzing data, and piecing together clues.

know-how: Figuring out how to perform an action in which the character does not have experience, as well as a catch-all skill encompassing areas not covered by other skills (such as utilitarian sewing or cooking).

search: Spotting hidden objects or people, reconnoitering, lipreading, or eavesdropping on or watching another person.

streetwise: Finding information, goods, and contacts in an urban environment, particularly through thieves' guilds and similar criminal organizations, black markets, and other illicit operations. Also useful for determining possible motives and methods of criminals.

survival: Surviving in wilderness environments, including the ability to identify plants, animals, and their nutritional and medicinal uses.

tracking: Following the trail of another person, animal, or creature, or keeping after a moving target without being noticed.

Charisma

animal handling: Controlling animals and making them perform tricks and follow commands.

bluff: Lying, tricking, or deceiving others, as well as verbal evasion, misdirection, and blustering. *Disguise* can complement uses of this skill. Also useful in putting on acting performances.

charm: Using friendliness, flattery, or seduction to influence someone else. Also useful in sales and bartering transactions, putting on performances (such as singing, acting, or storytelling), and situations involving etiquette.

command: Effectively ordering and coordinating others in team situations.

intimidation: Using physical presence, verbal threats, taunts, torture, or fear to influence others or get information out of them.

mettle: Ability to withstand stress, temptation, other people's interaction attempts, mental attacks, and pain. The gamemaster may allow a specialization in a specific faith tradition or belief system to enhance many, though not all, applications of *mettle*.

persuasion: Influencing others or getting information out of them through bribery, honest discussion, debate, diplomacy, or speeches. Also useful in negotiations, business transactions, storytelling, and oration.

Extranormal: Magic

Magic is one possible Extranormal attribute. For specific information on Magic, see its chapter in this book.

alteration: Casting spells involving change.

apportation: Casting spells involving movement.

divination: Casting spells involving knowledge.

conjuration: Casting spells involving creation.

Extranormal: Miracles

Miracles is another possible Extranormal attribute. For specific information on Miracles, see its chapter in this book.

divination: Requesting divine aid to gain knowledge of the past, present, or future.

favor: Requesting divine aid to help, improve, heal, or benefit someone or something.

strife: Requesting divine aid to cause injury or destruction.

Move

This number (usually 10) represents how many meters your character moves in a round at maximum walking speed in standard conditions. (The *running* skill can increase this rate.) Move also serves as the base for other movement skills.

Should the character have a different sort of movement than normal (such as fins for legs), see the Hindrance Disadvantage (described in the "Character Options" chapter) for information on how to account for this variability.

Special Points

Players' characters typically start the game with one Fate Point and five Character Points. You can spend these points to improve your character's chance of succeeding in especially difficult situations. (The mechanics of this are discussed in the "Game Basics" chapter.) Character Points alternatively are used to permanently improve skills. Your character earns more Character and Fate Points by having adventures. There is no limit to the number of Character or Fate Points your character may have at any time.

Body Points & Wounds

This section of the character sheet allows you to keep track of the healthiness of your character. Which you use depends on the gamemaster.

Determining Body Points

When you create a new character, roll his *Physique* (including any modifiers from Disadvantages or Special Abilities) and add 20. This becomes his Body Point total. Write it on the character sheet in the space provided. Templates already have their Body Points determined.

Example: Your character has 3D+1 in *Physique*. You roll three dice, making sure one of them is the Wild Die. The dice come up 4 and 6, with a 1 on the Wild Die. Since the 1 has no negative effect, you add the numbers to arrive at a total of 11. You then include the

pip bonus of 1 with this for 12. Finally, you add 12 to 20 to get a Body Point total of 32.

Determining Wounds

If your gamemaster is using the Wound levels option with Body Points, see the appropriate table in the "Damage" chapter to determine the range of Body Points associated with each Wound level. If your gamemaster is only using Wounds, you don't need to figure out the Body Points range; you can put a line through that column if you'd like.

Strength Damage

Strength Damage indicates the amount of harm a character can do in combat with body parts, melee weapons, thrown weapons, and most missile weapons.

Determining Strength Damage

To determine the Strength Damage die code, take the character's *Physique* or *lifting* (including any die code modifiers from Disadvantages or Special Abilities) and drop the pips. Divide by 2, and round up.

Example: A character with 3D in *Physique* has a Strength Damage of 2D. A character with 6D+2 in *lifting* has a Strength Damage of 3D.

Templates & Strength Damage

If you added dice to a template's *lifting* skill, you'll need to adjust the Strength Damage value listed. Use the information above to correct the number.

Funds

To allow the gamemaster to more easily adjust the "real world" cost to something appropriate for her world or her part of the world, this system substitutes difficulties for the prices of items. Each character thus gets a *Funds* attribute, which represents the amount of money the character can get without too much trouble on a regular basis because of work or investments.

All characters start with a base of 3 in *Funds*. Use the accompanying table to adjust this number. Include any modifiers to attributes due to Disadvantages or Special Abilities. The minimum total is 1. The final total becomes the die code in the *Funds* attribute.

After character creation, a player can increase the *Funds* attribute by spending Character Points (using the rules in the "Improving Characters" chapter) or through bonuses received as adventure rewards.

If the gamemaster prefers to use cash or its equivalent, multiply the *Funds* total by a value specified by the gamemaster (typically about 60 silver, but gamemasters may increase or decrease this depending on how expensive goods and services are in their setting). This is how much money the character receives per week for whatever sort of work the character does or investments the character has.

Example: Your character has 4D in *Intellect,* 6D in *trading,* and +2D in a specialization of *trading: currency exchange.* Starting with 3, you add to it 1 for your high *Intellect* score and 1 for having at least 8D in *trading* plus a specialization. Your final total is 5, which gives you a Funds score of 5D. If your gamemaster preferred cash, you would start with a regular income of 300 silver per week.

Using the *Funds* attribute is discussed in the "Equipment" chapter.

Equipment

A player of a starting character may select one small weapon and a little protective gear plus a few tools of the character's chosen trade, unless there is equipment already listed on the template sheet. Some basic equipment is explained in the "Equipment" chapter; the gamemaster may allow other options.

Character Features & Other Details

The character sheet provided in this book and most other templates include spots for your character's name, career, species, gender, age, and background information. Unless specified by the template or your gamemaster allows otherwise, your character's species is Human. See the "Non-Human Races" chapter for details on alternate racial packages. Everything else in these sections you are free to fill in as you like.

Height & Weight

Players who want their characters significantly larger or smaller than the average Human have a few options. If the size is proportionately larger or smaller, then the character must have the Size Advantage. If the size is a hindrance, then the character should have the Hindrance Disadvantage as well. Otherwise, fill in the height and weight on the character sheet however you'd like, within average Human limits.

Determining Funds

Characteristic	Modifier
1D in *Charisma*	-1
1D in *Intellect*	-1
4D or more in *Charisma*	+1
4D or more in *Intellect*	+1
8D or more in *trading* skill plus its highest specialization	+1

· CHARACTER OPTIONS ·

What's in this Chapter

This chapter is for players who want to explore more of their characters' possible backgrounds and traits. After completing basic character generation in Chapter 1, look through this chapter to "flesh out" your character with interesting game- and story-related options called Advantages, Disadvantages, and Special Abilities. These suggest the fact that your character might have knowledge, resources, or abilities that aren't reflected by the character's attributes and skills. If something inspires you to change your character's basic characteristics, feel free to go back and make adjustments.

Expanding the Character Concept

When you first created your character, you probably had a character concept in mind or one was suggested by the template that you used. Now's the time to expand the character's history.

There are several ways you can do this. The easiest is to answer questions like:

• Where and when was my character born?
• What did my character do as a child?
• What unusual experiences did my character have?
• How did my character become the person he is now?
• What is one of my character's major goals?
• What was my character doing right before the game begins?
• Why does my character have the skills that he has?

Say your character knows *marksmanship* and several specializations. Why? Was the character in the army? A child of a mercenary? How were these skills learned? You don't have to explain every skill, but try to rationalize any unusual skills (such as *Extranormal* skills), as well as skills the character has two dice or more in (he is really good at those).

There are, of course, other questions you can come up with, though these are among the most common.

You can jot down notes and go back and fill in the gaps as you play. You can make up the name of the character's village, the exact date of birth, and other things as you go along. If you're stuck for ideas, read the basic description of the game setting or remember pertinent books, television shows, and movies — you can develop ideas based on them.

Peruse the Character Options

You might not want to write a background for your character until you look at some of the options available to you. Take a look at the Advantages, Disadvantages, and Special Abilities, and see some of the benefits and drawbacks you can choose for your character. You might see something you want to work in, and that will help give you ideas for a background story.

Fantastic Species

Gamemasters and players can use character options to tweak the basic Human starting character package into any sort of species template that they desire. The next chapter, "Non-Human Races," provides some sample non-Human write-ups and character packages based on them.

Selecting Character Options

Advantages, Disadvantages, and Special Abilities make the character more interesting, more (and less) effective, and more fun to roleplay (if you do it right). You know the story of your character — here's what that story means in game terms.

Advantages are perks that the character has because of her status in society, the people she knows, or something in her background. They generally do not directly affect attributes or skills.

Disadvantages hamper the character in some way. They might affect her attributes or skills or they might mean trouble for her in certain situations. Both Advantages and Disadvantages make the character more rounded and more believable.

Special Abilities are those abilities that exceed the usual or natural capabilities of a Human character. The character's species, some sort of unique training, or a magical/miraculous/other effect might explain their origin. They give the character a bonus to her attributes or skills, or they provide her with access to something that the average Human character can't do.

Example: You decide to give your character a Special Ability that provides him with a +1 to one of three combat-related skill totals. If you don't have any points to spend on Special Abilities, your character

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Game Mechanics ∞

Within the descriptions of several Advantages, Disadvantages, and Special Abilities, you'll notice references to game mechanics that haven't been explained yet (like the Critical Failure die result and the names of difficulty levels). If this is your first time playing a *D6 System* game, you can ignore these for now. You'll learn more about them in the "Game Basics" chapter. Once you start playing adventures, you'll find the game mechanics in this chapter useful.

needs to have some kind of Disadvantage as well. The character might have to add 1 to the difficulty of all interaction-related skill totals, or you might include a totally unrelated Disadvantage (of comparative power) — like the character is afraid of the dark and has trouble acting when in the dark.

USING CHARACTER OPTIONS

Every character option in this chapter has its own rules for implementation. There are, if you look hard enough, some nightmarish combinations. If something seems like it is could cause trouble in the game later on, check with your gamemaster before choosing it. Ultimately, the gamemaster has final say on the choice of all Advantages, Disadvantages, and Special Abilities, as well as final say on the interpretation of those choices. Players who misuse their character options, particularly their Disadvantages, may find their Advantages or Special Abilities meeting with some unfortunate accident.

ORGANIZATION

Advantages, Disadvantages, and Special Abilities are listed alphabetically in their respective sections. Advantages and Disadvantages are further organized into **ranks.** These ranks are numbered; higher-numbered ranks are more powerful. They are abbreviated R1, R2, R3, R4, and so on. Special Abilities don't have listed ranks. Instead, the descriptions give the initial cost for gaining one rank in that ability.

Note: Gamemasters may allow higher ranks of character options than the examples given here. Players and gamemasters should discuss the best way to represent their characters' unique set of traits.

COSTS AT CHARACTER CREATION

Each rank in an Advantage or Disadvantage is worth one creation point (or one skill die, if you're using defined limits) per number. Advantages cost creation points, while Disadvantages give you creation points (or skill dice). Thus, a Rank 1 Advantage costs one point or die, while a Rank 4 Disadvantage gives you four points or dice.

The cost of one rank of the Special Ability is included in parentheses. Some Special Abilities, such as Immortality, do not lend themselves to being taken more than once. Players may also add Limitations to their Special Abilities, which reduce their effectiveness (and the cost), or Enhancements, which increase their effectiveness (and the cost); these are described at the end of this section.

In settings where characters with Special Abilities are **common,** additional ranks of each Special Ability cost one point (or skill die) per rank at character creation. In settings where characters with Special Abilities are **uncommon,** additional ranks of each Special Ability cost the value listed with the Special Ability. As one instance, the total cost of two ranks of Iron Will in a game where Special Abilities are uncommon is four, while in a game where they are common, the cost is three.

When using templates or defined limits for attributes and skill dice, players may use skill dice or dice received from Disadvantages to get Advantages and Special Abilities. Players in games using character creation point pools may use some of the points in their pool or points gained from Disadvantages to purchase Advantages and Special Abilities.

DISADVANTAGES ∞

Achilles' Heel (R3, R4); examples (R3): Allergy, Cultural Allergy, Environmental Incompatibility, Metabolic Difference, Nutritional Requirements, Rot, Vulnerability; examples (R4): Allergy, Cultural Allergy, Environmental Incompatibility, Rot, Symbiosis

Advantage Flaw (R1, R2, R3); examples (R3): Infection, Minor Stigma, Stench

Age (R1, R2)

Bad Luck (R2, R3, R4)

Burn-out (R1 or more)

Cultural Unfamiliarity (R1, R2, R3)

Debt (R1, R2, R3)

Devotion (R1, R2, R3)

Employed (R1, R2, R3)

Enemy (R1, R2, R3)

Hindrance (R1 or more); examples: Bad Knee, Gruffness/Arrogance, Trick Shoulder, Uncoordinated, Unobservant

Infamy (R1, R2, R3)

Language Problems (R2)

Learning Problems (R1 per rank)

Poverty (R1)

Prejudice (R1, R2)

Price (R1, R2)

Quirk (R1, R2, R3); examples (R1): Dependency, Kleptomania, Indecision, Stutter; examples (R2): Dependency, Secret; examples (R3): Dependency, Paranoid, Phobic, Vengeful

Reduced Attribute (R2 or more)

Note: At character creation, Disadvantages give one creation point or one skill die per rank.

ADVANTAGES ∞

Authority (R1, R2, R3)

Contacts (R1, R2, R3, R4)

Cultures (R1, R2, R3, R4)

Equipment (R1, R2, R3, R4)

Fame (R1, R2, R3)

Patron (R1, R2, R3)

Size (R1 or more)

Trademark Specialization (R1)

Wealth (R1 or more)

Note: At character creation, Advantages cost one creation point or one skill die per rank.

Additionally, players may use creation points that they earn from giving their characters Disadvantages to buy more skill dice (at a rate of one creation point for each skill die) or more attribute dice (at a rate of four creation points for each attribute die).

A maximum of 10 creation points (or 10 extra skill dice) received from Disadvantages is recommended for any genre.

SPECIAL ABILITIES ∞

Accelerated Healing (3)
Ambidextrous (2)
Animal Control (3)
Armor-Defeating Attack (2)
Atmospheric Tolerance (2)
Attack Resistance (2)
Attribute Scramble (4)
Blur (3)
Combat Sense (3)
Confusion (4)
Darkness (3)
Elasticity (1)
Endurance (1)
Enhanced Sense (3)
Environmental Resistance (1)
Extra Body Part (0)
Extra Sense (1)
Fast Reactions (3)
Fear (2)
Flight (6)
Glider Wings (3)
Hardiness (1)
Hypermovement (1)
Immortality (7)
Immunity (1)
Increased Attribute (2)
Infravision/Ultravision (1)
Intangibility (5)
Invisibility (3)
Iron Will (2)
Life Drain (5)

Longevity (3)
Luck, Good (2), Great (3)
Master of Disguise (3)
Multiple Abilities (1)
Natural Armor (3)
Natural Hand-to-Hand Weapon (2)
Natural Magick (5 or more)
Natural Ranged Weapon (3)
Omnivorous (2)
Paralyzing Touch (4)
Possession, Limited (8), Full (10)
Quick Study (3)
Sense of Direction (2)
Shapeshifting (3)
Silence (3)
Skill Bonus (1)
Skill Minimum (4)
Teleportation (3)
Transmutation (5)
Uncanny Aptitude (3)
Ventriloquism (3)
Water Breathing (2)
Youthful Appearance (1)

ENHANCEMENTS

Additional Effect (1)
Bestow (1 or more)
Extended Range (3)
Magically Empowered (4 for 1 rank;
    5 for 2 ranks)
Multiple Targets (2)

LIMITATIONS

Ability Loss (3 for 1 rank; 4 for 2 ranks)
Allergy (3 for 1 rank; 4 for 2 ranks)
Burn-out (1)
Debt (3)
Flaw (1)
Minor Stigma (3)
Others Only (2 for 1 rank; 3 for 2 ranks;
    4 for 3 ranks)
Price (1)
Restricted (1)
Side Effect (2)
Singularity (1 per Special Ability)
Super-science (2)

Note: At character creation, the first rank in a Special Ability costs the number in parentheses in creation points or skill dice. Additional ranks cost one creation point or skill die in games where Special Abilities are common, or the number in parentheses in games where Special Abilities are uncommon. Enhancements add to the total cost of the Special Ability. Limitations subtract from the total of the base cost of the Special Ability plus the cost of its ranks plus the cost of its Enhancements. The minimum cost for a Special Ability plus Enhancements and Limitations is 1.

DISADVANTAGES

Many Disadvantages exist as counterparts to the Advantages or Special Abilities listed herein. A Skill Bonus Special Ability is the positive end of a Hindrance Disadvantage. Some have roleplaying effects, while others alter attributes and skills.

When choosing Disadvantages, keep a few things in mind:

1. You're going to have to live with the Disadvantage. Take only Disadvantages that you don't expect to ever get rid of — there are rules for eliminating Disadvantages, but the gamemaster may allow their use only after lots of adventuring.

2. Choose more roleplaying Disadvantages than game-mechanic ones. Instead of taking easy-to-use modifiers to skill attempts or abilities, select Disadvantages that you can roleplay. Granted, you won't want to have an overwhelming number of either type of Disadvantage, but Disadvantages that can be roleplayed and can work themselves into an adventure story are much more interesting than simple modifiers to difficulty numbers.

3. The Disadvantage has to be a disadvantage. Any Disadvantage that can be easily worked around, no matter how potent, or that actually helps the character on a regular basis is **not** a Disadvantage. For example, if a character has an Advantage Flaw where he can't use his Advantage when the temperature is below 60, and the character is always adventuring in places where the temperature is at least that high, then it is not a Disadvantage. Check all Disadvantages (and other character options, for that matter) with your gamemaster and explain to him what you think they mean before you start playing the game. That way, you can avoid this problem before it crops up. Gamemasters who figure out the player was purposely trying to break the system may take away the Disadvantage and an equal amount of Advantages, Special Abilities, and maybe even Character and Fate Points.

ACHILLES' HEEL (R3)

The character has a particular serious weakness. It is not something that most other characters find especially dangerous or inconvenient,

but the character suffers severe modifiers to difficulties or even damage when exposed to it. Some examples include:

Allergy: The character is strongly affected by reasonably common things that she cannot always avoid. When exposed to the allergen, the character must generate a Moderate *Physique* or *stamina* total (as an action) or she takes 3D in damage. The character can resist the damage through applicable defenses, but she has to generate the *stamina* total as an action every round she is exposed to the allergen.

Cultural Allergy: The same as above, but there is some social situation that causes the character to freeze (exposure to nudity, the sight of soldiers, etc.) and lose all Critical Success rerolls until the condition is gone.

Environmental Incompatibility: The character is sensitive to something in the environment: an extreme of temperature, the chemical content of rain water, a component of the atmosphere, or something similar. Exposure to this without the proper protection causes the character to take a -4 modifier to his damage resistance total or a +1 modifier to all difficulties (which increases by +1 per minute exposed) until the character is out of the harmful situation.

Example: Forests generally have a lot of mold from leaves rotting. A character from a race that lives primarily near mountain tops may find the airborne mold to be suffocating. He would have to devise some sort of filter to walk through a forest without injury.

Metabolic Difference: The character needs more life support (typically food) than "normal" and begins to take damage after hours of malnutrition. For food, the character eats the equivalent of twice as many meals per day as the average Human. For instance, the character must eat a meal every four hours or, every hour after the four are up, the character lose one Body Point that cannot be recovered except by eating. As another example, three times per day, a different character may need to eat twice as much as a normal Human or suffer a Stunned Wound level.

Nutritional Requirements: The character must ingest an element not commonly consumed by Humans (blood, dead Human flesh, etc.) to survive. Often, the character encounters prejudice because of this, and she certainly develops physical problems if she fails to consume this substance in a reasonable amount of time.

Rot: The character's body is rotting. She periodically loses pieces of herself (such as fingers or toes) and must pause to fuse them back on (this is a simple action but takes a round to perform). The character suffers no damage from this, but it should inconvenience her. For instance, in combat, the character's fingers might fall off, causing her to drop her weapon — this makes an excellent Critical Failure complication.

Vulnerability: A particular form of attack or interaction affects the character much more severely than other characters. For example, a character with a vulnerability to close combat weapons might "freeze up" when he sees another character point a sword at him — making the other character +5 to hit him (most likely during the first round of combat only). Another character might automatically apply +10 to the difficulty of any attempts to resist another character's *bluff* attempts. (The less likely the situation is to occur, the greater the difficulty modifier.)

Restrictions/Notes: The Achilles' Heel should be very serious, but not "instant death" for the character. There should always exist some way to avoid it (not easily), or some chance that the character can counter it. The more likely it affects the character, the less it actually should do. It's equally possible that the Achilles' Heel imposes different modifiers under different circumstances.

Example: A character who has allergy to small airborne particles might and suffer +3 to the difficulty of all actions when in a dusty room or riding in a vehicle on a dirt track but +5 when in a desert. Or, the character might suffer 3D in damage every time he's in a dusty place.

Achilles' Heel (R4)

The character's weakness is even more severe than the Rank 3 version of this Disadvantage. Some examples include:

Allergy: The same rules apply as for Allergy, save that the character cannot perform any actions except running away while exposed to the allergen.

Cultural Allergy: The same rules apply as for Cultural Allergy (R3), save that not only does the character lose all Critical Success rerolls if exposed to the specified social situations, she also is at +1 to all difficulties.

Environmental Incompatibility: The modifier to the damage resistance total goes up, or the condition is more likely to occur, or the modifier increases each round.

Rot: The character loses major parts of his body periodically due to rotting (such as limbs) and must pause to replace them. Doing so

requires no skill total but does take three rounds to perform. The trigger that causes this to take effect should occur no less frequently than a Critical Failure.

Symbiosis: The character is bound symbiotically to another, drawing strength or energy from her. Symbiosis can be either physical or mental. For every 100 meters by which one character is separated from the other, the character loses one pip (cumulative) to either their physical attributes (*Agility, Coordination,* and *Physique*) or their mental attributes (*Intellect, Acumen,* or *Charisma*). (Remember: three pips equal one die.) If the character's symbiote is killed, the character loses 1D from the attributes affected until she can convince another character to willingly bond with her (the bonding process should be simple — like sharing blood — but participants must willingly want it to happen). For an extra rank in this Disadvantage, the character is bound **both** mentally and physically to another, and loses from both sets of attributes if separated. For the separation to equally affect the "host," he must also have this version of the Achilles' Heel Disadvantage.

Restrictions/Notes: Additional ranks of the Achilles' Heel Disadvantage indicate even more deadly situations. See Achilles' Heel (R3) for other notes.

ADVANTAGE FLAW (R1)

This Disadvantage is linked to a particular Advantage or set of skills. Whenever the character uses it, there is some a chance for a negative modifier or roleplaying disadvantage. Here are some examples for certain Advantages and skills:

Contacts: The Contact helps the character, but he is either "annoying" about it or a "hard bargainer." Where a normal Contact would assist the character for an almost negligible fee, the Flawed Contact will haggle and nag until "rewarded." Some reason should exist why the character would want to keep the contact happy.

Cultures: When the character gets hints or knowledge about a culture, he knows everything except some sort of critical piece of information. Or, if the character has the "sweeping knowledge" of lots of cultures, his interpretations sometimes are almost totally wrong (gamemaster option). In order to make this Flaw work, the character should not find out about the error until it would be "interesting."

Equipment: In most cases, some sort of minor mechanical imperfection exists in the equipment that no normal means can fix. For equipment that requires a skill total, gamemasters could either add 3 to the difficulty of all actions using it, or, on a Critical Failure, the equipment won't work or malfunctions. For equipment that wouldn't normally require a skill total, occasional side effects could happen or maybe it requires a periodic Moderate skill check of some kind to keep operating.

Skills: If the character fails at the skill check with one of a set of three related skills, she can't reroll Critical Successes either until the end of the scene or until she succeeds at the skill check.

Wealth or Funds: The character cannot access his wealth easily. Either it is tied up in red tape most of the time (especially if the character has most of the money invested), or he has to go somewhere to get it (such as having a fortune back East while adventuring in the Wild West), or someone else (reasonably friendly) has control over it and doesn't always release it easily.

Restrictions/Notes: In general, at Rank 1, a flaw should not debilitate a character or take away his Advantage on a regular basis — but it should make it a little less of a sure thing.

ADVANTAGE FLAW (R2)

This Disadvantage works in exactly the same manner as Advantage Flaw (R1), above, but with more serious results. If the Flaw came into play occasionally (like every time the character visited a desert), it now comes into play much more frequently (like when he is in any dry environment). If the Flaw made things a little more difficult, then the Flaw makes things a **lot** more difficult (the difficulty modifier doubles from the Rank 1 version).

Restrictions/Notes: Having circumstances that effectively take away the complete benefit of the Advantage is certainly within the bounds of Advantage Flaw (R2), and those circumstances can occur reasonably often (no more than during one quarter of a normal adventure, however). They will force the player to roleplay and to think about ways to get around the Flaw or to try other options, rather than just relying on a particular Advantage, Special Ability, or skill set.

Example: If a character has a set of skills with the Flaw that they only work at night — a Rank 2 Flaw if only about a quarter of the character's normal adventuring occurs during the daytime — that would force the character to rely on other abilities and his wits during the daytime.

The rules for Advantage Flaw (R2) are otherwise the same as Rank 1.

ADVANTAGE FLAW (R3)

This rank takes on some of the characteristics of an Achilles' Heel (R3), but more in direct relationship to an Advantage, an attribute, or a large set of skills. The rules for the flaw are the same as for Advantage Flaw (R2), but the effects are even more severe. Not only does the character lose the benefits of the Advantage or attribute (or undergoes a condition that essentially negates it), but he also suffers an **additional** Disadvantage.

Example: Your character has this Disadvantage attached to her *Miracles* attribute. You and the gamemaster decide that her religion so focuses on peace and tranquility that clerics can't use their miraculous abilities while in or near stressful situations, such as arguments or battles. Furthermore, if she must use her gifts then, she loses all Critical Success rerolls for the rest of the scene.

Example: A character has Equipment (R3) — a really powerful magical bow. But, whenever the character suffers a Critical Failure using the weapon, the bow not only stops working, the character experiences some sort of feedback at a moderate damage total (maybe the weapon's normal damage minus a specific amount). The character then has to get the magic reactivated (either through the use of a Price Disadvantage or by waiting until a major break in the adventure's action, most likely).

Some other examples:

Infection: Under certain circumstances, the character passes along select abilities and characteristics to another character. The character has an *infection* score of *Physique* +2D. (This is not a skill

and players may not raise it except by taking additional ranks in this version of the Disadvantage.)

The gamemaster and the player should determine how the character spreads the infection. It could happen as the side effect of an attack, through physical contact, or through some other means. When the character performs the requisite action, he generates an *infection* total (which does not count as a separate action). The target generates a *Physique* or *stamina* total as well (which does not count as an action). If the character's *infection* total exceeds (not equals) the target's *Physique* or *stamina* total, the target is infected.

An infection passes certain Special Abilities and Disadvantages to the target (specified by the player and the gamemaster when the player gives the character this Disadvantage). It is possible for the infection to pass on more ranks in Disadvantages than Special Abilities, but is not possible for it to pass more ranks in Special Abilities than Disadvantages.

Keep in mind that the infected character may well hate the character responsible for his new state, so the infecting character may have gained an Enemy. In fact, there should exist some overwhelming reasons why this is actually bad for the infecting character — it is a Disadvantage, after all.

Gamemasters who do not feel that the Enemy Disadvantage is enough of a negative could also work in other sorts of Advantage Flaws as side effects of spreading the infection.

For an extra rank in the Advantage Flaw: Infection Disadvantage, the *infection* die code increases to *Physique*+4D. Also, the penalties for infecting another characters should be more severe — maybe the character infected then knows things about the infecting character that will give him an advantage over his enemy, or perhaps the infecting character temporarily loses abilities or attribute pips.

Minor Stigma: There is something that the character cannot do without performing the "proper rituals" before or after (a fighter whose cult must "purify" him after killing someone; a wizard who cannot use *Magic* without special equipment).

Stench: The character smells terrible due to one of his Advantages or just because he exists. Add 6 to the difficulty of all *stealth* attempts, as everyone can smell him coming. This also affects interaction attempts, giving them at least a +1 to the difficulty.

Restrictions/Notes: Advantage Flaw (R3) takes a powerful Advantage and turns it into a worse-than-useless Disadvantage for a comparatively brief period of time. A single Advantage can have more than one Advantage Flaw, and, if the character wants several Flaws of various ranks, can link to one Advantage. See other ranks of Advantage Flaw for more information and examples.

Age (R1)

The character is a teenager or just past middle age. And, since this is a roleplaying game and not real life, he'll stay that way. In general, characters who are "too young" often have to roleplay through episodes where they are not taken seriously, where they are ignored, and where they have less rights and control than older characters. Those who are "too old" get treated in much the same way — characters in their prime often defer to the character, but they also treat him as if he were infirm or possibly senile.

Restrictions/Notes: In general, the gamemaster should try to treat the character as if he were "too old" or "too young" and have fun with it. Game mechanics are seldom required, as good roleplaying can make things work here, but if they become necessary, add 3 to the difficulty of *intimidation* and *persuasion* actions performed by the character when his age would interfere (a young character trying to lead a group of experienced characters, or an older character trying to convince younger characters that he is "with it"). A character may only have one version of Age.

Age (R2)

The Disadvantage is the same, only more so. Instead of being a teenager, the character is a preteen child. Instead of being just past middle age, the character is old. The roleplaying situations are basically the same, but the effects are more dramatic.

Restrictions/Notes: An old character receives +1 to the difficulty of physical actions — those that rely on *Agility, Coordination,* and *Physique* — requiring unusual exertion (running, jumping, fighting, etc.). A young character adds 1 to the difficulty of all mental actions — those that use *Intellect, Acumen,* or *Charisma* — when attempting to solve "adult" problems or interact with adults. Players should roleplay both versions true to type. Two Disadvantages suitable for association with this one include Reduced Attribute (especially for Age: Old) and Hindrance.

Characters may be "young" or "old" and not take this Disadvantage. Older characters in good shape have no problems jogging, lifting, fighting, or whatever, and young, intelligent people can often interact and think just as well — if not better — than adults. This Disadvantage addresses those characters, young and old, who can't keep up as easily.
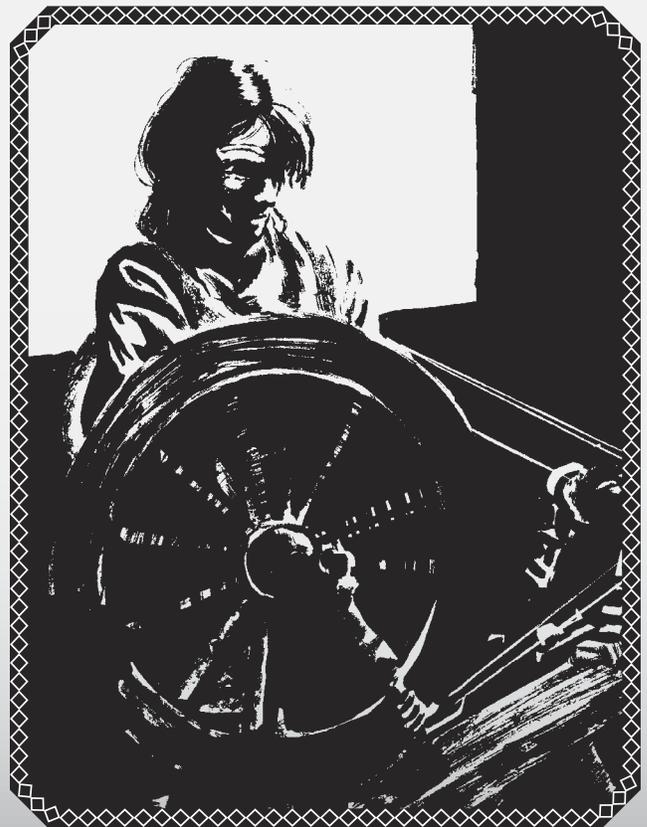
Bad Luck (R2)

The character is exceptionally unlucky. This Disadvantage is under the gamemaster's control most of the time. The easiest way to handle it is, whenever the player rolls a Critical Failure but something bad happens (in addition to taking away the highest die in the roll). The gamemaster can choose from not allowing the player to reroll Critical Successes until the end of the scene, the character loses an action during the next round, or invoking some sort of strange but not too terrible "bad luck effect."

Example: A character with Bad Luck is running from a warlord and his army, who he's been fighting for some time. He tries to jump across a chasm when the player rolls a Critical Failure on the dice. Well, the character probably failed in the *jumping* attempt (so he falls), but, instead of being able to grab for a lower ledge, the character's cloak gets caught on a hook. Now, the character has to free himself before the soldiers come and shoot him full of arrows.

Restrictions/Notes: A character may take Bad Luck (R2) if he already has the Good Luck or Great Luck Special Ability. The character might even, on occasion, use the benefits of the Good Luck or Great Luck Special Ability to get out of trouble or partially negate the effects of Bad Luck (R2) — that's the way it works. Also, the gamemaster should remember that the **character** has Bad Luck (R2) — not the player. If the player gets into a consistent "streak" of rolling Critical Failures on the dice, then the gamemaster should start "skipping" the invocation of Bad Luck (R2) occasionally — more than three or four occurrences of Bad Luck (R2) during an adventure is a little much.

Bad Luck (R3)

The rules for this Disadvantage are the same as for Bad Luck (R2). However, a Critical Failure or a total equal to one more than the die code of the skill or attribute causes Bad Luck (R3) to activate. (For example, if the character has 5D in a skill and rolls a total of 6 on the dice — which is one more than the die code in the skill — the Disadvantage comes into play.) The effects are exactly the same, only the gamemaster might make the setbacks more uncomfortable.

Restrictions/Notes: See Bad Luck (R2).

Bad Luck (R4)

The same as Bad Luck (R2) and Bad Luck (R3), but the character suffers the effects on a Critical Failure or a total equal to or less than two more than the die code of the skill or attribute. (So, if the character with a skill of 5D rolls a 6 or 7, then the Disadvantage is activated.) The minimum effect is that the character loses her actions on the round and probably something disastrous happens.

Restrictions/Notes: See Bad Luck (R2) and Bad Luck (R3). Since Bad Luck (R3) can have such devastating effects, the gamemaster might want to overrule occurrences of it. For example, if, during a standard scene of an adventure, a character is trying to persuade a shopkeeper to sell him an item at a better price, he might roll a low total on the dice. The gamemaster could have something disastrous happen — the shopkeeper keels over with a heart attack just as the chief of the city watch walks in and the character is suddenly suspected of murder — but does it serve any purpose in the adventure? Possibly, but if it doesn't, save it until later. Then, when the character is at the climax of the adventure and he **doesn't** roll a disastrously

Wild Luck ∞

The character has the weirdest luck. To simulate this, the player takes for his character an equal number of points (not ranks) in the Bad Luck Disadvantage and in any version of the Luck Special Ability. In situations where the Bad Luck could be triggered or Luck could be activated, the gamemaster rolls a six-sided die. On an odd number, the Bad Luck occurs. On an even number, the Luck Special Ability happens (and the player may choose which Luck benefit his character gets).

low total — but the gamemaster feels a "dose of bad luck" would improve the story — he can use that as an excuse. Players should understand that Bad Luck is arbitrary and will often occur at the worst possible moment.

Burn-out (R1 or more)

Under a certain set of proscribed circumstances, the Advantage goes away — **permanently.** The player and the gamemaster should work out the circumstances, with the following criteria:

1. The Burn-out should have a chance of occurring about once or twice an adventure.

2. The Burn-out should be something the character can avoid — but she might not want to avoid it.

3. A logical reason for the Burn-out to occur should exist.

4. Both the player and the gamemaster operate under the knowledge that the Burn-out **will** occur at some point.

Some examples of when a Burn-out could occur include:

• An opponent soundly defeats the character in an adventure.

• The character completes a particular quest of great importance (this would probably only happen after several adventures but is something the character wants to complete for some reason).

• The character suffers a particular effect (she loses most of her Body Points or Wounds, she is the victim of a particular type of uncommon attack, etc.).

• A character's Advantage is somehow negated (a Contact who has a good chance of being killed, a piece of Equipment that someone is trying to steal or destroy, etc.).

This Disadvantage is worth a number of ranks equal to one-half (rounded up) of the Advantage with which it's associated.

Restrictions/Notes: Any Advantage could have the possibility of Burn-out. Just think of a logical (or, perhaps, supernatural) reason an Advantage would go away. There should exist a decent chance that it could go away, but the character should have some chance of avoiding that occurrence … for a while.

Cultural Unfamiliarity (R1)

The character is not from the "mainstream" culture of the society he spends the most time in. The player should decide on the character's native kingdom, which is somewhere with a different culture than the one he is normally in. For instance, a Dwarf character might be in a setting where Dwarves and Humans generally get along. How-

ever, because Dwarves and Humans have different, there might be the occasional "cultural clashes." Bigots might get in the way of the character, and the character might not always "know" things about the setting that natives would automatically understand. The character is an outsider.

Restrictions/Notes: At the worst, gamemasters can treat the Disadvantage like Prejudice (R1), but, most often, the character is just unfamiliar with aspects of the mainstream. Characters cannot usually take this Disadvantage more than once.

Cultural Unfamiliarity (R2)

The character is of a culture almost totally different from the "mainstream" he operates in. The character should constantly make mistakes and social gaffs. All attempts at *streetwise* or similar "getting around town" skills should have +6 to the difficulty (at least). In addition, the character should probably have trouble with the native language (he could even take the Disadvantage Language Problems).

Restrictions/Notes: The rules are the same as for Cultural Unfamiliarity (R1).

Cultural Unfamiliarity (R3)

The character is, in all respects, an alien. He's probably from another region with a completely different culture, or whatever fits the game setting. Regardless, he just doesn't fit in (socially, and, most likely, physically). Otherwise, this Disadvantage works exactly the same way as the other rank versions.

Restrictions/Notes: See Cultural Unfamiliarity (R1).

Debt (R1)

The character owes money, or something else valuable, to someone. In most cases, some sort of lending institution or credit house exists, and the payments aren't too arduous. The character just has a harder time getting credit and has to turn over a substantial amount of any profits he makes on an adventure to the lender.

Restrictions/Notes: Players should take this Disadvantage if they intend for their characters to live up to it. The character should have a reason he doesn't want to default on the debt, which the player works out beforehand. Also, Debt (any rank) with Enemy (any rank) can be an interesting combination — maybe the character is in deep to a loan shark or a manipulative and unscrupulous lender.

A character may have this Disadvantage with the Advantage Wealth (any rank), as long as there is some reason it can't be just paid off. A character with Wealth (R3) (phenomenal resources) might be stuck in a contract where he has to turn over the profits of any adventure to someone, for example — he still has his wealth, but he has to cough up all the little neat things and rewards he gets at the end of the adventure (or the character has to persuade the lender/contract holder to let him keep them).

Debt (R2)

The character owes a lot of money (or something else valuable) to someone dangerous, or the results of owing this debt are dangerous. For instance, the character could owe his life to a really strange old wizard, and, every time that person needs a favor (usually going off

somewhere dangerous and doing something suicidal), the character has to drop everything and go.

Restrictions/Notes: The rules are the same as for Debt (R1).

Debt (R3)

The character owes almost everything to someone or something. In the case of worldly goods, the character must turn over nearly everything to the "lender" at the end of an adventure — the character must "borrow" these things back at the beginning of the next adventure … and it is up to the gamemaster what the "lender" gives back.

In most cases, this means the character is either Employed or under some similar sort of restriction.

Example: Your character might belong to a particularly strict cult or religion. She has to tithe all worldly goods (or, at least, a large portion of worldly goods) to the cult after every adventure. If she does not, she would be cast out — a fate she would not enjoy — or even hunted and killed. At the beginning of each adventure, the character must beg and persuade whoever is in charge to let her have any goods she needs.

Restrictions/Notes: Debt (R3) is so wide-sweeping that players may not usually combine in it with the lower versions or link to individual Advantages unless the player and the gamemaster are particularly inventive. A character with Debt (R3) might "owe" the possession of a Rank 3 or Rank 4 Advantage to a particular source (a character might have receive Equipment from a supernatural source) and have to pay some sort of tithe (a sacrifice, all the money the character obtains, etc.) to get the use of the Advantage.

Devotion (R1)

The character feels compelled to take certain actions out of love, code of honor, or perceived duty to something or someone else. The character may, at times, do things he finds morally questionable in order to achieve a greater good. With Devotion (R1), the character's beliefs do not come into play very often.

Devotion (R2)

The character with the Devotion (R2) Disadvantage believes very strongly in something and will attempt to persuade others of the truth of his beliefs. His patriotism or loyalty to an ideal plays a role in his day-to-day life.

Devotion (R3)

At this rank, the character's belief in the cause motivates almost all his actions. The character would willingly die for her belief. Additionally, her duties to the object of her devotion increase.

Employed (R1)

The character has a job, an apprenticeship, ties to a religious order, fealty ties, or other social bonds that request frequent attention. He may need to perform certain deeds, rituals, or prayers on a monthly or daily basis to stay connected to his employer (and generally receive benefits thereof). The more complex the requirements, the less often they need be done. Maybe the job relates to what the character wants to do during adventures, or maybe not. Regardless, the character

wants to keep her job (or has to, for some reason), and she must take responsibility for missing work and fulfilling her obligations.

Restrictions/Notes: The player and the gamemaster might have to work to roleplay this, but an occasional conflict should arise between what the character **wants** to do and what she **has** to do. The character might even have to keep some activities secret or lose her job.

Some examples include a bard attached to a household; a monk who must regularly check in with his religious order; mercenary or bounty hunter under contract; bodyguard; and city watch. The less freedom the character has in making decisions during the adventure and what she wants to do during her working hours (and perhaps even her spare time), the greater the rank in Employed.

Employed (R2)

The character works for someone, or something, that pretty much runs his life. When he goes on adventures, he either has to go through lots of red tape to get permission, or it's because he was assigned the mission. As a result, the character has little free will regarding what he does or how he does it, and he should come into conflict with his employer on occasion. Also, since the character is an employee, if he is on a mission, he usually has to turn over his share of the loot for corporate disposal — he'll get something out of it, certainly, but not a full share.

Restrictions/Notes: The rules are the same as for Employed (R1). Just make sure that "the job" is fairly inconvenient for the character, but there are reasons he doesn't quit. Maybe he has the Wealth Advantage only so long as he has the Employed (R2) Disadvantage — that would be a good way of tying in the Disadvantage.

Employed (R3)

The character is, for all intents and purposes, a slave. This does not mean the character is poor or without means — just without free choice. The character does virtually everything because he must. For example, a character might be the head of a large guild. But the only way things get done is for the character to do them or be there to oversee their getting done. Adventures only occur when they are in direct concordance with the interests of the "employer." In all other ways, this Disadvantage is like its lower rank versions.

Restrictions/Notes: See Employed under the other ranks.

Enemy (R1)

An individual or group has it in for the character. An Enemy who is a single person of power and influence no greater than the character might actually want the character dead. An Enemy (R1) of power and influence greater than the character simply wants to hassle the character for some reason. Maybe in the town the character operates, the law enforcement authorities have his name and picture on file — and they'll use any excuse to run him in or hassle him because they think of him as a troublemaker. Or, perhaps, the character's evil stepfather throws everything out on the street if he's one minute late with the rent, or the character's liege always assigns him the most boring or most dangerous missions. The Enemy does not have to have a position in the character's life — he can just be someone who, for some reason known to the gamemaster (and probably the player, but not always the character), has a grudge against the character.

Restrictions/Notes: There is no reason a player can't use this Disadvantage similarly to an Advantage Flaw or as a complement to other Disadvantages or even Advantages. Maybe a character's Contact is sweet and helpful (a noblewoman in the court who tells the character a little more about the mission he's been assigned), but someone who influences the Contact is an Enemy (the noblewoman's advisor who has been trying to seduce her and resents the fact that she likes the character better) and sometimes makes it hard for the contact to help. Enemy (R1) characters should either show up only occasionally (maybe once during an adventure), or they should be minor annoyances that can only be a real problem if the character doesn't deal with them when they show up. Multiple Enemies of various ranks can be selected (just don't go overboard).

Enemy (R2)

The rules are the same as for Enemy (R1), only the character is more powerful, more annoying, and/or more a part of the character's life.

Restrictions/Notes: It should be mentioned that killing the Enemy or running away should **not** get rid of the Disadvantage — at least not easily. At the very least, the character should have to go though a few adventures to "remove" the Enemy from his life. Usually, the character has to deal with the Enemy for quite a long time. Multiple Enemies can, of course, be selected.

Enemy (R3)

Again, the rules are the same as for Enemy (R1) and Enemy (R2). Most likely, a group of people or a very powerful person hounds the character, wishing to kill or otherwise remove the character from

the game setting. They often hurt people she knows and do vile deeds just because the character won't like them. The Enemy (R3) should get involved in, directly or indirectly, most adventures the character goes on. Just about everything bad that happens to the character would please the Enemy — and he is probably responsible for a lot of them.

Restrictions/Notes: Enemy (R3) is a very powerful, and very important, Disadvantage. Many beginning gamemasters might not want to go to the trouble of creating and constantly maintaining a villain or group of villains relating to the character — but others will enjoy it. Talk to your gamemaster about this option before you select it.

Hindrance (R1 or more)

The character has a minor physical or mental handicap that makes certain actions more difficult. The Hindrance could be a permanent physical injury, a particular mental block regarding certain types of activities, a limitation innate to the character's race, or the result of age.

The player and the gamemaster should work out some sort of affliction and then choose a group of related skills that get difficulty modifiers totaling +3. Some examples of sets of three skills getting a +1 modifier to the difficulty of each include:

Bad Knee: *acrobatics, jumping, running*
Gruffness or Arrogance: *bluff, charm, persuasion*
Trick Shoulder: *climbing, melee combat, throwing*
Uncoordinated: *acrobatics, melee combat, sleight of hand*
Unobservant: *investigation, speaking, search*

The players may use this Disadvantage to restrict one form of their characters' movement. A two-meter reduction in one form of movement (running, swimming, jumping, or climbing) is equivalent to a +1 difficulty modifier, so a player could take a small movement restriction along with difficulty modifiers to skills. The minimum movement rate for a character is one meter.

Characters with a native environment requiring an alternative means of movement other than walking (such as swimming or burrowing) may take one rank of Hindrance: Atypical Move to represent the inability to walk or jump. Instead, the character uses his base Move to represent his base swimming or burrowing Move. Thus, a water-dwelling character without legs and with this type of Hindrance would have a swimming Move of 10 (instead of 5), could not walk, and would be limited in the kind of jumping he could perform.

Players who wish to reduce their characters' damage resistance total (to represent delicate physical natures) may take a -1 modifier to that total for each rank in this Disadvantage.

Restrictions/Notes: Players may use specializations — with gamemaster approval. Three specializations that the gamemaster thinks the player might have to use reasonably often (like *investigation: find clues* or *marksmanship: bows*) could substitute for one general skill. Hindrance (R1) can be selected several times, as long as the gamemaster thinks it appropriate. Since it is very much the counterpart to the Skill Bonus Special Ability, additional restrictions and notes can be related to the ones found there.

Each additional rank in Hindrance increases the total difficulty modifier by +3, which may affect the few skills in a Rank 1 group, or can increase the number of skills covered by the Hindrance.

Infamy (R1)

The character is about as well known as a character with Fame (R1), but for different reasons. The odds of being recognized are the same as for Fame (R1), but the reaction is quite different. The character experiences hostility, prejudice, and intentional slights — in game mechanic terms, the character should have the difficulty of all interactions increased by at least +3.

Restrictions/Notes: There is a **reason** for this negative attention. Either the character did something, is accused of having done something, or is suspected of having done something not particularly pleasant, or the character has, through other strange circumstances, earned a "bad rep." Sometimes, this Infamy will help the character — but it shouldn't help too much. If the character has a combination of Fame and Infamy (by selecting both options), then maybe he's earned a reputation like Robin Hood — certain people would look up to him or respect him, and there would be definite fear there most of the time, but there would also be a lot of people who would enjoy seeing the person leave or die. Of course, Infamy (R1) should be something minor — maybe the character is a former criminal, or he did something questionable in the past and was cleared. People are not overtly hostile, but they are unfriendly when they recognize him. Several ranks of Infamy can only be selected if the character is infamous for multiple reasons — but the effects should be cumulative, and this can only be done if the gamemaster thinks it is appropriate. A character with Infamy (R3) would hardly have to worry about Infamy (R1) in most cases, so it would not be a proper combination.

Infamy (R2)

The character is, most likely, wanted for a crime of a fairly serious nature, or he did something (or is thought to have done something) in the past that makes him hated and reviled by most people. The rules are essentially the same as for Infamy (R1) and the recognition chances are similar to Fame (R2), but the modifier to interactions usually should be at least +6.

Restrictions/Notes: As stated under Infamy (R1), unless combined with Fame, this Disadvantage only allows for the negative aspects of notoriety. A character who has Infamy (R2) would be considered by nearly everyone (but **not** everyone) to be "scum" and someone who "deserves no better than he gets." When combined with an equal or higher rank of Fame, there is often that "fear and respect" option — many characters will still try to betray or hurt the character in some way, but most won't be that open about it.

Infamy (R3)

The character has trouble going out in public because a lot of people hate her to the point of violence. Chances are good that, if she fails an interaction (with a +9 to the difficulty), the other person will drive her away. The player could select Enemy (R1) in addition to this Disadvantage to reflect those hunting her. However, the character could use disguises and avoid populated areas. Most likely, the character has to move around until she can "live down" her infamy (if ever) or until she dies.

Restrictions/Notes: See Infamy (R1) and Infamy (R2).
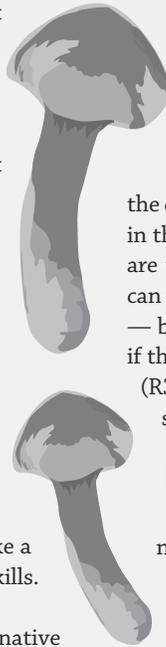
LANGUAGE PROBLEMS (R2)

The character does not understand the language of the area she spends most of her time in. She must learn skill pips in the specialization *speaking: (local language)*. Otherwise, she receives a +6 difficulty modifiers in addition to any other modifiers for what she's attempting to convey or understand.

Restrictions/Notes: The character cannot begin the game with more than one pip in *speaking: (local language)*, but she may improve the skill at +2 to the cost. However, the character should speak another language in the game setting fluently.

LEARNING PROBLEMS (R1 OR MORE)

When the character attempts to learn a new skill, or improve an old one, he does so at +2 per rank to the Character Point cost. Alternatively, the character can only learn or improve a skill if she attempts it and **fails.** A character should have to fail with a single skill at least three times per adventure before being allowed to learn or improve the skill.

This Disadvantage is associated with a single attribute, and it applies to specializations. There should be some sort of reason for this in the character's background, such as difficulty reading or a lack of education.

Restrictions/Notes: This is the counterpart to the Quick Study Special Ability, and it should be treated in much the same way. This Disadvantage can be taken multiple times, either for the same attribute (with a cumulative increase in skill cost) or for different attributes.

POVERTY (R1)

Since characters who adventure tend to accumulate wealth, this Disadvantage is only available at Rank 1. The character begins the game with the shirt on his back and, maybe, a few pieces of cheap and substandard equipment. The character should also have the attitude of someone who is "poor," whatever that might be in the game setting.

If using *Funds* as an attribute, this Disadvantage subtracts 10 from relevant totals.

Restrictions/Notes: As an excellent combination, this Disadvantage could be selected with Debt or Price to make the situation more realistic. Poverty can only be selected once.

PREJUDICE (R1)

The character is of a minority group — or maybe it is just the character himself — that is subject to prejudice and discrimination. The character receives modifiers (from +2 to +4) to difficulties during normal interaction with characters not of the minority group, and is generally treated unfairly by society. The group the character belongs to, or the reason he is discriminated against, should be identified when the character gets this Disadvantage, and the player should know how he can expect to be treated in most cases.

Restrictions/Notes: The gamemaster has to be careful with this one. It is hard to roleplay a prejudice without getting too carried away and being offensive to someone. When used in a setting where there are many different intelligent races, however, it can be quite interesting — especially if there are several characters in the group who are prejudiced against.

PREJUDICE (R2)

The minority group the character belongs to is oppressed. The character experiences disparity virtually every day. While other characters of the same minority group may not actually experience this prejudice (that is, they didn't select this option), it is probably because they aren't in positions where this discrimination can be easily practiced.

Restrictions/Notes: The character often experiences discrimination, and most interactions are performed at a +3 to +6 to the difficulty. This prejudice should be roleplayed at every opportunity. However, gamemasters and players should only use this Disadvantage when both sides are comfortable with using it in a pretend situation (see Prejudice (R1) for more information).

PRICE (R1)

This is a Disadvantage similar to Advantage Flaw. But, instead of there being something wrong with the character's Advantage or a set of three related skills, there is a "price tag" attached. Every time the character wants to use the ability, he has to pay a Price at least a few times during the adventure to continue using the ability.

The Price might be an actual fee — and a significant one at that. If the fee isn't paid, the Advantage goes away until the price can be paid. But this won't work for many Advantages (at least not in an interesting manner), so there are other ways to do it.

Most likely, the Price will be a roleplaying effect. Maybe every time a Contact does a favor for a character, he not only demands the normal, negotiated recompense (if any), but the character must do a favor of equal importance for the character. Or, whenever a piece
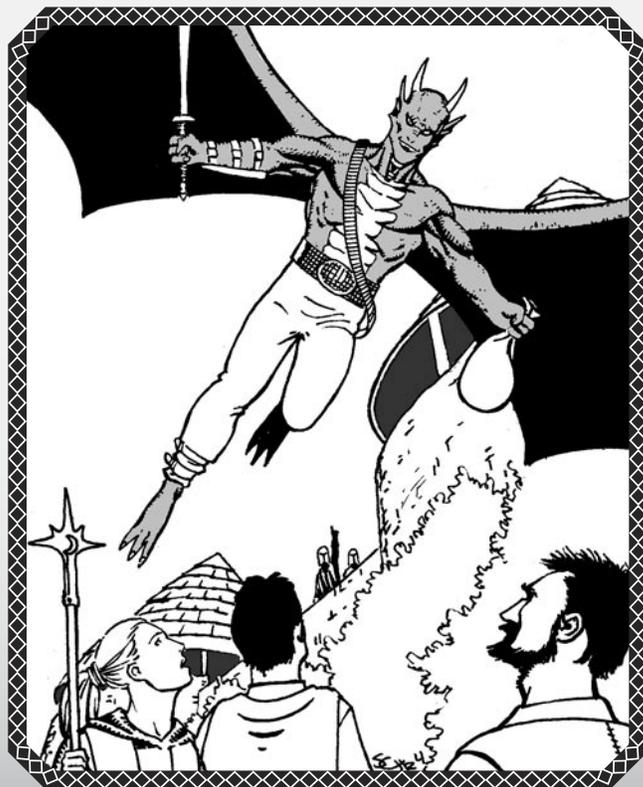
of Equipment is used, parts of it need replacing or servicing by a specialist (who may charge a high fee or ask a favor), most likely after the adventure.

One more suggestion for Price (R1) would be that the character has to pay one Fate Point or three Character Points at the end of an adventure where the Advantage or skills were relied upon, to "pay for" the usage. This reflects the fact that the use of the Advantage takes something out of the character when it is used.

Restrictions/Notes: The Price should be fairly easy to meet, but it should take some work. At this rank, it should be something that the character can roleplay along with an adventure or resolve between short adventures or parts of longer adventures (like paying off the recipient of the Price). However, if the character does not pay the Price, the Advantage does go away — and, if (in the gamemaster's opinion) the character does this too often, both the Advantage and the Price should go away permanently. Price can be taken often at various ranks, and the same Price can be linked to more than one Advantage — though, unless the Price is actually double (the character has to pay the same price twice as often), it only counts as one Disadvantage.

Price (R2)

The Price for using a particular Advantage, or group of Advantages or set of three related skills, is much higher than mentioned in Rank 1, but the rules are the same. Contacts will be extremely hard to pay off or do favors for — maybe an entire short adventure has to be devoted to paying back a contact who helped out.

Optionally, paying two Fate Points or six Character Points at the end of an adventure where the Advantage was used is a quick way of paying the price.

Restrictions/Notes: See Price (R1).

Quirk (R1)

The character suffers from a personality quirk that makes certain types of roleplaying and interaction more difficult. This quirk could simply be a habit or an mannerism that has gone too far, or it could be a minor psychological problem. Some examples include:

Dependency: The character has a slight dependency on a substance or even a roleplaying event. The character might be a heavy pipe smoker who, if he doesn't smoke at least once every few hours of game time, gets irritable and loses Critical Success rerolls during interactions. Or maybe the character always has to have the last word in any situation and will often beat an argument into the ground rather than "lose."

Kleptomania: When in a store or surrounded by small, portable items, the character will occasionally try to "lift" something. When possessed by his Quirk (see rules below), the character suffers +3 to the difficulty of *sleight of hand, lockpicking,* or related attempts at theft because he really doesn't know he's doing it.

Indecision: The character does not like making decisions and will delay making them. When roleplaying, the player should actively participate in group discussions, but he should be wishy-washy and indecisive at critical moments.

Stutter: When under pressure, relaxed, nervous (such as failing a skill roll), or some other fairly common "mood" hits the character,

he stutters. The upshot is the character suffers +3 to the difficulty of any interaction at this time, and the player should roleplay having a hard time getting his ideas across to the other players. This lasts until the player rolls a Critical Success.

Restrictions/Notes: Good roleplayers will have fun with these, and other, Quirks that they come up with. Indeed, this Disadvantage is often more fun to play than many Advantages — but the gamemaster should make certain it is being roleplayed. Whenever the gamemaster thinks it appropriate, he should make the player generate a *mettle* or *Charisma* total against a base Moderate difficulty to "indulge" in his Quirk automatically (that is, "suffer" for it). The negative effects of the Quirk immediately come into play. Also, if the character repeatedly makes this roll, resisting the impulses of the Quirk, the gamemaster should start modifying the difficulty upwards until the character fails. Multiple Quirks can be selected.

The gamemaster may allow multiple inclusions of the same version of this Disadvantage, with all modifiers cumulative and an increase by +5 per inclusion to the *mettle* difficulty.

Additional Note: Some players may choose to have their characters roleplay Quirks they already have or might like to play. Sometimes this works, sometimes it doesn't. It can be hysterical to have a player "steal" dice out from under another player's nose (symbolizing the fact that the **character** is taking necessary items away from the other player's character) as long as things don't go too far ... that is, when people start getting upset). However, players who are "indecisive" should not play characters who are indecisive — since they would be anyway. This is too much like getting a Disadvantage for nothing.

Quirk (R2)

The rules for Quirk (R2) are the same as for Quirk (R1), only the chance of occurrence is much greater and the effects are larger.

Dependency: The character needs to fulfill his dependency much more often (once a scene, perhaps). The character also experiences one automatic Critical Failure per scene that he doesn't (a smoker might have a coughing fit in the middle of a tense negotiation or during a *stealth* attempt, for example).

Secret: There's something about the character that she needs to hide. If it were discovered, it would put her friends, family, and even her own life at risk. This could be a civilian identity (if she has a heroic alter ego) or a skeleton in the closet.

Restrictions/Notes: The difficulty of resisting the "impulse" is now Difficult, but all other rules are the same as under Quirk (R1).

Quirk (R3)

These "personality quirks" are much more serious. The character might be a junkie, a psychotic with a certain type of behavior, or has a severe phobia (he's deathly afraid of something). Some examples:

Dependency: The character is a junkie, always after a "fix." The "fix" might be an illegal substance, or a perfectly normal one, or even a type of roleplaying interaction (maybe the character has to try to come as close to dying as he can).

Paranoid: The character trusts no one. He receives a +6 to the bonus number when trying to resist *bluff* attempts, but he also receives this "bonus" when trying to be persuaded — and he must be persuaded before he'll help even his closest friends. "Everyone is out to get him."

Phobic: The character is deathly afraid of something. It could be heights, open spaces, spiders, or another person (such as an authority figure or one with whom he has frightening memories). Unless the character makes his *mettle* roll (below), he dissolves into terror.

Vengeful: The character cannot stand to "lose" or be "wronged." If the character perceives himself as looking foolish (or whatever), she will go to great lengths to get even (in reality, the character probably takes it too far).

Restrictions/Notes: The character has a Very Difficult *Charisma* or *mettle* roll to make to overcome the Quirk — at the least. If, in the gamemaster's judgment, there is a reason the character should have modifiers to the difficulty, then he will. Players who don't want to play a character who can frequently lose control should avoid this option. Other rules are the same as under Quirk (R1)

Reduced Attribute (R2 or more)

Something about the character's species, age, physical condition, or some other factor has permanently reduced one attribute by one pip per rank. The character may not reduce the attribute die code below 1D, and the attribute die code may never be increased by spending Character Points (though gaining a Special Ability would help).

Restrictions/Notes: With the exception of permanently restricting access to an *Extranormal* attribute, a player may not give a character this Disadvantage at character creation.

Only one rank may be taken with an *Extranormal* attribute of 0D, and the character's species must be required to take at least 1D in the affected attribute. Characters who have this Disadvantage on an *Extranormal* attribute before having any die code in that attribute may never take that *Extranormal* attribute.

The reduction in die code increases by one pip for each additional rank taken in this Disadvantage. (Remember that three pips equal one die.) The character may have different variations on this Disadvantage for each attribute, including *Extranormal* attributes, such as *Magic* or *Miracles.*

Advantages

Authority (R1)

The character has some measure of power over other people in his region. The scope of the character's rank, duties, and power in his local jurisdiction dictate the rank in this Advantage. An Authority (R1) Advantage might belong to someone who, because of circumstance, does not have a lot of opportunity to use his authority or someone who is very low in rank.

Law Enforcement is one version of this Advantage that gives adventurers some measure of abilities associated with being a deputized agent of the law. Authority: Law Enforcement (R1) means the character can carry a weapon and has limited authority to enforce the law. Mercenaries, bounty hunters, and bail bondsmen might need this Advantage in certain settings.

Restrictions/Notes: It is not necessary to have the Authority: Law Enforcement Advantage to own a weapon in those regions that allow ordinary citizens to own them. However, if owning a weapon is illegal in a country and limited to deputized officials, then this version of the Advantage would be necessary.

Remember, too, that outside of the character's jurisdiction or permit limits, this Advantage may have little or no value.

Authority (R2)

Same as Authority (R1), but the character has more influence, possibly commanding a small number of troops or being in charge of a small company or town. With Authority: Law Enforcement (R2), the character is actually part of the city watch or royal guard and is allowed to make full arrests and search and seizures.

Restrictions/Notes: See Authority (R1) for more information.

Authority (R3)

Same as Authority (R1), except that the character has a great deal of power and influence. The head of a large guild or someone whose authority is simply never questioned would have this Advantage. With Authority: Law Enforcement (R3), the character could be a high-ranking officer in the watch or army, having authority over those with Rank 2 of this Advantage.

Restrictions/Notes: Higher levels of Authority indicate a wider sphere of influence, such as a large region, an alliance of kingdoms, or an empire. Otherwise, see Authority (R1) for more information.

Contacts (R1)

The character "knows somebody" or a group of somebodies who will generally help out the character if he makes a decent appeal or sufficiently compensates the contact. This level of contact only sticks around for a limited amount of time (part of an adventure or maybe throughout a short adventure).

The character might know a "group" with a wider range of influence (but less power) that will help out, again, for a modest fee or under the right circumstances. The influence might not be as direct, but it is easier to come by. For instance, there might be a widespread religious group that will provide food or shelter for a small donation (much lower than getting such things at an inn). They won't do much about that a raging giant chasing you, but they can be of immense help under the right circumstances.

Restrictions/Notes: Contacts should not automatically help the character, but they should be reasonable in their negotiations. Multiple contacts of various ranks may be selected and they may be stacked. For instance, a certain person might be a Contact (R1) in most circumstances, but he could be a Contact (R2) or even a Contact (R3) in the right place — such as a mercenary who might help out for a fee versus normal foes, but when fighting his "hereditary enemies," he might be almost invincible and eager to help.

Remember that contacts are gamemaster's characters. They should be created and played rationally. If a player refuses to roleplay or takes advantage of contacts, he should be penalized when trying to use them (and possibly lose them). There should also be a reason in the character's story why he has these contacts.

Contacts, Patrons, Enemies ∞

In fantasy settings, family and employment often exist as important aspects of a character's life. Contacts, Patrons, and Enemies can represent not only people the character knows, but also people that the character is related to by blood, marriage, apprenticeship, or fostering.

Furthermore, having friends in high places often means the character attracts the attention of the friends' friends … and enemies. Players willing to roleplay long, associative networks may add lower-level Contacts in exchange for an equivalent number of Ranks in one or more Enemies. The player must purchase one Contact or Patron of Rank 2 or greater. All additional Contacts and Enemies must have an association with that primary Contact or Patron. As long as the total number of Ranks in the additional Contacts equals the total number of Ranks in the Enemies, the Enemies do not count toward the Disadvantage maximum.

Example: A player decides to have a Rank 3 Patron. The player may then add any number of Rank 1 or 2 Contacts as long as she adds an equal number of Enemies. If she chose to add three Rank 1 Contacts (well-placed personal assistants to the Patron), the player would have to think of three Rank 1 Enemies, or one Rank 1 and one Rank 2 Enemy, or one Rank 3 Enemy that this Patron has.

Contacts (R2)

This Advantage is identical to Contacts (R1), except the contact is more powerful, more influential, easier to get hold of, willing to do more favors, or affects the game on a larger scale.

If the contact is supposed to be a large group, it now has much greater influence over a wider area. For instance, instead of having the religious group as a contact, the character might be able to call on occasionally the aid of servants of the lord of a region.

Restrictions/Notes: Under no circumstances should any contact, regardless of rank number, make roleplaying and thinking superfluous. Contacts are totally under the control of the gamemaster. Even powerful and influential contacts from this rank should be kept under a tight rein. See Contacts (R1) for more information.

Contacts (R3)

The contact or contacts chosen should be nearly supernormal, supernatural, or uncanny in origin. For instance, a character's Contact (R3) might be a "thieves' guild" with cells in every city — and the members can turn up at the oddest moments.

Work with the gamemaster to come up with some interesting contacts. It might be a group of highly spiritual monks who can be called upon for "mystical aid" — or maybe a really complete occult library.

Restrictions/Notes: Again, as with Contacts (R1) and (R2), don't let the contacts take over the game — and don't let the player's character abuse them. Contacts are gamemaster controlled, but they will usually only be brought into play at the character's request.

Contacts (R4)

There is some sort of strange "force" that "watches over" and occasionally helps the character. In many ways, this Advantage is not as useful in most adventure situations as the other versions of Contacts, but it can have dramatic effects on occasion.

Some examples of this include a particularly powerful gamemaster character who steps in occasionally to help the character when he's in trouble. Or, a widespread secret society might, for some reason, want to step in and aid the character at times.

Generally, the character can get minor assistance — as could be gotten from Contacts (R1) or Contacts (R2) — on a fairly regular basis — and under the same sort of circumstances as having lower versions of Contacts — but "the big stuff" only happens when the gamemaster thinks it appropriate. The character might get killed before the Contacts (R4) intervenes — maybe the character just wasn't doing something the contact felt was important to it — but, most likely, assistance will be provided.

Restrictions/Notes: Players' characters should take this option only if they want to take Disadvantages relating to it. For example, if a character wants to have a group of wizards who like him and will supply him with substantial aid on a regular basis (like a knight who's outfitted with new weapons and armor at the beginning of every adventure and who can call for more during certain times in the adventure), then he should take Disadvantages that relate to that. The character could be a member of an organization (see the Disadvantage Employed), or he must do reciprocating favors for the wizards (see the Disadvantage Price), or there are equally powerful

people who want to eliminate him because of his contacts (see the Disadvantage Enemy).

If the character does not want to take extensive Disadvantages relating to the contact, then Contacts (R4) should be unpredictable and not always useful. For example, the wizards might provide the character with plenty of magical equipment, but it might not always be what the character needs or might not work correctly all of the time.

Cultures (R1)

This is another Advantage that can be utilized in more than one way. The first way is the simplest. The character has knowledge of a particular (usually unusual) culture that he can use to his benefit when among people of that culture. This gives a bonus (usually +1) to interactions in that culture and uses of the *cultures* skill to recall details of the society.

Example: A character might have Cultures (R1) pertaining to a certain type of intelligent monster. When the character goes on an adventure in monsters' territory, chances are good he will get help from those monsters in his activities instead of being attacked as a stranger or trespasser and ending up with his head in the stew.

Restrictions/Notes: A character with Cultures (R1) has about the level of knowledge of a frequent tourist — no more. Unless the character has skills like *streetwise, speaking,* and other supporting skills, he acts as if he has visited the culture and learned a decent amount about their ways, but he is definitely an outsider. This Advantage may be taken more than once for different cultures.

The character's background must reflect the "special insight" he has into the culture or cultural trends.

Cultures (R2)

This option can be used pretty much like Cultures (R1), only on a larger scale. Instead of choosing a small, unusual culture, the character might choose an "alien" culture (one totally different from his own) and gain an understanding of it comparable to the understanding in Cultures (R1). Or, he could choose to learn more about a relatively small cultural group (to the point where the character would be accepted as one who has spent a lot of time with the people).

Restrictions/Notes: The same as for Cultures (R1), but the character has about the level of knowledge of an outsider who has lived in the culture for a while. Either that, or he would get more useful information on alien cultures or "sweeping" cultural examinations.

Cultures (R3)

The character is either a native of an unusual culture or has the knowledge and the respect as if she were one. A person who has lived a significant portion of her life in a culture and has that sort of understanding of it would have Cultures (R3) — only the character is actually a part of the game setting's dominant culture as well.

If an alien culture can be, and is, selected, then the character has an extreme familiarity with it.

Restrictions/Notes: As with Cultures (R1) and (R2), the character must choose what sort of cultural familiarity to have. Also, there must be a compelling reason the character has this familiarity or understanding. Finally, if the character chooses to be a "native"

of a particular culture, she should probably have to learn *speaking: (the culture's major language)* at least +1D.

Cultures (R4)

This selection should be taken only if the game setting employs the use of alien cultures (those not totally understood by the dominant culture). The character understands the alien culture and can interact within it — he is still an alien to it, but he is treated better than any other outsider (most likely).

Example: In a game setting where non-Human races are rare, the character is a Human from a village that's on the edge of non-Human races' territory. She can thus interact with certain types of aliens and can understand their ways. This doesn't mean she's friends with them, but she has a better chance of interacting with them, figuring them out, and outsmarting their "inhuman logic" than other characters.

Restrictions/Notes: The character should have related Disadvantages, and there has to be some extensive background description telling why the character has this Advantage. Otherwise, see the other entries regarding Cultures.

Equipment (R1)

The character gains a piece of equipment he would not normally have because it is too expensive or "unavailable," but only if it is allowable under the game setting. For instance, a character could start the game with leather armor but not chain mail — the latter is generally too expensive for the average adventurer.

Special Equipment ∞

Gamemasters who want a stricter way of giving characters special equipment can use this rule: Characters with the Equipment Advantage may create one or more items with the Special Abilities rules for a total number of points equal to 2 times the rank in Equipment.

Example: A character with Equipment (R4) has eight points with which to purchase Special Abilities, including Enhancements and Limitations.

All items designed under this rule must have the Super-Science Limitation or the combination of the Magically Empowered (any rank) Enhancement plus Burn-out (R1), may be lost or stolen, Limitation. The Equipment Advantage may have the Burn-out Disadvantage also as long as it's different than "may be lost or stolen."

Alternatively, the character could take lots of little pieces of equipment instead — more than what the gamemaster would normally allow. Basically, equipment totaling in cost not more than about a few gold pieces (or a price difficulty of Moderate) would fit in this category.

Restrictions/Notes: Typically, as long as the character is not careless with it, Equipment taken with any rank of this Advantage is replaceable, unless the Burn-out Disadvantage is included with it. Equipment (R1) may be selected more than once or in combination with higher ranks of the Equipment Advantage with gamemaster approval.

Equipment (R2)

The character gains a piece of equipment that would be very hard to get because of expense or availability. Standard military weapons that are usually out of reach of the normal citizen are available. In addition, equipment totaling in cost not more than a dozen gold pieces (or a price difficulty of Difficult) would probably be okay. In game settings that have magical or super-science equipment, objects of fairly low power would probably be obtained using this Advantage.

Restrictions/Notes: See Equipment (R1) for more information. Equipment (R2) may be selected more than once or in combination with higher ranks of the Equipment Advantage with gamemaster approval.

Equipment (R3)

Items of equipment that are normally unavailable to just about anyone can be picked up using this Advantage. Any **one** item on any equipment chart can be selected, or the gamemaster can make up a "special" item that has unusual effects or Special Abilities. Alternatively, they can just be really expensive or virtually unavailable items. Equipment totaling a few handfuls of gold (or a price difficulty of Very Difficult) falls under this category.

Restrictions/Notes: The gamemaster should watch this Advantage carefully. It can only be selected once at character creation — though the Rank 1 and Rank 2 versions can also be selected — but it can still unbalance a beginning character. Generally, things

that can be taken away fairly easily — like magic wands and swords, strange technology, low-powered miraculous artifacts, and other related equipment — would be suitably appropriate for characters with minimal experience.

Equipment (R4)

Really bizarre and, most likely, powerful equipment is open to the character — but only one such piece or a collection of small, related pieces. No one else can use the equipment without making some sort of exhaustive skill total, and it can probably not be repaired or duplicated. Equipment with Special Abilities or atypical game characteristics fits into this category.

The equipment could be a weapon more powerful than most personal weapons in the game setting. Or it could be a magical spell that could not normally be used by the character or anyone else in the world at its relatively low difficulty. Or it could be a collection of gadgets and gizmos that can perform many different mundane tasks — but how, nobody knows.

Restrictions/Notes: The character should have Disadvantages related to the equipment. Maybe Enemies want to steal it, or it has an Advantage Flaw so it doesn't work all the time — or the same way every time. In addition, the equipment should not make the character so powerful that opponents fall before him. In game mechanic terms, the equipment should be just slightly more powerful or more useful than what is available normally. The more powerful the item, the more Disadvantages and restrictions should be related to it.

Example: A player might choose to give his character an average bow and increase the damage score by two points. As this is a small increase, the gamemaster permits the bow to never need reloading. Instead, the arrows appear magically, cocked and ready.

Fame (R1)

The character, for some reason, is fairly well known. The character has a dense penetration of recognition, but with little wide-sweeping effects (for instance, everyone in town knows who they are, but no one from more than a few days' travel away has ever heard of them).

Whenever the gamemaster or the player thinks the character might be recognized (and the Fame Advantage would come into play), the gamemaster should roll 3D. If the result is 15 or higher, the character is recognized. Otherwise, he has to do something "special" to be recognized (and gain the benefits of recognition).

If a character with Fame (R1) is recognized, he should gain small perks, like getting immediate service in a tavern, avoiding small legal hassles (like routine wagon checks when entering a city), or just be treated generally better (perhaps the character gets a couple of bonus points to *persuasion, bluff,* and *charm* attempts). Like most roleplayed Advantages, the gamemaster should decide on the results.

Restrictions/Notes: Fame may be chosen multiple times as long as the player defines how each Fame is different. For example, a character might have Fame (R1) in regards to his fighting abilities, but another type of Fame pertaining to his intelligence or some other ability.

Fame (R2)

The character is very well known. The character would probably be recognized in most fairly civilized cultures and almost definitely

in her home culture. The gamemaster should roll 3D and, on a 15 or higher, a person from another culture recognizes the person and react (usually favorably). In the character's own culture, this reaction comes on an 8 or more. If the character draws attention to herself in her own culture (identifies herself), then the reaction will most likely be automatic (gamemaster's option).

Restrictions/Notes: At this level of Fame, the character should be treated like a well-known bard or popular fighter. Some gamemaster's characters will be immune to this Fame, but most will have some sort of (generally positive) reaction. Otherwise, see Fame (R1) for more information.

Fame (R3)

There is a pretty good chance anyone in the game setting will recognize the character (or what the character is) fairly easily. The base die total needed is 8, and it can be modified by circumstance. The character has the status of a high-ranking noble or religious personage.

Restrictions/Notes: They are the same as for Fame (R1) and Fame (R2) — certain people just won't be impressed. In addition, characters with Fame (R3) should almost always have to take at least one rank in the Disadvantage Infamy — no matter how nice, talented, or generally well-liked a person is, there's always somebody out there who wishes her harm.

Patron (R1)

The odds are that most players' characters are not independently wealthy. But they might have access to wealth in the form of patrons.

If the characters are treasure hunters, patrons might include minor nobles, small fiefs, or even retired adventurers.

Patron (R1) means the character has a backer who will fund one expedition, with all proceeds going to the patron. All of the costs (room, board, travel, expenses) are covered by the patron, with the understanding that the player's character is basically just a worker-for-hire. Anything that the adventurer discovers or purchases becomes the property of the patron.

Patron (R2)

A Patron (R2) expects much less from those he backs. The character may receive less financial support, but the adventurer has greater freedom of action.

An expansionistic government is a common example of an organization qualifying for Patron (R2). They cover a character's travel expenses in exchange for news about new lands to conquer. Anything that the character finds on his own (like artifacts) remain his own.

Patron (R3)

A Patron (R3) will give a character a limited stipend and cover most expenses, then offer to purchase whatever the character recovers. Without consistent results, the funding will be cut off.

Size (R1 or more)

The character is much larger or smaller than the average Human. For every rank in this Advantage, the player receives up to +3 to his character's scale modifier (which starts at zero). The player must specify whether the character is bigger or smaller than the average Human.

Restrictions/Notes: Generally, the character's weight is proportional for his height, but a Disadvantage, such as Hindrance: Reduced Toughness, or a Special Ability, such as Hardiness, could be used to represent a very thin or very large character (respectively). Likewise, to reflect a longer stride, the character should have the Hypermovement Special Ability, while a shorter stride would get the Hindrance: Shorter Stride Disadvantage. Obviously, no character may take the Size: Large **and** the Size: Small Advantages.

For details on using scale, see page 71 in the "Combat Options" chapter.

Trademark Specialization (R1)

This Advantage works a lot like a combination of the Skill Bonus Special Ability and Fame. The character is remarkably good at one very specific thing, and he is known for it. Choose any specialization that the character has (or would like to have in the future), and the character gains +2D to the roll when it is used. In addition, when the character uses it, there is a gamemaster-option chance that people will recognize how "naturally good" the character is at the specialization, and this might produce interesting situations. Also, the character might be contacted or recognized by certain people because of how good he is at that one specialization.

Restrictions/Notes: This character acts as if trained in the use of this skill. No character may have more than **two** Trademark Specializations.

Wealth (R1 or more)

The character with this Advantage probably has an estate or a series of investments that will keep him comfortable for a good long time. Alternatively, the character could be minor nobility or be married to a minor noble. This doesn't mean the character can buy everything — he is still subject to the availability of items.

For each rank in this Advantage, the characters has 10 gold coins in readily available cash once per month. The accounts never have more than 10 gold coins times the number of ranks each month (fees and living expenses keep it at that level), and the amount could be less by the end of the month. Adventure bonuses could temporarily raise the figure, though the character would have to purchase an additional rank of Wealth to make the increase permanent. Players in games using the *Funds* attribute gain +2 per rank to all such totals.

Restrictions/Notes: Characters should select only **one** rank of Wealth, unless there is some reason they might have Wealth (R1) and another rank of Wealth in other circumstances. Also, this wealth does not always help and disappears if misused (and it should be a major concern to the character at times), but it should be there most of the time. Gamemasters will probably think of ways to work around wealth and players should play along — if you can throw money at every problem, then they aren't that much fun to try to solve, are they?

The most likely Disadvantage a character with Wealth would have is Devotion, such as "helping all those in need" or "righting all wrong doing." Otherwise, there should be fairly extensive reasons why the character can't use his wealth to resolve every situation — or hire somebody to do it for him (which is really the same thing).

Special Abilities

Before allowing players to create characters with Special Abilities, the gamemaster may wish to peruse this list to see if there are any she would prefer not to appear in her games. She may also decide that certain Special Abilities require specific Limitations on them or Disadvantages on the character.

Any Special Ability that gives a bonus to the die roll or the skill total also allows the character to use that skill as if trained. Bonuses received from taking multiple ranks of the same Special Ability are added together.

Skills gained with a Special Ability are not improved when that Special Ability is improved. Instead, they are increased as a normal skill.

Unless stated otherwise in the Special Ability, it does not count as an action for the character to get the bonus from a Special Ability. However, except for such automatic abilities as Natural Armor or Combat Sense, the character must state that she is relying on the Special Ability or she does not receive the bonus.

Accelerated Healing (3)

The character gains a +1D per rank to his *Physique* for all natural healing attempts, and a Critical Failure is treated as 1, rather than having a negative effect on the die roll.

Ambidextrous (2)

The character is equally adept with her right or left hand. She may perform an action with each hand in the same round, and, though she takes the multi-action penalty, she receives a +1 per rank to each skill total. The actions must involve the hands or similar manipulative appendage and each action must require only one limb. If the character performs only one hand-related action in a round, she does not get the bonus. Some skills that characters could employ with either hand include *fighting, lockpicking, marksmanship, throwing, lifting, artist,* and the map-making aspect of *navigation,* though, of course, not every task covered by each skill is relevant. A character may take multiple ranks of this Special Ability for two pairs of hands and multiple ranks for each additional manipulative limb.

Example: A player with a Reptilite character, who has a tail, wants a +2 bonus when using two hands and the tail in the same round. The player would buy Ambidextrous: Hands and Ambidextrous: Tail each at Rank 2, since this Special Ability must be purchased separately from the hands for each additional manipulative limb.

Animal Control (3)

This gives the character the ability to control one particular species of animal, bird, or insect. The character gets a +10 bonus to her *animal handling* total for that species. She must generate an *animal handling* versus the *Charisma* or *mettle* of the animal (more than one animal can be targeted, although this is a multi-action). If the character gets a high enough success (gamemaster's decision), the animal is controlled for a number of minutes equal to the *animal handling* skill total times 10. A controlled animal serves its master faithfully, even sacrificing itself on her behalf. The Special Ability has a range of sight or voice. The character may gain one more species for each rank.

Note: A swarm of insects counts as one animal, as does a school of small fish. Almost any creature with a *Intellect* die code of less than 2D could be considered an animal, unless the gamemaster says otherwise (for example, a horse would be animal, but a zombie with a *Intellect* of 1D would not).

Armor-Defeating Attack (2)

When a character with natural weapons (the character's fists, claws, teeth, etc.) attacks someone protected by armor, this ability negates the Armor Value, up to +1D per rank. The character must specify how the attack negates the armor: An acidic mist slips through any openings, enchanted claws reach directly to the flesh, and the like. There should be at least one type of armor that is unaffected by this.

Atmospheric Tolerance (2)

The character can breathe one form of atmosphere (such as dusty air, frigid air, or extreme altitudes) that would be lethal to most other characters. A character may not have more than one rank in this ability, but he may have different versions for different atmospheres.

Attack Resistance (2)

The character is highly resistant to a certain type of attack. She gains +1D per rank to her damage resistance roll against this type of attack.

Energy Attacks: Resistant to blasts of severe heat, fire, electricity, light, intense cold, and so on, but not the ability to survive in extremes of such environments.

Extranormal Attack: Resistant to damage from any *Extranormal*-based (such as *Magic* or *Miracles*) attack.

Mental Attacks: Resistant to mental harm from any source. It does not provide protection against interaction attempts.

Nonenchanted Weapons: Resistant to physical damage from nonenchanted weapons, but not from poisons, energy, or similar materials.

Attribute Scramble (4)

The character can adjust an opponent's (or a friend's) attributes temporarily. She gains the *scramble* skill at +1 per rank in a single version of this Special Ability (it is an *Acumen* skill, described only here), which she also can increase as a normal skill. The scrambler must pick as her focus either physical or mental attributes, though never *Extranormal, Funds,* or Special Abilities. (Physical attributes encompass *Agility, Coordination,* and *Physique.* Mental attributes include *Intellect, Acumen,* and *Charisma.*) She only may do both by taking this Special Ability once for each version.

When she goes after a target with a *fighting* roll, she may choose (as a multi-action) to also perform a scramble attack versus her target's *mettle* or *Charisma.* (This is not an action for the target.) No close combat attack is necessary for a willing target, but the act of scrambling still counts as an action. If her total is higher (not equal to), she may shift her target's attribute points around, within certain limits. The close combat attack does no damage.

She may increase one or more related attributes by a number equal to the amount she takes away from other related attributes — but she may not decrease or increase any one attribute by more than 2D (6 pips).

The change lasts for a number of rounds equal to the difference between the *scramble* attack and the target's *mettle* or *Charisma.* A character who has been adjusted cannot be scrambled again until the original adjustment wears off.

Blur (3)

The character can appear indistinct to the naked eye or non-enchanted visual aids (spyglasses, mirrors, etc.). Commonly, a character with this Special Ability will only be spotted out of the corner of the eye. This adds 1 to the character's *dodge, stealth,* and *hide* totals, as well as +1 to all default *search, tracking, investigation,* and attack difficulties against the character that the blurring character is not actively trying to defeat. (These modifiers are per rank in this Special Ability.) On the character's turn, she may automatically become blurry, without taking an action, and remain so until she chooses otherwise. Blurring also makes it difficult for the character to hold a conversation with others.

Combat Sense (3)

The character can sense danger. She is never surprised. Rather, she and her attacker must determine initiative as normal. Even if the attacker still goes before the character does, any combat modifier from the surprise is reduced by 2. A character may not have this ability more than once.

Confusion (4)

The character can hamper the thoughts of those he comes into physical contact with, at will. He gains the *confuse* skill at +1 per rank (it is a *Charisma* skill, described only here), which he can increase as normal.

As a multi-action with a *fighting* attack, he may also perform a confusion attack versus his target's *mettle* or *Charisma.* (This is not an action for the target.) If his total is higher (not equal to), the target is confused. Characters may not play cards (if the gamemaster is using game-enhancing cards with the adventures) or spend points, and they receive a +5 difficulty modifier to even simple actions for a number of rounds equal to 2 times the rank of this Special Ability.

Darkness (3)

The character can project a field of darkness around himself, adding +5 per rank to the difficulty of any sight-based skill totals. The field extends in a half-sphere around the character with a radius equal to one meter per rank. The field can be maintained for a maximum of one minute per rank before dispersing.

Elasticity (1)

The character can stretch, elongate, and compress his body, allowing him to expand his height or become so narrow he can pass through keyholes, cracks, or any other opening he could normally see through. It takes one round or more to slip through small openings, depending on their depth. The character gains +1 per rank to *contortion, dodge,* or *sleight of hand* totals, in addition to *disguise* attempts he performs on himself.

Endurance (1)

The character has great endurance, and gains a +3D per rank to *Physique* or *stamina* checks when performing taxing physical tasks (such as holding one's breath underwater for a long period or running a long distance).

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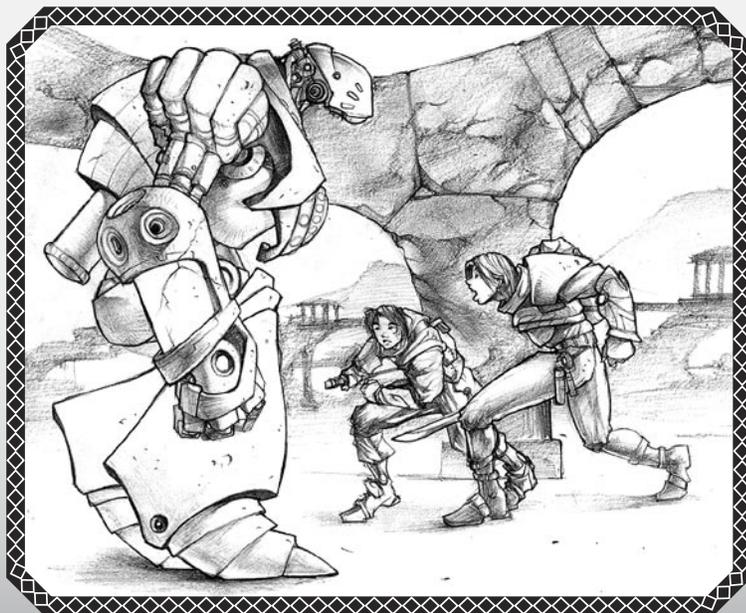
Enhanced Sense (3)

One of the character's five senses is heightened to abnormal levels. The bonus to the skill total received depends on the sense: sight is +1; hearing is +2; touch, taste, and smell are +3. The bonus is per rank and applies to all skills (including combat ones) related to the sense. Enhanced hearing also may affect initiative rolls. To have multiple enhanced senses, this Special Ability must be taken at least once for each sense.

Environmental Resistance (1)

The character is resistant to extremes of heat, cold, and pressure, and he gains a +3D per rank to *Physique* or *stamina* checks to resist ill effects from these environmental conditions. The character is not resistant to heat or cold attacks, as these come and go too quickly for the Special Ability to provide protection.

Extra Body Part (0)

The character has an extra limb or organ. If external, these may be secondary arms or legs, a tail, or some more exotic bodily addition, such as fins, tentacles, or antennae. If internal, the parts are organs such as extra eyes, hearts, or mysterious glands. Unless specified by a Disadvantage or Limitation, the extra parts are included in the character's body tastefully. Additionally, except in cases where the character has an Enhancement or another Special Ability that uses this one (for example, Extra Body Part: Tail and Natural Hand-to-Hand Weapon: Tail), the extra part is nonfunctional. A character may have only one rank in this Special Ability, but she may have multiple versions to represent multiple additional organs or limbs.

Extra Sense (1)

The character can detect something that a normal Human cannot, such as changes in pressure, seismic activity, radiation fluctuations, and so on. She gains a +1D to her *search* rolls in attempting to detect the specific energy or environmental change and +1D to her *investigation* rolls in figuring out source or other relevant information. The gamemaster may also allow a +1 skill total bonus to other activities that would benefit from whatever the extra sense can detect. All modifiers are per rank in this Special Ability.

Fast Reactions (3)

The character gains +1D per rank to his *Acumen* when determining initiative, and, up to three times during the adventure, he may receive one additional action for one round.

Fear (2)

The character can provoke fear in those who can see or hear him. He gains a +1 per rank to all his *intimidation* totals and his target has a +1 increase to combat defense difficulties against the horrifying being. Inspiring fear requires an action, but it is the target that rolls her *mettle* or *Charisma* (which does not count as an action for her) against a difficulty of 15 to negate the effects.

Flight (6)

The character can fly, either by nature or by virtue of having wings. The character's flying rate equals his base Move (including Hypermovement, if applicable) times 2 times the number of ranks. The *flying* skill is required to maneuver.

Glider Wings (3)

The character can fly by drifting with air currents. The gamemaster decides how much wind there is available and how fast it moves the glider. Characters with this Special Ability need the *flying* skill to control their passage. A character may not have this ability more than once.

Hardiness (1)

The character can take damage better than normal. She adds 1 per rank to her damage resistance total against any type of damage.

Hypermovement (1)

The character is extremely fast, adding +2 meters per round per rank to her base Move rate, which in turn affects all other types of movement.

Immortality (7)

The character is immortal, though she will grow older, at a decreased pace compared to the rest of her species. If she is reduced to zero Body Points or loses all her Wounds, she doesn't die. Instead, one of two situations occurs: she continues to live, though minimally, in this world, or she returns to her home dimension. She does not go unconscious or bleed to death (as mortally wounded characters do), nor can she heal without magical or miraculous aid or the Accelerated Healing Special Ability — her arms could be lopped off, her abdomen

eviscerated, or whatever. She may perform only the most minimal of physical actions, such as squirming, and some actions may be impossible. She may rely on her *Agility* for initiative purposes only (if her *Acumen* total does not apply for some reason).

There should be one particular set of circumstances whereby the character will die forever. These sets of circumstances should not be too unusual — killed directly by magic, drowning, decapitation, and so on are all good examples.

A character may not have this ability more than once.

Immunity (1)

The character is highly resistant to disease and poisons and receives a +1D per rank to *Physique* or *stamina* checks when determining whether he has contracted an illness or is suffering from ingested poisons.

Increased Attribute (2)

Some strange ability (or physiological trait) allows the character to gain +1 bonus per rank to all rolled totals related to that attribute. (For *Physique,* this also includes the damage resistance total and Strength Damage.) A character may have multiple ranks of this Special Ability, as well as multiple versions of it.

Note: To get another rank in this Special Ability after character creation costs 4 times the number in front of the "D" of the attribute that it affects plus the number of ranks currently in the Special Ability. (This is instead of the normal cost to increase Special Abilities.)

Infravision/Ultravision (1)

The character gains the ability to either see in the dark using infravision **or** ultravision. Infravision allows the character to see changes in heat, while ultravision enables the character to make the most of the available light. Each provides a +2 per rank in a single version of this Special Ability to sight-based totals (including attacks) while in dim or dark conditions. Obviously, extreme heat or bright light (including daylight) prevent this Special Ability from working.

Intangibility (5)

The character can reduce his physical density to virtually zero for one minute per rank. During that time, his damage resistance score against physical and energy (such as fire) attacks is +3D per rank, but his movement rate is halved. An intangible character can pass through solid objects, providing they do not contain wards or other spells of protection designed to repel passage of this nature. He may not pass through fiery or energy barriers. While intangible, the character cannot carry any object along (including clothing), nor can he attempt any physical attack. It takes a full round for a character to become intangible or solid, during which he can do nothing else. The character must spend at least one minute solid before attempting intangibility again.

Invisibility (3)

The character can become transparent. This adds 1 per rank to the character's *dodge, stealth,* and *hide* totals, as well as +1 per rank to all default *search, tracking, investigation,* and attack difficulties against the character that the invisible character is not actively trying to defeat. Additionally, no character may take an action to "spot" the character

unless the gamemaster feels there is sufficient provocation, such as brushing against others or removing something in a crowded area.

The invisibility covers the character's basic clothes only and a few small items in pockets or pouches attached to the clothes — not any gear she's carrying, or anything she picks up. Also, remember that the character is transparent when invisible — she can't hide things behind her back.

Iron Will (2)

The character is highly resistant to all interaction attempts and mental attacks. He gains a +1D per rank to all *mettle* rolls and +2 to the standard difficulty of any such attempts against this character.

Life Drain (5)

This ability allows the character to drain attribute pips, Body Points, or Wound levels from his target.

The character must choose one set of attributes to target, either physical (*Agility, Coordination, Physique*), mental (*Intellect, Acumen, Charisma*), Wounds, or Body Points. For example, most vampires drink blood, and thus lower Body Points, while succubi target the soul and so weaken mental attributes. The player must specify in what manner the character drains these attributes (biting the neck, hypnosis, or another means). It should involve some sort of successful attack result (either physical or mental).

When the character wishes to employ Life Drain, he makes an attack on his target using the relevant skill. For every four points over the target's defense roll, the character drains one pip per rank off each of the target's relevant attributes or three points per rank from the character's Body Points or one Wound for every two ranks. (Remember that there are three pips in each die.)

If any of the target's attributes or Body Points ever go to zero (or the character reaches the Dead Wound level), the target goes into a coma. She may try once per day to wake up by making a successful Moderate *stamina* or *Physique* roll. She regains one attribute point (to each attribute affected) every hour after the attack. Body Points and Wound levels return at the normal rate.

For each attribute pip the character drains, he may add one pip to any attribute in his chosen category. He would get one Body Point for each Body Point drained or one Wound for each Wound drained.

Life-Drained attributes and unused Body Points or Wounds disappear at a rate of one pip or point per hour.

A character may have multiple ranks of this Special Ability, as well as multiple versions of it.

Longevity (3)

The character lives longer than the average Human. Often, this Special Ability has a Flaw attached that governs what the character must do to maintain his life. The character should gain peripheral bonuses during game play because of his "longer outlook." A character may not have this ability more than once.

Luck, Good (2)

The character is blessed with unusually good luck. Once per adventure, a character with Good Luck can receive one of the following benefits just by asking for it: *action, breakthrough*, *haste,* or *second*

Luck Benefits ∞

action: Add 2 to all of the character's skill or attribute totals for the round.

alertness: When the character calls upon this benefit, he gains a special "sixth sense" outside of all other rules and roleplaying situations that will help him to spot a previously unseen item, character, or clue selected by the gamemaster. The benefit does not confer omniscience, however — and the gamemaster can select her own time for having it come into effect. It is normally used to allow a character to spot something he missed in a previous search, something that is important to the adventure.

breakthrough: Add 1D to any one skill die code in which the character has no additional pips or dice (in other words, a skill in which the character is untrained). The benefit also eliminates the unskilled modifier for using that skill.

haste: Gain one additional action for one round.

hero: Receive one bonus Fate Point, which the character must use on an action immediately after requesting it.

opponent fails: After an opponent or enemy has completed an action against the character, the character may call upon this benefit to cancel the effects entirely. This nullifies the opponent's action, and play continues. The lucky character may **not** use this benefit to cancel an action that is not directed at least partially at him.

second chance: Using this benefit allows the character to attempt any action she has just tried again, from the very beginning. This benefit cannot negate "bad choices" — the character must perform the action performed again — nor does it allow the character to "get back" Fate Points, Character Points, or cards (if used) spent on the original action. The character merely gets another chance, immediately following the first attempt, to perform the action again. All effects from the first attempt are ignored.

Luck Notes ∞

A character may have up to two ranks each in Good Luck and Great Luck. This Special Ability **can** be taken with the Bad Luck Disadvantage — sometimes really good things happen, sometimes really bad things happen.

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chance. See the "Luck Benefits" sidebar for details on each of these options. Calling upon one's luck does not count as an action.

Good Luck can only be declared **once** per rank during a particular adventure, but it may be declared at any time, and it cannot be cancelled by any other effect. A character may have up to two ranks of this Special Ability.

Luck, Great (3)

A character with Great Luck can call on one of the following benefits once per adventure per rank: *action, alertness, breakthrough, haste, hero, opponent fails,* or *second chance*. See the "Luck Benefits" sidebar for details on each of these options. Calling upon one's luck does not count as an action.

If the character has not used his Great Luck during an adventure and something really disastrous happens, the gamemaster may choose to counteract the effects and temporarily "burn out" the character's Special Ability — that is, the character's Great Luck has been used up for the adventure. Usually, this is used when the character does something stupid or the player is the victim of incredibly bad luck — die rolling, not the Disadvantage — and something "stops" the effect. This is a "last ditch," gamemaster-controlled effort when circumstances get out of control. It is also a nice thing for inexperienced roleplayers to have — just in case they do something they really shouldn't have, they get another chance.

Example: The character's mission is to stop a wizard from destroying a nearby city. Unfortunately, the character takes too long fighting the minions of the dastardly wizard, and, according to the rules, the whole city should go up in flames. The character is too late.

The gamemaster might choose to have the character be really lucky — the villain was bluffing or has decided to take time to gloat. In any case, the character's Great Luck is gone for this adventure (his luck ran out), but he has a chance of averting disaster.

Master of Disguise (3)

The character has a natural talent for disguise. She gains a +5 bonus per rank to *disguise* totals for altering her own appearance and demeanor, +2 when changing someone else's looks, and a +1D bonus per rank to any *Charisma*-based actions while in that disguise.

Multiple Abilities (1)

The character has multiple minor abilities that improve a few different tasks. All bonuses are added to the skill or attribute total, not to the die code. The bonuses should be fairly limited in their applications, pertaining to specific uses of particular skills (like specializations do), but there can be several of them for each selection of this Special Ability. The maximum total bonus for each rank is +4.

Example: A character could have "eyestalks" that give him a +1 bonus to *Acumen* or *search* to negate surprise, the ability to focus his ears on particular types of noises (+1 bonus when listening for particular sounds), and a nose that is sensitive to certain scents (+1 bonus to *tracking* when attempting to find small animals).

Natural Armor (3)

The character has plates, toughened skin, scales, or something similar. His own surface adds 1D per rank to his damage resistance

roll to nonmagical physical (not mental) attacks and contact poisons, corrosives, or similar materials.

Natural Hand-to-Hand Weapon (2)

The character has some sort of natural weapon —such as claws, pincers, bone sword, or stinger — that adds 1D per rank to his Strength Damage when determining his damage with the natural weapon. The character uses *fighting* to attack, unless the weapon is something that detaches from him or (in the case of a super-scientific or magical weapon) exists separately. In this latter case, the character employs *melee combat* to wield it.

Natural Magick (5 or more)

The character can use a magic spell as a natural ability. An example of this would be a character who can dispel magic by his nature, rather than through the use of a *countermagic* spell. The cost of the ability — and the number of ranks the character has in it — equals the difficulty of the spell. (See the "Magic" chapter for details on creating spells; the "Precalculated Spells" chapter has some sample spells.) The chosen spell may not be charged (that is, have a fixed limit to the number of times it can be cast).

The character must adhere to the requirements of the spell, including its gestures, incantations, components, and so on. The casting of the spell is automatic (there is no need to roll a *Magic* skill to perform it), but the character does need to attempt any targeting skill or skill required by the casting (such as one needed to perform a gesture). If any of these fail, the spell does not work.

The player and the gamemaster need to discuss what spell the character will have, and what the range, duration, and so on will be. It's suggested that some limitations be placed on the use of this ability to maintain game balance — for instance, a character who can toss fireballs as a natural ability might have to recharge for a certain number of rounds before doing so again.

A character may have this Special Ability once each for different spells.

Natural Ranged Weapon (3)

The character has some sort of natural ranged weapon, using *marksmanship* to target it. Long range equals 20 times the number of ranks in this Special Ability times the character's *Physique* or *lifting* (as appropriate) in meters. The damage for physically enhanced projections is the character's Strength Damage plus 1D per rank, while the damage for all other types of blasts is 3D per rank. The projection must have a visible effect (such as a bone spikes or a sparkling beam) and it may not do mental damage. Note that, regardless of the nature of the projection, there are no additional effects from this type of Special Ability unless an Enhancement allows otherwise.

Omnivorous (2)

The character can gain nourishment from any organic substance (though she is not immune to poisons). She can also chew through just about any organic substance with no adverse effects to her teeth or jaws. A character may not have this ability more than once.

Paralyzing Touch (4)

The character can freeze her target with the merest touch.

When she makes a *fighting* attack, she may, instead of doing damage, paralyze her victim, who remains that way until he makes a successful *Charisma* or *mettle* roll against the *fighting* skill total. He may attempt to do so once per round; the only other actions he may take are mental-based ones and *Extranormal* or Special Ability ones that do not require movement.

Note: Characters who are heavily armored or covered will be harder to hit. The gamemaster needs to decide how much skin is exposed and adjust the attack difficulty accordingly.

A character may not have this ability more than once.

Possession, Limited (8)

The character can possess the body of a living creature or a corpse. The character must be within three times the rank of this Special Ability in meters of the target in order to possess it.

Possessing a corpse doesn't require a roll, but it does take an action. Possessing a living being involves making a *Charisma* or *mettle* check by the possessor versus a standard interaction difficulty (see the "Mental Defenses" section on page 73 for details). Exceeding (but not equalling) the difficulty means the target has been possessed. The target can actively defend if she is aware of the potential danger.

To gather knowledge about his host body's life, the possessing character must generate a successful *investigation* total against the target's *Intellect* roll (this does not count as an action for the target). Information the possessor gains depends upon the level of success achieved; see the accompanying chart for details.

With Limited Possession, the character does not gain control of the new form. Instead, he must use *persuasion, intimidation,* or other interaction skills to convince his host to do what he wishes.

Exiting a host body is commonly a simple action. As long as the possessing character exits before the host dies, he simply moves on to his own or another form. Killing a possessing spirit usually involves taking it completely by surprise with a killing blow to the host form or using a spell to force it to remain in the body until it can be slain.

Possession Knowledge Chart ∞

Result Points*

Needed	Knowledge Attained
0	Basic details: target's name, age, home city
1-4	More personal details: target's job, financial status, any current schedule
5-8	More in-depth personal details: identities and backgrounds of family, friends, lovers
9-12	Very personal details: secrets, private likes and dislikes, etc.
13	Everything there is to know

Result points equal the difference between the investigation *total and the target's* Intellect *roll.*

Possession, Full (10)

The character can possess the body of a living creature or a corpse. This works in the same way as Limited Possession, save that the possessing character gains her new form's physical attributes *(Agility, Coordination, Physique)*, retains her own mental attributes *(Intellect, Acumen, Charisma)*, and gains complete control over the new form.

Quick Study (3)

The character has an uncanny ability to learn new skills and improve old ones, limited to one attribute. He always learns new skills as if he had a teacher (even if he doesn't), and he can improve skills he already knows at a cost of one Character Point less than normal. This Special Ability applies to specializations and combines very well with the Age Disadvantage, if the character is young — he is a prodigy, and that's why he's learned his starting skills so quickly. This Special Ability can be taken once for each attribute.

Sense of Direction (2)

The character has a good sense of direction. He gains +1D per rank to *navigation* and *tracking* rolls.

Shapeshifting (3)

The character can manipulate the shape, color, and overall appearance of her body, though mass and body compositions remain the same. The character must chose a specific creature to emulate, gaining one form for every three additional points spent on this Special Ability. At six ranks in this ability, the gamemaster may allow shifting

among one class of creatures (such as birds or furniture) as long as all forms chosen for previous ranks were within the same class.

Body Points, Wounds, and the *Intellect* attribute remain unaffected by this Special Ability, but the dice in the *Agility*, *Coordination*, *Physique*, *Acumen*, and *Charisma* are redistributed to match the new form (although the die code in the *mettle* skill remains the same regardless of the change in form). Additional dice in skills above the base attribute score remain the same, though the total dice in each skill changes to reflect the adjustments in the base attribute. Likewise, not all skills will be usable in the new form.

Attribute dice can also be used to include Special Abilities in the new form. One attribute die can be spent to gain one rank in one Special Ability or to get a +2 skill total bonus (split among up to two skills). The gamemaster may allow a larger skill total bonus or more skills to fall under the bonus if the desired effect is particularly narrow (such as a bonus for a single sense).

For an example of how Shapeshifting can work, see the accompanying sidebar.

Shapeshifting may be done at will, though a Limitation may force it to be triggered by stress or environmental factors.

If shifting voluntarily, the character must generate a *disguise* total of 11 to bring about the change, and a second total to turn back again. Each change takes one full round in which the character may do nothing else. Failure at the check means the transformation does not occur, and the character cannot try again for at least an hour.

It is highly recommended that the hero comes up with some typical forms and their game characteristics before beginning play. The new form need not exactly resemble a "typical" version of the emulated creature or object.

Silence (3)

The character can move in complete silence. He gains +2D per rank to all *stealth* checks and a +1D per rank when attacking from behind.

Skill Bonus (1)

Skill Bonus represents a natural talent (a character with the Charismatic group might be "friendly and outgoing"), a particular knack (a character with the Animal Friendship group has a "way with animals"), years of devotion to a profession prior to beginning adventure, or the result of an extended life.

The character chooses a group of three related skills in which he gains +1 to the skill total of any action performed with those skills (or specializations of that skill). The skills need not be under the same attribute. The character may or may not actually have adds in those skills, and the gamemaster must approve the fact that they are "related." Some examples of skill groups include:

Acting: *bluff, charm, disguise*
Acute Balance: *acrobatics, climbing, stealth*
Animal Friendship: *animal handling, riding, survival*
Athletics: *lifting, running, throwing*
Charismatic: *bluff, charm, persuasion*
Close Combat: *fighting, melee combat, dodge*
Eidetic: *reading/writing, scholar, investigation*
Investigative: *investigation, search, streetwise*
Leadership: *command, intimidation, persuasion*

Shapeshifting Example ∞

Mel is playing a werebear. She chooses Shapeshifting, specifying that she only changes from Human to werebear and back again. The gamemaster decides she'll gain one rank of the Increased Attribute: Physique (+1 to related totals) and +2 to all *search* and *tracking* totals that require smell when in her werebear form.

Mel's character has 18 attribute dice arranged thusly:

Agility 2D+2
Coordination 3D+1
Physique 3D
Intellect 2D+2
Acumen 2D+2
Charisma 3D+2

When she changes into werebear form, Mel's character has the following attribute values, the total of which has been lowered by 2D because of the bonuses:

Agility 4D
Coordination 2D
Physique 3D+2
Intellect 2D+2
Acumen 2D+2
Charisma 1D

Mechanical Aptitude: *crafting, lockpicking, traps*
Observant: *investigation, search, tracking*
Ranged Combat: *dodge, marksmanship, throwing*

Players may substitute other related skills for the ones listed in the groups above, or create their own groups as long as there is a common thread and the gamemaster approves the grouping.

Three specializations may replace one general skill, getting a +1 for three different specializations. (The specializations don't have to be under the same general skill.) This may be done for up to all three skills in the group, choosing six specializations instead of two skills or nine specializations instead of three skills.

Example: In the Investigative group, a character might take out *streetwise* and replace it with three specializations — *streetwise: thieves' guilds, tracking: large towns,* and *persuasion: witnesses*. While this means the character gains no bonus for other *streetwise* activities (such as a roll to locate a criminal in a small town), he does have a more "detailed" group.

Additionally, the character acts as if trained in these skills even if he doesn't have any additional pips in them, and so does not get the unskilled modifier. This Special Ability does not affect the cost of improving the related skills.

Gamemasters may allow a higher bonus for fewer skills (such as a set of two skills where one gets a +1 bonus and the other gets a +2 bonus, or a +3 bonus to a set of three specializations). However, the bonus per rank may total no more than +3.

At each additional rank, the player may increase the bonus by +1 for three of the skills affected by this Special Ability. A character may have different versions of this ability for different groups of skills, though the skills in each group may not overlap.

Skill Minimum (4)

The character can select three related skills that will **always** gain a **minimum** total of 3 times the number before the "D."

Example: If the player selects *persuasion, charm,* and *intimidation* (all interaction skills) for his character, all of which he has at 4D, and he generates a total less than 12, the total automatically becomes 12. That is the character's minimum total.

The player may not select Skill Minimum for any skill that has any other Advantage or Special Ability tied to it. Also, the skills must be related in some way (see the Skill Bonus Special Ability for information on related skills). The character may only select general skills, but the specializations underneath that general skill are affected as well. This Special Ability may be selected only once for each group of skills.

Teleportation (3)

The character can move instantly to another place up to 10 meters per rank away. The character must see her destination clearly. In combat, this action takes an entire round. The character may take along whatever she can carry.

Transmutation (5)

The character can alter his substance to something else, while retaining his form (such as a man who turns to stone). Characters with this ability may only shift into one specific substance, which

the player must specify when his character gets the Special Ability. Generally, this substance gives the character distinct advantages. The player may select up to 4 points (not ranks) in other Special Abilities that relate to the chosen form, per rank in this Special Ability. (Thus, two Transmutation ranks means 8 points in other Special Abilities.) Natural Armor, Hardiness, and Environmental Resistance are common ones.

Uncanny Aptitude (3)

This Special Ability is similar to the Skill Bonus Special Ability in that some sort of bizarre ability gives the character added bonuses to certain actions. However, instead of selecting a group of skills that the character gains a bonus to, the player and the gamemaster work out **circumstances** where these abilities come into play. For instance, a character might gain a +1 bonus to all *Agility*-related skills totals when in sunlight.

A character may have several variations of this ability, reflecting different bonuses. Each variation could have several ranks, with the bonuses adding to each other.

Ventriloquism (3)

The character can throw her voice up to three meters away per rank. No skill roll is required to do this, but if it is part of a trick attempt, she receives a +2D bonus per rank to *bluff* and *charm* rolls.

Water Breathing (2)

The character can breathe water and will not drown underwater. She gains +1D per rank to all *swimming* rolls because she doesn't need to worry about drowning.

Youthful Appearance (1)

The character looks much younger than she actually is and receives a +1D per rank to *bluff, charm,* or *disguise* attempts that involve posing as someone youthful. In general, characters should not look more than 10 to 20 years younger than they are, regardless of the number of ranks, though gamemaster discretion and common sense should rule here.

Special Ability Enhancements

Enhancements allow Special Abilities to be somehow more than the typical version. Each Enhancement may be taken more than once for each Special Ability, either altering the ability in similar though distinct ways or, for some, through stacking the effects. The cost of the Enhancement adds to the associated Special Ability's total cost (base cost plus the cost for additional ranks).

Additional Effect (1): The Special Ability produces a useful, though minor, side effect that is a natural extension of the power. The more useful the side effect, the greater the number of ranks. Some examples include a skill bonus when using the ability, doing residual damage (such as reflection with Natural Armor or setting fires with Natural Ranged Weapon), or adding functionality to an Extra Body Part.

Bestow (1 or more): The character may share her Special Ability with a certain type of target: sentient living, nonsentient living, or nonliving. The player must chose which group when including this Enhancement. The cost of this Enhancement equals one-half (rounded up) of the Special Ability total (base cost plus additional ranks cost plus Enhancement costs). She may only use her Special Ability on herself and on members of her target group with a multi-action penalty. The character may give her Special Ability to one person per action.

Some Special Abilities will require better stories concerning how the character can manage sharing them than others (such as Youthful Appearance or Ambidextrous), while others may not have this Enhancement (such as Longevity or Immortality). The target has control over the use of the Bestowed Special Ability for as long as the Bestowing character allows. A character may only have one rank in this Enhancement, but she may have multiple versions of it.

Extended Range (3): The factor used to determine the range of the character's Special Ability is increased. Every rank of this Enhancement allows the player to add one half of the ranks in the Special Ability (rounded up) to the factor when determining the range. Thus, to increase the range factor by half the ranks costs three, by the ranks in the ability costs six, by 1.5 times the ranks costs nine, and so on.

Example: The range for Natural Ranged Weapon is 20 times the number of ranks in the Special Ability times the character's *Physique* or *lifting* in meters. With two ranks of Extended Range, the range would now be 20 times **twice** the number of ranks in the Special Ability times the character's *Physique* or *lifting.*

Magically Empowered (4 for 1 rank; 5 for 2 ranks): The Special Ability comes from a magical source — a feature of the character's species, a result of the character's parentage, a means of explaining a mysterious ancient artifact, and so on. A Special Ability provided by a spell does not need this Enhancement, nor does Natural Magick require it. A magic item created for a character because of the Equipment Advantage would.

Two ranks exist for this Enhancement. At Rank 1, with a cost of four, the power with this Enhancement has a magical power source, but it is not truly magical in nature. If it does damage, protective Special Abilities or magical spells of any defensive nature can defend against it as normal. It can act on characters in astral form, spirits, and other magical creatures or magical items not affected by normal harm. It does harm to those beings and items at one-half of its damage total, before modifiers and rounded down.

If it provides protection, it defends at one-half its total, before modifiers and rounded down, against magical blasts or Special Abilities that demons, ghosts, and other magical or spiritual beings have.

In both cases, these bonuses are in addition to the normal applications of the Special Ability.

At Rank 2, with a cost of five, the power with this Enhancement is magical in nature. If it does damage, protective Special Abilities only defend at one-half their die code (rounded down) against its attacks, but the Enhanced Special Ability can be completely shielded against by other magical Special Abilities (protecting Special Abilities with this Enhancement; spells that protect against magical attacks; and protective versions of Natural Magick). It can be used against spirits, astral beings, and other magical or spiritual creatures or magical items not affected by normal harm. For both cases, this is in addition to the regular manifestations of the Special Ability.

If the Special Ability with this level of Enhancement provides protection to the character, it can defend against normal and magical powers (offensive Special Abilities with this Enhancement; damage-dealing spells; and protective versions of Natural Magick; Special Abilities of a magical nature possessed by demons, ghosts, and the like).

To include this Enhancement with a Special Ability in an item, the item's Special Ability should also have the Limitation Burn-out (R1), item can be lost or stolen.

Multiple Targets (2): The character may use the Special Ability more than once per round without incurring a multi-action penalty. For each rank in this Enhancement, the character gains one additional use of the Special Ability. This adds to any other bonus actions provided by a power; it does not multiply it.

Special Ability Limitations

These Limitations can be associated with Special Abilities, restricting their functionality and reducing their total cost (base cost plus

the cost for additional ranks plus any Enhancements — not the per rank cost).

Limitations may not lower a Special Ability's total cost below one, and all Limitations must have some sort of effect on play — just like Disadvantages. Each of a character's Special Abilities may have more than one of each Limitation, as they can either describe similar but distinct negative situations or, in some cases, stack the effects.

Ability Loss (3 for 1 rank; 4 for 2 ranks): The character temporarily loses his Special Ability at regular intervals or, when the Special Ability is used, he loses the ability to use a common skill in which he has experience (that is, additional pips or dice). Examples include: a character who cannot shapeshift when the sun is out; a character who cannot use his natural weapons on a particular day of the month or during a certain phase of the moon. The character is aware of what the circumstances are that will cause this. For an additional point and additional rank, the character must undergo some sort of (fairly simple) procedure to regain his ability or skill use. A Special Ability may have up to two ranks in a single variation of this Limitation, but a character may have it multiple times for different Special Abilities, circumstances, or combinations of Special Abilities and skills.

Allergy (3 for 1 rank; 4 for 2 ranks): The character has a minor allergy. Exposure to a fairly common substance (smoke, sunlight, particular food, etc.) causes the character to lose all Critical Success rerolls until the condition is removed. For an additional point and additional rank, the effects are worse, and the character loses all actions due to coughing fits, watering eyes, or similar discomfort until she can get away from the allergen. A Special Ability may only have one rank in this Limitation, though it may have several different Allergies.

Burn-out (1): See the Disadvantage by this name for suggestions that could also be applied to a Special Ability. The more likely the Burn-out, the greater the number of ranks in this Limitation. A Special Ability may have multiple variations of this Limitation, representing different triggers for the Burn-out.

Debt (3): Someone (or, more likely, some entity) gave the character the Special Ability, along with certain obligations and restrictions. The character must continually beg the giver to retain the Special Ability, or she must perform certain tasks at the giver's request in exchange for continued use of the Special Ability. A Special Ability may only have one rank in this Limitation.

Flaw (1): All difficulties associated with using the Special Ability are increased by +2 per rank. The greater the rank associated with this Flaw, the greater the difficulty modifier.

Minor Stigma (3): The character cannot use the Special Ability without performing the "proper rituals" before or after (someone with a natural weapon who must sketch an image of his intended victim before hunting him down; a shapeshifter who must be purified by his cult after killing someone). A Special Ability may only have one rank in this Limitation.

Others Only (2 for 1 rank; 3 for 2 ranks; 4 for 3 ranks): The character may not use the Special Ability himself; he may only allow others to use it. The value of this Limitation depends on how many groups of "others" he can use it on: For two points and one rank, the character may affect sentient living, nonsentient living, and nonliving targets. For three points and two ranks, the character can affect only two of the three groups. For four points and three ranks, the character can affect only one of the three groups. This Limitation may not be taken more than once per Special Ability. Additionally, like the Bestow Enhancement, some Special Abilities may require valid reasons before the gamemaster allows the Limitation's inclusion. Some abilities, such as Immortality and Longevity, may not have this Limitation. The target who gets the Special Ability has control over its use as if she actually had the ability, for as long as the giving character allows.

Allowing another person access to the Special Ability counts as an action for its owner, while using the newfound Special Ability counts as as an action for the one who gets it (though gaining access to it does not). The Special Ability's owner may only give the Special Ability to one character per round, but the target may be different each round.

Price (1): The character must fulfill certain obligations in order to use the Special Ability. Perhaps when using Water Breathing, the character must remain in the water for at least 24 hours for every 24 hours out of it or suffer -4 modifier per rank in this Limitation to his damage resistance total for changing environments so quickly. Alternatively, there could be a Character or Fate Point fee of three Character Points per rank in the Limitation per adventure in which the character uses the Special Ability.

Restricted (1): The Special Ability is hindered in a way not covered by any other Limitation. The more restrictive the situation, the greater the number of ranks in this Limitation. For instance, a Natural Weapon (either kind) may only be useful against certain creatures. A Special Ability may have multiple variations of this Limitation, each representing a different restraint.

Side Effect (2): One of the character's Special Abilities has some sort of annoying side effect that appears with its use, such as constant whistling, a continuous glow, or a terrible stench. Add 4 per rank to the difficulty of all *stealth* attempts when the Special Ability is in use, as everyone can figure out she's coming. This will also affect interaction attempts, adding at least a +1 per rank to the difficulty.

Singularity (1 per Special Ability): The character may use only one of a group of two or more Special Abilities each round. It does not take an action to switch Special Abilities. He may change the Special Ability in use at the beginning of his turn in a round, and he may rely on the chosen Special Ability until the next time he changes it. For a second rank (and one additional point per Special Ability), it **does** take an action to switch Special Abilities. A Special Ability may not have more than two ranks in this Limitation, and all Special Abilities in the same group must have this Limitation at the same rank. Not all of a character's Special Abilities need be in the same Singularity group.

Super-science (2): The Special Ability is contained in a piece of equipment — such as a arquebus, a staff, or a ring — developed through a technological means not readily available and certainly experimental (it could even be from the future). The item could be lent to another character or taken away with a successful grab and used by someone else, though at a +5 to the difficulty. On a Critical Failure, the item malfunctions and requires repair. Unless combined with the Burn-out Limitation, a destroyed item may be recreated in a number of days equal to the total cost of the Special Ability (including all ranks, Enhancements, and Limitations).

CHAPTER III
· NON-HUMAN RACES ·

What's in This Chapter

Some, though certainly not all, fantasy settings feature humanoid races of equal or greater standing than the Humans themselves. This chapter generalizes a few of the more common ones. Gamemasters can modify these generic characters to suit their setting or use them to design their own non-Human races.

When creating a new racial template, every character based on that species must have certain background Special Abilities, Disadvantages, and possibly Advantages. However, enough points should remain with which the player may customize the character. Usually, the character ends up with more options than normal for the average person in the game setting, but fewer than if the player had stuck with Human. (Experienced members of the race should have more skills and, perhaps, higher levels of the template's Special Abilities and Disadvantages.)

When making new packages, to help them balance with what's available to Humans, account for any potential alteration to attribute minimums and maximums through Special Abilities and Disadvantages.

Regardless of the race, unless they take the Language Problems Disadvantage, characters can speak Trade Speech and their native language.

Players may overlay the packages on any other character template. Disadvantages received from these packages do not count toward the maximum number of Disadvantages set by the gamemaster. Body Points for "typical" characters were added to a gamemaster's character base of 10.

Dwarves

Stocky and short, Dwarves come from the mountains. They build great halls and winding tunnels. They are considered some of the finest workers of metals and gems. Though they do grow plants for food, they have a general dislike for spaces open to the sky.

Typical

Agility 3D: fighting 3D+2, melee combat 4D
Coordination 2D
Physique 3D+2: lifting 4D, running 4D, stamina 4D
Intellect 2D: devices 3D, trading 2D+1, traps 2D+2
Acumen 3D: artist 3D+2, crafting 4D, gambling 3D+1
Charisma 2D+1: intimidation 2D+2
Advantages: Size: Small (R1), scale value of 3
Disadvantages: Hindrance: Gruffness (R2), +2 to *bluff, charm,* and *persuasion* difficulties; Hindrance: Shorter Stride (R1), 2-meter reduction to running, swimming, and jumping Move

Special Abilities: Hardiness (R2), +2 to damage resistance totals; Longevity (R1); Ultravision (R1) +2 to sight-based totals while in dim or dark conditions

Strength Damage: 2D		**Move:** 8
Fate Points: 0		**Character Points:** 2
Body Points: 19		**Wound levels:** 3

Package

Total creation point cost: 4
Total defined limit cost: 1 attribute die or 4 skill dice
Advantages: Size: Small (R1), scale value of 3
Disadvantages: Hindrance: Gruffness (R2), +2 to *bluff, charm,* and *persuasion* difficulties; Hindrance: Shorter Stride (R1), 2-meter reduction to running, swimming, and jumping Move
Special Abilities: Hardiness (R2, cost 2), +2 to damage resistance totals; Longevity (R1, cost 3); Ultravision (R1, cost 1) +2 to sight-based totals while in dim or dark conditions

Elves

The Elves' very slenderness tends to make them seem taller than Humans, though their actual size varies depending on where they call home. The most common variety hail from forests, but ones living in mountains or seas are not unknown. Wherever they come from, they all share an affinity for nature and a sense of duty toward the animals and things of their native environment.

Typical

Agility 3D: dodge 3D+2, melee combat 3D+2, stealth 3D+2
Coordination 3D: marksmanship 4D
Physique 2D: running 2D+2
Intellect 3D: reading/writing 3D+1, scholar 3D+1, speaking 3D+1
Acumen 3D: artist 3D+1, hide 3D+2, search 3D+2, survival 3D+2, tracking 3D+2
Charisma 3D: animal handling 3D+2, charm 3D+2
Magic 1D: alteration 1D+1
Advantages: None
Disadvantages: Devotion: Nature (R2), feel a deep devotion and kinship with trees and plants; Hindrance: Arrogance (R2), +2 to *bluff, charm,* and *persuasion* difficulties; Hindrance: Delicate (R2), -2 to damage resistance total
Special Abilities: Enhanced Sense: Sight (R1), +1 to sight-based totals; Longevity (R1); Skill Bonus: Stealth (R1), +1 to *hide, stealth,* and *tracking* totals

Strength Damage: 1D		**Move:** 10

Fate Points: 0
Body Points: 17
Character Points: 2
Wound levels: 3

Package

Total creation point cost: 1
Total defined limit cost: 1 skill die
Advantages: None
Disadvantages: Devotion: Nature (R2), feel a deep devotion and kinship with trees and plants; Hindrance: Arrogance (R2), +2 to *bluff, charm,* and *persuasion* difficulties; Hindrance: Delicate (R2), -2 to damage resistance total
Special Abilities: Enhanced Sense: Sight (R1, cost 3), +1 to sight-based totals; Longevity (R1, cost 3); Skill Bonus: Stealth (R1, cost 1), +1 to *hide, stealth,* and *tracking* totals

Gnomes

Renowned tinkers, Gnomes enjoy building their homes in hillsides, much as Dwarves do. Somewhat taller and broader than Dwarves, the Dwarves outmass Gnomes. Gnomes commonly use magic to enhance their inventions.

Typical

Agility 3D: fighting 3D+1
Coordination 2D+1: lockpicking 2D+2
Physique 3D: lifting 3D+1
Intellect 3D: devices 4D, speaking 3D+1, trading 3D+1, traps 3D+2
Acumen 3D: artist 3D+2, crafting 4D, know-how 3D+1
Charisma 2D+2: persuasion 3D
Magic 1D: alteration 1D+1
Advantages: Size: Small (R1), scale value of 3
Disadvantages: Hindrance: Shorter Stride (R1), 2-meter reduction to running, swimming, and jumping Move
Special Abilities: Skill Bonus: Mechanical Aptitude (R1), +1 to *crafting, devices,* and *traps* totals

Strength Damage: 2D
Fate Points: 0
Body Points: 18
Move: 8
Character Points: 2
Wound levels: 3

Package

Total creation point cost: 1
Total defined limit cost: 1 skill die
Advantages: Size: Small (R1), scale value of 3
Disadvantages: Hindrance: Shorter Stride (R1), 2-meter reduction to running, swimming, and jumping Move
Special Abilities: Skill Bonus: Mechanical Aptitude (R1, cost 1), +1 to *crafting, devices,* and *traps* totals

Reptile Folk

Slightly taller than Humans, Reptile Folk prefer scrubland on the edges of deserts. Their nomadic lifestyle and natural armor has made them terrific hunters and trackers. This innate protection also supports their belief that they are superior to all other life in the world.

Typical

Agility 3D+2: fighting 4D+1, dodge 4D, melee combat 4D
Coordination 2D: throwing 3D
Physique 4D: lifting 4D+1, running 4D+1, stamina 4D+1
Intellect 3D: navigation 3D+2, trading 3D+1
Acumen 3D+1: survival 3D+2, tracking 3D+2
Charisma 2D: intimidation 3D, mettle 3D
Advantages: None
Disadvantages: Achilles' Heel: Cold (R3), take 1D in damage per round in temperatures below 15 C; Hindrance: Arrogance (R2), +2 to *bluff, charm,* and *persuasion* difficulties
Special Abilities: Extra Body Part: Tail (R1); Natural Armor: Scales (R1), +1D to damage resistance total against physical damage; Natural Hand-to-Hand Weapon: Claws (R1), +1D damage

Strength Damage: 2D
Fate Points: 0
Body Points: 22
Move: 10
Character Points: 2
Wound levels: 3

Package

Total creation point cost: 0
Total defined limit cost: 0
Advantages: None
Disadvantages: Achilles' Heel: Environmental Incompatibility (R3), +1 modifier to difficulties per round exposed to temperatures below 15 degrees C; Hindrance: Arrogance (R2), +2 to *bluff, charm,* and *persuasion* difficulties
Special Abilities: Extra Body Part: Tail (R1, cost 0); Natural Armor: Skin (R1, cost 3), +1D to damage resistance total; Natural Hand-to-Hand Weapon: Claws (R1, cost 2), +1D damage

· IMPROVING CHARACTERS ·

What's in this Chapter

Once players have taken their characters through an adventure or three, they'll want to improve or change them. This chapter provides guidelines for accomplishing that.

Learning & Improving Skills

When a player first creates a character, she should use the character creation guidelines for gaining attributes and skills.

Players whose characters have been through at least one adventure can use Character Points, accumulated from completing adventures, to learn new skills and improve old ones. Spending Character Points this way may be done only between adventures.

In addition to Character Points, the character needs experience with the skill, either through training or by attempting to use the skill (through rolling its die code or its governing attribute's die code, regardless of the outcome) during an adventure. If the gamemaster decides that there is a significant amount of training involved (such as improving a skill beyond 6D), or the character needs to find a suitable teacher, that might become an adventure's focus. (The teacher must have a skill die code higher than the one the potential student currently has.)

The cost of getting one pip in a new base skill equals the number before the "D" in the governing attribute's die code.

Example: If a character wants to learn *reading/writing* after an adventure and he has a *Intellect* die code of 3D, the first pip in *reading/writing* costs him three Character Points. The hero then has a 3D+1 in his *reading/writing* skill.

The cost of improving an existing skill is determined in the same way, except that the number of dice in the skill (instead of in the attribute) is used to determine the cost.

Example: A character has a *dodge* of 4D+2 and wants to increase it. To raise the skill by one pip to 5D, the character must spend four Character Points. To increase the skill to 5D+1 after the next scenario, the character must spend five Character Points.

The cost to get one pip in a new specialization equals one-half of the number before the "D" in the governing attribute or skill's die code. The cost to improve an existing specialization by one pip equals one-half of the number before the "D" in specialization skill's die code. (In both cases, round up.)

A character does not need the governing skill to get a specialization in it. However, if he does have one, getting a specialization in it acts as a bonus to the base skill when taking actions of that type, but it does not also improve all uses of the base skill.

Example: For a character with 6D in *marksmanship* to gain a *bow and arrow* specialization, he needs to spend three Character Points to get a +1 in the specialization. The full *marksmanship* skill, however, stays at 6D.

Specializations that are associated with a full skill improve when the base skill improves.

A character may improve a skill or any of its specializations but not both. In other words, a character may improve as many specializations as he desires at the same time, though he cannot improve them at the same time as he's improving the governing skill. Skills and specializations may only be improved by one pip each in between each adventure.

Once characters reach 8D in a skill, gamemasters may choose to use the upper limit rule for improving attributes (see that section for details).

Extranormal skills cost twice as much to learn as other skills. Skills gained due to a Special Ability are not improved when that Special Ability is improved. Instead, they are increased as a normal skill.

Improving Strength Damage

As a character's *Physique* or *lifting* goes up or is altered by Special Abilities, Disadvantages, or skill improvement, refigure the Strength Damage die code: Take the character's new *Physique* or *lifting* (including any modifiers from Disadvantages or Special Abilities) and drop the pips. Divide by 2, and round up. This is the Strength Damage die code.

Improving Attributes

With the exception of *Extranormal* and *Funds,* the attributes you choose for your character usually represent her maximum potential. Most of the time, you'll improve your character's attributes by training in one particular aspect (improving skills) or through temporary means (taking drugs or wearing magical equipment). Nonetheless, some freak mystical accident or a supernatural encounter might provide you with a reason to improve your character's base attributes. (Some characters, such as kids, might start with fewer attribute dice, but their excuse for their attributes' improvement is puberty.) There are two ways to do this.

The first way is how kids improve their normal attributes and how everyone improves their *Extranormal* attributes. The gamemaster may

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Effects of Character Options ∞

When determining how many Character Points a player needs to improve his character's skills and attributes, ignore any modifiers provided by Advantages, Disadvantages, or Special Abilities.

chose to use this option for adult characters who want to increase their normal attributes.

In the first method, to boost an attribute by one pip costs 10 times the number before the attribute's "D" in Character Points. Generally, a single attribute may be raised only one pip per adventure, though it's possible that the effects of the situation influence the character's physical makeup for a while or the gamemaster may decide that the situation was so life-changing that more than one attribute may be boosted by more than one pip.

There is an upper limit using this method: Every time an adult character boosts a normal attribute, the player rolls that attribute's new die code and the gamemaster rolls one die less than the maximum die code for the species, including any appropriate Special Abilities. (The maximum for all attributes except *Extranormal* and *Funds* is 5D, unless altered by a Special Ability or Disadvantage, so the gamemaster would roll 4D. For skills, the gamemaster uses 7D or 1D less than his preferred maximum.) If the gamemaster's roll equals or exceeds the player's roll, the attribute improves. If it does not, the attribute does not improve, the character gets half the Character Points back, and the character has reached her upper limit for that attribute. Ignore this upper limit rule for *Funds* and *Extranormal* attributes.

In the second way, the gamemaster requires all adult characters to take the Increased Attribute Special Ability (discussed in the "Character Options" chapter) in order to improve their *Agility, Coordination, Physique, Intellect, Acumen,* and *Charisma* attributes. It has the added simplicity of, instead of raising dice, adding to the total rolled. There is no maximum bonus that the character may gain with this method, aside from whatever roleplaying or adventure obstacles the gamemaster decides to include.

Improving Body Points

As a character's *Physique* goes up or is altered by Special Abilities or Disadvantages, you'll need to change the Body Points amount. Whenever *Physique* permanently reaches a new full die above or below the old one, roll the die, ignoring any pips or other modifiers. (Do not reroll the character's entire *Physique* — only the amount that changed.) Then add or subtract, as dictated by the Special Ability or Disadvantage, that number from the Body Points total.

Improving Wounds

As a character's Body Points go up or down, the Wound level changes. For characters who rely solely on Wounds, the only way to alter how quickly or slowly the character reaches each level is by changing his damage resistance total. This could be through a change in *Physique* or by acquiring more protective gear or protecting Special Abilities.

Gaining & Losing Character Options

As players take their characters through adventures and develop them, they may decide that the Advantages, Disadvantages, and Special Abilities the characters started with don't fit the current concept. To be flexible, there are ways you can accommodate your players' desire to grow their characters. For example, an "enemy" might eventually be killed, a character might be able to negotiate a way out of Debt, or an Advantage Flaw might be "repaired."

Getting rid of and gaining Advantages, Special Abilities, and Disadvantages should only happen after the character has been used during several adventures and has had a chance to come up with reasons for character alteration.

These game mechanics for gaining Advantages, Special Abilities, and Disadvantages apply only to individuals who actively seek them. Because of an adventure or series of adventures, the members of a group may each acquire the same new Advantage or Disadvantage. In this case, each hero does not pay the cost or receive any Character Point benefits outlined here. The new Advantage can be considered a reward for being part of the team and the scenario, while the new Disadvantage would be a penalty.

Advantages

There are two methods for acquiring new Advantages: (1) The player pays, in Character Points, 5 times the rank of the Advantage. (2) The player takes an equivalent amount of ranks in Disadvantages and pays a number of Character Points equal to the rank of the Advantage. In either case, the player must come up with a well-crafted story for getting the new Advantage that's backed by actual experiences in one or more adventures. The story, and its related Advantage, must be approved by the gamemaster.

Generally, a player may not remove an Advantage from a character, but it might be lost in the course of roleplaying due to player negligence (that is, continuously bad roleplaying or ignoring Disadvantages) or some tragic game-world mishap (such as a Patron's city being destroyed). If the loss occurred through no fault of the character, the gamemaster may give the player a consolation gift of three Character Points per rank in the Advantage, or may substitute an equally valuable Advantage. Gamemasters should not reward the loss of an Advantage through player negligence.

Disadvantages

There are also two methods for permanently overcoming a Disadvantage: (1) The player pays 10 times the die code of the Disadvantage. (2) The player loses an equal number of Advantages and pays a number of Character Points equal to the die code of the Disadvantage. As with Advantages, the player must have a good tale and adequate adventuring experience before the gamemaster should approve the loss of any Disadvantage.

Example: If a character had Equipment (R3), he might also have a Rank 3 Disadvantage tied to it. If the character can get rid of the equipment (which he might not be able to do in some settings — a cursed sword, for example), then the Disadvantage goes away.

When a player wishes to add another Disadvantage to her hero, she receives an immediate bonus for this choice if she isn't using the Disadvantage to help her get a new Advantage. For the new Disadvantage, the character receives a number of Character Points equal to 3 times the die code of the Disadvantage. However, the hero now has a new limitation to contend with!

Special Abilities

Unless the gamemaster decides to reward a character with a Special Ability, it costs 5 times the sum of the Special Ability's base cost plus the current number of ranks in Character Points — and a really

good excuse — to acquire or improve a Special Ability after character creation. A character may improve a Special Ability by only one rank after each adventure, unless there is some compelling reason to allow otherwise. Gamemasters may disallow increases in Special Abilities if they feel the reason for the improvement isn't good enough.

Example: A character has Accelerated Healing at Rank 1. She decides to spend some time in a monastery, learning how to improve it. The cost in Character Points to increase her Special Ability to Rank 2 is 16 (5 times the sum of the base cost of 3 plus the current rank of 1).

Characters can have their Special Abilities weakened and occasionally even lose them entirely, and they get no reward for this. In other circumstances, the character could wish to use all his mental and spiritual resources to defeat an otherwise unstoppable force.

In these instances, by sacrificing one rank in a Special Ability, a character receives 2 times the base cost of the Special Ability in Character Points. If the player wants to remove completely a Special Ability from the character, however, he reduces the Special Ability to one rank, receiving Character Points for each rank lost, as above. In sacrificing the final rank of the Special Ability, the character receives in Character Points 7 times the initial cost of the Special Ability. Costs of Enhancements and Limitations are ignored. The character also, of course, loses all Enhancements and Limitations associated with that Special Ability when he permanently sacrifices it. (Getting the Special Ability back requires the character to spend Character Points for it as a new Special Ability.)

Character Points gained by selling off a Special Ability must be used before the end of the scene. The hero can sacrifice a part of his essence to accomplish legendary deeds, but he cannot use those Character Points to purchase skills or otherwise improve his character. Any Character Points not spent by the end of the scene are forever lost.

The act of losing Special Abilities does not typically count as an action. Even so, some circumstances may justify a Moderate *mettle* roll or the character's complete concentration for a full round to simulate the character summoning his deep inner resources.

The player can combine losing Special Abilities with gaining Special Abilities to simulate an event that alters the character's extraordinary abilities completely. In this case, if the gamemaster accepts the player's explanation, simply trade the hero's current Special Abilities for Character Points and spend them on the desired new Special Abilities.

Gaining & Losing Special Ability Enhancements & Limitations

It is possible for a character to gain or lose control over a Special Ability, beyond what increases in skill and Special Ability rank allow. Unlike Advantages and Disadvantages, Special Ability Enhancements and Limitations are fundamental to a Special Ability's manifestation in a character or item. Enhancements and Limitations must be purchased or overcome with Character Points, representing the character's greater understanding of the Special Ability. Also, the gamemaster may not allow some Limitations to be bought off without an excellent plot-related explanation, especially if the Limitation is physical in nature. Unless the Enhancement or Limitation relates to the character's understanding of the Special Ability, such as many

Minor Stigmas, a reasonable explanation of how the Special Ability has changed is also required.

Gaining a new Enhancement costs 8 times the desired rank times the base cost of the Enhancement in Character Points. Although most Enhancements have several possible ranks that can be purchased in stages, common sense should apply. A Special Ability may obtain new levels for the same Enhancement, but the nature of previously added Enhancements cannot be altered, unless the Enhancements are removed.

Example: An Enhancement that provides an extra effect must be purchased at the full cost of each desired effect. A player could not, for instance, buy one rank of Additional Effect: Energy Sustenance for Attack Resistance, and then later spend more Character Points to increase the Enhancement rank and change it to attack reflection. However, a character with an Additional Effect of stickiness on the Natural Ranged Weapon Special Ability could purchase additional ranks of the version of the Enhancement.

Eliminating a Limitation costs 10 times the die code of the Limitation in Character Points. As with Enhancements, it is possible to buy off a Limitation in stages, if the stages are related. The Debt Limitation probably couldn't be bought down one level at a time, but a Flaw with multiple ranks could be, if the Narrator allowed. The gamemaster may disallow buying off certain variations of Limitations because they are inextricably tied to the related Special Ability.

A character can also remove an Enhancement or acquire a Limitation after character creation. A character who purposely removes an Enhancement from a Special Ability receives 4 times the rank times the base cost of the Enhancement in Character Points. The character can't rely on the Enhancement until the player buys it again. A character who takes a Limitation for a Special Ability after character creation gains 5 times the rank times the base cost of the Limitation in Character Points. Since it is unlikely (though not impossible) that a character would do either of these deliberately, the player must come up with a reasonable explanation for how the Special Ability has become less useful. Again, the gamemaster may take away Enhancement or Limitations based on the adventure situation and does not necessarily have to award points for it.

· GAME BASICS ·

What's in this Chapter

This chapter defines how to play the game, from rolling the dice to using skills. The basic unit of game time, order of play, and what players can have their characters do on a turn are explained. Suggestions for determining the difficulty of actions are offered, including some examples.

The introduction offered an overview of how the game works, so some of this may look familiar. However, this chapter clarifies a lot of special situations that undoubtedly will come up during play.

Rolling Dice

A die code shows how good a character is in a particular area, how harmful a weapon is, how useful a Special Ability or tool is, and so on. Each die code (also known as a value) indicates the number of six-sided dice you roll (1D, 2D, 3D, 4D, 5D, etc.), and sometimes an added bonus of "+1" or "+2" — referred to as pips — you add to the total result you roll on the dice.

An Advantage, Special Ability, or piece of equipment may provide a bonus to the roll. If the bonus is in the form of a die code (such as +1D), then you add the listed number of regular dice to the amount you would roll. If the bonus is in the form of a number (such as +2), then you add the amount to the total that you rolled on the dice.

Example: A shovel adds 1D to digging attempts. A character who decides to dig a hole uses her *lifting* skill. If your character has a *lifting* skill of 4D, you would roll five dice to determine how well your character dug the hole with the shovel.

Wild Die

Whenever any player, including the gamemaster, makes any roll, one of the dice must be different from the rest (in size or color). Designated as the Wild Die, this odd die represents the vagaries of life — like the direction of the wind affecting the flight of a bullet — that are too small to warrant their own difficulty modifiers.

Example: Your character's *Agility* attribute is 3D+1, so if your character tried to jump onto a table, you would roll two regular dice and one Wild Die.

If the player has only 1D to roll, then that one die is always the Wild Die.

If the player rolls a 6 on the Wild Die, this is called a Critical Success and she may add the 6 to her total and roll the Wild Die again. As long as she turns up Critical Successes on that die, she may continue to add them to her total and continue to roll. If she rolls anything other than a 6, she adds that number to the total and stops rolling.

If the player rolls a 1 on the initial toss of the Wild Die, this is called a Critical Failure, and the gamemaster may chose one of two options for the result, depending on the gravity of the situation.

1. The Critical Failure cancels out the highest roll. Then the player adds the remaining values, and the roll is determined normally.

2. Add the dice results normally, but a complication occurs. The gamemaster gauges the significance of the complication by the total generated — from a funny, "nearly didn't do it" result for a high total to a serious, "we have a problem" obstacle for a low total. The gamemaster could even decide that nothing happens — for now — and use it as an excuse to spring a complication at a later time.

When using the second option, make certain the complication chosen relates to the task attempted. It should serve as an extra, minor obstacle the characters must now deal with or, more often, as a place to insert a bit of comic relief. Only on rare occasions (such as numerous poor decisions by the players) should a complication be without solutions or even deadly. The complications can also serve as opportunities to bring nearly invincible characters down to a more reasonable level.

Note: Unlike rolling a Critical Failure initially on the Wild Die, no complications occur when a 1 shows up on later tosses of the Wild Die in the same roll.

Improving a Roll

The average person fails at average activities nearly half of the time. Characters aren't average people, so they need ways to beat those odds. Thus, they have Character and Fate Points, which represent those surges of adrenaline, sudden insights, and other unexplained helpful acts of chance.

Players may not trade Character Points for Fate Points, nor may they trade Fate Points for Character Points. A player may only spend

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Alternate Die Rolling Options ∞

Some gamemasters prefer rolling fewer dice. To this end, a die code simplification chart has been included on page 142. It offers two solutions for reducing the number of dice while retaining some of the randomness of rolling dice.

For converting die codes in the middle of a game without referencing the table, multiply the number in front of the "D" by 3 for tasks that ought to fail (such as the damage resistance total of a cannon fodder character) or 4 for actions that ought to succeed (such as something the players' characters are doing). Add the pips to the total.
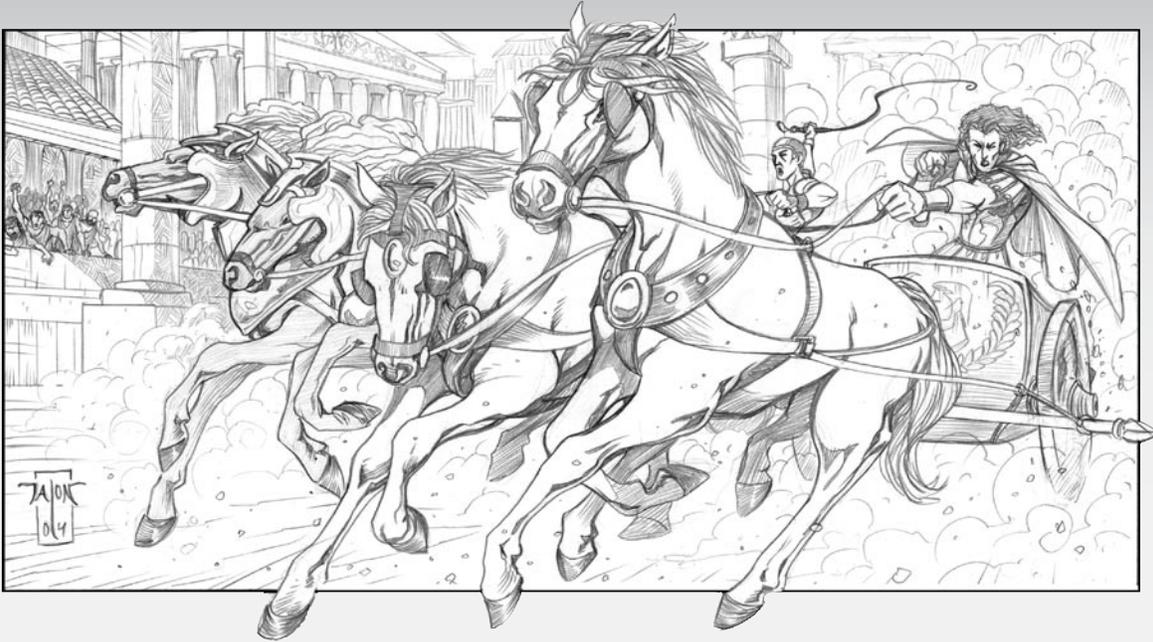
her Character and Fate Points on her character's rolls. She may not spend more Character or Fate Points than the character has listed on her sheet. Except when allowed by the gamemaster for exceptionally cinematic situations, players may not use Character Points and Fate Points on the same roll.

Character Points

Whenever a player makes any roll (attribute, skill, damage, Special Ability, and so on), he has the option to spend Character Points to increase the total rolled. He may spend one Character Point for each extra Wild Die rolled, to a maximum decided upon by the gamemaster and based on the challenge level of the adventure. (For adventures with easy challenges, the maximum is two; for more cinematic adventures, the maximum is five; for universe-shaking ones, the maximum is unlimited.)

A player may choose to spend Character Points before or after he makes a roll — or both — but always before the gamemaster determines the result. The gamemaster need not tell the player whether he should spend more points to improve a roll.

Extra Wild Dice gained from spending Character Points each work like a normal Wild Die except that a Critical Failure counts as a 1; it does not adversely affect the roll. Because of the special nature of Character Point Wild Dice, the player may wish to roll these dice separately from his normal Wild Die.

Once used, the character loses the point. Players get Character Points for their characters by overcoming obstacles, roleplaying well, and having fun. They can also use Character Points to improve skills (see the "Improving Characters" chapter for details).

Fate Points

Each players' character has a personal moral code, generally involving a sense of honor and justice. The devotion to this code is represented by Fate Points. Violating that code takes a little bit away from that nature, which is represented by a loss of Fate Points.

Example: Heroic characters receive Fate Points for doing good, such as protecting innocents, bringing an evil character to justice (regardless of the justice system's final decision), preventing damage, and saving a life (except the character's own). Heroic characters lose Fate Points for performing evil actions, such as stealing, maliciously destroying property, taking a life, and other terrible acts, especially if they use Fate Points to accomplish that harm.

Individual ethical codes may differ from the heroic code, but the more well-defined the code is, the easier it is for the gamemaster to determine when to reward Fate Points — and when to take them away.

When a player feels she needs even greater help for her roll, she may spend a Fate Point to double the number of dice she normally gets for that roll. However, the player only rolls one Wild Die. Furthermore, anything that's not part of the character — weapon damage die codes, equipment bonuses, and so on — is **not** doubled.

Example: Your character has a *devices* skill with a die code of 4D+2. Normally, you would roll three regular dice and one Wild Die and add two pips to the total. But this time, you want to make sure the villain's siege engine can't complete its purpose, so you spend a Fate Point. This allows you to roll seven regular dice and one Wild Die and add four pips to the total (for a total of 8D+4, or twice what you'd normally roll).

Usually, a player may use only one Fate Point per roll per round, though a character may improve several different actions in a round with several different Fate Points expenditures. Particularly beneficial or malicious deeds presented and roleplayed well by the player or gamemaster may allow additional Fate Points to be spent on a single roll.

In the general course of play, a Fate Point is useful for one roll only. However, once per game session, a player may choose to spend a Fate Point **climactically,** which doubles **all** of the character's rolls for that round. The gamemaster also may allow players to spend Fate Points climactically several times during the highest point of the adventure (the climax).

Players may only spend Fate Points before making a roll. Furthermore, double the initial number **before** applying any die code penalties and bonuses.

Once used, the character loses the Fate Point — but she may earn it back at the end of the game if it was used for a deed that supported her moral code. However, if the character used a Fate Point to go against her moral code, the gamemaster may decide that it costs an additional Fate Point.

As characters become more experienced, the gamemaster may include further restrictions on Fate Point use. Gamemasters might allow moderately experienced characters (those with at least 6D in several skills) to spend Fate Points only on actions that promote the story line, while highly experienced characters (those with at least 9D in several skills) might be permitted to use Fate Points only during climactic moments in the campaign.

Using Skills

At those times when there's a chance that a character may fail at an action, that character must make a skill check. The player decides what she wants her character to do and which skill is best for accomplishing the task (sometimes with the help of the gamemaster). The gamemaster determines a suitable difficulty number, which the player must meet or beat by rolling the number of dice in the skill and adding the results.

Untrained Skill Use

If a character doesn't have dice in the skill required to attempt an action, she generally may use the die code of the attribute under which that skill falls. This is sometimes referred to as **defaulting** to the attribute or using the skill **untrained** or **unskilled.** The gamemaster may include an **unskilled modifier** to the difficulty. This modifier takes into account that people who aren't trained or don't have experience in certain tasks usually have a harder time doing them. Typically, this modifier is +5, but it could be as low as +1 for simple tasks or much higher for complex plans. The gamemaster may rule that some situations, such as building a spaceship or performing brain surgery, are impossible for anyone to attempt without the proper training and the correct skills.

When attributes are given in the text along with the skill, such as in spell descriptions, resisting Wounds, and so on, do not apply the untrained modifier. This also includes most uses of *dodge* and *fighting* in combat situations, attempts to find clues in a room with *search,* and resisting interaction attempts or mental attacks with *mettle.*

Game-Enhancing Cards ∞

In this rulebook, you'll occasionally find references to "card use." One of the unique features of certain West End Games systems is their game-enhancing card decks. These cards can help players and gamemasters alter outcomes, influence initiative, and make dramatic scenes even more exciting. You can include one of these decks in your *D6 Fantasy* games with a little tweaking. Check the West End Games Web site, www.westendgames.com, for more information, including deck availability.

Alternate Attribute Option

Sometimes it makes more sense to base a skill on a different attribute than the one it's under by default. In such cases as the gamemaster designates, subtract the skill value from the attribute value to get the number of skill adds. Then add those skill adds to the new attribute and roll away. Some example alternate skill-attribute combinations (and the reason for using each attribute) include:

- **Climbing, jumping, running, swimming:** *Physique* for distance; *Agility* for obstacles
- **Command:** *Charisma* for leading others; *Intellect* for determining tactics
- **Disguise:** *Acumen* for creating the disguise, especially on someone else; *Charisma* for pulling off a disguise
- **Flying:** *Physique* for wings or to represent the physical strain of rapid movement; *Agility* for obstacles
- **Healing:** *Intellect* for information and diagnosing; *Coordination* for performing surgery
- **Riding:** *Agility* for using mounts as a means of transportation; *Agility* for evaluating a mount or another's style
- **Traps:** *Intellect* for information and recognizing systems; *Acumen* for setting traps

Game Time

Generally, time in a roleplaying game doesn't matter too much. A character may spend several hours searching a library, though only a minute passes as far as the players and gamemaster are concerned. To keep the story line moving, sometimes it's necessary to skip the tedious parts.

More intense scenes require more detail. In these cases, time slows to units of five seconds called rounds. Each character may take one action in the round with no penalty. Unless the character has special skills or abilities, additional actions increase the difficulty of performing each task; this concept is dealt with later, in the "Multiple Actions" section. Once a round ends, the next one begins, continuing until the scene ends (with the task completed, the opponent subdued, and so on).

Since all characters in a scene are making actions in the same five-second round, the actual length of game time taken up by an action is usually less than five seconds. This is obviously the case when a single character is performing multiple actions, but it is also true when one character reacts to what another character is doing. Actions in rounds are not simultaneous (actions out of rounds sometimes are).

Initiative

Once rounds have been declared and depending on the situation, the gamemaster applies one of three methods to determine in what order everyone goes. Determining initiative does not count as an action.

Method 1

The first method is to allow whoever makes the first significant action (such as those surprising other characters in an ambush) to act first in the round. The characters retain the same order until the scene ends.

Methods 2 & 3

The other two ways start out the same, by requiring the characters involved to make *Acumen* rolls to generate initiative totals. The gamemaster makes one *Acumen* roll for each character or group of characters he controls, depending on the number and how important each character is to the adventure. The character with the highest roll takes her action first. The character with the second highest roll then takes his action, and so on. After the last character performs her action, the round ends and a new one begins. Note that a character rendered unconscious, immobile, or otherwise unable to act loses his action for that round if he hasn't taken it already.

The gamemaster may chose then to have everyone roll initiative once for the entire scene (the faster method) or roll at the beginning of each round (the more realistic yet slower way).

The gamemaster and players may use Character Points, but not Fate Points, to increase their initiative rolls if they want. Spending one Character Point, for example, allows the player or gamemaster to add the result of one extra Wild Die roll to the initiative roll.

Ties/No Rolls

In the event of ties, or if the gamemaster chooses not to have the players roll to determine initiative, comparing attribute and skill die codes can decide the order of actions. The character with the highest value in the characteristic goes first, and so on. Once a character has a spot in the order, it doesn't change, regardless of how other characteristics compare. Ties are broken by moving to the next factor and looking at those values. The order: (1) ability or talent that allows the character to go first, (2) *Acumen,* (3) *search,* (4) *Agility,* (5) *dodge,* (6) special equipment or situation that allows the character to go before another character.

Optional Initiative Bonus

For every 2D over the base attribute in *search* (round down) or 4D in *Agility* (round down), a character receives +1 to his initiative roll. Every six ranks in a Skill Bonus or Increased Attribute Special Ability that affects *Agility* or *search* provides a +1 bonus.

Performing Actions in Rounds

A character does not need to declare what she intends to do until her turn comes up in the round. Once the character decides to take her turn, she may use as many actions as she wants, but her player must determine the multi-action penalty for the total number of actions that the character wishes to take in that round. The character does not need to declare when figuring the multi-action penalty what she intends to do with all of her actions. Note that waiting counts as an action (once per each time the character wishes to wait). The character may take no additional actions once the multi-action penalty is figured. Any actions calculated into the multi-action penalty but that the character did not use by the end of the round are lost.

A character may take a few actions, wait, take a few more, wait again, and so on, as long as the player has declared a sufficient number of actions in which to do everything she wants her character to do (including waiting).

A character may only interrupt another character's action if she has waited and after that character has made the skill roll and spent any points but before the gamemaster declares the result.

Example: A character surprises a pickpocket. Because she got the jump on him, the gamemaster decides the character may act first in this round. The character decides to wait and see what the thief will do, choosing to take one other action this turn. The pickpocket takes

a swing at her, so the character decides to dodge. If the character has no ability that gives her extra actions, she may take only one action without penalty. She chose to do two, so each action is at -1D. Since her first action was waiting, which doesn't require a roll, the penalty for that action is ignored. However, because dodging requires the roll, it does get the -1D penalty.

Only a few instances exist in which the gamemaster may permit a character to "move up" her turn and react to another character's actions. These include catching a thrown object, resisting certain mental attempts, and other situations that the gamemaster deems appropriate. These do take the character's action, though the player can declare that her character will perform multiple actions in the round. For the most part, having a turn later in the round than another's simply means that another character could take advantage of the situation faster.

Multi-action Penalty

Characters may attempt to perform several tasks in a single round, or, if the action takes longer than one round to complete, in the same minimum time period. The more they try to do, however, the less care and concentration they can apply to each action. It becomes more difficult to succeed at all of the tasks. Thus, for most characters, for each action taken beyond the first, the player must subtract 1D from all skill or attribute rolls (but not damage, damage resistance, or initiative rolls). Thus, trying to do four actions in one round gives the character a -3D modifier to each roll. For characters with an ability that increases their base number of actions, the multi-action penalty doesn't take effect until the character uses up his allotment of actions. For example, if a character with an action allotment of eight per round wants to do nine actions, each of the nine actions is at -1D.

Only equipment and weapons suited for quick multiple actions may be used several times (up to the limit of their capabilities) in a round. Items with little or no reload time, like hands or small melee weapons, are one example of this.

A character may not rely on any skill or attribute reduced to zero.

Actions that Take Time

Each entry on this nonexhaustive list counts as one action taking no more than five seconds to perform. The gamemaster may decide that certain types of actions offer a bonus or special effect and, thus, have requirements to perform. The suggested skill to use with each action is included at the end of the task's description.

Bash: Hit an opponent with a blunt weapon. *(melee combat)*

Catch: Stop the movement of a thrown or dropped object or person. (The catcher must act later in the round than the person doing the throwing or dropping. This is one of the few cases where a character may "move up" his turn.) *(throwing)*

Choke: Grab a person's neck and gripping tightly. *(fighting)*

Communicate: Relay plans or exchange complex ideas and information with other characters (more than a few words or one sentence). (an interaction skill or only roleplaying)

Disarm: Remove an object from an opponent's hand. This action is treated as a called shot. *(fighting, marksmanship, melee combat, throwing)*

Dodge: Actively evade an attack. *(dodge)*

Entangle: Throw an entangling weapon at an opponent. *(throwing)*

Escape: Break a hold. *(lifting)*

Grab: Latch onto an opponent. Depending on where the opponent was grabbed, he can take other actions. *(fighting)*

Kick: Strike out at an opponent with a foot. *(fighting)*

Leap: Jump over an opponent, onto a table, or any other such maneuver. *(jumping)*

Lunge: Stab forward with a pointed weapon, such as a sword or a knife. *(melee combat)*

Move: Maneuver 51% of the character's Move or more around the area. The gamemaster should call only for a roll if the terrain is challenging or the maneuvering complex. During some rounds, the gamemaster may decide that existing factors dictate all movement, regardless of length, require an action. *(running, swimming)*

Parry: Block an opponent's blow. *(fighting, melee combat)*

Pin: Trap an opponent by either holding him to the ground or tacking a piece of his clothing to a wall or other nearby object. When pinning the whole opponent, this is the same concept as tackling. Pinning prevents the victim from using the fastened part. *(fighting, melee combat, marksmanship, throwing)*

Punch: Strike out at an opponent with a fist. *(fighting)*

Push: Forcibly move an opponent. *(fighting)*

Ready a Weapon: Draw or reload a musket or bow, unsheathe a knife, and similar actions. This generally does not require a skill roll, but the gamemaster may chose to require one related to the weapon in question for particularly stressful situations.

Run Away: Flee from the scene. *(running)*

Shoot: Fire a missile or projectile weapon. *(marksmanship)*

Slash: Swing an edged weapon. *(melee combat)*

Tackle: Bodily overcome an opponent. Once tackled, the opponent can do no other physical actions other than speak or attempt to break the attacker's grip. *(fighting)*

Throw a Weapon or Object: Toss something at an opponent. *(throwing)*

Trip: Quickly force one or both of an opponent's legs upward. *(fighting)*

Use a Skill or Ability: Perform a quick action related to a Special Ability the character possesses or a skill he wants to use. A character may not use a Special Ability he does not have, though he may use a skill he has no experience in (possibly at a penalty). Note that some skills and Special Abilities take longer than one action or one round to perform, so trying to do them in five seconds incurs penalties.

Vehicle Maneuver: Perform a stunt in a moving vehicle. *(charioteering, pilotry)*

Waiting: Watch for a better opportunity to perform an action. This does not require a skill roll, but it does take concentration.

Free Actions

Free actions are anything a character can automatically perform except under the most extreme conditions. They don't require a skill roll or much effort. If the gamemaster thinks a task requires concentration (and has a possibility of failure, thus requiring a skill roll), it's not a free action.

A few examples of free actions include:

• determining initiative

• speaking a few words to someone nearby

• a quick glance around a room (and possibly a roll of *Acumen*)

• moving 50% or less of the character's Move over an easy area or up to a meter over more challenging terrain

Additionally, the following player actions do not count as character actions:

• determining initiative

• rolling to resist damage

• rolling *mettle* or *Charisma* to determine the emotional effects of the environment on the character

Related Skills

In some situations, two or more skills may suit the task at hand. The gamemaster can declare that only one is suitable for the current circumstances. Or he can choose the primary one and decide which other skills are appropriate secondary, or related, skills that the character can use to improve his chances with the primary skill. The gamemaster sets difficulties for each skill. The character first performs the related skills, and then he attempts the primary one.

To determine the related skill's modifier to the primary skill, the gamemaster subtracts the difficulty from the total rolled with the related skill; this determines the number of result points from the roll. Then he divides that number by 2, rounding up, to get the modifier to the total rolled with the primary skill. The minimum related skill modifier is 1. If the skill total was **less** than the difficulty, the modifier is subtracted from the primary skill total. If the skill total was **equal to or greater** than the difficulty, the modifier is added to the primary skill total.

The character may perform the related skills and the primary skill successively, but the related skill modifier is only good for the one initially intended attempt and the character must make that attempt within a short time of using the other skills. Should the character decide to perform the primary skill and the related skill at the same time, he takes the multi-action penalty.

Example: Your character wants to carefully place a trap so that the existing structure enhances the trap's design. You decide that the character first examines the room for ideal locations (using the *search* skill). Once examination has been completed and the *search* roll has been made, your gamemaster lets you know that you beat the

difficulty by four points. This gives you a result points bonus of +2. You apply the modifier to your *traps* roll only, which must take place immediately after your character's examination of the wall.

Gamemasters also can use the related-skills guidelines for deciding how well one person can help another person.

Preparing

A character willing to spend twice as much time to complete a task receives a +1D bonus for the die roll for every doubling of time, up to a maximum bonus of +3D. However, the character can do nothing else or be otherwise distracted (such as being beset by arrows at) during this time.

Rushing

A character can also attempt to perform an action that normally requires two or more rounds (10 seconds or more) in less time. The difficulty increases depending on how much less time the character puts into the task: +5 for 25% less time, +10 for 50% less time, and +20 for 75% less time. A character may not perform any task in less than 25% of the normally needed time. Thus, to rush an hour-long research of a wizard's library into 30 minutes, the difficulty increases by +10.

Of course, not every task can be rushed. If in doubt, the gamemaster should ask the player to justify how the character can speed up the task.

Groups

To save time, gamemasters may chose to roll one action for a group of characters he controls. Any number can belong to the group. Each member of the group does not have to perform exactly the same maneuver, but they do need to take similar actions. A gamemaster could make one roll for a pack of wolves who attack different characters, but he would have to separate the pack into those attacking and those circling if the gamemaster wanted to have them perform those distinctly different activities.

Choosing Difficulties

There are two possibilities for assigning difficulties to a specific action: a difficulty number or an opposed roll. Generally, the adventure specifies the difficulty and what skill is needed, but the gamemaster may come across circumstances that were not foreseen. In such cases, use these guidelines to decide what to do.

Certain circumstances (typically involving a character attempting a task without a force actively opposing her, such as climbing a wall or piloting a boat) may call for a static difficulty number. In these cases, select a **standard difficulty** or use a special difficulty. Circumstances involving an actively opposing force call for an **opposed difficulty.**

Standard Difficulties

A standard difficulty is a number that the gamemaster assigns to an action based on how challenging the gamemaster thinks it is. Existing conditions can change the difficulty of an action. For instance, walking has an Automatic difficulty for most characters, but the gamemaster may require someone who is just regaining the use of his legs to make a Very Difficult *running* roll to move even a few steps.

The numbers in parentheses indicate the range of difficulty numbers for that level.

Automatic (0): Almost anyone can perform this action; there is no need to roll. (Generally, this difficulty is not listed in a pre-generated adventure; it is included here for reference purposes.)

Very Easy (1–5): Nearly everyone can accomplish this task. Typically, tasks with such a low difficulty only are rolled when they are crucial to the scenario.

Easy (6–10): Although characters usually have no difficulty with this task, an untrained character may find it challenging.

Moderate (11–15): There is a fair chance that the average character will fail at this type of task. Tasks of this type require skill, effort, and concentration.

Difficult (16–20): Those with little experience in the task must have a lot of luck to accomplish this type of action.

Very Difficult (21–25): The average character only rarely succeeds at these kinds of task. Only the most talented regularly succeed.

Heroic (26–30), Legendary (31 or more): These kinds of tasks are nearly impossible, though there's still a slim chance that lucky average or highly experienced characters can accomplish them.

Opposed Difficulties

An **opposed difficulty** (also called an opposed roll) applies when one character resists another character's action. In this case, both characters generate skill totals and compare them. The character with the higher value wins, and ties go to the initiator of the action.

In an opposed task, since both characters are actively doing something, both the initiator and the resisting character use up actions. This means that the resisting character can only participate in an opposed task either if he waited for the initiating character to make a move or if he was actively preparing for the attempt. Otherwise, the gamemaster may allow a reaction roll of the appropriate skill as a free action in some circumstances, or he may derive a difficulty (see the derived entry under "Special Difficulties" for an example).

Special Difficulties

There are two special and optional difficulties: **Wild Die Only** and **derived.**

Wild Die Only: The standard difficulty of an action may be so much lower than a character's skill value that rolling and totalling dice would waste time. However, the gamemaster may feel that the situation is such that a complication could greatly affect the outcome of the scene. In such cases, the game master may require the player to roll the Wild Die. A Critical Success result indicates that some special bit of good fortune occurred, while a Critical Failure indicates a minor complication. Any other result shows that the result is successful, though nothing special.

Derived: Any time one character does something to another character or animate creature or object, the base difficulty equals 2 times the target's relevant opposing attribute or skill and add the pips. Gamemasters may further modify derived values, as the situation warrants. Derived values do not get the unskilled modifier if they are determined from the governing attribute.

Example: Your character attempts to intimidate a street urchin. The gamemaster could use the standard *intimidation* difficulty of 10 or she could derive one from the urchin's *mettle* skill, or, if he doesn't have one, the governing attribute, *Charisma.* If his *Charisma* has a die code of 3D, then the base derived difficulty is 6.

Generic Standard Difficulties ∞

Level	Number
Automatic	0
Very Easy	1–5
Easy	6–10
Moderate	11–15
Difficult	16–20
Very Difficult	21–25
Heroic	26–30
Legendary	31 or more

Generic Difficulty Modifiers ∞

Modifier	Situational Example
+16 or more	Overwhelming disadvantage: Something affects the skill use in an almost crippling fashion (repairing armor without any proper tools).
+11–15	Decisive disadvantage: The skill use is very limited by circumstance (trying to find someone in complete darkness).
+6–10	Significant disadvantage: The skill use is affected negatively (tracking someone through drizzling rain).
+1–5	Slight disadvantage: There is an annoying problem (picking a lock by candlelight).
-1–5	Slight advantage: A tool or modification that makes the skill use a little easier (a springy surface for *jumping*).
-6–10	Significant advantage: A tool or modification that makes the skill use much easier (rope with knots is used for *climbing*).
-11–15	Decisive advantage: A tool specifically designed to make the job easier (a well-stocked set of herbs and bandages for *healing*).
-16 or more	Overwhelming advantage: An exceptional tool or modification that specifically makes the skill use much easier (complete set of wilderness tools and equipment specially designed to help with *survival*).

Generic Modifiers

The modifiers offered in a skill's list or a pregenerated adventure may not cover all the gamemaster's needs. When conditions arise for which there aren't pre-established modifiers, use the chart herein to help at those times. Gamemasters can add these modifiers to opposed, standard, or derived difficulty values.

Good Roleplaying Modifier

Gamemasters should reward good roleplaying by lowering the difficulty a few points. The better the roleplaying — and the more entertaining the player makes the scenario — the higher the modifier the gamemaster should include.

Unskilled Attempts

Remember that someone without training or experience might, with blind luck, do better than someone with experience — but generally only that one time. There is no guarantee of future success. When a character defaults to the attribute, figure in not only a difficulty modifier of +1, +5, or more, but also adjust the result accordingly; the result won't happen as precisely or stylishly as someone with skill.

Determining Success

If the total rolled on the dice is greater than the difficulty, the attempt was a success. Ties generally go to the initiator of the action, but certain circumstances dictate otherwise (such as the use of some Special Abilities or determining the amount of damage done). The description of the ability, challenge, or activity explains the results.

Result Points

Result points refer to the difference between the skill roll and the difficulty. The gamemaster can use the result points to decide how well the character completed the task. The gamemaster may allow a player to add one-half of the result points (rounded up) as a bonus to another skill roll or *Extranormal* or Special Ability effect. One-fifth of the result points from an attack roll can be included as bonus to damage. (Round fractions up.)

Second Chances

As characters tackle obstacles, they'll find ones that they can't overcome initially. Gamemasters must rely on their judgment to decide whether and when a character may try an action again. For some actions, such as *marksmanship* or *running,* the character may try the action again the next turn, even if she failed. For other actions, such as *crafting* or *bluff,* failing the roll should have serious consequences, depending on how bad the failure was. A small difference between the difficulty number and the success total means the character may try again next round at a higher difficulty. A large difference means that the character has made the situation significantly worse. She will need to spend more time thinking through the problem or find someone or something to assist her in her endeavor. A large difference plus a Critical Failure could mean that the character has created a disaster. She can't try that specific task for a long time — perhaps ever. This is especially true with locks and some devices.

Result Points & Success ∞

Here are some guidelines for describing different levels of success. Use the result points of the roll — the difference between the skill total and the difficulty — to decide on the exact level.

Minimal (0): The total was just barely enough. The character hardly succeeded at all, and only the most minimal effects apply. If "minimal effects" are not an option, then maybe the action took longer than normal to succeed.

Solid (1–4): The action was performed completely, but without frills.

Good (5–8): The results were better than necessary and there may be added benefits.

Superior (9–12): There are almost certainly additional benefits to doing an action this well. The character performed the action better, faster, or more adeptly than expected.

Spectacular (13–16): The character performed the action deftly and expertly. Observers would notice the ease or grace with which the action was performed (if applicable).

Incredible (17 or more): The character performed the skill with such dazzling quality that, if appropriate to the task, it could become the subject of conversation for some time — it's at least worth writing home about. Gamemasters should dole out some significant bonuses for getting this large of a roll.

Example: A character who trying to use the *survival* skill to forage for food gets a *minimal* success — she finds "subsistence level" food; it's barely better than garbage. The next day she gets a *spectacular* result — not only does she locate good, wholesome food, but she finds enough for two days instead of one.

Gamemaster's Fiat

The rules are a framework upon which the gamemasters and their friends build stories set in fantastic and dynamic worlds. As with most frameworks, the rules work best when they show the least, and when they can bend under stress. Keeping to the letter of the rules is almost certainly counterproductive to the whole idea of making an engaging story and having fun. To keep a story flowing with a nice dramatic beat, gamemasters might need to bend the rules, such as reducing the significance of a modifier in this situation but not in another one, or allowing a character to travel a meter or two beyond what the movement rules suggest.

Common Difficulties & Modifiers

You can find the more commonly referenced difficulties listed on the Reference Sheet at the back of this book. With these plus the generic difficulties and modifiers described previously, you can run just about any adventure. The next several chapters include more, and more detailed, difficulties.

Chapter VI
· Movement ·

What's in this Chapter

Getting from here to there by any means – running, swimming, flying, using a vehicle, you name it – is what this chapter's all about.

Running

The difficulty to cover rapidly a distance on foot is determined by the number of extra movements the character takes. One movement equals the character's Move value; two movements equals twice the Move value, and so on. For each movement beyond the first, add 5 to the base difficulty of zero.

Example: A character with a Move of 10 who wants to move 20 meters in one round has a *running* difficulty of 5, while a character who wants to move 40 meters has a difficulty of 15.

A character who fails his *running* roll in the first round covers only his Move or may even trip, depending on how badly the player missed the roll. See the "Accelerating and Decelerating" section for details on what happens in subsequent rounds.

Swimming

A hero's swimming Move equals half his normal Move (rounded up). One movement while swimming equals the swimming Move, two movements equals twice the swimming Move, and so on. Increasing this rate likewise increases the base difficulty of 5 by +5 for each movement beyond the first. Thus, the difficulty for a character to move 2 times his swimming speed is 10 (5 for the base difficulty plus 5 for the additional movement).

Without preparation, a character may hold his breath for a number of seconds equal to 5 times a roll of his *Physique* or *stamina*. Pre-oxygenating his lungs gives a character a bonus. The maximum any character can hold his breath with preparation is 10 times a roll of his *stamina* in seconds, though this requires having the *stamina* skill. The bonus should be much less for the average person.

A character who fails his *swimming* roll begins to drown, taking 1D in damage each round that he misses his roll. Furthermore, difficulty to remain afloat increases by +3 for each round that the character misses the roll. The damage total and the *swimming* modifier are cumulative and the failed rounds need not be consecutive (though they must be within the same period of time spent in the water).

Climbing

Characters who have the *climbing* skill can move up a surface at their normal Move (barring adverse environmental factors) with a base difficulty of 5. Those without such a skill move at half their normal movement rate. Increasing the rate increases the difficulty by +10 for each additional one-half of the base climbing Move (rounded up).

Example: A character with a running Move of 10 and without the *climbing* skill wants to move quickly up a tree. His base climbing Move is 5. To increase this to eight meters per round means a difficulty of 20 (5 to climb the tree plus +10 to increase the movement by one-half, or three meters, of his base climbing Move).

Additional modifiers can be found in the "Example Skill Difficulties" chapter.

Jumping

A character's total leaping distance (vertically and horizontally) from a standing position equals one-quarter of his Move in meters (rounded up). The base difficulty is 5 to move this distance, and +10 for each additional two meters (vertically and horizontally) the character hopes to cover. If there is enough room, the character may try running before jumping. The character may add 5 to his skill total per round of the running start, up to a maximum of +10 (two rounds). The character must have beat the *running* difficulty in both rounds in order to get the full bonus.

Additional modifiers can be found in the "Example Skill Difficulties" chapter.

Movement Difficulty Modifiers ∞

Base Difficulty for Characters: 0 (running); 5 (other movement)

Situation	Modifier
Easy terrain (flat surface, smooth water, using a ladder, light breeze, light rain or fog)	0
Moderate terrain (uneven surface, small obstacles, choppy water, climbing a tree, strong winds, heavy rain or fog)	+5
Rough terrain (large but negotiable obstacles, strong undercurrent, climbing a rough wall, flying near unyielding obstacles such as pillars or trees)	+10
Very rough terrain (dense and large obstacles, stormy weather, a few airborne hazards, hail)	+15
Hazardous terrain (minefield, narrow walkway, many airborne hazards, large waves, climbing a smooth surface, complete darkness)	+20
Very hazardous terrain (corridor filled with falling debris and explosions, swimming or flying in a hurricane)	+25 or more

Flying Characters

Characters who fly do so at the base rate designated in the Special Ability, spell, miracle, or equipment description. To increase this rate, use the same rules as for running, except that the character relies on the *flying* skill. Characters may not use this skill unless they have a means of propelling themselves through the air.

See the "Vehicles and Aerial Characters" section later in this chapter for more details on flying movement.

Short Distances

A character may move up to 50% of his movement rate (swimming, flying, or base Move) without this counting as an action. Thus, a character with a base Move of 10 could move five meters on land or 2.5 meters in the water with no action penalty.

Maximum Movement

Characters may perform only one movement action of each type per round, unless a Special Ability allows them to do otherwise.

Gamemasters may choose to limit the speed at which characters may travel to 4 times the Move rate for each type of movement.

Accelerating & Decelerating

When it becomes important to the scenario, such as a race or a chase scene, the gamemaster may choose to include acceleration and deceleration maximums.

A character may increase or decrease his current movement rate by up to 2 times that rate, regardless of whether his movement roll would allow him to travel a greater distance. The maximum increase or decrease is 2 times the character's base Move for that type of movement.

Example: A character with a base walking Move of 10 has a maximum swimming change of 10 — 2 times his swimming Move of 5.

Example: A character with a Move of 10 is chasing a thief, who just swiped his coin bag. In the first round, he may move up to 20 meters, which has a *running* difficulty of 5. In the second round, he can increase his speed to 40 meters, which has a *running* difficulty of 15. If, in the second round, the player generates a *running* total of 20, by the acceleration rules, he may only move 40 meters, even though his *running* total meets the difficulty to move 50 meters.

Similarly, if a character does not make a movement roll that would allow him to move at the previous round's rate, that character automatically slows by 2 times his base Move. In other words, subtract 2 times the base Move from the current movement rate to get the new movement rate. If this makes the current movement zero, then the character stops. If it's less than zero, the character trips.

Example: The character chasing the thief increased his speed to a rate of 40 meters per round. To maintain this speed, his player needs to continue generating a total of 15 with the character's *running* skill. If the player gets less than 15, then his character's speed drops to 20 meters per round (40 minus 2 times her base Move of 10).

Fatigue

Keep in mind that most characters cannot move rapidly for long periods of time. Determine a suitable length of time depending on existing conditions, the *Physique* of the character, and any relevant Special Abilities she has. Any additional fast movement beyond that predetermined length requires a fatigue modifier of +3 to the difficulty for each additional round that she continues running. The modifier is cumulative. Thus, one round beyond the maximum is +3, two rounds is +6, and so on.

The gamemaster may use the fatigue modifier for any repetitive action performed for an extended period of time. They can also use it as the modifier to a base difficulty of 5 when using the *stamina* or *mettle* skill in an attempt to overcome the fatigue.

Other Movement Options

The gamemaster may include additional modifiers or require an additional related skill roll for any form of movement, depending on surrounding conditions, such as high winds, numerous obstacles, slick surfaces, sharp turns, and so on.

Vehicles & Aerial Characters

Vehicle actions work like normal character actions, with some additional game mechanics for special situations.

Much of the information found in this section applies equally well to flying characters and creatures, particularly the details on stunts.

Vehicle Movement

Vehicles, including those pulled by animals, have five speeds of movement: stopped, cautious, cruising, high, and all-out. Drivers and pilots of vehicles may make one movement action per round.

 • **Stopped:** The vehicle is motionless. This requires no roll.

 • **Cautious:** The vehicle travels at half its Move. This is generally a free action requiring no roll, but terrain conditions may increase it from its base difficulty of zero.

 • **Cruising:** The vehicle travels at its Move. This requires an action, but since it has a base difficulty of zero, the character need only roll if movement conditions dictate otherwise.

 • **High:** The vehicle travels at twice its Move. This requires a *charioteering* or *pilotry* roll with a base difficulty of 5, modified by existing conditions.

 • **All-out:** The vehicle travels at four times its Move. This requires a *charioteering* or *pilotry* roll with a base difficulty of 10, modified by existing conditions.

Vehicles may travel anywhere between half their current speed and the full current speed at each level. Rapid acceleration and deceleration are considered stunts and dealt in the next section.

Use the running rules earlier in this chapter to determine the rate at which creatures pulling the vehicle travel. Each vehicle lists the pulling rate for the animal while attached to it.

Stunts

For normal vehicle use or casual flying under ideal conditions, a character need not make a skill roll. When the conditions turn less than favorable or he decides to attempt a fancy maneuver, his *charioteering* or *pilotry* skill plus the vehicle's Maneuverability code or his *flying* skill determines his success. A character's *animal handling* roll may help (or hinder!) the operation of vehicles pulled by creatures.

Rapid acceleration and deceleration also warrant rolls, enhanced by the vehicle's Maneuverability, to see if the operator maintains control. These maneuvers have an initial difficulty equal to the speed at which the vehicle is traveling, adjusted based on existing conditions (see the "Stunt Difficulties and Modifiers" chart for some suggestions). A vehicle may reduce or increase movement by two levels in one round. Failing this roll means that the character has lost control for one round. If some immovable force doesn't stop the vehicle or character during that round, he may attempt to regain control on the following round.

Captains in charged of crews need to make periodic *command* rolls. (See the *command* entry on page 76 for difficulty suggestions.) Based on the difference between the difficulty and the roll, the crew might help or hinder the pilot's efforts — and perhaps even that of the gunners!

For land vehicles, if the character fails the *charioteering* roll, the vehicle misses its target, veers to the side, and stops — perhaps even loses its pulling creatures or topples over if the roll was bad enough. If the vehicle can still move, the character must then

Stunt Difficulties & Modifiers ∞

See also the "Sailing Ships" sidebar for other modifiers.

Condition	Difficulty Modifier
For All Vehicles	
Docking (water), "parking" in a specific spot (land)	+6
Regaining control (in situations other than sideswiping)	+15
Moving on a straight way	0
Sideswiping	+10
Easy turn (less than 45 degrees from current direction)	+3
Fast 45-degree turn	+6
Fast 90-degree turn	+12
Fast 180-degree turn	+18
For Water or Magical Vehicles	
Ramming	+10
For Land and Water Vehicles	
Moved or moving over debris	+3
Limited maneuvering or docking area	+3
For Land Vehicles	
Off-road	+6
For Aerial Characters and Creatures	
Unlimited landing area	-3
Limited landing area	+3
Almost no landing area	+6
Rough or unsteady landing area	+3 or more
Climb or dive of 45 degrees or more from current direction	+6 or more

Terrain Conditions

For modifiers due to various terrain or weather conditions, use the "Movement Difficulty Modifiers" table.

Vehicle Familiarity

Use the following table when a character is not familiar with the vehicle she needs to operate. If the character does not have the *charioteering* or *pilotry* skill at all, these difficulties are in addition to the untrained modifier.

Vehicle Type	Modifier
Very common or simple (wagon, canoe)	+3
Common (chariot, carriage)	+6
Moderately common (rowboat)	+8
Uncommon (small sailboat)	+11
Unusual (large sailing ship)	+14
Rare (vehicle using an uncommon animal)	+17
Exotic (vehicle from the future)	+20
Has a manual or instructions for the vehicle in a language the character can understand	-3

∞

spend one round regaining control of the animals and another in getting the vehicle back where she wants it. Should the character instead succeed, she keeps the vehicle reasonably straight and may try for another stunt on the next turn.

If a character wishes to perform any other actions in addition to *charioteering. pilotry,* or *flying,* he must make the appropriate skill rolls for all actions, reduced by the multi-action penalty, regardless of the situation. The base difficulty for normal operation becomes 5. Stunts still have their established base difficulties.

Ramming & Sideswiping Vehicles

Ramming is done with the nose of a vehicle, while sideswiping is done with its side. Only water vehicles or magical conveyances not requiring animals to pull it may ram. Any vehicle may sideswipe.

The pilot of a water vehicle that rams another vehicle automatically loses all actions the next round, trying to keep the boat from tipping or spinning. About the best she can hope for is to limp back to land.

Both vehicles take damage (the mechanics of this are explained later in this section) in a successful ram or sideswipe.

Targeting the Creatures

If the creature pulling a vehicle is incapacitated or killed, the vehicle is considered to crash at its current speed. (This is also the case if only one creature in a team is killed or incapacitated.) The game characteristics for a typical horse are given on page 126.

Rather than killing the creatures or creatures, an attacker might try to "spook" it or them. All but the best-trained horses will be spooked by explosions or fire. To spook a creature, a character must have the means at hand to create such an effect (such as a flintlock pistol or a *mystic bolt* spell), and must generate an *intimidation* total against the creature's *mettle* or *Charisma*. If the intimidation total meets or beats the creature's total, the effect spooks the creature.

With a scared creature, the driver of the vehicle must generate a *charioteering* or *pilotry* total (including the Maneuverability) against a difficulty equal to the animal's *mettle* or *Charisma* total +9 to bring it under control. If the driver fails, the creature gallops away at top speed, towing the vehicle behind it. If the creature is a member of a team, the entire team panics and gallops off. The creature and carriage travel at "panic speed," a rate equal to 4 times the creature's Move.

Each round, the driver can make another *charioteering* or *pilotry* roll to gain control of the creature or creatures. For each round that the vehicle is traveling at panic speed, it suffers damage as if it had been hit by an attack (equal to 5D on a road or smooth surface, 6D when on rough ground). Obviously, a panicked team can easily destroy a carriage.

Vehicle Attacking & Dodging

The base difficulty to hit a vehicle is 10, modified by distance and the sizes of the attacker and the defender (using the scale modifier listed in the "Combat Options" chapter). That means a person shooting a large carriage has a +6 to his attack total, while a carriage sideswiping another carriage has no modifier.

If the driver wishes to fire a weapon, she must make both an Easy *charioteering* or *pilotry* roll (modified by the vehicle's Maneuverability code) and a *marksmanship* roll. Because she's doing two actions, she also incurs a multi-action penalty to both rolls. Passengers may shoot with few or no penalties. (Note that these actions would not be possible in some vehicles.)

A character may also attempt to maneuver the vehicle out of the way of incoming projectiles or other vehicles. Instead of the *dodge* skill, the character uses her *charioteering* or *pilotry* skill plus the vehicle's Maneuverability code. Use the active partial or full defense rules for characters to determine the new defense total. The defense total becomes the new combat difficulty and is in effect until the character's turn in the next round.

Vehicle Damage

When a vehicle takes damage from a weapon or another vehicle, it's the level of destruction that matters. For this reason, vehicles simply use a dam-

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Sailing Ships ∾

To determine a random wind speed, once per day, roll one Wild Die, taking a Critical Failure result as a 1 but treating a Critical Success as normal. To get the number of meters per round, subtract 1 from the final value. To find the direction, roll one regular die and compare the result to the "Situation" table.

Gamemasters may use these modifiers instead of or in addition to the weather modifiers listed in the "Movement Difficulty Modifiers" table.

Result	Wind Speed	Difficulty Modifier
0	Becalmed* (0–5 kph, 0–0.3 m/round)	—
1	Light breeze (6–19 kph, 0.4–1 m/round	+5
2	Moderate winds (20–38 kph, 1.1–2 m/round)	0
3	Strong winds (39–61 kph, 2.1–3.4 m/round)	-5
4	Gale** (62–86 kph, 3.5–4.9 m/round)	+5
5	Storm** (87–116 kph, 5–6.5 m/round)	+10–15
6 or more	Hurricane** (117 or more kph, 6.6 or more m/round)	+20

Result	Situation	Modifier
1	Sailing into the wind	+15
2	Close hauled (wind from 45 degree off bow)	+10
3, 4	Reaching (wind from either side of the vessel)	0
5	Quartering (wind from 45 degrees off stern)	-5
6	Running free (wind from directly behind)	-10

No movement possible.

**Loss of control in a gale, storm, or hurricane indicates travel at* all-out *speed in direction of the wind.*

age level system (similar to Wounds), rather than having Body Points. Use the following guidelines and compare the result to the "Vehicle & Passenger Damage" chart to figure out the level of damage the vehicle has sustained. (Injury to creatures is determined separately and using the same rules as characters.)

A vehicle's damage resistance total equals its Toughness plus the value of any armor. Character Points or Fate Points may not be spent on this roll.

With weapons, compare the weapon's damage total to the target's damage resistance total.

Modify the damage total of the attacker or the damage resistance total of the target by the scale modifier, as appropriate for the situation.

When a vehicle collides with something else, decide how fast it was going when it made the collision and modify it based on the circumstances of the collision. Compare that to the damage resistance total. Should two vehicles be involved, both take damage. See the sidebar for the speed and collision modifiers.

Note that destroying a vehicle does not necessarily immobilize the creatures pulling it. Creatures well integrated are trapped, while those hitched with a couple of rods in front simply end up pulling that part of the vehicle away.

Crew & Passenger Injuries

Depending on how badly damaged the vehicle becomes, the crew and passengers may be harmed, too. Use the "Passengers Suffer" column of the "Vehicle & Passenger Damage" chart as a guideline. Adjust it based on how much the passengers are exposed (for example, open wagons and canoes offer little protection to their cargo).

SPEED DAMAGE MODIFIER ∞

Level*	Damage
Stopped	2D
Cautious	4D
Cruise	6D
High	8D
All-out, panic speed	10D

Level at which the damaged vehicle is traveling.

COLLISION DAMAGE MODIFIER ∞

Situation	Modifier
Head-on	+3D
Rear-end, sideswipe	-3D
Nose to side	0
Into something very hard	0
Into something yielding	-1D or more

Note: Modifiers are cumulative. Situation is the one in which the damaged vehicle is.

VEHICLE & PASSENGER DAMAGE ∞

Damage Total > Resistance Total By	Vehicle Damage	Passengers Suffer …
1–3	Very Light	No damage
4–8	Light	1/4 damage total
9–12	Heavy	1/2 damage total
13–15	Severe	3/4 damage total
16+	Destroyed	All damage total

Note: All modifiers are cumulative. A vehicle may take an unlimited number of Very Light and Light levels of damage until it receives Heavy damage. At Heavy or above, any additional level of damage above Very Light bumps the damage to the next level.

Very Light: The vehicle's Maneuverability drops by 1D for this round and the next.

Light: Either the vehicle's Maneuverability drops by 1D, or top Move speed is decreased by one level. The drop or modifier remains until repaired.

Heavy: Either the vehicle's Maneuverability drops by 2D, or top Move speed is decreased by two levels. The loss or modifier remains until repaired.

Severe: The vehicle is out of control, decelerating by two levels each round until it comes to a stop or crashes into something.

Destroyed: The vehicle will never operate again.

Leaping Out of a Vehicle

Leaving a land or water vehicle moving at less than 10 kilometers per hour is a Very Easy *acrobatics* or *Agility* roll (or *jumping* if the character leaps from the vehicle). Unless the character lands wrong (by failing the roll), he receives no damage. Otherwise, he takes six points of damage or loses one Wound level.

Repairing a Vehicle

The difficulty to repair a damaged vehicle depends on the amount of damage and availability of parts and tools. See the *crafting* skill description in the "Example Skill Difficulties" chapter for difficulty and modifier suggestions.

Sample Vehicles

See the "Equipment" chapter for sample land and water vehicles, their costs, and their game characteristics.

· COMBAT ·

What's in this Chapter

This chapter provides an extended description of one of the most rules-intensive aspects of roleplaying: combat.

When resolving a situation calls for force, time becomes broken into rounds, which were discussed in the "Rounds and Initiative" section of the "Game Basics" chapter. Within these rounds, three steps occur: (1) generating initiative; (2) attacking and defending; (3) determining damage; (4) repeating the steps, if necessary. Discover herein what happens in each of those steps.

Step 1: Generating Initiative

As discussed in the "Game Basics" chapter, determine initiative based on the first significant action or on initiative rolls. Then go on to Step 2.

Step 2: Attacking & Defending

This is where the interesting stuff happens. The person whose turn it is gets to decide what type of action her character is going to do. Once she chooses, she makes a skill roll.

Note that a character need not attempt to engage in combat, but this chapter only discusses what to do if the player decides to attack, defend, or do both (typically with a multi-action penalty).

Base Combat Difficulty

The base difficulty to attack someone is 10 (called the target's passive defense value) or the target's active defense value, modified by range and other factors.

Active Defense

The target character can opt to use an "active defense," which affects all attacks that occur after the defender's turn in the current round but before the defender's turn the next round. Active defenses are defensive maneuvers that the target consciously exercises, such as dodging, blocking, or parrying. Each of these is represented by a skill and counts as an action.

A character may make an active defense only when his turn comes up in the initiative line, but the total for the roll is effective for all relevant attacks made against the character that occur after the character's current turn but before his turn in the next round.

Remember: If a character acts later in a round than the character attempting to hit him, he cannot take his turn sooner and use an active defense to replace the passive defense value — his reactions just weren't fast enough.

If the roll is lower than the passive defense value, the character has succeeded in making himself easier to hit — by miscalculating where the attack would be placed and actually getting in its way.

The active defense total is modified as the situation dictates.

Dodge: The character attempts to anticipate the final location of an attack from any source and be in another place when it comes. This is done by rolling the *dodge* skill.

Block/Parry: The character attempts to stop his opponent's attack by intercepting it and either stopping it with a block or deflecting it with a parry. The character may roll his *fighting* or *melee combat* (if he has something in his hands) to block it. If the character uses a sharp weapon (sword or dagger, for example) to parry an unarmed blow and is successful at the block, the attacker takes damage from the weapon. However, do not add the defender's *Physique* to the listed weapon damage score when determining injuries inflicted this way.

If the opponent strikes at the character with a bladed hand weapon and the character uses any part of his body to intercept the attack, the defender always takes the weapon's damage total. If the block was successful, then the attacker's Strength Damage is not added to the listed score. If the block was unsuccessful, then the target character takes damage as normal. The character may avoid this aspect by having armor, a special ability, or a suitable close combat specialization in melee parry.

Full Defense

A character who foregoes all of her actions for a round to completely protect herself from attacks makes a **full defense.** The total rolled by the skill plus 10 takes the place of the base combat difficulty from the time the character makes the full defense on her turn to her turn in the next round.

Full active defense value = any active defense skill roll + 10

Vehicle Combat ∞

When characters use vehicles, the basic combat rules are the same; the difference exists in which skill to use. Vehicles cannot block or parry. The driver may only make defensive maneuvers ("dodge"); he uses his *charioteering* or *pilotry* plus the vehicle's Maneuverability rating to determine the new combat difficulty. Ramming or sideswiping with a vehicle requires the driver to make a *charioteering* or *pilotry* roll (see the "Vehicles and Aerial Characters" section of the "Movement" chapter for details).

Partial Defense

A character who chooses to do something else in addition to guarding against attacks may take a **partial defense.** In this case, the active defense roll replaces the base combat difficulty from the time the character takes his turn in one round to his turn in the next round. This total replaces the base combat difficulty even if the result is less than 10.

Partial active defense value = any active defense skill roll

Since the character is taking multiple actions, the multi-action penalty applies.

The gamemaster may call for a partial defense roll (as a free action) if he decides that the character might have a little awareness of an impending attack, yet not enough foresight to prepare for it.

Optional Passive Defense Modifier

For every 2D in *Agility* or *dodge* above 4D (round up), a character receives a +1 to her passive defense value. This modifier does not affect the character's active defense total. Every six ranks in a Skill Bonus or Increased Attribute Special Ability that affects *Agility* or *dodge* provides a +1 bonus, as specified for the skill in question.

Example: A character with 4D in *Agility* gets no bonus, while a character with 7D in *acrobatics* has a +2 bonus.

Combat Difficulty Modifiers

Here are a few of the most frequently used modifiers to the combat difficulty. Others are discussed in "Combat Options" chapter. Regardless of the number of modifiers used, the total combat difficulty may never go below 3.

The gamemaster rolls the indicated modifier and adds it to the combat situation. A standard modifier is included in parentheses after the die modifier, should the gamemaster prefer not to roll.

Range: The effectiveness of a punch, weapon, Special Ability, or any other attack made at a distance depends on its range. All range modifiers are added or subtracted from the combat difficulty.

Note that, unless a special maneuver allows otherwise, characters may use unarmed close combat attacks at Point Blank range only. In most cases, this is true for using various melee weapons as well, though the distance can be increased to Short range if the weapon is longer than two meters. For instance, a character with a long wooden plank can whack an opponent at Point Blank or Short range.

Cover: When a target is protected by something —poor lighting, smoke, fog, a table—it makes her harder to hit. This is represented by a cover modifier, which is added to the combat difficulty.

Aiming: Aiming involves careful tracking of the target. Characters may perform it against moving targets, but they cannot themselves do anything else in the round in which they aim. Each consecutive round of uninterrupted aiming adds 1D to the character's *marksmanship* or *throwing* skill, up to a maximum bonus of +3D.

Determining Success

Once the combat difficulty has been determined, the attacker rolls the die code in his character's combat skill and compares the total to the combat difficulty. If it equals or exceeds the combat difficulty, the attack hits, probably doing damage or having another effect that the attacker intended. If it was less than the combat difficulty, then the attack misses.

Step 3: Determining Damage

If a character successfully hits his target, he may have done damage to it. To determine the amount of injury caused, roll the damage die

Common Combat Difficulty Modifiers ∞

Range

Range	Distance to Target	Modifier
Point Blank	0–3 meters	-5
Short	3 meters to first value*	0
Medium	First to second value*	+5
Long	Second to third value*	+10

Values refer to values given in the weapon's range listing.

Estimating Ranges

Gamemasters who aren't interested in looking up weapon ranges and figuring out the distance to the target can estimate what modifiers to use with these guidelines.

⊗ A target within a few steps of the attacker is a Point Blank range.

⊗ An attacker firing a long bow at a target across a large chamber shoots at Short range, while an attacker throws a knife at the same target at Medium range.

⊗ Most projectile combat taking place outdoors is at Medium to Long range.

Cover

Situation	Modifier
Light smoke/fog	+1D (+3)
Thick smoke/fog	+2D (+6)
Very thick smoke/fog	+4D (+12)
Poor light, twilight	+1D (+3)
Moonlit night	+2D (+6)
Complete darkness	+4D (+12)
Object hides 25% of target	+1D (+3)
Object hides 50% of target	+2D (+6)
Object hides 75% of target	+4D (+12)
Object hides 100% of target	*

If cover offers protection, the attacker cannot hit the target directly, but damage done to the cover might exceed the Armor Value it provides, and, indirectly, damage the target. Most of the time, the attacker must eliminate the cover before having a chance to hit the target.

code for the weapon, including any modifiers from a special combat action, such as a sweep attack or hit location. Some weapons list their score as a die code with a plus sign ("+") in front of it; in this case, add the damage die code to the attacker's Strength Damage die code, add modifiers, and roll. If the gamemaster chooses to use the optional damage bonus, this is added to the total at this time.

After the player or the gamemaster has figured out how much damage is done, go to the "Damage" chapter to determine how much of that damage the target sustained.

Determining Strength Damage

To figure the Strength Damage die code, drop the pips from the character's *Physique* or *lifting* die code (but include any relevant Disadvantages or Special Abilities), divide the number by 2, and round up. The Increased Attribute: Physique Special Ability affects the total.

Optional Damage Bonus

The combat skill roll is supposed to reflect the accuracy of an attack. Therefore, gamemasters may reward high rolls for players' characters and significant gamemaster characters with a bonus to damage. Subtract the difficulty of the successful attack from the skill total and divide this number by 5, rounding up. Add this damage bonus to the damage total before comparing it to the resistance total. If the gamemaster uses the damage bonus in combination with a called-shot hit location, the bonus is in addition to the damage modifier except for attempts on an arm, leg, or hand. In those cases, ignore the damage bonus.

For Special Abilities and *Extranormal* skills that require a combat roll to target them, the gamemaster may allow the combat roll's damage bonus to apply to the ability's roll.

Step 4: Repeat

If the fight isn't finished after one round, then return to Step 1 in the "Combat" chapter and do it all over again. Repeat these steps until the fight is resolved in favor of one side or the other.

Combat Summary

You can find a summary of the information in this chapter on the Reference Sheet included in the back of this book.

Combat Example

To give you an idea of how all this works, here's a typical exchange between a player's character and one of her opponents.

Gamemaster: Okay, we're in combat rounds now. Everyone make a *Acumen* roll. (All players and the gamemaster roll their dice.) Anyone roll higher than 20?

Cian: Yeah, I rolled a 23!

Gamemaster: All right, what do you want to do?

Cian: Ah, that depends. What're the goblins doing?

Gamemaster: As one runs across the street towards you, another levels his crossbow at you, and a third grabs a villager.

Cian: I'm going to take two actions. First, I'll shoot at one of the goblins with my crossbow, and then I'm going to dodge out of the way.

Gamemaster: Okay, you lose 1D from each action and you don't get the full defense bonus, since you're taking two actions.

Cian: (Rolls her character's *marksmanship* dice.) I rolled a 6 on the Wild Die! (Rolls the Wild Die again.) All right, that's a total of 21!

Gamemaster: You nailed him! Roll damage.

Cian: (Rolls her crossbow's damage dice.) I rolled an 18.

Gamemaster: (Using the Wounds system, he rolls the goblin's *Physique* to resist the damage.) Whoops! I rolled a 1 on the Wild Die. That leaves a total of 2. Well, that's 16 points over the resistance total,. The optional damage bonus adds +2 and brings the total to 18. This definitely puts him at the Dead level! Your crossbow bolt catches him right in the chest and he's thrown backward, landing with a fail of limbs in the dirt. Okay, now make your *dodge* roll. *(Note that if the gamemaster had decided to use the Body Points system, the merc would not have made a resistance roll, instead taking the full 18 points of damage.)*

Cian: (Rolls her character's *dodge* dice.) Well, I rolled a 13, but something tell's me that's not going to be high enough, so I'm going to spend a Character Point.

Gamemaster: Okay, roll another die and add it.

Cian: (Rolls one more die.) I rolled a 5, so that's a total of 18. I'll stick with that.

Gamemaster: Okay, the goblins get to go now. The one readying his crossbow fires. (Checks range and then rolls the merc's *marksmanship* dice.) That's a 17.

Cian: I rolled an 18 for my dodge this round. Good thing I spent that Character Point!

Gamemaster: That's right, so the goblin's bolt lanced straight toward you and you just barely manage to jump out of the way. On to the next one ...

· DAMAGE ·

WHAT'S IN THIS CHAPTER

Injury can come from all sides. This chapter describes two methods of figuring out how hurt a character is, plus a few sources of damage other than weapons.

BODY POINTS VERSUS WOUND LEVELS

The Body Points system has the advantage of a gradual fall into death and a more rapid healing process. The Wound levels system brings it on faster and is slower to heal. Which the gamemaster chooses to use depends on how deadly he wants the game.

Furthermore, gamemasters should feel free further adjust the deadliness of their games by giving characters more or less Body Points or Wound levels, by adding a modifier to the damage resistance total, or by adjusting the effects of each Wound level.

DAMAGE & BODY POINTS

Once the player or gamemaster has her character's resistance total, subtract the attacker's damage total from the target's damage resistance total and subtract that number from the total Body Points the character has remaining. If the gamemaster chooses, she may compare the number of Body Points the character has remaining to the "Wound Level" table to determine what level of injury the defender sustained and what its effects on the character are.

If the damage resistance total is greater than or equal to the damage total, the defender incurs no injuries (beyond an annoying bruise, a shallow scrape, a light burn, or dinged protective gear).

DAMAGE RESISTANCE TOTAL

The damage resistance total equals a roll of the target character's die codes from armor or Special Abilities (such as Attack Resistance) minus any modifiers from disease, ingested poisons, or other debilitating circumstances (such as an appropriate Hindrance). A player may improve his character's resistance total by spending Character

DAMAGE & GAMEMASTER'S CHARACTERS ∞

To reflect the average nonplayer character's relative unimportance to the universe, gamemasters may wish to lower the gamemaster character's Body Points or Wounds. For pure cannon fodder any damage over a roll of their *Physique* might cause them to keel over, while the main villain and her most important henchwomen should get the full complement.

MISCELLANEOUS DAMAGE ∞

Here is a small selection of various other harmful things that players may encounter during their adventures. Generally, no attack roll is necessary for any of these to affect a character, though such a roll would be required if a person could somehow attack with it. The gamemaster determines what, if any, benefit armor and similar protection provides. Some equipment may even increase the damage! Damage is otherwise determined as per the combat rules.

Except falling, all damage is done per round of close contact. The gamemaster may decide that certain types in certain situations also affect characters at a distance.

Type	Damage
Botulism (severe case)	4D
Cold (extreme)	1D
Nightshade (fatal dose; damage after 1 hour)	8D+2
Falling	1D per
(for fall of 3 meters or more)	1.5 meters
Fire (torch-size)	1D
Strong acid	
(undiluted, any amount)	2D+1

Points or a Fate Point on this roll.

If the character has no armor or Special Abilities, then the character has a damage resistance total of zero, and the player makes no roll. However, he can still spend Character Points, using them as a base damage resistance total. Spending a Fate Point allows the player to roll his character's *Physique*. Totals determined from spending points are adjusted as normal, including negative and positive damage resistance modifiers.

STUN DAMAGE

For weapons that do stun damage, after the damage total is determined but before applying it, subtract a roll of the target's *Physique* or *stamina* from the damage total. If the victim suffers at least one point of damage, that character goes unconscious for a number of minutes equal to the difference between the resistance total and the original damage total.

DAMAGE & WOUND LEVELS

Once the player or gamemaster has her character's resistance total, compare the damage total to a resistance

total on the "Wound Level" table to determine how much injury the defender sustained and what its effects on the character are.

If the damage resistance total is greater than or equal to the damage total, the defender incurs no injuries (beyond an annoying bruise, a shallow scrape, a light burn, or dinged protective gear).

Damage Resistance Total

The resistance total equals the target character's *Physique* plus any bonuses from armor or Special Abilities (such as Increased Attribute: Physique) minus any modifiers from disease, ingested poisons, or other debilitating circumstances (such as an appropriate Hindrance). Do not include any Wound level modifier when attempting to resist damage. A character also may improve her resistance by spending Character Points or a Fate Point on this roll.

Stun Damage

For weapons that do stun damage, after the number of Wounds have been determined but before applying the level modifiers, reduce the weapon's damage by two Wound levels, with a minimum level of Stunned. The character also goes unconscious for a number of minutes equal to the difference between the resistance total and the damage total.

Unconsciousness & Death

If the character's Body Points reach a few points or he has attained the Mortally Wounded level but the character wasn't instantly killed by massive damage, he is still gravely injured and falls unconscious. Every round that he is at this level, his player makes a *Physique* roll against a difficulty equal to the number of minutes the character has been Mortally Wounded.

Sufficient medical aid to bring the character to at least 10% of his maximum Body Points or restore one Wound level can possibly rescue the imperiled character. If suitable medical aid is administered within four minutes, the character recovers without undue harm. If the medical aid is given within four to 10 minutes, the player rolls his character's *Physique* or *stamina* against a difficulty equal to the number of minutes he was Mortally Wounded. If the roll succeeds, the character revives but he loses 1D from all of his skills, though the skill cannot go below the attribute's die code. If the medical aid is given within 10 to 15 minutes, the player rolls his character's *Physique* or *stamina* against a difficulty equal to the number of minutes he was Mortally Wounded. If the roll succeeds, the character revives but he loses 2D from all of his skills, though no skill can be reduced below the attribute's die code. In any case, should the roll fail, the character dies.

Characters who receive their total Body Points in additional damage after reaching zero Body Points cannot be revived (by normal means, anyway).

Descriptive Damage

So a character is down by a few Body Points or has a couple of Wound levels — so what? What does that mean in descrip-

tive terms? It depends on what caused the harm. The following list supplies some general guidelines for describing what might have happened to the character's body when he was hurt. Use the "Wound Levels" chart to decide on the character's current Wound level.

Stunned: Moderate bruise or minor sprain; laceration; muscle tear; minor dislocation of joint.

Wounded: Severe abrasion or sprain; deep laceration; torn ligaments; major dislocation or minor break.

Wound Levels ∞

Effect	Wounds* Damage Total ≥ Resistance Total By:	Body Points† Body Points Left
Bruised	0 or less	81% – 99%
Stunned	1–3	60% – 80%
Wounded	4–8	40% – 59%
Severely Wounded	4–8**	20% – 39%
Incapacitated	9–12	10% – 19%
Mortally Wounded	13–15	1% - 9%
Dead	16 or more	0

*Note: Any additional damage less than or equal to the character's current level moves the character up by one level.

**A character moves to the Severely Wounded level if the difference is between 4 and 8 and she already has the Wounded level.

†Note: This is an optional chart for use with Body Points. The "Body Points Left" column is based on the character's maximum Body Points. Round up or down so that no overlap exists between levels.

Penalties imposed by each level are not cumulative; do not include them when determining the stun or damage resistance total or any total not involving a skill or attribute.

Bruised: Character's toughness absorbed most or all of the attack. However, the gamemaster may decide that a result that misses by a few points against a defender with no protection (natural other otherwise) instead inflicts a Stunned level.

Stunned: Character either gets -1D for all remaining actions this round and next round or may only defend or retreat in the next round.

Wounded: Character is at -1D to all actions until healed.

Severely Wounded: Character is at -2D on all actions until healed.

Incapacitated: As a free action before losing consciousness, the character may try to stay up with a Moderate (15) *stamina* or *mettle* roll. If he succeeds, he may continue to act, but all actions have a -3D penalty. If he fails, he is knocked out for 10D minutes.

Mortally Wounded: The character is near death and knocked unconscious with no chance to keep up. Roll the character's *Physique* each round, the character finally dies if the roll is less than the number of minutes he's been at this level.

Dead: The character has perished.

Fast Combat Option: Gamemasters who wish to give the players' characters and their major opponents an edge in battles, make the game more realistic, or simply save themselves trouble should apply the modifiers in the first round of combat and then reassess the levels after combat is complete.

Severely Wounded: Broken bone; gaping wound; ripped cartilage and muscle; concussion.

Incapacitated: Multiple fracture; laceration in vital area; heavy concussion.

Mortally Wounded: Above options combined with multiple internal injuries.

Dead: Broken neck; punctured lung; eviscerated.

These are just a few examples. Really interested gamemasters can come up with charts, tables, or detailed descriptions of damage for those players who absolutely must know. The gamemaster may also assign different modifiers than the general ones listed in the "Wound Levels" sidebar that more appropriately indicate the type of injury that was suffered.

NEGATIVE DAMAGE RESISTANCE TOTAL

It is possible for the damage resistance total to be a negative number. Spell feedback, poisons, sickness, and Disadvantages can all contribute negative modifiers that might take the damage resistance total below zero. In this case, the character's body is working against him, compounding the additional damage done. Gamemasters have three options for handling this: (1) They may use the negative damage resistance total as a positive bonus to all difficulties until the character is healed. (2) They may have the negative damage resistance

total add positively to the amount of injury caused. This is a good method for simulating gritty adventures, as well as a way of getting low-level gamemaster's characters out of the way. (3) Have the damage resistance total equal zero. This last way works best for less than realistic types of adventures, such as comedic fantasy.

MASSIVE DAMAGE OPTION

If a character incurs two Wound levels within a single round, not only do the normal modifiers for the greatest level apply, the character also can do nothing but defend or run away on the next two rounds. In either of these rounds, the character may make an Easy *stamina* or *mettle* attempt, as an action, to try to recover from the blow and shake off the penalty. If this is declared as a multi-action for the round, then the character takes the multi-action penalty. If not, and the *stamina* or *mettle* roll is successful, the character may act as normal in the next round.

KILLING BLOW OPTION

An attack or series of attacks can cause enough injury that the target may never recover from the harm except through metaphysical or other extraordinary or supernatural measures. Called a killing blow, targets with Body Points must take a damage total equal to 91% of the character's maximum Body Points in one blow or 100% of the character's maximum Body Points in a single round. With Wound Levels, the killing blow entails a Mortally Wounded result with one blow or gaining the Dead level in a single round. In either case, use the damage total after subtracting the damage resistance total to determine whether the attack delivered a killing blow. When the target receives a killing blow, he immediately dies.

CHAPTER IX

· HEALING ·

WHAT'S IN THIS CHAPTER

There are many different ways that characters can regain their health. Characters may never get back more than their maximum number of Body Points or Wounds.

BODY POINTS

NATURAL HEALING

The body heals naturally during the course of the day. The more rest characters get, the faster their wounds heal. Using the "Body Points Healing" chart, the character rolls her *Physique* plus a modifier based on how much rest she's had that day. A character gets a modifier of +1D on each full day of rest (sleeping, reading, or other sedentary activities). If she is involved in light activity, such as walking or singing, the modifier is zero. However, if most of the day is spent fighting and running, the modifier is -1D. The character receives the Body Points back at the beginning of the next day.

Optionally, the gamemaster may require an injured character to complete a period of rest before making the natural healing roll. Use the "Rest Period" chart and the character's Wound level to determine how long the character needs to wait before attempting the natural healing roll. The gamemaster then multiplies the result by 3 to figure out how many Body Points were healed.

SKILL

Characters can heal others or themselves with some basic field procedures for treating wounds. Such attempts don't require a healer's pack. Simply roll *healing* to help an injured comrade, and find the results on the "Body Points Healing" chart. A successful roll heals the character the listed amount. A character using a healer's pack may add its bonus to the roll.

A character may only attempt to heal a patient once per day. Other characters may also try to help the patient, adding their expertise to the first healer's.

WOUND LEVELS

NATURAL HEALING

A character can heal naturally, but this process is slow. The character must rest a specified amount of time and then can make a natural healing roll: roll the character's full *Physique* and find the result on the chart related to the character's current Wound level to see if the character heals.

Healing characters can do virtually nothing but rest. Characters who try to work, exercise, or adventure must **subtract** 1D from their *Physique* when they makes their natural healing roll. Any character

BODY POINTS HEALING ∞	
Healing or Physique Total	**Body Points Recovered**
0	0
1–5	2
6–10	1D
11–15	2D
16–20	3D
21–25	4D
26–30	5D
30+	6D

Wounds Healing ∾

Natural

Stunned

A stunned wound is automatically recovered after one minute (12 rounds) of complete rest.

Wounded

Physique Roll	Result
Critical Failure	Character worsens to Severely Wounded.
2–5	Character remains Wounded.
6+	Character is fully healed.

Severely Wounded

Physique Roll	Result
Critical Failure	Character worsens to Incapacitated.
2–5	Character remains Severely Wounded.
6+	Character improves to Wounded.

Incapacitated

Physique Roll	Result
Critical Failure	Character worsens to Mortally Wounded.
2–7	Character remains Incapacitated.
8+	Character improves to Severely Wounded.

Mortally Wounded

Physique Roll	Result
Critical Failure	Character dies.
2–7	Character remains Mortally Wounded.
8+	Character improves to Incapacitated.

Assisted

Injury Level	Difficulty
Stunned, unconscious	Easy (10)
Wounded, Severely Wounded	Moderate (15)
Incapacitated	Difficult (20)
Mortally Wounded	Very Difficult (25)

who opts to take it easy and do virtually nothing for **twice** the necessary time may **add** 1D to the *Physique* roll to heal.

Skill

Characters can heal others or themselves with some basic field procedures for treating wounds. Such attempts don't require a healer's pack. Simply roll *healing* to treat wounds in the field, and find the results on the "Assisted Healing" chart.

A successful roll heals the character up one level: For instance, a successful *healing* roll on someone who's Wounded would bring him back to Stunned. A character using a healer's pack may add its bonus to the roll.

A character may only attempt to heal a patient once per day. Other characters may also try to help the patient, adding their expertise to the first healer's.

Rest Period ∾

Level of Wound	Rest Period
Stunned*	1 minute
Wounded	3 days
Severely Wounded	3 days
Incapacitated	2 weeks
Mortally Wounded	5 weeks

Those using Body Points should use this level for characters who have no Wound level.

Rest Period Example

A character at the Stunned Wound level may make a natural healing roll for Body Points or heal the Stunned level once she's rested for a minute. After recovering, should the character get to the Stunned level again, the character may make another natural healing attempt after the minute of rest. However, if the character moves to the Wounded level, she may not make her natural healing roll until she's rested for three days.

· COMBAT OPTIONS ·

What's in this Chapter

Players sometimes want their characters to do some pretty fancy maneuvers during combat. This chapter offer guidance with several common ones.

Using the Modifiers

All modifiers are cumulative, though the gamemaster doesn't need to include all of them. Modifiers may never adjust the total combat difficulty below 3.

The gamemaster rolls the indicated modifier and adds it to the combat situation. A standard modifier is included in parentheses after the die modifier, should the gamemaster prefer not to roll.

Fighting & Melee Combat Options

Acrobatic Tricks: *Acrobatics* can also enhance *fighting* and *melee combat* attacks. The character must perform the acrobatics trick and the attack on the same turn. The gamemaster determines the exact difficulty of the *acrobatics* attempt. The player may add one-half of the difference (rounded up) between the difficulty and the successful *acrobatics* roll to the amount of damage done (not to the combat skill roll). One *acrobatics* trick roll can affect one attack only.

All-out: The character attacks with no thought to the consequences. The target has a better chance of being hit, but, in that round, the attacker cannot actively defend — or perform any other action — at all!

Lunge: The character takes a step forward to jab at an opponent, usually with an edged weapon. This adds about a half-meter (more or less depending on the stride) to the range of the attack, but it lowers the *effectiveness* of the attack.

Knockdown/Push/Trip: Using *fighting* or a blunt melee weapon in the usual way, the attacker causes his target to stumble and, instead of taking damage, the opponent loses 2D from her next *Agility* or *Agility*-based skill roll. If this is a knockdown or trip attempt, she must also spend one action to stand up again. Generally, unless the character has special training, he may only knockdown or push a character whose *Physique* (including Special Abilities or Disadvantage modifiers) is equal to or less than his own.

Sweep: These attacks, usually foot sweeps or roundhouses, are used when the character wants to make certain she hits the target, regardless of how much injury is caused.

Tackle: Tackling is much like grabbing, except that the attacker seeks to overcome the target entirely. Characters may perform this with *fighting* only. If successful or the target chooses not to struggle, the character captures the target and may, if desired, do normal damage. The target, meanwhile, may make no actions other than attempt to escape (see the escape rules herein). On subsequent rounds, the attacker may choose to do her Strength Damage only (no modifiers).

Grab: The attacker physically grasps a target. Few melee weapons allow this option, so it is used generally only in *fighting* attacks. What effect this has on the target depends on the type of grab. (The ones listed here are *choke, flip, hold, slam/throw,* and *arm pin*.) See the escape rules in this chapter for details on getting out of grabs. On subsequent rounds of a grab, the attacker may do his Strength Damage only (no modifiers except those from Special Abilities or equipment) if he defeats the victim's escape attempt or if the defender chooses not to resist. Some grab variations may offer other options.

Choke: Ropes and hands can cut off the target's source of air. Damage on the first round equals the character's Strength Damage plus any modifiers. See the general *grab* rules for damage on subsequent rounds.

Flip: The character reaches out, grabs his opponent's wrist, arm, leg, or similar body part, and jerks violently, causing the opponent

Combat Difficulty Modifiers ∞
Fighting, Melee Combat

Option	Difficulty Modifier	Damage Modifier
All-out	-2D (-6)	+1D
Grab	+2D (+6)	*
Lunge	+1D (+3)	-1D
Knockdown, trip	+2D (+6)	*
Push	+1D (+3)	*
Sweep	-2D (-6)	-3D
Tackle	+1D (+3)	*

Called Shot

Target is …

10 to 50 centimeters long	+1D (+3)	*
1 to 10 centimeters long	+4D (+12)	*
Less than a centimeter long	+8D (+24)	*

* See text for options.

Other Modifiers

• **The attacker is blind or blinded:** +4D (+12) to the combat difficulty.

• **The target is blind or blinded or attacked from behind:** -4D (-12) to the combat difficulty.

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to fall to the ground. The opponent takes 3D in damage from slamming into the ground and must spend the next round getting to her feet (if she can).

Hold: The character does less damage (-3D or more, at the player's option, to the damage total), but she has hold of the target with a successful attack.

Slam/Throw: The character grabs or picks up his opponent and hurls him into the ground, a wall, a bus, or another obstacle. Lifting the opponent up counts as an action (using the *lifting* skill), as does slamming or throwing the target (which uses the *throwing* skill). The character must be strong enough to pick his opponent up to use this maneuver.

Once slammed into an object, the target takes the damage score of the object (usually determined by its Toughness, but the gamemaster may adjust this) plus the attacker's Strength Damage. The object being slammed into takes the Strength Damage of the opponent.

Arm Pin: The hero grabs his target's arm and forces it around behind her, pinning it there. After the first round, the player has three choices as to what his character can do. Each option counts as a separate action.

• Option 1. The character does his Strength Damage only for each round he has the arm pinned.

• Option 2. The character tries to break the opponent's arm. The attacker must make a successful *Physique* or *lifting* roll versus a breaking difficulty.

If the opponent does not resist, the difficulty equals 2 times the target's *Physique* or *lifting* die code plus the pips plus any relevant protection. Failing to beat the breaking difficulty in this case means the target takes damage as in option 1.

If the target chooses to resist, she may make no other action in the round, but she may move her turn up. Instead, the player rolls her character's *Physique* or *lifting* and adds 5 and any relevant protection to the total to generate the breaking difficulty. Failure by the attacker to beat the breaking difficulty in this case means that the target escapes and may freely take action on the next round.

• Option 3. The character may attempt to force the target to the ground while maintaining his hold on the arm. The attacker rolls his *fighting* against a submission difficulty.

If the opponent does not resist, the submission difficulty equals 2 times her *Agility* die code, dropping the pips. Failing to beat the breaking difficulty in this case means the target takes damage as in option 1.

If the target chooses to resist, the opponent may make no other action in the round, though she may move her turn up. Instead, the player rolls her character's *Agility* and adds 5 and any relevant modifiers to the total to generate the submission difficulty. Failure by the attacker to beat the difficulty in this case means that the target escapes and may freely take action on the next round.

Options for Various Combat Skills

Called Shot

The character chooses a specific target, like a dagger in a thief's hand, and aims for that. This is represented by a called-shot modifier, which is added to the combat difficulty. On a successful attack, he knocks the item out of the target's hand, grabs the limb, pins the target to a wall, or does +1D (or more, at the gamemaster's discretion) to the damage. The exact result depends on the situation and the player's intent.

Breaking Things

When a character specifically attempts to break something, compare the skill total with the object's damage resistance total (its Toughness modified by size, thickness, flaws, supports, etc.). Items that take at least 10 points above their damage resistance total are severely damaged, if not destroyed. Items taking less than that are weakened, and another attempt may be made (with the object having a reduced damage resistance total and possibly other problems). The "Object Toughness" table lists some suggested durabilities.

Object Toughness ∞

Object Construction	Toughness
Flimsy (thin wooden door, thatch)	1D
Tough (hard wooden door, most swords)	2D
Sturdy (brick wall)	3D
Very sturdy (main castle gate)	4D
Reinforced (outer castle walls)	6D

Disarm

If the disarm attempt is successful and the target character has not made an action yet, she may move up her action to try and keep a grip on the item she's holding. The defending character makes a *Physique* or *lifting* roll against the amount of damage done. If the defender's roll is greater than the damage, the target character retains the item. If it is less than or equal to the damage, she drops it.

Entangle

A hero throws an entangling weapon at her opponent. On a successful *marksmanship* or *throwing* roll (as appropriate), the end of the weapon wraps itself around the target. Unless the weapon is spiked or enhanced in some other way, it does no damage, but it prevents the target from doing any action except for trying to break free. The target may escape by snapping the bonds or slipping free, each of which counts as an action. To break the weapon, he must make a *Physique* or *lifting* roll that meets or beats the damage total of the weapon. To slip free, he needs to roll an *Agility* or *acrobatics* total equal to or higher than the weapon's damage total.

Escape

To break free from any hold, the character must make a successful opposed *Physique* or *lifting* roll versus the holder's *Physique* or *lifting*. This counts as an action.

Group Attack

This is a coordinated action. See the description of the *command* skill in the "Example Skill Difficulties" chapter for details.

Hit Location

Hit locations are a special kind of called shot that allows a character to shoot or strike a specific point on his target's body. The table is used to determine the modifiers for hitting a target of Human proportions in different areas of his body. Note that aiming at an arm or leg actually causes less damage — this is because the character took extra care to shoot an area that is "less vital."

Knockout

This option does only half of the normal damage, but it can render the target immediately unconscious with a successful attack. It requires a successful called shot to the head. If, after the resistance total has been subtracted, the target sustains at least two Wound levels or 50% of his maximum Body Points in damage, then he falls unconscious for a number of hours equal to difference between the combat skill total and the combat difficulty or until he's awoken by some external force, whichever comes first. The target receives only half the Wound levels or Body Point damage inflicted (round down).

Multiple Weapons

Weapons that characters can use with one hand and in either hand, such as daggers, may be employed at the same time in the same round. The character incurs a multi-action penalty.

Hit Location ∞

Modifiers

Option	Difficulty Modifier	Damage Modifier
Head	+1D (+5)	+12
Heart	+4D (+15)	+12
Chest, abdomen	0	0
Left or right arm	+1D (+5)	-2
Left or right leg	+1D (+5)	-1
Left or right hand	+4D (+15)	-2

Effects

At the gamemaster's discretion, sufficient damage to a particular hit location can affect the target's ability to use that part. Except for blows to the chest, the modifier lasts until the character heals that portion (which typically takes a few days, as Body Points or Wounds are recovered for the body as a whole, not just a specific part). When the medicine skill or a healing spell or miracle is applied, it can be specified to repair one particular location.

Hit location modifiers are in addition to Wound level modifiers. If you are using them instead of the Wound level modifiers, then all -1 modifiers increase to -1D modifiers.

Chest: The character can do no more than passively defend in the next round.

Foot or leg: -1 to all *acrobatics, stealth,* movement, and initiative totals.

Hand or arm: -1 to all *acrobatics, fighting, climbing, melee combat, marksmanship, sleight of hand, throwing, lifting,* and any other rolls involving the hand or arm.

Head: -1 to all *Intellect, Acumen,* and initiative totals.

Prone & Crouching

Attacking a target that is crouched on the ground adds 1D (3) to the combat difficulty. If the target is moving while crouching, then the combat difficulty increases by +2D (+6), but the defending character's normal Move, free Move, or running roll is halved.

For prone targets, subtract 2D (6) from the combat difficulty when attacking at Point Blank or Short range, but add 2D (6) to combat difficulty when attacking at Medium or Long range.

Characters who willingly get low to the ground or make themselves small may get into and out of the position as a free action. However, character forced into that position, such as a result of being thrown, need to make an effort to stand, which counts as an action.

Quick Draw

This option allows the character to act rapidly or draw and shoot a weapon in the same round as one action. The character may use any combat skill or appropriate specialization. If she is also using a weapon, it must be suitable for quick drawing (a bow and arrow, a loaded musket, a dagger, a rock).

Before initiative is rolled, the player must announce that she intends for her character to draw her weapon quickly. The player may then take some of the skill dice and add them to the *Acumen* die code for purposes of increasing initiative for that round only. The player must leave at least 1D in her skill. If the character wants to make multiple attacks, she subtracts 1D for each attack beyond the first from the number of dice in the skill she's using before the player moves dice around. She does not take a penalty for the draw.

All attacks by the hero in the same round must be made with the same skill, though the results are determined differently and they all occur at the same die code because the multi-action penalty was already figured in.

Example: A ranger wants to strike with his daggers at an evil sorceress before the villain can cast a spell. The ranger has 4D in *Acumen* and 8D in *throwing*. He may take up to 7D and add it to his *Acumen* die code to determine initiative. The ranger, however, wants to throw two daggers. After subtracting 1D for the extra attack, he now has 7D in the skill, which allows him to add up to 6D to the initiative roll. He decides to move only 3D. This gives him 7D in *Acumen* to determine initiative and 4D in *throwing*. Now both the hero and the villain make their initiative rolls.

Once initiative is determined, at the character's turn in the round, he uses the remaining dice in the skill to determine his accuracy.

Ready a Weapon

It takes one action per item to unsheathe a knife, ready a bow for the first shot, or something similar. (Some weapons, such as a crossbow or a very long weapon, take longer.) Although this generally does not require a skill roll, the gamemaster may require one related to the weapon in question for particularly stressful situations. Additionally, drawing and using the weapon in the same round incurs a multi-action penalty. The gamemaster may add further modifiers for attempting to get out an item from a restrictive location or ready an unwieldy weapon.

Scale

Occasionally, objects of vastly different sizes get involved in fights. The scale modifier accounts for the fact that bigger items are easier to hit, and usually can take more damage, than smaller ones. Use the accompanying chart as a guide for determining the appropriate value for the two combat participants. Gamemasters may further subdivide between levels.

If both opponents are either larger than or equal to a Human **or** smaller than or equal to a Human, subtract the larger number from the smaller one to calculate the scale modifier. If one opponent is smaller than a Human while the other is larger, then add together the two values.

For most cases, use these rules: If the attacker is larger than the defender, then the scale modifier is added to the combat difficulty (the defender's defense value) and the damage total. If the attacker is smaller than the defender, then the scale modifier is added to the attacker's combat skill total and the defender's damage resistance total.

Example: An adventuring Centaur wanders into a cave where several rats teasing ... something. The rats have a scale value of 9, but are smaller than a Human. With the Centaur's scale value of 3 larger than a Human, the scale modifier is 12 (3 + 9). Because the rat is smaller than the adventurer, each rat gets a +12 to its *fighting* roll, while the adventurer gets a +12 to his damage resistance total. When the Centaur attacks a rat, the scale modifier is added to his combat difficulty and to his damage total, if he manages to stab it.

In some cases, the object may be large but lightly constructed (such as a hot air balloon). At these times, the gamemaster should not add the scale modifier to the damage resistance total.

Typically, a weapon's scale when determining how much damage it does is the same as the person holding it or the thing it's mounted on. So, a sword has a scale value of 0, while an elephant's tusk has a scale of 10. These would differ if someone targeted just the weapon.

Surprise

A hero who surprises her opponent may either act first in the round (if initiative hasn't already been determined) or gain a +1D to her action. Attacks from behind, an ambush, or unexpected sources (such as a companion) make up the most common sources of surprise.

Unwieldy Weapon

Melee weapons longer than 60 centimeters, objects that are hard to throw or grasp, ones relying on technology with which the user is unfamiliar, or any weapons otherwise difficult to wield may incur a +5 or more modifier to the combat difficulty. Similarly, a character may use a two-handed weapon with one hand if she can lift the weapon with one hand, though she receives the unwieldy weapon modifier. The gamemaster may decide that such factors as experience, strength, and features of the weapon (such as a well-balanced sword) lower this modifier.

Scale ∞

Example Participant Size	Value
Eight-story castle	24
War galley	21
Four-story building	20
Two-story building	14
Longship	12
One-story building	10
Elephant	8
Large carriage	6
Horse	3
Average Human	0
Human child	3
Small keg, house cat	6
Rat	9
Mouse	12
Coin	15
Ant	21

· EXAMPLE SKILL DIFFICULTIES ·

WHAT'S IN THIS CHAPTER

The "Character Basics" chapter provided brief descriptions of each skill (and you will need to return to that chapter if you need a refresher). When the generic difficulties aren't enough, look up various skills in this chapter to get even more ideas on the challenge level for using those skills in common situations. Of course, not every possibility has been covered, but this provides a terrific foundation.

USING THE DIFFICULTIES & MODIFIERS

Unless otherwise stated, the listed modifiers are to the difficulty. The minimum difficulty is 1. Modifiers may be cumulative, depending on the situation — the tenser they are, the more important the minutia become.

The associated attributed is listed after the skill name.

EXTRANORMAL SKILLS

Descriptions and difficulties for *Extranormal* skills are found in their own chapters.

COMBAT SKILLS (AGILITY, COORDINATION)

Skills covered: *fighting, dodge, marksmanship, melee combat, throwing*

Difficulties for these skills are included in the "Combat" chapter. For *throwing*, see also that skill's entry in this chapter.

INFORMATION SKILLS (INTELLECT)

Skills covered: *cultures, devices, scholar, trading*

The *Intellect* attribute assists characters in finding out how much they know about a certain field, modified depending on the situation. For this reason, one chart of general difficulties can serve most uses of *Intellect, trading,* and *scholar,* some uses of *devices,* and *investigation* attempts involving researching a topic.

Gamemasters can employ the "Information Difficulties" chart in one of two ways: by picking a difficulty based on what the character seeks or wants to recall, or by comparing the skill total rolled to the difficulties (whichever level the character meets or beats is the

INFORMATION DIFFICULTIES ∞

Amount of Information	Difficulty
Basic or common information; unconfirmed rumors	5
Theories; generalities	10
Complex concepts; moderately detailed information	15
Professional level; extensive (though not complete) information	20
Cutting-edge topics; extensive information, including peripheral details and extrapolations	30
Condition	**Modifier**
Age of information (per century in the past)	+5
Closely guarded secret	+15

amount and type of information collected or recollected). Realize that the less well-defined the skill is, the less information the character knows or finds.

One high roll in any of these skills does not necessarily make the character an expert in that field. The roll represents only what the character recalls at the time. A high roll could reveal a specific detail of the information sought, as well as some hints for discovering more of what the character seeks.

Characters may be assumed to have a general knowledge of their home country, culture, and era, including basic geography, famous people, and common etiquette.

INTERACTION SKILLS (CHARISMA)

Skills covered: *bluff, charm, intimidation, persuasion*

Characters use one of several Charisma-based skills to influence other people that they meet. The typical difficulty is 10, modified based on the dispositions of the characters involved, but a gamemaster may base it on a skill roll. See the "Mental Defenses" section for more information on this; suggested difficulty modifiers are listed below.

Die rolls alone should not determine interactions between player and gamemaster characters. Gamemasters should have their players detail what their characters say and do to before rolling the dice. The better the player acts the role of his character, the greater his chance

of success should be, which gamemasters can reflect by allowing up to a +1D modifier to the skill roll.

See also the individual entries in this chapter for *bluff, charm* (listed with *bluff*), *intimidation* (also listed with *bluff*), and *persuasion*.

Mental Defenses

In general, the resistance difficulty for any interaction skill equals 10. The target cannot actively resist unless he knows that a psychic or interaction skill is being used on him by another character. If the gamemaster decides that the target suspects but does not know for certain that someone is attempting to influence him, the gamemaster may allow the character to take an action earlier than his turn in the round and roll his *mettle* or *Charisma* to generate a new resistance difficulty. Should the character decide to actively defend against mental intrusion or personal interaction, he may devote all of his actions for the round to that task and roll his *mettle* or *Charisma,* adding +10 to the score to get the new resistance difficulty. However the interaction resistance difficulty is determined, gamemasters may further modify the number as the situation warrants (such as stress, surprise, or character relationship).

Observation Skills (Acumen)

Skills covered: *search, tracking*

Gamemasters can rely on these difficulties for situations involving the gathering of information. They can be used as difficulties to beat or as a means of reading the results of a dice toss.

To see if a character notices details of a scene or situation, the gamemaster may have the player make a *Acumen* roll. Unless the char-

Interaction Modifiers ∞

Situation	Modifier
Target is friendly or trusting	-5
Target is neutral toward character or of equal standing	0
Target is hostile or has superior standing	+5
Target is an enemy	+10
Target is in weakened position	-10
Request is something target would do anyway or target feels is of minor importance	0
Request is illegal or highly dangerous	+10
Target is on guard or actively resisting*	+10

Do not include this modifier if you are using the active mental defense described in the "Mental Defenses" section.

Interrogation Modifiers ∞

Target ...	Modifier
Feels information is unimportant	-10
Feels information is of minor importance	0
Feels information is important	+5
Feels information is very important	+10
Would rather die than reveal information	+10 or more

Observation Difficulties ∞

Situation	Difficulty
Noticing obvious, generic facts; casual glance	5
Noticing obvious details (ex. number of people)	10
Noticing a few less obvious details (ex., gist of conversation)	15
Spotting a few specific details (ex., identities of individuals)	20
Spotting a few obscure details (ex., specifics of conversation)	25
Noticing many obscure details	30 or more

acters are actively eavesdropping, searching, tracking, or performing a similar activity (and thus using the *search* or *tracking* skills), this passive observance of a scene does not count as an action. Use this chart as a guideline for how much the character notices. If the skill total meets or beats the difficulty, the character gains that much information.

Charioteering, Pilotry (Coordination)

See the "Movement" chapter for details on using these skills.

Bluff, Charm, Intimidation (Charisma)

Bluff, charm, and *intimidation* can enhance a character's attacks and defenses. The player adds one-half of the difference (positive or negative) between the difficulty and the *bluff, charm,* or *intimidation* roll to any one attack or defense attempt (not both) made at Point Blank or Short range. The character must use the benefit from scaring (*intimidation*), tricking (*bluff*), or seducing (*charm*) the target on the same turn as or on the round after the interaction endeavor.

The user's appearance and demeanor can also affect *bluff, charm,* or *intimidation* attempts. The more threatening the character looks or seems, the less effective *charm* and *bluff* actions are, while *intimidation* attempts are more effective. Use the "Generic Modifiers" table in the "Game Basics" chapter to decide how much the appearance and demeanor affect the target, if a Disadvantage or Special Ability doesn't already provide one.

See also "Interaction Skills" for other difficulties and modifiers for these skills.

Flying (Agility), Running, Swimming (Physique)

Difficulties for these skills are included in the "Movement" chapter.

Hide (Acumen), Stealth (Agility)

The difficulty for a *hide* or *stealth* attempt is usually the opponent's *Acumen, search* (for *hide*), or *tracking* (for *stealth*), either as a die roll (if the opponent is actively trying to find the object or person) or as a derived value equal to the number in front of the "D" in the opponent's attribute or skill times 2 and add the pips. For a straight value, use 6.

Gamemasters may also opt to add a small creature or item's scale value to the difficulty, or subtract a large creature or item's scale value to it.

Condition	Difficulty Modifier
Heavy rain or snow	-3
Dawn, dusk, fog, many trees, large crowd, etc.	-2
Night	-5
Inattentive observer	-5
Dense concealment (thick jungle, crowd of people in costume)	-5
Many distractions (party, parade, combat)	-5
Attentive observer	+6
Open terrain	+6
Good lighting	+6
Several observers	+9

Reading/Writing, Speaking (Intellect)

Because the ability to read in the typical fantasy setting is so uncommon, the ability to communicate falls under two skills: *reading/writing* and *speaking*. They both use the same charts, but they relate to two different methods of communicating.

First, determine what the character wants to express or understand and how closely the language in which she wants to express it is to her native tongue. Then, compare the difference between the skill roll and the difficulty to decide how close she came. Characters with a specialization in the language they are using who succeed at the skill roll receive a +3 bonus to determining the comprehension level.

Gamemasters may provide a small bonus to characters with a specialization of a particular language in one skill when they attempt to use the other skill for that language. For instance, a character with a *reading/writing* specialization +1D in Elvish and no experience in *speaking* could gain a bonus of +1 to attempting to say something in Elvish.

The character must have the appropriate skill to use a translation aid. For example, a book cannot help a character attempting to speak a language unless that character happens to also have the *reading/writing* skill.

Idea is ...	Difficulty
Very simple, consisting of a short phrase	3
Simple; no slang; children's story	7
Of average complexity; common bard's tales	12
Complex; slang involved; epic sagas	18
Very complex; technical jargon involved; academic writing	24

Situation	Modifier
One or two common, basic words	-5
Has a translating aid (book, hand signals)*	-5
Different dialect of own language	0
Language is derived from common root language (speech or alphabet) (ex., two Humans from different parts of the same world understanding each other)	+5
Completely foreign language (speech or alphabet) (ex., Dwarvish has nothing to do with Elvish)	+10
Obscure language; reading lips	+15
Language is unique to an uncontacted culture, from a dead culture, or unpronounceable by the character trying to understand	+20
Language includes many concepts nearly beyond the character's understanding or experience	+25

*Translation aids might provide their own bonuses, which are used instead of this.

Roll > Difficulty	Comprehension Level
0–2	Gist of idea; most words understood or conveyed properly; word usage seems stilted
3–6	Literal translation; slang expressed/translated incorrectly
7+	Subtle connotations

A character can also use the *reading/writing* skill to create forgeries. The *artist* skill might act as a complementary skill in such instances as reproducing illuminated manuscripts. Reduce the amount of time spent on making a particular forgery if the character has repeatedly succeeded at making similar items in the past.

Forger

Item Forged	Difficulty
Unofficial note or correspondence	6
Time required: 10 minutes or more	
Signature	12
Time required: 5 minutes	
Official document (decree from a king with seal)	18
Time required: 20 minutes or more	

Familiarity with Item	Modifier
Intimately familiar or has sample	-10
Somewhat familiar; has seen it quite often	-5
Slightly familiar	0
Have only had it described	+5
Guessing blindly	+15

Forgery Inspector

Familiarity with Item Forged	Difficulty
Intimately familiar	6
Moderately familiar	12
Unfamiliar	18
Completely unfamiliar	24

Situation	Modifier
Have sample	-5
Item poorly forged*	0
Item well forged*	+5
Item superiorly forged*	+10

The gamemaster may add the number of points above the forging difficulty to the inspector's difficulty instead of using one of these modifiers.

Scholar, Trading (Intellect)

See the "Information Skills" for difficulties and modifiers related to using this skill.

Acrobatics (Agility)

Using acrobatics can also improve many of a character's *climbing, jumping,* and *running* attempts. The gamemaster determines the difficulty of the *acrobatics* stunt. One-half of the difference (rounded up) between the difficulty and the *acrobatics* roll is added to the complementary skill. The acrobatics attempt and the *climbing, jumping,* or *running* try must be done on the same turn.

Instead of adding a modifier to the *running* or *swimming* difficulty for particularly challenging obstacle courses, the gamemaster may have the hero make an *acrobatics* roll in addition to a *running* or *swimming* roll.

Acrobatics can make a character appear more intimidating. The player may add one-half of the difference (rounded up) between the difficulty and the successful *acrobatics* roll to her *intimidation* attempt. The intimidating attempt may be made on the same turn as the *acrobatics* roll or on the next round.

During a fall, *acrobatics* may be used to reduce bodily harm. If the character has not already used his turn for the round, he may rely on *acrobatics* in an attempt to land properly. The character generates an *acrobatics* total. For every five points over the base difficulty number of 10, the hero reduces the damage total by one point, in addition to a base reduction of one point. The damage total, however, cannot be lower than zero.

Maneuver	Difficulty
Somersault; pirouette	5
Handspring; cartwheel; handstand	10
Swing over a obstacle	10
Round-off; backflip	15
Vaulting over an obstacle	15
Bouncing off a surface to reach a specific destination	20
Walking up a wall*	30

The character may "walk" a maximum of her Move in one round; she must have a flat surface to stop on at the end of her turn or she falls and takes damage from the fall.

Condition	Modifier
Flat surface to flat surface	0
Unlimited landing area	-3
Limited landing area	+3
Almost no landing area	+6
Rough or unsteady landing area	+3 or more
High surface to low surface	+3
Low surface to high surface	+6
Slippery surface	+3
Strong wind	+3
Add a twist of the body (per twist)	+3
Performing the maneuver underwater or backwards	+3
Performing the maneuver in the air (such as on a trapeze or bars)	+9
Performing the maneuver on a narrow surface	+6

Note: Characters may combine one or more maneuvers in the same action. In this case, use the difficulty of the most challenging maneuver, add 3 for each additional maneuver (up to five additional maneuvers), and include modifiers as if the complex stunt was one maneuver.

Animal Handling (Charisma)

When attempting to get an animal to do a trick, the character must also roll against its *mettle* roll (the gamemaster generates this). Examples of tricks include rolling over, getting into a cage, jumping up, and obeying commands. The character's *animal handling* total may be modified by the attitude of the animal toward the character. The success of tricks are determined by a roll of the animal's attributes or skills.

Animal's Attitude toward Character	Skill Modifier
Friendly or trusting	+5
Neutral	0
Hostile	-5

| Mettle > Animal Handling	Result
1–2	Animal looks at the handler in a confused way.
3–6	Animal lies down for one round.
7–11	Animal lies down for two rounds.
12+	Animal snaps at the handler; if hit, the beast will attack the handler until subdued.

Artist (Acumen)

The time needed to create a work of art depends on the quality and complexity of a piece. A simple amateur piece may only take a

few minutes, while a complex, prize-winning endeavor could require weeks or months. Characters may also use this skill to judge works of art created by others and detect fake artistic pieces. The higher the total is above the creation total for the piece, the more information the judge knows about it (such as flaws, alterations, its creator, and the like).

Quality of Piece	Difficulty
Amateur	9
Professional	15
Emotionally moving	18
Prize-winning	24

Complexity of Piece	Modifier
Simple; has one or two parts	-5
Moderate; has a few parts	0
Complex; has many parts	+10
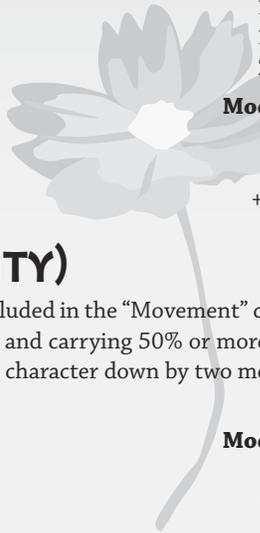
Climbing (Agility)

Difficulties for this skill are included in the "Movement" chapter. Note that taking care in climbing and carrying 50% or more of the character's body weight slows the character down by two meters or more per round.

Condition	Modifier
Taking care in climbing	-5
Less than a 90-degree angle	-3
Less than a 60-degree angle	-6
Less than a 45-degree angle	-9
Prepared for climbing	-6
Carrying 25% of body weight	+3
Carrying 50% of body weight	+6
Carrying 100% of body weight	+15
Many handholds	-10

Command (Charisma)

The *command* skill governs the act of convincing individuals to comply with specific directions, as well as maintaining morale during group undertakings (such as combat or building large pieces of equipment). This skill is typically used only with the gamemaster's characters, though it can be sometimes attempted with the players' characters (such situations should be roleplayed first, with a bonus or penalty to the *command* roll based on how well the group participated in the activity together). A high *command* roll can complement individual participants' rolls in a group activity, while a low *command* roll can impose negative modifiers. It generally requires at least one round of planning to perform effectively.

Characters can use this skill to combine their attacks. One person is designated the leader and makes the *command* roll. If successful, everyone goes on the leader's initiative. Participants make their attacks with the hit location modifier (to reflect that they're aiming for a designated location), but the target resists the combined total of all damage done it. If the *command* roll fails, determine initiative and actions individually.

Complexity	Difficulty
Uncomplicated; imprecise	3
Easy; minimal precision required	7
Requires effort or precision	12
Difficult; requires high degree of precision	17
Requires much effort or extreme precision	22
Requires care and thoughtfulness, or exacting precision	28

Team	Modifier
All members willing to follow leader's orders no matter what	-20
All members willing to sacrifice life for others	-15
Trained together frequently to work as unit	-10
Trained together briefly to work as unit	-5
Work together regularly, or willing to work together	0
Worked together on a few occasions	+5
Seldom work together	+10
Never worked together before, or more than half of the members hate each other	+15
No interest in working together; all members despise each other; or members can't communicate with each other	+20

Contortion (Agility)

The chart below contains sample difficulty numbers for escaping from various kinds of restraints. Modify the difficulty based on the circumstances of the escape, such as the conditions the character works under or specially designed restraints. The character may not use this skill if completely immobilized. If in multiple restraints, the character must make a separate roll for each one. A Critical Failure indicates that the character has pulled a muscle (and he does his Strength Damage to himself). The gamemaster decides whether he may try again.

Note that this skill does not substitute for the *lockpicking* skill. The character may be able to pull his arms over his head to use his hands, but he may not be able to slip out of the shackles unless they are improperly secured.
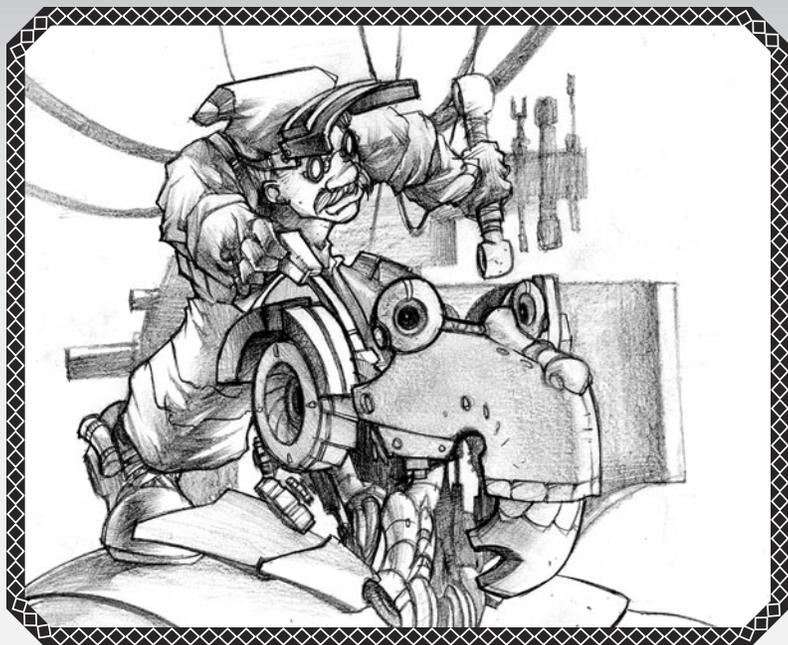
Sample Restraints	Difficulty
Ropes	13
Wires, chain	15
Shackles	16

Crafting (Acumen)

The base difficulty to fix or modify any weapon, armor, other equipment, or vehicle is 10. The amount of damage sustained, the character's familiarity with the item, availability of parts, and complexity of the task can modify the difficulty. The gamemaster may require a separate *devices* roll to determine whether the character can figure out how to repair an unknown item. Destroyed parts must be replaced, which raises the difficulty. Additionally, if a character rushes the job, not only is there an increased chance of failure, but the item could also break again soon after its next use.

A gamemaster may allow a complementary use of *artist* to improve the quality of the item.

Situation	Modifier
Light repairs/modifications	0
Heavy repairs/modifications	+5
Extensive repairs/modifications	+10 or more
Previously built or modified the item; intimately familiar with item	-10

Roll >	
Difficulty	**Result**
0–2	Basic idea of what the device can do, but not how to operate it.
3–6	Basic idea of what the device can do and how to operate it; may add the result points bonus to using the device on the next round if the character does not have an appropriate skill to use the device.
7–11	Previous result and may add the result points bonus to a *crafting* attempt on the device, if proper tools and materials are available.
12+	Previous two results and can design a similar device, if proper resources are available.

Has item's designs	-5
Common item	0
Has seen but not used item	+5
Has never seen item	+10
All parts available	0
Some parts available	+10
No parts available	+20
Correct tools*	0
Makeshift tools	+15

Tool kits might provide their own bonuses, which are used instead of this.

Devices (Intellect)

The *devices* skill allows the character how to use a strange new piece of equipment. In some cases, no matter how familiar the item is to a character, the item may be of such complexity (such as some gnomish works) that the gamemaster always requires a roll.

Characters who want to create new items must first makes blueprints or design instructions for them, using this skill. The more complex the piece, the higher the difficulty and the longer it takes to determine the correct design.

The base difficulty is 10.

Complexity of Device	**Modifier**
Simple	0
Average	+4
Complex	+7
Prototype	+10
From a culture with a lower technological level	-5
From a culture with a much higher technological level	+10
Consists of many complex parts	+5
Consists of hundreds of complex parts	+10
Has a manual for the device in a language the character can understand	-3

Disguise (Acumen)

A character's skill total in creating the disguise serves two related purposes. First, the higher the roll, the less likely an observer will be to question the disguise. Second, the total becomes the difficulty number for *Acumen* or *investigation* efforts to see through it. If the *investigation* check is higher than the *disguise* total, the disguise has been penetrated.

If at any time while the character is disguised she performs an action inconsistent with the disguise, any observer has a chance to see through it.

Although one character may use *disguise* on another character, the disguised character must actively work at keeping up the disguise using her own *disguise* skill or *Acumen*.

Condition	**Modifier**
Specific person	+15
Other sex	+6
Different race or species	+3
Great age difference	+3
Much larger build	+5
Much smaller build	+10
Resembles the disguise already	-5
Using skill on another character	+6
Using skill unaided	+3

Gambling (Acumen)

Gambling doesn't affect games that are purely random, but does influence games with an element of strategy, like poker. All characters make opposed *gambling* rolls, without spending Character or Fate Points, and the highest roll wins. A character may cheat by using Character or Fate Points on the roll, and the gamemaster may give bonuses to rolls for people looking for a cheater or helping the cheater. The gamemaster should consider as many "angles" as possible when using the *gambling* skill, and add these as modifiers to one or more participants' rolls.

Healing (Intellect)

For game mechanics on using *healing* to treat damage, see the "Healing" chapter. Remember that the typical fantasy setting doesn't have the same access to medical procedures as they do in modern times. However, folk lore remedies seemed to work much better than in other genres.

Medical Diagnosing

Action	Difficulty
Determine existence of disease or injury	7
Time required: 1 round	
Determine toxicity of substance	7
Time required: 1 minute	
Determine type of disease, toxin, or injury	12
Time required: 1 minute	
Determine medicine, procedure, or antidote required	18
Time required: 1 round to 1 hour	
Determine cause	24
Time required: 1 day to 1 week	

Investigation (Acumen)

When used to research a topic, a separate roll must be made for each source checked.

Situation	Difficulty
Common knowledge	7
Requires searching through several sources; introductory theories	12
Sources are of varying reliability; cutting-edge information; specific information about harmless individual or event	18
Esoteric information; specific information about dangerous individual or event	24

Condition	Modifier
Information closely guarded	+5
Character unsure of information sought	+5
Character knows exactly what information is sought	-5

When used to figure out clues from a scene, the base difficulty is 10. The character must use *search* first to find the clues or evidence (or have them pointed out); *investigation* helps the character figure out what they mean.

Situation	Modifier
Information about subject/event is sketchy	+15
Information about subject/event is extensive	-15
Evidence is fairly clear; many clues; familiar objects with expected use	-6 or more
Evidence is only partly clear; several clues; familiar objects with uncommon use, or unfamiliar objects with common use	0
Evidence is obscure; few clues	+3
Evidence is unusual or with no apparent significance; uncommon objects with uncommon use	+6
Repeatedly commits similar crimes	-3 per crime
Distance between crimes (per 80 kilometers)	+3
Time between crimes (per 6 months*)	+3

While the crimes may have been committed over a greater time interval, the maximum value for this modifier is +30.

Roll > Difficulty	Result
0–2	Basic information about the situation (a rope was used, type of weapon).
3–6	Precise information about situation (probable manufacturing origin of evidence, small details about items in room).
7–11	Previous results plus how all items in an area were put to use.
12+	Reconstruction of events from the evidence.

Jumping (Agility)

Difficulties for this skill are included in the "Movement" chapter.

Condition	Modifier
Flat surface to flat surface	0
Unlimited landing area	-5
Limited landing area	+5
Almost no landing area	+10
Rough, slick, or unsteady landing area	+3 or more
Uphill (more than 30 degrees)	+6
Carrying 50% of own weight	+6
Carrying 75% of own weight	+9
Carrying 100% of own weight	+12

Know-how (Acumen)

To use this skill to help with an activity covered by another skill (which the character does not have), the character spends the round before examining the situation, performing no other actions, and making a roll of this skill versus the difficulty set for the action. The character gets neither the unskilled modifier nor the preparing modifier. Within the next 30 seconds (six rounds), the character may add the difference between the difficulty and the *know-how* skill roll to total roll for the attribute dictated by the actual skill required. The character may not use this skill in place of a skill she already has. The gamemaster may limit the number of times per hour this skill may be used on the same action.

Lifting (Physique)

At the gamemaster's discretion, a player may make a *lifting* check when his character first picks up an object. (Generally, if the object's weight would give it a difficulty equal to or greater than one-half of the character's lifting, rounded up, or the object is being lifted hastily or under stress, the gamemaster should require a *lifting* roll.)

For each round the object is carried, the character makes another check to see if he can continue to carry the object. If he fails the roll, he is too exhausted and must put the object down. If the character is doing anything else at the time (other than walking slowly or talking), continuing to carry the object counts as a multi-action.

Abridged Lifting Table

Weight	Difficulty
1 kg	1
10 kg	3
50 kg	7
100 kg	12
120 kg	13
200 kg	17
250 kg	18

500 kg	23
750 kg	28
1,000 kg (1 ton)	33
1,100–2,000 kg	34-43
(+1 to base of 33 per 100 kg over 1,000 kg)	
2,500–10,000 kg	44-59
(+1 to base of 43 per 500 kg over 2,000 kg)	
15,000–100,000 kg	60-77
(+1 per to base of 59 per 5,000 kg over 10,000 kg)	

The gamemaster may further subdivide the lifting chart if desired to include the weights for the difficulties not listed here.

Lifting Fatigue Modifier

Time	Skill Modifier
1–6 rounds	0
7 rounds to 3 minutes	+5
3–10 minutes	+10
10–30 minutes	+15
30–60 minutes	+20

Note: After the first hour, the character must make a check once per hour at the same difficulty as one hour. If the character fails the roll, then he must rest for twice as long as he was lifting the weight.

Lockpicking (Coordination)

Characters may not attempt to pick locks without some kind of tools (hairpins, wire coat hanger, telekinesis, etc.). Improvised tools do not add to character's skill roll, but specialized tools will.

Type of Lock	Difficulty
Simple key lock	6
Complex key lock	12
Combination lock	18

Lock Condition	Modifier
Poorly constructed	-6
Well constructed	+2
Lock diagrams	-4

Mettle (Charisma)

Mettle is generally used to resist interaction attempts and mentally damaging attacks. See the "Mental Defenses" section earlier in this chapter for details. Characters with this skill may generally use it instead of *stamina* to resist fatigue, sleep, and unconsciousness, though there may be some situations the gamemaster restricts its substitution. See the *stamina* entry in this chapter for information on difficulties.

Gamemaster can also use *mettle* (or *Charisma*) to determine the reactions of players' and gamemaster's characters to each other and to their surroundings. The more the gamemaster believes that the character should be at ease or frightened, the greater the difficulty. Use the descriptions of standard difficulties to determine the level. This passive application of *mettle* is not an action.

Navigation (Intellect)

The base difficulty is 10.

| Condition	Modifier
No idea which way is north	+10
General idea which way is north	0
Familiar with terrain	0
Terrain completely foreign	+5
Completely lost	+10
Have a compass or similar navigational tools	-5
Plotting a way through a simple course	0
Plotting a way through a complex course	+6
Plotting a way through a dangerous course	+9
Determine exact location	+15

Condition	Skill Modifier
Have a poorly drawn map	+1D
Have a sketchy but accurate map	+2D
Have a well-drawn map	+3D
Have a misleading or purposely inaccurate map (and don't know it)	-1D

Persuasion (Charisma)

Persuasion can also be employed to "pay" another person to behave dishonorably, such as through ignoring duty, looking the other way, or divulging secret information. Success depends greatly on the target. A target who is loyal or wealthy or fears being caught is less likely to accept bribes. Use the difficulties listed under "Interaction Skills" and further modified by such factors as the value of the money, goods, or information offered, the extent of favors given and received, and the target's attitude toward the bribe.

See also "Interaction Skills" for other difficulties and modifiers for this skill.

Value of Bribe	Modifier
Less than 50% of what is reasonable	+10
50% to 90% of what is reasonable	+5
Larger than expected	-5
Significantly larger than expected	-10
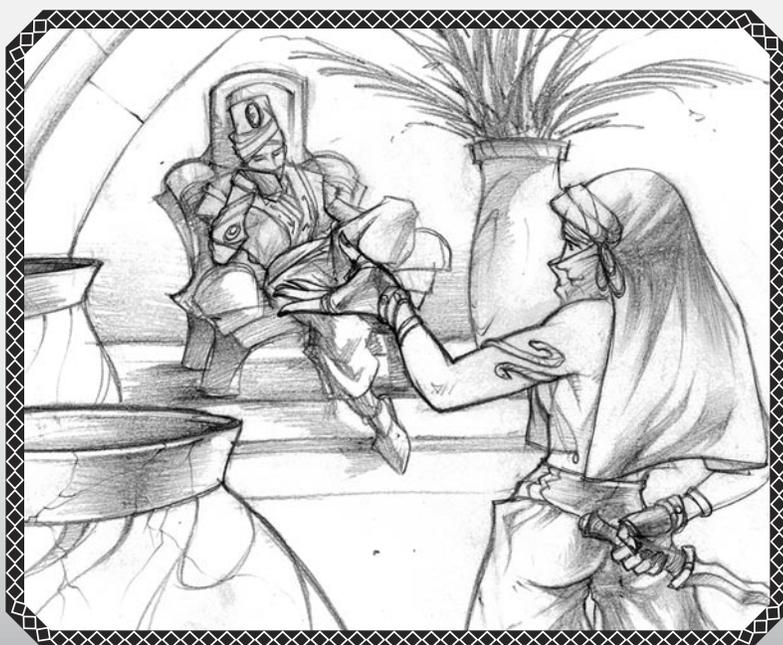
Riding (Agility)

When a character first mounts a ridable animal, she must make a *riding* roll against the creature's *mettle* roll (the gamemaster generates this). The character's *riding* total may be modified by the attitude of the animal toward the character. The character stays in control if she ties or beats the beast's roll. If she fails, consult the table below for what occurs.

When attempting to get the beast to perform a special maneuver or during events that might frighten it, the character must also roll against the animal's *Charisma* or *mettle*. Examples of special maneuvers include jumping a fence, crossing a raging river, moving faster, or slowing down quickly. (The success of special maneuvers are determined with the animal's attributes or skills.)

A character attacking from the back of a beast takes a multi-action penalty for having to both control the mount and use their weapon.

Animal's Attitude toward Character	Skill Modifier
Friendly or trusting	+5
Neutral	0
Hostile or wounded	-5

Mettle > Riding	Result
1–2	Beast stops and refuses to move for 1 round.
3–6	Beast stops and refuses to move for 2 rounds.
7–11	Beast bolts in a random direction for 1D rounds.
12+	Beast bucks rider; rider must make a Moderate *riding* roll to avoid being thrown off.

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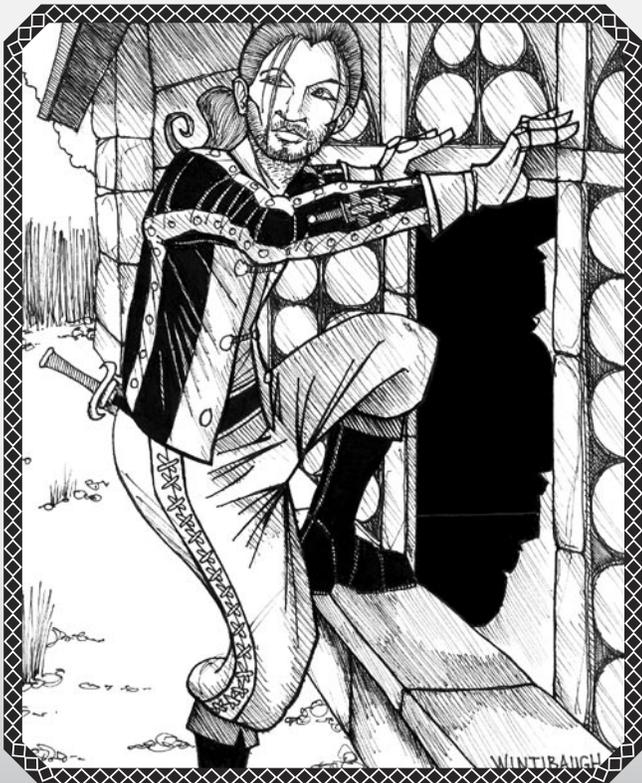
Search (Acumen)

When used to eavesdrop on or secretly watch an event or another character, the skill total indicates the amount of information gained from the surveillance. Use the "Observation Difficulties" table. A Critical Failure could mean anything from no information obtained to being immediately spotted by the character being observed, depending on the situation.

When searching for a hidden object or person, the difficulty is generally the *hide* roll used to conceal the target. Otherwise, the base difficulty is 5, modified by the table below.

See also "Observation Skills" for more difficulties and modifiers for this skill.

Situation	Modifier
Character knows target's exact location	0
Character knows target's approximate location	+5
Character has vague information about the target or its location	+15
Character has only general idea of what she's looking for; searching for small objects	+20
Character has no idea what she's looking for; searching for obscure or tiny objects	+25
Searching for microscopic objects*	+30

Might not be possible without special equipment or abilities.

Sleight of Hand (Coordination)

The difficulty for a *sleight of hand* attempt is usually the opponent's *Acumen* or *search,* either as a die roll (if the opponent is actively watching for tricks) or as a derived value equal to the number in front of the "D" in the opponent's attribute or skill times 2 and add the pips.

Situation	Modifier
Watchful target; few distractions	+9
Observant target; light crowd	+6
Suspicious target	+3
Challenging act (such as palming an apple)	+6 or more
Unobservant target; target constantly jostled; major distractions	-9
Confused or distracted target; crowded conditions; minor distractions	-6
Simple act (such as palming a tiny object or sliding a hand into one's own pocket unnoticed)	-6 or more

Stamina (Physique)

Gamemasters may allow a character to make a multi-action *stamina* roll to complement a strenuous activity, such as lifting or running. The difficulty equals 5 times the current fatigue modifier. The character may add one-half (rounded up) of the difference between the successful *stamina* roll and the difficulty. The strenuous activity still receives the fatigue modifier.

Whenever a character fails a *stamina* roll, she is fatigued; all actions are at -1D for every *stamina* check failed until the character rests for as long as she exerted herself.

Characters can still continue if they are fatigued, until they fail a third *stamina* check. At this point, the character is completely exhausted and must rest for **twice** the amount of time that she exerted herself to remove the penalty.

To avoid the effects of a toxin (inhaled, ingested, or absorbed) or disease (encountered in any manner), a character makes a *stamina* roll. Several factors figure into the difficulty of the attempt, including the deadliness and dosage of the poison in question. For example, a fatal bout of botulism has a difficulty of 9, while a killing dose of deadly nightshade has a difficulty of 42. Characters may attempt to counter toxins once per day.

Gamemasters might also call for *stamina* rolls against falling asleep or unconscious. This generally does not count as an action, though the gamemaster should award a bonus to the skill total when the character devotes her action to keeping awake. Resisting sleep is a difficulty of 5 per hour beyond the normal awake time, modified by environmental factors (too warm or too cold, noise level, etc.). For unconsciousness caused by wounds, see the "Wound Levels" table in the "Damage" chapter.

Streetwise (Acumen)

Streetwise helps characters get around urban environments. Some situations call for seeking out those living outside the local law, while others can be handled through upstanding citizens. Generally, the modifiers are the same for each situation, but the gamemaster should adjust them depending on the circumstances. It is possible, though generally unlikely, that a character would be well-liked by both upstanding residents and local criminals.

Example: In a village, a character would find it easier to gather information about a particular person (and thus the city-size modifier would be -15 instead of +15), but he might have a harder time getting someone to trust him enough to tell him about it (making the tolerance modifier +15).

Seeking …	Difficulty
Things that are usually easy to find (ex., directions to the nearest police station)	4
Things that require discretion or careful investigation (ex., asking if the local law is straight or crooked)	7
Risky services; finding illegal and well-regulated items (ex., finding out an appropriate bribe for the local law)	14
Services of unusual skills; finding dangerous or carefully controlled items (ex., seeking a fence or a safecracker)	18
A specific criminal in hiding; finding items whose possession means immediate imprisonment	28

Size of City	Modifier
Large city (a few hundred thousand citizens)	0
Small city (several thousand citizens)	+5
Town (several hundred citizens)	+10
Village (a few hundred citizens)	+15

Amount of Law Enforcement or Tolerance of Residents	Modifier
Martial law or no tolerance for criminals or outsiders	+15
Criminal activity overlooked as long as it's discreet; slight tolerance of outsiders	+10
Criminal activity overlooked as long as it's not dangerous to the general public; tolerance of outsiders	+5
Criminal activity overlooked as long as it's not dangerous to the local government; outsiders welcome	0
Anarchy; outsiders given same respect as residents	-10

Reputation of Seeker	Modifier
Never been to the location; no contacts; not trusted by local underworld or residents	+10 or more
Rarely visited; only passing knowledge of how the local underworld operates	+1-9
Minor contacts; knows what to avoid; criminals or residents have no reason not to trust character	0
Somewhat favorably known by local underworld or residents; several contacts	-1–9
Well-known and liked by underworld or residents	-10 or more

Survival (Acumen)

Character can rely on *survival* to figure what to eat, where to sleep, how best to deal with native dangers, and other information needed to get out of wilderness situation alive. The character can also use survival to locate herbs, plants, and animals of special healing or mystical value. (Use *streetwise* for help in urban situations.)

Situation	Difficulty
Woods	4
High mountains, ocean (near floor)	12
Desert, ocean (near surface)	15
Polar region	18
Different, non-Earth-like dimension	25

Situation	Skill Modifier
Has been to this location frequently	+1D
Has been to this location within the past 10 years	0
Has never been to this location	-1D

Throwing (Coordination)

A character's ability to grab projectiles out of the air is enhanced by the *throwing* skill. The difficulty of catching an object is typically the thrower's *throwing* roll. If the thrower wants the catcher to get the object, and thus takes care to throw well, reduce the thrower's skill total by 9.

Combat difficulties for this skill are included in the "Combat" chapter.

Tracking (Acumen)

The base difficulty is 10 or the target's *stealth* roll, if the target is actively trying to hide her trail. Characters can also use *tracking* to shadow a target. A shadowed character can attempt to spot the shadow with a *search* roll versus the shadowing character's *tracking* roll. Gamemasters may opt to include relevant *hide* modifiers to the tracking roll, if the shadow is being cautious.

Condition	Modifier
Trail is a day old	+3
Trail is a few days old	+6
Trail is a week old	+9
Tracking during inclement weather	+6
Soft dirt, mud, snow	-3
Grassland	0
Forest, thin crowd	+3
Rain forest, dense crowd	+6
Desert, arctic wasteland, hard surface	+9
Number of people being tracked (for every 2 people)	-3
Tracking a wheeled vehicle	-6
Per additional vehicle	-3

Traps (Intellect)

To install a trap, use the chart to modify the base difficulty of zero. The gamemaster may award one-half of the points above the difficulty as a modifier to future disarm rolls. This represents the character adding a few extra improvements to the base design.

A pressure plate trigger releases the trap when a small piece of metal or wood (about a quarter-meter square) is stepped on or pushed. Pressure plates may be on the floor or wall. A tripwire trigger releases the trap when a wire, cord, or other material attached to the tripwire is walked through or broken. A switch could be a cord yanked, an outcropping pulled, a lock turned, or something similar. A hand-triggered trap requires that someone watch for the victim to come within the range of the trap's effect and, once that happens, activate the trap.

When a character triggers a trap, use its speed total and compare it the initiative total of those affected by the trap. Those who have a higher total than the trap are allowed to generate a full-defense *dodge* total, if they so desire.

Once it's the trap's turn in the initiative, compare the trap's combat attack total to the defense totals of its intended target or targets. (The combat attack total takes into account range.) The trap affects those whose defense totals it meets or beats, up to the number of targets it can affect.

To disarm a trap, the character first needs to find an access to it, which means applying the *search* skill if the trap's concealed. Once found, the character rolls her *traps* against this chart, modified by how well it was originally installed. Traps enhanced by spells must have their spells negated first before the character can disarm the trap. Concealing a trap (including disguising wires, covering a pit or pressure plate, or placing a false trap) requires using the *hide* skill on it (or selecting an appropriate difficulty for a gamemaster-created trap).

Trap	Modifier
Pressure plate trigger (per plate)	+2
Tripwire or switch trigger (per tripwire or switch)	+1
Hand triggered	0
Speed (initiative total; per 5 points)	+1
Combat attack total versus target (per 5 points)	+2
Single part (open pit, poison on a handle)	0
Multiple release portals for gas, arrows, etc. (per additional portal)	+2
Multiple targets (per additional target; increases pit opening by 1 meter-square area)	+2
Additional damage (spikes in pit, more push behind arrows, per additional 1.5 meter drop) (per additional 1D*)	+3
Use existing structure (door and frame, nearby saplings)	0
Add to structure (clockwork mechanism, false walls)	+3 or more

This represents falling damage for pits.

Disarm Situation	Modifier
Have blueprint or map	-5
Have an idea about the kind of trap	-5
Have no idea about the kind of trap	0
No special trap set-up*	0
Good trap set-up*	+5
Superior trap set-up*	+10

The gamemaster may add one-half (rounded up) of the number of points above the trap setting difficulty to the disarmer's difficulty instead of using one of these modifiers.

Sample Traps ∽

Dart Trap: Triggered by stepping on one of three plates placed across a hallway, this traps shoots four darts (two each; damage 1D each; speed 10; combat difficulty 15) at the first two adventurers in the area. *Trap* difficulty: 21.

Lock Trap: When a character attempts to pick the lock and is successful, a large poisoned needle (damage 5D; speed 15; combat difficulty 10) shoots out and stabs the thief. *Trap* difficulty: 20.

Pit Trap: The floor falls away from beneath the characters, dropping them into a large dug-out area about 4.5 meters high (damage of 3D from fall). The pit opening is about two meters on a side. *Trap* difficulty: 13.

· MAGIC ·

WHAT'S IN THIS CHAPTER

This chapter covers the ability to manipulate the paranormal forces of the universe for extraordinary effects. The *Magic* skills are available only to characters with the *Magic Extranormal* attribute.

Although this chapter discusses guidelines for creating magical spells, gamemasters may still include unexplainable magic. Since unexplainable magic doesn't have to be explained — it just **is** — its use is out of the players' characters' control. Only the gamemaster knows how it works.

OBTAINING ACCESS TO MAGIC

There are only two ways for players' characters to get magical abilities. The first is to put dice in the *Magic* attribute and skills at character creation, which costs the same as obtaining other attributes.

The second is to obtain the gamemaster's permission after play has begun. If the player can come up with a reason for the character to learn or gain magic abilities (such as they were latent or were a gift from a supernatural being) and the gamemaster agrees, then the player may purchase them for the character. The cost to get the initial 1D in *Magic* is 20 Character Points. After that, it is 10 times the number in front of the "D" to improve this attribute by one pip. The player must still purchase *Magic* skill pips separately, though a player may buy one pip in one *Magic* skill for the character at the same time as he initially gets the attribute after character creation.

Gamemasters are discouraged from allowing characters to have multiple *Extranormal* abilities, but it is possible, especially if the character has several Disadvantages that show up frequently in each session or the character's religion requires experience in both magic and miracles.

LEARNING & IMPROVING MAGIC SKILLS

Magic skills may be learned between adventures, like regular skills. The cost for a *Magic* skill, in Character Points, equals **twice** the normal cost for gaining or improving a normal skill. This cost is doubled again if a teacher — simply another magic user with the skill at a higher level — is not available to instruct the character. A character may learn or improve one *Magic* skill after each adventure.

MAGIC SKILLS

All spells require one of these skills in order to cast them. When casting a spell, the character generates a *Magic* skill total and tries to beat the spell's difficulty. If the skill total equals or exceeds the difficulty, then the spell works (to a greater or lesser extent).

ALTERATION

Alteration governs magic involving **change.** Change means taking something that exists and modifying it or mutating it into something else. A magic spell used to increase a character's *Physique* attribute would be an *alteration* spell, as would one that converts a simple flame into an exploding fireball. *Alteration* could enhance, reduce, or restrict a character's existing skills.

Alteration must work with things that are **already there.** An *alteration* spell can only modify existing characteristics. It could be used to change a person into a bat, but it would not give the person the ability to fly; *conjuration* would also be necessary to give the character the Flight Special Ability, something he didn't have before.

APPORTATION

Apportation governs magic involving **movement.** For example, a telekinesis spell, by which a character could "grab" an object and move it using magic, would be an *apportation* spell. Calling a dagger from a box at home to your hand is *apportation*, as is teleporting yourself

to another place. *Apportation* can also cause a person or creature to move from one place to another under its own power. Spells that restrict movement would also be *apportation* spells.

Apportation is not *conjuration* — the object or the creature summoned is in existence at the time the spell is cast, the *apportation* spell simply "calls" the object or creature.

Characters or creatures may either be aported by compulsion (and come under their own power), moved by the spell's power, or teleported. When the *apportation* spell uses compulsion, the skill total is compared to the target's *mettle* or *Charisma* in much the same way a *persuasion* attempt would be used — the target's attitude toward being aported must be assessed, and the spell works as if it were "persuading" the target.

For *apportation* spells with the speed less than the range, the target is moved by the spell's power. The spell lifts up the target and brings her to the caster. For *apportation* spells with the speed equal to the range, the target is teleported. In either case, the *apportation* skill total has to overcome the target's weight value. (Look up the target's mass on the "Spell Measures" table.) The target can resist by rolling her *Physique* or *lifting* and adding it to her weight value (theoretically, she tries to make herself harder for the spell to grasp). (Resisting does not count as an action for the target character.) If the *apportation* total is equal to or higher than the weight value, the character is teleported. This goes for self-teleportation as well (though the character is not likely to resist).

Conjuration

Conjuration magic involves **producing something from nothing.** A spell that produces gold out of thin air is *conjuration*, as is one that imbues an inanimate object with animate features (such as creating a stone man and giving it the attributes of a person). Conjured items and characteristics remain in existence for the duration of the spell.

Conjuration is used for only one purpose: creation of something out of nothing. For example, if you wanted to animate a plant and give it the power of speech, you would use *conjuration* — you would have to "create" in it the ability to talk and the *Intellect* and *Acumen* necessary to speak. *Conjuration* is *not* used to bring things from one place to another — that is *apportation*.

Divination

Divination governs magic involving **obtaining knowledge.** For example, scrying spells, "far-sight" spells, and "speak with the dead" types of spells are all covered by *divination*. Spells that block the obtaining of Intellect are also *divination* spells.

Characteristics of a Spell

There are eight characteristics of a spell, and the precalculated spells are formatted using these categories of information.

Skill Used: The skill selected is the one necessary to cast the spell. A different one might be necessary to target or use the spell.

Difficulty: The difficulty is the skill total a character must generate to get a spell to work.

Effect: The effect describes the primary features of the spell (amount of damage, amount of protection, distance moved, etc.), plus the value of the effect.

Duration: Duration specifies how long a spell's effect will last. The duration is given in both "real" time (minutes, seconds, hours, etc.) and in a time value (as read on the "Spell Measures" table).

Range: The maximum distance the effect travels from the magic user's casting location is called the *range*. (If the magic user moves, the starting point of the range does *not* go with her.) In most cases, the character using the spell can only use it at this range or less. Often, the caster can choose the exact range when the effect is used. Sometimes, the character must use the spell at this range exactly. Ranges are given in meters and in distance values (as read on the "Spell Measures" table).

Speed: The speed indicates how quickly the spell travels from the caster to the target.

Casting Time: This aspect indicates how long the character must spend creating the spell's effect. During the period of *casting time*, the character may be performing related actions (like concentrating, performing rituals, arranging components, etc.), but no other skills can be used during the casting time.

Other Aspects: *Other aspects* of the spell encompass modifiers, including components and expanded effects, that influence the spell's effect and adjust its difficulty.

Precalculated spells also include a **description,** *which* tells what skill is needed to create the spell, what the spell does, what any success levels mean, and so on. The description may be very short, or it may include tables and precise explanations of effects.

Using Spells & Their Effects

Roll the spell skill for the spell in question to get a skill total. If the total is higher than the difficulty number, the spell has succeeded and the caster may use the spell's effect.

Which skill the spell requires is either decided when the effect is developed or listed with a precalculated spell.

Remember that players may spend Character or Fate Points to make sure they have sufficiently high skill totals to cast the spell.

Targeting or Using the Spell

Many spells require separate targeting or manipulative skill totals when they are used. The most common of these are combat effects that act like weapons.

If the spell focuses on a target (such as a *heighten attribute* or *alter movement* spell), the player and gamemaster must decide what skill (such as *marksmanship*, *melee combat,* or *throwing*) to use to hit, if

Other Magic Systems ∞

Gamemasters allowing magic users created with another *D6* magic system to transfer to this one may find it easier to rely on the rules from that version for those characters rather than switching to the *D6 Fantasy* rules.

However, characters using other magic rules may not rely on the *D6 Fantasy* rules — and vice versa. Think of each magic rules set as a different and distinct way people manipulate the esoteric forces of the universe.

it's not already built into the spell or described with it, as well as the appropriate defense, if any. (Gamemasters who prefer to keep activation skills within the arcane arts could allow a separate *apportation* roll as the targeting skill.) Attack spells, for example, would use standard combat difficulties and modifiers for their defense (regardless of the targeting skill). Common sense should be used to determine which skill and defense to use.

Example: With a *fireball* spell, the gamemaster decides that the caster has to generate a *marksmanship* skill total to hit his target. Even though the fireball will go where he wants it to, there still has to be some way to determine whether or not anybody is hit by it.

This keeps effects from being automatic "killers." Granted, most spells won't need this — a spell that a character uses to take over a target's mind needs no "to hit" total; it is instead the effect versus the target's *mettle* or *Charisma*.

Casting a spell at the same time as using its targeting or activation skill is **not** considered a multi-action. However, if the character wishes to cast an attack spell, which requires a targeting skill roll, and use a sword in the same round, then the multi-action modifier of -1D (for taking two actions in the same round) is applied to the casting roll, the spell targeting roll, and the weapon targeting roll.

In general, any spell that works like a weapon requires this kind of control, and a few others might. Gamemasters in doubt may wish to assign a targeting skill check in addition to the spell skill difficulty.

Backlash Option

At the gamemaster's option, characters who roll a Critical Failure with an abysmally small skill total becoming disoriented and lose all of their actions in the next round.

Strain Option

As another means of controlling the use of magic, gamemasters may choose to increase the difficulty to cast spells by 1 for each spell that the character performs beyond a set number (such as five or 10) before the wizard has a chance to rest (generally, five minutes or so per spell cast prior to the break).

Applying the Effect

The effect is applied differently depending on its purpose.

Skill Simulations: Some spells provide the character with skills or bonuses to skills or attributes. For example, a "healing" spell might give a character a certain number of dice in *healing,* and the result of using the spell's skill gift would be compared to the normal difficulty for using *healing* on a target. Any attribute bonuses affect the skills and specializations under them, and any skill bonuses add to the specializations under them (if the character has any).

Damage and Protection: The damage from any spell that causes injury is magical in nature, of course, while protective spells can defend against it. Thus, creatures and beings that are not normally affected by standard weapons can be harmed. Of course, unless the spell includes the appropriate option, nonmagical armor can protect against magically produced damage.

General Effects: When the spell offers a "general" effect, and thus has no skill associated with it, the gamemaster will have to make up levels of success for that spell. A minimal success, with the roll

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Untrained Magic ∞

Characters might have spurts of inspiration in areas in which they have no training. For those who have some training (that is, pips or dice in any *Magic* skill), the difficulty increases by +5 to cast a spell using a skill in which they have no experience. For those who have no training (that is, no pips or dice in any *Magic* skill but they do have dice in the *Magic* attribute), the difficulty increases by +5 for all spell casting and the character must include one additional Negative Spell Total Modifier (casting time increase, gesture, community, etc.) worth two or more. This additional modifier does not reduce the difficulty of the spell, regardless of its level.

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equal to the difficulty, means that the spell was slightly off or less than perfect. A solid success of one to five points over the difficulty usually gets the spell to do exactly what the caster wants the spell to do. A superior success of six points over the difficulty reveals that the spell worked better than usual; at this level, the gamemaster might even provide a bonus to its use.

Result Points

Unless the spell description mentions otherwise, the result points (the difference between the spell casting roll and the spell difficulty) applies to one basic aspect of the spell. The magic user must decide which one — effect, range, or duration — before casting the spell. Add one-half of the result points as the bonus to the appropriate value and refigure the value's measure or die code, if necessary. (Round fractions up.)

Artifacts & Legends

Every once in a while, the gamemaster will come up with a spell or magical item that is either too powerful for game balance, or she doesn't want to explain how it works for some reason. In that case, the gamemaster should use the "artifacts and legends" rule.

The gamemaster can simply assign values and difficulties to a spell and state that the spell's effect is "legendary" or part of an "artifact." It only works the way it does because the **gamemaster** says it does. She can assign any side effects, rules, or whatever to the special artifact because it is a truly **special** case.

Precalculated Spells

The next chapter offers several common spells. You can use them right away or as inspiration for inventing your own.

Designing the Spell

As you create each spell, you will keep track of a **Spell Total** and a **Negative Spell Total Modifier.** Certain elements, like the value and the range of the effect, cause the Spell Total to go up (that is, expand the effect but making it harder to "cast"), while other elements, like gestures or a longer casting time, add to the Negative Spell Total Modifier and (in the end) make the Spell Total go down

(that is, make the spell's casting more challenging though, in the end, easier to cast).

Note that Negative Spell Total Modifiers are designated within the spell design system as negative numbers to distinguish them from those modifiers added to the Spell Total. However, they add to the Negative Spell Total Modifier total, which is subtracted from the Spell Total at the end of the design.

You will need a paper and pencil and an active imagination for this part, so get ready. You can find a blank Spell Design Sheet, including a worksheet to help you with the calculations, at the end of this chapter. A calculator might also help.

Determining the Desired Effect

At this point, write out what you want the spell to do — basically. What sort of effect are you trying to create? What range will you need? Will it need charges? How long will the effect last? Consider all things along these lines. Having some general ideas up front will help you choose the values of the various aspects of your spell.

Basic Aspects

Use the Spell Worksheet to keep track of the Spell Total and all modifiers, aspects, and your own ideas.

Starting Spell Total & Starting Negative Spell Total Modifiers

Most Spell Totals begin at zero, but gamemasters who want magic less common and spells to be more difficult to cast should have a greater starting Spell Total. Negative Spell Total Modifiers always start at zero.

Effect & Skill Used

One you decide what the spell will do — damage, protection, skill bonus, and so on — determine its corresponding value using the "Die Code" table or "Spell Measures" table — or both, if the spell is intended to do more than one thing (such as create an animated golem). Here are some guidelines.

Damage spells affect character health (that is, their Body Points or Wounds). To hurt someone, 6D (which you can determine, by using the "Die Code" table, has a value of 18) is a safe bet. To kill someone outright, 10D (which has a value of 30) is usually necessary.

Protection spells work similarly, though, obviously, they reduce the amount of damage taken. Checking out weapon damage die codes can help you determine the number of dice you need for your spell.

Both protection and damage have a visible component (such as a glowing aura) that indicates their use and, if relevant, trajectory.

Spells that increase, decrease, create, or otherwise affect attributes or skills are determined the same way. For example, a spell to take over someone's mind would give the caster a *persuasion* of +3D or more with a value of at least 14.

Spells may not create stand-alone attributes unless they are included in something that the spell has created (such as a creature). In this case, use the same level as the stand-alone skill.

Some spells' effects are best reflected by a Special Ability or a Disadvantage. With a Special Ability, the spell effect's value equals 3 times the Special Ability cost times the number of ranks in that Special Ability, plus the cost of any Enhancements and their ranks, minus the cost of any Limitations and their ranks. With a Disadvantage, the spell effect's value equals the 3 times the cost of the Disadvantage. Spells generally do not provide a target with Advantages or improved *Funds,* but the gamemaster may allow this in special circumstances, such creating a friendship spell using Contacts.

Spell effects that don't fall into any category should be given a difficulty and the circumstance in which the difficulty can be beat. The difficulty equals the effect's value.

If the spell creates something, refer to the "Spell Measures" table to determine the spell effect's value for the desired amount of weight. Find the desired weight in kilograms, then read over to the corresponding value under the "Val." column. Most offensive and defensive spells have a weight value of zero, but the gamemaster may require exceptionally heavy-duty spells to have a larger weight value.

The spell designer may choose to have certain characteristics of the spell (such as a golem's *Physique* and Body Points or Wounds) be determined by the points by which the spell skill beats the spell difficulty. (Subtract the spell difficulty from the spell skill total to determine the number of points.) Any attributes figured this way have a die code equal to the points above the difficulty (minimum

SPELL MEASURES ∞

Val.	Measure	Val.	Measure	Val.	Measure
0	1	35	10 million	70	100 trillion
1	1.5	36	15 million	71	150 trillion
2	2.5	37	25 million	72	250 trillion
3	3.5	38	40 million	73	400 trillion
4	5	39	60 million	74	600 trillion
5	10	40	100 million	75	1 quadrillion
6	15	41	150 million	76	1.5 quadrillion
7	25	42	250 million	77	2.5 quadrillion
8	40	43	400 million	78	4 quadrillion
9	60	44	600 million	79	6 quadrillion
10	100	45	1 billion	80	10 quadrillion
11	150	46	1.5 billion	81	15 quadrillion
12	250	47	2.5 billion	82	25 quadrillion
13	400	48	4 billion	83	40 quadrillion
14	600	49	6 billion	84	60 quadrillion
15	1,000	50	10 billion	85	100 quadrillion
16	1,500	51	15 billion	86	150 quadrillion
17	2,500	52	25 billion	87	250 quadrillion
18	4,000	53	40 billion	88	400 quadrillion
19	6,000	54	60 billion	89	600 quadrillion
20	10,000	55	100 billion	90	1 quintillion
21	15,000	56	150 billion	91	1.5 quintillion
22	25,000	57	250 billion	92	2.5 quintillion
23	40,000	58	400 billion	93	4 quintillion
24	60,000	59	600 billion	94	6 quintillion
25	100,000	60	1 trillion	95	10 quintillion
26	150,000	61	1.5 trillion	96	15 quintillion
27	250,000	62	2.5 trillion	97	25 quintillion
28	400,000	63	4 trillion	98	40 quintillion
29	600,000	64	6 trillion	99	60 quintillion
30	1 million	65	10 trillion	100	100 quintillion
31	1.5 million	66	15 trillion		
32	2.5 million	67	25 trillion		
33	4 million	68	40 trillion		
34	6 million	69	60 trillion		

BENCHMARKS ∞

Value	Time	Weight	Distance
0	Second	1 kilo	1 meter
1		Great horned owl	War horse height
2		Large goose	Tallest Human
3		Human baby	Large wagon
4	Round	Small armadillo	
6		Sea turtle	Small sailing ship
7		Small tree	Caravel sail. ship
8		Medium dog	Galleon
9	Minute	Deer	Large longship
10		Human male	Javelin throw
11		Lion	Grt. Pyramid hgt.
12		Brown bear	Grt. Pyramid base
13		Alligator	Long bow flight
14		War horse	Trebuchet range
15		Small rhino	Kilometer
16		Giraffe	Mile
17		Medium squid	
18	Hour	Hippopotamus	
19		Medium elephant	Chariot race
20		Large orca	
22		Medium dragon	Day's march
23		Caravel ship	Marathon race
25	Day	Blue whale	Day's travel for a dispatch rider
26		British naval cutter	
27		Galleon cargo cap.	Athens to Sparta
28		Galleon	
29	Week	Colossus of Rhodes	
30		2-story building	Length of Great Britain
32	Month	10-meter boulder	Paris to Constantinople
38	Year	Medium cathedral	Circumference of Earth
43			Orbit of Moon
49		Great Pyramid	

MEASURE CONVERSIONS ∞

Add the value modifier to the measure's value to determine what it is in seconds, meters per second, meters, or kilograms, as appropriate to the conversion.

Measure is in units of	Value Modifier
Seconds	0
Minutes	+9
Hours	+18
Days	+25
Weeks	+29
Months	+32
Years	+38

Measure is in units of	Value Modifier
Meters per second	0
Miles per hour	+2
Kilometers per hour	+1
Meters	0
Feet	-3
Kilometers	+15
Miles	+16
Kilograms	0
Pounds	-2
Tons	+15

Die Codes ∞

Values are cumulative, so, if the spell effect has a die code of 3D+1, the spell effect's value is 10. The type of characteristic the spell affects also modifies the spell effect's value. Round up fractions.

Die Code	Value
1 pip	1
2 pips	2
1 die	3 per whole die

Characteristic Type	Value Multiplier
Stand-alone stun damage (physical only)	0.75
Stand-alone damage*	1
Stand-alone protection*	1
Protection or damage modifier*	1.5
Stand-alone die code or non-*Extranormal* skill	1
Non-*Extranormal* skill modifier	1.5
Stand-alone non-*Extranormal* attribute	1.5
Non-*Extranormal* attribute modifier	2
Stand-alone *Extranormal* skill	2
Extranormal skill modifier	2.5
Extranormal attribute modifier	3

*To protect against or do damage as both mental and physical, each type, purchase each one separately.

Note: To have damage ignore non-magical armor, add 0.5 to the value multiplier listed. To have protection against either magical or non-magical attacks (but not both), subtract 0.5 from the value multiplier listed.

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of 1D). Body Points equal 10 plus the points above the difficulty, while Wound levels equal the points above the difficulty, divided by 2 and rounded up (minimum of one Wound level). There is no cost for Body Points or Wound levels and the first attribute decided with this method; each additional attribute ups the Spell Total by one.

A spell may contain more than one effect. Each effect is determined separately and added to the total. All of the effects must fall under the domain of the same skill. You should also list the skill used to cast the spell at this time. See the "Skills and Sample Effects" sidebar for suggestions.

The minimum value for an effect is zero.

Once you decide on a spell effect's value, write it down. This is the first element of your Spell Total.

Note on Attack & Protection Spells

By default, magical and nonmagical armor can defend against attack spells. To ignore nonmagical armor, double the value to add it. Damage is either physical or mental. To do both, each kind must be purchased separately.

Similarly, protection spells defend against both magical and non-magical attacks. To be subject to one but not the other, half the value to add it (round up). The protection may be against physical or mental attacks. To resist both, each kind must be purchased separately.

Range

Determine how far away you want the caster to be able to affect things with the spell. Then read the measurement (in meters) on the "Spell Measures" table to get a range value. Add the value to your Spell Total.

Unless otherwise specified, the mage can use the spell (or its effect, if the spell was charged into an object) to target anywhere within that range. The caster can aim at a spot or something mobile (such as a person or a carriage). If the caster hits a moving target within the range of the effect, and the target leaves the range of the spell before it ends, the effect disappears (unless you use the focus optional aspect, described herein). Even if the target comes back into range within the spell's duration, the spell has to be created again.

For purposes of determining the range modifier with ranges longer than 20 meters, consider anything from three meters up to one-third of the range to be Short range, anything from one-third to two-thirds to be Medium range, and anything from two-thirds to the full range to be Long range. (Round fractions up.) For ranges of 20 meters or less, distances from three meters to the full range are Short range.

Example: A spell has a range of 40 meters, which translates to a Short range of 3 to 14, Medium of 14 to 27, and Long of 27 to 40.

For *apportation* spells, range indicates either how far away the target is or how far a target may be sent. If the latter, the target must be no more than one meter from the caster.

Speed

Speed determines how fast the spell gets from the caster to the target. First, look at the range value (above). That is the maximum distance the effect travels. If you select a speed value equal to the range value, then the spell's effect travels from the caster to the

Skills & Sample Effects ∞

Here are some typical effects associated with each of the *Magic* skills.

Alteration: modifier to a skill or attribute; additional levels of a Special Ability the target already has; new Limitations or Enhancements on an existing Special Ability; damage modifier; Armor Value modifier; transmutation. Spells may not directly affect movement skills.

Apportation: weight of material moved; distance moved; speed at which target moves; modifiers to movement skills and Move.

Conjuration: amount of material created; new or stand-alone skills or attributes (skills or attributes that do not modify an existing skill or attribute); new Disadvantages; new Special Abilities; skills and attributes included in conjured items; damage or protection not based on an existing value.

Divination: time in the past or future; stand-alone *investigation, search,* or *tracking* skills to discern specific information.

target in one second, because the speed's unit of measure is meters per second.

You can select a lower speed value. Its corresponding measure indicates how quickly the spell's effect moves.

To see how long it takes the effect to reach a given target, subtract the speed value from the range value to the target (not the range value of the spell). Read the result as a value on the "Spell Measures" table. The measurement is the number of seconds it takes for the spell's effect to go from the caster to the target.

Example: A player decides the range value of his new spell is an incredible 30 (one million meters, or 1,000 kilometers). She makes the speed value, however, only 20 (10,000 meters per second, or 10 kilometers per second). The target is 400 kilometers away (a value of 28). The range of 28 minus the speed of 20 gives a result of 8. Reading this on the "Spell Measures" chart reveals that it takes 40 seconds (eight rounds) for the effect to reach the target.

Sometimes, you'll use a lower speed to keep the Spell Total lower. However, quite often, especially with attack spells, you'll need that instantaneous effect. If you build an attack spell with a lower speed, you have to be aware that the spell will be less accurate — that is, the target will be able to get out of the way much easier.

The difference between the speed value and the range value of the target is added to the target's defense value or combat difficulty when getting out of the way of a slow attack. So, in the previous example, not only would it take a value of 8 (40 seconds) to reach the target, the target would get a bonus of +8 to *dodge* on the round that the spell's effect reaches the area where the caster guessed the target would be at that time.

A higher speed value than the range value provides no benefit.

Add the speed value onto the Spell Total and keep going.

Duration

Duration indicates how long the effect lasts or continues to act upon a target. To determine how long the duration is, find the time value on the "Spell Measures" table and add it to the Spell Total. List the time measure with the spell, leaving it as seconds or converting it to rounds, minutes, hours, or whatever.

The minimum duration for any spell is one second (or zero value). Since the duration begins from the moment the spell is cast, the duration may have to be quite long, especially if it takes a while for the spell to travel to its target (determined by a lower speed value than its range value; see the pervious section).

Casting Time

The last of the mandatory elements is casting time. This is the time the character must spend preparing the spell and performing any optional aspects (such as rituals, concentration, and so forth). This time must be spent every time the character casts the spell. The casting time for a spell cannot be rushed. A magic user may perform no other actions while casting a spell, unless the cast time is three seconds (value of 3) or less.

The minimum casting time is zero (one second). Unlike the other mandatory elements, casting time falls under the Negative Spell Total Modifiers.

Some Notes Regarding Casting Time: For a noncombat spell, or for a spell that will be built with charges (see the charges optional

Effects & Their Durations ∞

Magic is not a science based on observations of the natural world. It is an art based on intervening in natural laws. Magical effects create a reality that temporarily supersede the local laws of physics. When the magic wears off, the natural laws resume. In order for there to be a permanent effect, the altered reality has to stick around long enough for the natural laws to take over. As it is much easier to destroy something than to construct it, damage is instantly permanent while a conjured item usually disappears when the spell's duration ends. Thus, many spells, especially combat spells, may have the minimum duration because their effects are permanent.

Generally, once a natural process begins to break down the conjured or altered item, then the magic can return control of the reality to the local natural laws and the conjured or altered item will not return to its state before being affected by magic. Similarly, if it would require more work for nature to revert an altered item (such as closing an opened door or lock), then reality concedes the spell's effect and allows it to continue past the spell's duration.

aspect), high casting times are good. The character can spend some time during or between adventures preparing and casting the spell and then release it using an activation.

If a character attempts to cast a spell over several days or several weeks, the physical and mental strain will take their toll on the magic user. When performing a lengthy ritual, the caster must make a *stamina* roll against a difficulty of 5 increased by +2 for each day the character continues the casting time past the first day. The gamemaster may have the character roll each day, or once at the end. Failure of a *stamina* roll means that the character could not maintain the ritual or concentration, and the casting of the spell fails.

Summary

To this point, you have created a basic spell. It has a set effect, a set duration, and a set casting time. It may be used at any range up to the maximum and can only affect one specific target (person, tree, carriage, spot of ground, etc.). There are no other controls or modifications.

If you don't wish to go any further, add the Negative Spell Total Modifiers to the Spell Total and then divide the total by 2, rounding up. This is the difficulty to cast the spell. See "Final Spell Total" later in this chapter for restrictions on the Spell Total. Then decide which *Magic* skill is necessary to cast the spell. Write these last few things on the Spell Worksheet, and you're done.

Of course, there's so much else you can do with the spell …

Optional Aspects

The caster may not care about having any options, but without optional aspects, the spell is pretty limited.

With every optional aspect, the caster must define exactly what that particular spell calls for.

For those optional aspects that include a special roll (such as certain levels of gestures or incantations), the roll is made at the end of the casting time and it does not count as a multi-action, though the roll must be modified if the magic user is attempting some other, non-casting-related action in the round.

Area Effect

The effect of the spell travels out from a target. Add the area effect modifier to the Spell Total.

Adjust the effect by -1 (pip, point of damage, etc.) per full meter for characters outside of ground zero (within a half-meter of the target). Compare the targeting roll of spell against the defense total of characters not at ground zero; those who have a defense total greater than the targeting roll managed to dive for cover or protect themselves from the effect.

Example: A spell with a damaging effect and an area effect with a four-meter radius would do the full damage to between zero and one-half meter from the target, one point less to characters between one-half and one meter, two points less to characters between one and two meters, and so on.

Two-dimensional circle (a few centimeters thick): +1 per half-meter radius.

Three-dimensional sphere (for explosions and 3D illusions): +5 per meter radius and +1 bonus to hit one target (bonus is applied to the same target).

One alternate shape: +1 to area effect modifier.

Several alternate shapes (specific one chosen at time of casting): +3 to area effect modifier.

Fluid shape (shape may change any time during spell's duration): +6 to area effect modifier.

Change Target

The caster can move the spell's effect to a new target. Add the change target modifier to the Spell Total.

Only spells with durations of 2.5 seconds or longer may include this modifier. Changing a target requires a new targeting roll and, if done within the same round as the first targeting roll, incurs a multi-action penalty. If the old target moves out of range before a new one is acquired, the spell ends.

Change target: +5 per target (including first).

Change target with multi-target (multi-target aspect purchased separately): the change target modifier applies to each multi-target (ex., three change targets with four multi-targets is +60, or +5 times 3 changes times 4 targets).

Charges

The caster fixes the spell in his mind or in an object or another person. Add the charges modifier (see below for determining it) to the Spell Total.

The caster need spend the time to cast the spell only once, but if there is a targeting or activation skill or requirement, then this must be done each time. The charge goes off in the round it was activated.

Charges: Look up the number of charges as a measure on the "Spell Measures" table; the corresponding value is the cost of putting the charges in. (Round fractional measures down; minimum value of 1.)

Wards: If the charge is activated by a certain set of situations (specified at spell casting) — such as a phrase, a condition, or a time limit — then the charge costs an additional 10% (round up). Should a specific skill be able to circumvent the ward, the reduction equals -1 for a difficulty of 20 and an additional -1 for each one point below the starting difficulty. (So a difficulty of 15 gives a reduction of -6.) Only spells that have a speed less than the range (and therefore take at least one round before the effect occurs) may include wards that skills can circumvent.

Example: A magic user decides to give his *mystic bolt* spell five charges. This has a value of 4, which is the charge modifier. Should the mage decide to charge a door frame with the spell, requiring that anyone who passes through the door sets off the spell, the charge modifier becomes 5.

Community

The spell requires helpers in order for it to be cast. Use the accompanying tables to determine the amount to add to the Negative Spell Total Modifiers.

The number of helpers determines the basic community modifier. The "Number of Helpers" is a range of helpers the character has assisting him. The character must specify when the spell is created exactly how many helpers are necessary (along with what they must do and any skills associated with those actions). The tasks must be reasonable and appropriate to the spell's effect.

The participation of the helpers is determined by what the helper actually has to do during the casting time. Decide how much help the helpers lend (that is, how difficult their tasks are), and multiply

Community ∞

Number of Helpers	Community Modifier	Difficulty Modifier
1	-1	0
2	-2	+2
3-4	-3	+4
5-6	-4	+6
7-10	-5	+8
11-15	-6	+10
16-25	-7	+12
26-40	-8	+14
41-60	-9	+16
61-100	-10	+18

Helper Participation

Helpers perform …	Participation Multiplier
Simple actions	0.5
Difficulty 11 action	1
Difficulty 13 action	1.5
Difficulty 15 action	2
Difficulty 17 action	2.5
Difficulty 21 action	3

the community modifier by the corresponding participation multiplier. The participants must be able to perform the tasks within the casting time.

The character creating the spell must declare what type of actions the helpers must perform. Simple actions include readying components, chanting mantras, passing tools, and so on.

A participation level with a difficulty means that the helpers actually have to execute some sort of complex action during the casting — perform a sacrifice, dance (and make an *acrobatics* skill roll), or whatever. Different helpers can be doing different things of the same difficulty for this purpose. Multiple groups of helpers might be performing different levels of actions, for multiple community multipliers.

Example: A magic user casts a spell to summon a spirit. There might be two communities involved. The minor apprentice members of his guild (a group of 31) might be chanting (a simple action). This gives a community modifier of 4 (8 times 0.5), while a cadre of four senior apprentices perform the sacrifice of a lamb (difficulty 11), for a modifier of 2 times 1, or 2. These are two separate modifiers worth 4 and 2 respectively, or a total of 6.

When the magic user finishes the casting time of a community-aided spell, the gamemaster generates a skill total for any communities involved (when necessary). The skill of the community should be fairly average, unless the gamemaster has reason to think differently (the minor apprentices, above, would probably have *artist* skills of around 2D+2, while the priests might have *melee combat* skill of 3D or so).

Add the difficulty modifier to the difficulty to determine the chance of having the **entire** group succeed (in a mass skill total). So, if the 31 minor apprentices in the above example had to generate a *artist: chanting* total of 11 (because they had to chant a long string of words correctly) using their average skill level (2D+2), the actual difficulty would be 22 (11 + 14). For this reason, it is best if large groups only participate by performing simple actions.

If the group is a small one (under six), or if the community role is being performed by players' characters or specific gamemaster-controlled characters, however, the skill totals can be made separately. No difficulty modifier should be added to the community difficulty when the skill totals are figured separately. If **any** community group or member of a community fails in his skill total, the entire spell does not work.

Character Points and Fate Points may only be spent from individual character pools on their own rolls. They may not be spent on "group" rolls.

The "Community" table is based on the "Spell Measures" table, so you can extend the modifiers accordingly. To get the difficulty modifier, multiply the "base modifier" by 2 and subtract 2 from that.

Example: A spell that use 1,000 apprentices would yield a bonus of +15. The difficulty modifier would be +28 (15 x 2 = 30 -2 = 28).

Components

The spell requires one or more items or needs to be done in a certain location in order for the effect to go off. The items or location should be representative of the spell's effect. Use the accompanying table to determine the amount to add to the Negative Spell Total Modifiers.

Components ∞

Component is …	Modifier
Ordinary, easily obtained (rock, dirt, tree branch)	-1
Very common, easily purchased or traded for (match, wooden board, candle)	-2
Common, but must be purchased for reasonable cost (flint and steel, inexpensive clothing, oil, incense)	-3
Uncommon (rare in some places, common in others) (certain types of food or cloth)	-4
Very rare (rare in most places or expensive) (valuable gem, precious metal, rare spice, exotic herb)	-5
Extremely rare (near-priceless gem, orichaleum, plutonium)	-6
Unique (a particular king's burial garments)	-7
Destroyed in casting or at end of spell's duration	x2

Number of Components	Multiplier*
1–3	1
4–6	0.75
7 or more	0.5

Multiply the total component modifier by this value and round up.

Concentration

The caster needs to devote his complete attention to the creation of the spell in order for it to work. The length of concentration must be equal to or less than the casting time. The minimum concentration time is 1.5 seconds.

Concentration: Use the "Spell Measures" table to determine the corresponding value for the concentration time measure; divide this value by 3 (round up) to determine the amount to add to the

Concentration Distractions ∞

Level of Distraction	Modifier*
Completely isolated chamber	0
Isolated, but some distractions (trees, birds chirping, pictures)	+2
On a fairly deserted street, with a few passers-by	+6
In a room with a few other people who are being quiet	+8
Alone in a booth at a sparsely filled tavern	+10
Alone at a table in the middle of a sparsely filled tavern	+14
Alone at a booth in a busy tavern	+16
At a tavern booth with a few other people who are being quiet	+18
Packed tavern	+20

Modifier to mettle difficulty.

Negative Spell Total Modifiers. Add the concentration modifier to 6 to get the *mettle* difficulty, which the character rolls at the end of the concentration time. If the character fails the *mettle* roll, the spell fails. A Critical Failure on the *mettle* roll indicates that the caster takes any feedback associated with the spell, even though it didn't work.

COUNTENANCE

The caster's body changes in response to the use of magic. Some go pale or even blue with a lack of blood flow to their skin, others shake uncontrollably or foam at the mouth, still others get bulging eyes or swollen lolling tongues. This alteration in appearance lasts until the end of the spell's duration. Use the accompanying tables to determine the amount to add to the Negative Spell Total Modifiers.

Nothing unreal can happen here: no glowing eyes, no flames from nostrils, no unearthly aura, except as a psychic illusion that only the target can see. The drawback to an illusory change is that, no matter what the victim's perceptions and predispositions were before the fact, after the image is seen, the victim is forever firmly convinced that the caster is an inhuman monster. Only those already endowed with a psychic or magic ability are capable of accepting that image for what it truly is. Psychic illusions may be used only with living targets.

COUNTENANCE ∞

Change in Appearance	Modifier
Noticeable (gray pallor, foaming)	-1
Extreme (convulsions, psychic image)	-2

FEEDBACK

The magic user lowers her resistance to taking damage when she casts the spell. This damage may not be defended by armor, Special Abilities, other spells, or any other means. It may only be healed by natural means (such as resting or sufficient food).

Feedback: -1 to the Negative Spell Total Modifiers for each -1 to the damage resistance total. The damage resistance modifier dissipates at a rate of one-half of a roll of the character's *Physique* per day, with the decrease occurring at the beginning of a new day.

FOCUSED

When a spell is "focused" on a target, it stays with the target until the duration has ended. Add the focused modifier to the Spell Total.

The range of the spell, then, only determines how far away the target can be from the caster. Damage spells that are focused on a target do the same damage each round.

Focused: (value of effect + value of duration)/5, round down, minimum of +1, per target.

Example: A spell's effect is 5D in damage, so the effect has a value of 15, and the spell has a duration of 10 seconds (two rounds), so the duration has a value of 5. The cost of the focused optional aspect is (15 + 5)/5, or +4.

GESTURE

The caster, a charge, or a ward requires that a gesture be made so that the spell will work. Use the accompanying tables to determine the

GESTURE ∞

Complexity	Modifier
Simple (point finger, toss herbs, flip switch)	-1
Fairly simple (make circles with finger)	-2
Complex (action difficulty 11)	-3
Very complex (action difficulty 15)	-4
Extremely complex (action difficulty 19)	-5
Challenging and extremely complex (action difficulty 23)	-6
Also will offend most seeing it	-1

modifier to the Spell Total. If there is a difficulty listed, the character must make an *acrobatics* or *sleight of hand* roll against that difficulty at the end of the casting time.

INCANTATION

The caster, a charge, or a ward requires that a word or phrase be said so that the spell will work. Use the accompanying tables to determine the modifier to the Spell Total. If there is a difficulty listed, the character must make an *artist* or *persuasion* roll against that difficulty at the end of the casting time.

MULTIPLE TARGETS

The caster can place the exact same spell on more than one target (but not the same target multiple times) without having to cast the spell separately for each target. Add the multiple targets modifier to the Spell Total. Each target must be within the spell's range.

If a targeting skill roll is required by the spell, using it on multiple targets is not considered a multi-action. If the difficulties to hit each target are within three points of each other, the caster need roll only once. If it's greater than this, each target requires a separate targeting roll.

Multi-target: +3 per target (including first target; ex., three targets is +9).

INCANTATION ∞

Complexity	Modifier
A few words or sounds	-1
A complete sentence or lengthy phrase	-2
A complex incantation (action difficulty 11)	-3
Litany (action difficulty 15)	-4
Complex formula (action difficulty 19)	-5
Extensive, complex elements (action difficulty 23)	-6
Also in a foreign tongue and character must have one pip in that *speaking* specialization	-1
Also must say it very loudly	-1
Also will offend most hearing it	-1

Multi-target with area effect modifier (area effect aspect purchased separately): +6 per target (including first target; ex., three targets is +18).

Unreal Effect

When a caster adds this optional aspect to a spell, it causes the effect of the spell to be illusory. The effects are not real — they are just perceived as real.

The special effect is automatically believed unless a target or an observer actually states otherwise. Then, depending on the disbelief difficulty (see the accompanying table), the illusion may lose all of its effects. The easier an illusion is to disbelieve, the more the modifier is worth (the "Modifier Multiplier").

Since the effect is what is being tampered with, the spell effect's value directly controls how much the modifier can be worth.

Start with the spell effect's value, determined way back in "Effect & Skill Used." Then, when you decide how hard it is for a character to disbelieve the illusion, multiply the effect's value by the modifier multiplier. Round up. The resulting number is added to the Negative Spell Total Modifiers.

Example: You decide that your fireball with a damage of 10D, which has a value of 30, is an illusionary effect with a disbelief difficulty of 0. You multiply 30 by the Modifier Multiple of 0.75 for a result of 22.5 (rounds up to 23).

The guidelines for disbelief are as follows:

• Any player's character can disbelieve at any time he sees a spell's effect occur **but,** if the effect was used during a conflict round, this counts as an action.

• Gamemaster characters should only disbelieve when the gamemaster thinks it is appropriate, or when the character using the spell uses it quite often (and effectively).

• When a character disbelieves, he generates a *Acumen* or *investigation* total. If the total is equal to or higher than the disbelief difficulty, he is successful. The spell has **no** affect on him whatsoever — it does not disappear, but any effects it had do not apply to him.

• If a character is encouraged to disbelieve by another character who has successfully disbelieved (and who he trusts or who can persuade him), he gains +4 to his *Acumen* or *investigation* total.

• A character who has disbelieved a spell will not believe in the effect later if it comes from the same source in the same way (i.e., if the character disbelieves the effect of a particular wand of power, that wand of power will never be effective against him again, but he may or may not believe in other magical wands).

• The character who uses or creates the spell **knows** it is an illusion and can **never** be influenced by its effect.

• The gamemaster can, and should, apply difficulty modifiers to the disbelief difficulty based on how believable (or ridiculous) the spell seems to be.

• In the event a character takes damage or suffers some sort of debilitating effect from an illusion that would, logically, disappear after he disbelieves the illusion, it does.

Example: If a character falls into a "trap" and takes damage from falling, and then finds out the whole pit was an illusion, he'll be

Unreal Effect ∞

Disbelief Difficulty	Modifier Multiplier
0	0.75
9	0.5
13	0.25

healthy. But, a character who is "killed" by an illusion is dead unless another character, who does not believe the illusion can, first, perform a *healing* total equal to 21 and then, second, help him disbelieve the illusion. This has to be done within a number of hours equal to three times the character's *Acumen* attribute — otherwise, he slips into an irreversible coma and dies.

Warning: Do not overuse this modifier. Once the players are clued into what the gamemaster is doing, she'll never get another illusionary spell through on them. The best way to use this is to have a nasty gamemaster character mage research a number of spells two ways, as both "real" effect and "unreal." He then casts the illusionary versions (with the lower difficulty number) until someone figures out they're not real. Then, just for fun, he switches.

Imagine the look on the player's faces when their characters charge through the "illusionary" *wall of fiery death* and find out it's a bit more substantial than they first thought. It'll drive them nuts.

There are a few things to remember when casting unreal effects. The spell does not affect the caster. He knows it's illusionary. So a character can't make an unreal bridge over a ravine and walk across it. Using the same example, if someone other than the caster believed in the bridge, they could walk across it, maybe. They would unconsciously use any means at their disposal to cross the chasm without realizing it. If they couldn't locate a way, they would find some reason that they could not cross the bridge. An illusionary bridge doesn't allow people to walk on air, nor can it cause people to jump off a cliff and die without realizing it.

Variable Duration

The caster may turn on and off the spell as many times as desired before the duration expires. Add the variable duration modifier to the Spell Total.

The duration lasts from the time the spell is cast until the duration time is up, regardless of the number of times or how long the spell is turned on or off.

Off-only: +4.

On/off switch: +8.

Extended duration (separate from off-only and switch; extended duration time measure — not value — added at spell casting if desired): For every +1 of extended duration, the time may be increased by the equivalent measure for that number of points. For example, +1 allows the caster to extend the duration by 1.5 seconds, while +9 allows a duration extension of 60 seconds.

Variable Effect

The caster may change the amount of the spell's effect when he casts the spell. Add the variable effect modifier to the Spell Total.

Raising and lowering the effect's amount (die code or bonus) add to the Spell Total separately. Be sure to specify in the spell's description the maximum or minimum effect. If the spell has multiple effects, each variable effect must be purchased separately for each effect (though not all effects need have the same variable effect aspect, if they have it at all).

Variable effect: +1 for every pip or point per direction per effect. (There are three pips in one die.)

Variable Movement

The caster can control the movement of the spell's effect. Add the variable movement modifier to the Spell Total.

Accuracy bonus: +2 for each +1 bonus to the targeting skill total.

Bending: +1 to bend around obstacles smaller than the target; +3 to bend around obstacles the same size or smaller than the target; +4 to use the effect to find a target the caster can't see (though the spell may no affect the target); +5 to send the spell after a target the caster can't see, although the caster gets a +4D (+12) modifier to the targeting difficulty.

Movement of effect: To move a spell associated with a target (such as a flight or telekinesis spell), or to make an otherwise stationary effect move (such as an illusion), the spell needs this optional aspect. Determine the desired speed measure (in meters per second) and its corresponding value on the "Spell Measures" table and add 1 to it; this is the cost of the movement of effect aspect.

Other Alterants

A spell might involve an expansion of its effect not related to one of the other aspects presented herein. Use the accompanying table to decide how much the alterant changes the spell and add the related modifier to the Spell Total.

Other Conditions

There might be other circumstances the spell requires in order to work. Compare the condition concept to the accompanying table to determine the amount to add to the Negative Spell Total Modifiers.

Final Spell Total & Spell Difficulty

Once you have determined all of the factors involved with casting the spell, add the Negative Spell Total Modifiers to the Spell Total to get the Final Spell Total. Then divide the Final Spell Total by 2, rounding up. This is the difficulty the caster must meet or beat with the appropriate *Magic* skill.

Minimum Spell Total

Negative Spell Total modifiers may not reduce the positive Spell Total to lower than 20 for most spells, making the spell difficulty no less than 10.

Other Alterants ∾

Amount of Improvement	Modifier
Small (adding flavor or a scent)	+1
Moderate (+1 to required activation skill; giving a golem features)	+2
Significant (giving manipulative fingers to tendrils)	+3
Incredible (conjuring a small animal)	+4 or more

Cantrips

Cantrips, also known as glamours, are small, simple, everyday spells. They may have maximum Final Spell Totals of 10 and minimum difficulties of 2. Their duration values must be 9 (one minute) or less and their casting values must be 4 (one round) or less. Cantrips may not have the following optional aspects: change target, charges, community, focused, or variable effect. Components may only be of the ordinary, very common, or common variety, though, if the player can make a good case for it, the gamemaster may allow a component of a higher level that is not destroyed to be used (such as a personal staff or ring). Gestures and incantations may offer no more than a -2 modifier each, and no cantrip may have more than one of each. Modifiers from "other conditions" may offer no more than a -2 adjustment.

Design Time

A player who learns this magic system can probably come up with a basic spell in a matter of minutes. The gamemaster can review it quickly, and it can be used right away.

Well, not exactly. The **character** has to spend time working out the spell, too. He has to experiment, do trial and error, and come up with the effect — or risk blowing himself up. The amount of time it takes to design a spell has nothing to do with the amount of time it takes to cast it.

To figure out the base design time, look up the spell difficulty in the "Val." column of the "Spell Measures" table. Read across to the "Measures" column to determine the number of seconds that the spell takes to design. (Divide this number by 5 to get the number of rounds, or 60 to get the number of minutes, or 3,600 to get the number of hours.) Design times of less than five seconds round up to five seconds.

Other Conditions ∾

Condition	Modifier
The condition can be fulfilled most of the time or with simple preparations, or requires a skill roll of difficulty 9	-1
The condition is not met normally, or at least without some preparation, or requires a skill roll of difficulty 10–11	-2
The condition is out of the caster's control, but is fairly frequent, or the condition requires a skill roll of difficulty 12–13, or the caster has to go to elaborate lengths to meet the condition	-3
The condition occurs very infrequently, or is very hard for the caster to obtain, or requires a skill roll of difficulty 14–16	-4
The condition will not occur without the caster taking elaborate measures, or requires a skill roll of difficulty 17–19	-5
The condition is rare and almost totally (or totally) out of the caster's control, or requires a skill roll of difficulty 20 or more	-6

The character may rush the design, but this increases the difficulty (not the Final Spell Total) of casting the spell. The minimum design time that may be rushed is 10 seconds. The difficulty increases depending on how much less time the character puts into the task: +5 for 25% less time, +10 for 50% less time, and +20 for 75% less time. A character may not perform any task in less than 75% of the normally needed time. Thus, to rush an hour-long design time into 30 minutes, the difficulty increases by +10.

Taking any other actions while designing the spell increases the amount of time to make it. Usually, it takes twice as long, but gamemasters should adjust this up or down, depending on the circumstances of the distraction.

Characters remaking a spell they previously designed or working from spell in a book or on a scroll can cut their time in half, though the design time minimum of five seconds still applies.

There is no roll to design a spell, though there certainly could be an adventure in finding the right components or the perfect location to cast the spell.

Starting Spells

By default, a character may start with any number of spells, though some require more effort and components than others to cast. Some gamemasters may wish to restrict the number of starting spells to ones that the magic user has specifically "learned." The more that magic abounds in the setting, the more the novice user should have, but three spells per skill per full die in it would generally serves most settings.

Spell Design in Action

Geoff decides to create a basic *fire missile* spell, since he doesn't see anything like that in the precalculated spells in this book. Once he decides on the value of an aspect, he writes it on the Spell Difficulty Worksheet.

Starting Spell Total: In this setting, the gamemaster has decided that spells aren't easier or more difficult to cast than average, so the starting Spell Total is zero.

Starting Negative Spell Total Modifiers: The Negative Spell Total Modifiers always start at zero. Geoff knows that, although they are listed as negative numbers, these modifiers will add to the Negative Spell Total Modifiers total.

Effect: Geoff decides that he doesn't want to make a spell that's too powerful (and too difficult to cast), so he picks 3D as the amount of damage the missile spell does. He only wants it to do physical damage. Using the "Die Codes" chart, he figures that this has a value of 9. He writes this on line 1 of the worksheet.

Spell's Skill: At this time, he also picks the skill needed to cast the spell. Since it has to do the creation of something, this spell falls under *conjuration*.

Range: Looking on the "Spell Measures" table, Geoff selects 15 under the "Measure" column, which has a value of 6. Since the base measure for distance is meters, the range becomes 15 meters. Geoff writes "6" on line 2.

Speed: Geoff doesn't want a delay, so he makes the speed equal to the range and writes "6" on line 3.

Duration: As this is simply a tiny missile, it doesn't need to last long. Again using the "Spell Measures" table, this time keeping in mind the measure is in seconds, Geoff thinks that 3.5 seconds is long enough. He writes its value of 3 on line 4.

Casting Time: Geoff wants the caster to do this quickly, so, referring to the "Spell Measures" table, he decides on a time of 1.5 seconds. This allows the caster to perform it in the same round as its effect. This is his first Negative Spell Total Modifier, so he writes the casting time's value of 1 in the bottom of the worksheet, on line 5.

Optional Aspects: Geoff decides at this point to skip the optional aspects — he's in a hurry. He writes "0" on lines 6 through 23 of the worksheet.

Finishing the Spell: Geoff first adds the lines related to the Spell Total and gets 24. Then she adds the lines dealing with the Negative Spell Total Modifiers and gets 1. He subtracts 1 from 24 to get 23. Dividing this by 2 and rounding up, she finds that the difficulty to cast this spell is 12. Geoff realizes, because of the rounding, he could go back and add 1 to the damage, which would give him, after subtracting the Negative Spell Total Modifiers, an even 24 to divide. He decides that he'll do that next time.

Design Time: Geoff wants to find out how quickly his mage can use the new spell. He looks up the spell difficulty of 12 on the "Spell Measures" chart to find the equivalent measure of 250. He divides this by 5 to get the number of rounds (which is 50 rounds) and by 60 to get the number of minutes (which is about four minutes). Good thing he thought of this before his caster would need it!

You can download a more in-depth example of designing a spell with this system online at www.west-endgames.com. Go to the Free section and look under "D6 System" to find the link.

Fire Missile Spell Difficulty Worksheet

Total the values for each aspect and put the number in the correct box. If you do not use an aspect, put 0 on its line. NM = Negative Spell Total Modifiers.

Starting Spell Total	0
1. Effect	+ 9
2. Range	+ 6
3. Speed	+ 6
4. Duration	+ 3
6. Area Effect	+ 0
7. Change Target	+ 0
8. Charges	+ 0
14. Focused	+ 0
17. Mult. Targets	+ 0
19. Var. Duration	+ 0
20. Var. Effect	+ 0
21. Var. Move.	+ 0
22. Alterants	+ 0
Spell Total	= 24
Starting NM	0
5. Cast Time	+ 1
9. Community	+ 0
10. Components	+ 0
11. Concentration	+ 0
12. Countenance	+ 0
13. Feedback	+ 0
15. Gesture	+ 0
16. Incantation	+ 0
18. Unreal Effect	+ 0
23. Conditions	+ 0
NM Total	= 1
Spell Total	24
NM Total	− 1
Final Spell Total	= 23
Difficulty	= 12
(Final Spell Total/2)	

Spell Design Sheet

Name:

Skill:

1. Effect:

2. Range:

4. Duration:

6. Area Effect:

8. Charges:

9. Community:

10. Components:

11. Concentration:

12. Countenance:

13. Feedback:

15. Gesture:

16. Incantation:

17. Multiple Targets:

18. Unreal Effect:

19. Variable Duration:

20. Variable Effect:

21. Variable Movement:

22. Other Alterants:

23. Other Conditions:

Description:

Difficulty:

3. Speed:

5. Casting Time:

7. Change Target:

14. Focused:

Spell Difficulty Worksheet

Total the values for each aspect and put the number in the correct box. If you do not use an aspect, put 0 on its line. NM = Negative Spell Total Modifiers.

Starting Spell Total ____

1. Effect	+ ____
2. Range	+ ____
3. Speed	+ ____
4. Duration	+ ____
6. Area Effect	+ ____
7. Change Target	+ ____
8. Charges	+ ____
14. Focused	+ ____
17. Mult. Targets	+ ____
19. Var. Duration	+ ____
20. Var. Effect	+ ____
21. Var. Move.	+ ____
22. Alterants	+ ____
Spell Total	= ____

Starting NM	0
5. Cast Time	+ ____
9. Community	+ ____
10. Components	+ ____
11. Concentration	+ ____
12. Countenance	+ ____
13. Feedback	+ ____
15. Gesture	+ ____
16. Incantation	+ ____
18. Unreal Effect	+ ____
23. Conditions	+ ____
NM Total	= ____

Spell Total	____
NM Total	– ____
Final Spell Total	= ____
Difficulty	= ____

(Final Spell Total/2)

chapter xiii
· Precalculated Spells ·

What's in this Chapter

This chapter offers a sampling of spells created with the spell-design system in the previous chapter. Use them as is, or be inspired by them in making new spells. See "Characteristics of a Spell" on page 84 for details on how to read the spell listings.

All spells were designed with a starting Spell Total of zero, so basic and additional aspects were added to the effect's value.

Cantrips

Charm

Skill Used: *Alteration*
Difficulty: 5
Effect: 18 (*charm* skill bonus of +4D)
Range: Self (0)
Speed: 0
Duration: 1 minute (+9)
Casting Time: 1 round (-4)
Other Aspects:

Gesture (-2): Smile and make a gesture of welcome or admiration

Unreal Effect (-9): Difficulty to disbelieve is 13

Other Conditions (-2): May only be used on humanoids who understand the caster's language and can hear the caster

With a smile and a friendly gesture, the caster improves his *charm* skill by for one minute. (If he no *charm* skill, add the bonus to the character's *Charisma* attribute.) As this is an illusory spell, if the intended target of the charm disbelieves it, any effect the charm attempt had wears off immediately.

Heighten Attribute (Template)

Skill Used: *Alteration*
Difficulty: 3
Effect: 6 (+1D bonus to one non-*Extranormal* attribute)
Range: 1 meter (0)
Speed: 0
Duration: 5 rounds (+7)
Casting Time: 1 round (-4)
Other Aspects:

Gesture (-3): Mime an activity using a skill that falls under the attribute to be heightened (complex, action difficulty of 11; examples: *sleight of hand* for *Coordination, lifting* for *Physique*)

This cantrip gives the target a bonus of +1D to one of his attributes for 25 seconds, or five rounds — as long as he doesn't move more than a meter from the spot on which he received the bonus.

Note that this is only a template for a spell and not an actual spell, because it does not indicate in the description which attribute is affected. The caster must specify which attribute and skill to mime before learning the spell (which takes one round).

Open Lock

Skill Used: *Apportation*
Difficulty: 5
Effect: 18 (compare to difficulty to open lock)
Range: 1 meter (0)
Speed: 0
Duration: 1 round (+4)
Casting Time: 1 round (-4)
Other Aspects:

Components (-3): Large metal key (common)

Gesture (-2): Mime opening the lock with the key (fairly simple)

Incantation (-2): "Open, Lock, and reveal your secrets." (sentence)

Other Conditions (-1): Physical contact with lock

To cast this cantrip, the mage touches the lock with one hand while, with the key held in it, miming opening the lock with the other hand. After reciting the incantation, he touches the lock with the key and turns the key. If the spell effect's value is equal to or greater than the difficulty of the lock, it opens. If there are any traps or wards on the lock, they are not circumvented by this spell! Note that this spell works on any kind of mechanical lock.

Alteration Spells

Countermagic

Skill Used: *Alteration*
Difficulty: 19
Effect: 29 (compare to skill total of spell countering)
Range: 60 meters (+9)
Speed: +9
Duration: 1 round (+4)
Casting Time: 1 round (-4)
Other Aspects:
    Concentration (-1): 3 seconds with *mettle* difficulty of 7
    Gesture (-1): Wave hand through air as if wiping away something (simple)
    Incantation (-3): "Your hold is broken!" (sentence, said loudly)
    Other Conditions (-4): One spell, which the caster must specify when casting this spell

The caster concentrates on the spell he wishes to counter, waving his hand and shouting the required incantation. The effect's value plus the result points bonus are compared to the skill total used to create the targeted spell. If the *countermagic* number is equal to or higher than the target spell's skill total, the spell is broken.

Countermagic Ward

Skill Used: *Alteration*
Difficulty: 11
Effect: 29 (compare to skill total of spell countering)
Range: Self or a target within 1 meter (0)
Speed: 0
Duration: 1 round (+4)
Casting Time: 25 minutes (-16)
Other Aspects:
    Charges (+6): 6 charges, with a ward to go off when a spell "hits" the target
    Concentration (-4): 10 minutes with *mettle* difficulty of 10
    Focused (+6): On target
    Gesture (-1): Wave hand through air as if wiping away something (simple)
    Incantation (-3): "Let no spell touch me!" (sentence, said loudly)

Similar to the *countermagic* spell, this spell gives the target a general protection against spells. It is triggered by a spell "hitting" the target. Up to six spells can be countered in this fashion. The effect's value plus result points bonus are compared to the skill total used to create the targeted spell. If the *countermagic ward* number is equal to or higher than the target spell's skill total, the spell is broken. Regardless of the success of the ward, one charge is lost.

Deadly Dart

Skill Used: *Alteration*
Difficulty: 11
Effect: 18 (+4D in damage)
Range: 100 meters (+10)
Speed: +10
Duration: 5 rounds (+7)
Casting Time: 40 minutes (-17)
Other Aspects:
    Charges (+1): 1 charge
    Components (-11): Black obsidian (uncommon, destroyed), dart (common)
    Feedback (-3): -3 to damage resistance total
    Focused (+5)
    Gesture (-1): Rub the tip of the bullet on the stone (simple)
    Incantation (-1): "Darkness of death." (a few words)
    Variable Movement (+4): +2 accuracy bonus

This spell uses a piece of black obsidian to increase the deadliness of a dart. The mage utters a short, dark phrase while gently stroking the tip of the dart across the stone. The darkness travels into the dart, draining the stone of its pigment.

To release the spell, the caster throws the dart within five rounds of casting the spell. He generate an *marksmanship* total, adding a +2 bonus for the increased accuracy of the spell, against the combat difficulty for the target. The target must be within range of the spell, or the dart merely does its normal effect. The target takes an additional 4D in damage in the round the dart hits and for the next four rounds. The spell ends if the target moves beyond the spell's range.

Fear

Skill Used: *Alteration*
Difficulty: 19
Effect: 30 (*intimidation* skill bonus at +6D+2)
Range: 100 meters (+10)
Speed: +10
Duration: 2.5 minute (+11)
Casting Time: 1 minute (-9)
Other Aspects:
    Components (-5): An item owned for at least a month by the target (very rare)
    Gesture (-1): Point item at target (simple)
    Incantation (-1): Frightening words (a few words)
    Unreal Effect (-8): Difficulty to disbelieve is 13

To cast the spell, the mage first needs something belonging to her target — his comb, his watch, a lock of his hair. Mutter a few words of power, point the item at the target, and watch the fun. This spell gives the caster an *intimidation* skill bonus of +6D+2, but only towards that target. The target may disbelieve it with a *Charisma* or *mettle* roll of 13.

Water Spray

Skill Used: *Alteration*
Difficulty: 10
Effect: 12 (4D damage)
Range: 15 meters (+6)
Speed: +6

Duration: 3 rounds (+6)
Cast Time: 5 seconds (-4)
Other Aspects:

Components (-6): Liter of water (ordinary, destroyed), squeezable container (uncommon)

The mage needs a liter of water in a container that she can squeeze to produce a spray. As she casts the spell, the mage squirts the water onto her hand, letting it run off in the direction of her target. The volume and force behind the water spray increases dramatically. The spray lasts for three rounds of combat. The spell does 4D in damage per round and requires a *marksmanship* roll each round to hit the target. The caster may only select one target per spell duration.

Apportation Spells

Alter Movement

Skill Used: *Apportation*
Difficulty: 15
Effect: 4 (1 meter per round)
Range: 25 meters (+7)
Speed: +7
Duration: 4 minutes/50 rounds (+12)
Casting Time: 1 round (-4)
Other Aspects:

Focused (+2): On target

Gesture (-2): Point at target, then make running motion with fingers (fairly simple)

Incantation (-2): First say, "I command your speed," followed by whether the target should slow or quicken (sentence)

Variable Effect (+5): Caster may increase effect's value by up to 5 points on the "Spell Measures" chart

Other Alterant (+1): At time of casting, mage may choose to speed up or slow down target (small)

The caster makes her target either hurry up or slow down, depending on how she words her command. The target's movement is altered by the measure of the spell effect's value plus any result points bonus (as read on the "Spell Measures" chart).

Example: A magic user casts the *alter movement* spell to slow down a charging bull. At casting time, he decided to use the spell effect's value plus the full variable amount, for a minimum change value of 9, or 60 meters per second (12 meters per round). If his skill total was one point over the difficulty, the new change value would be 10, or 100 meters per second (10 meters per round). This rate would then be subtracted from the bull's current movement rate, causing the raging animal to come to a complete and shockingly sudden stop.

Carrying Wind

Skill Used: *Apportation*
Difficulty: 13
Effect: 15 (wind with a *lifting* of 5D)
Range: Self (0)
Speed: 0
Duration: 1 hour (+18)

Scrivened Spells ∞

Scrivened spells are spells triggered by reading them. Most commonly written on a single sheet of paper or parchment, any surface will do.

Almost any spell that doesn't involve charges, a ward, or a component that's enhanced because of the spell (such as *deadly dart* or *mystical shield*) may be set down as a scrivened spell. They are usable once by anyone who reads the spell, even those with no magical ability. The scrivened spell scribe performs all of the requisite aspects; the spell releaser is bound by the skill required to use the spell (such as a targeting skill) and most of its aspects, except casting time, community, concentration, components, feedback, gestures, incantations, and other conditions requiring the releaser to do something. (The wizard has already performed these requirements.)

The scribe of the spell may not use a scrivened spell that he created.

The following aspects for a scroll spell are added to any required by the spell:

• Charge (+2): 1 charge with ward, spell released when the description is read

• Components (-6): sheet of paper (common); ink (common)

• Concentration (-3): 4 minutes with *mettle* difficulty of 9

• Gestures (-2): Write a brief description of the spell on the paper

Scroll spell modifier (total value of above new aspects): -9

The casting time might also need adjusting.

Current Casting Time Value	New Casting Time & Value
0–5	4 minutes 10 seconds (-12)
6–13	10 minutes (-14)
14	16 minutes (-15)
15	25 minutes (-16)
16	42 minutes (-17)
17 or more	No change (0)

Using the chart, determine the new time. Subtract the old time's value from the new time's value. Add this number to the scroll spell modifier of -9. Divide the new total by 2. Reduce the spell difficulty by this number to get the new spell difficulty. The minimum difficulty for a scrivened spell is 5 (which is lower than the normal minimum difficulty).

Example: *Evil eye curse* has a casting time of two rounds, which has a value of 5, and a difficulty of 11. Using the chart to determine the new casting time, the player notes that it's now four minutes 10 seconds with a value of 12. Subtracting 5 from 12 gets 7. Adding this to the scrivened spell modifier gets 16. Dividing by 2 gives a modifier of 8. The difficulty for a *evil eye curse* scrivened spell is 5 (11 - 8 = 3, with a minimum of difficulty of 5).

Players may use these guidelines to create scrivened spells from scratch, with a minimal spell difficulty of 5.

Cast Time: 1 hour (-18)
Other Aspects:

Area Effect (+15): 3-meter sphere

Charges (+4): 6 charges

Component (-4): May only be cast outdoors, in a clear area (ordinary), mage wears loose clothes (common)

Feedback (-8): points of damage

Gesture (-2): Mimic a fight (fairly simple)

Incantation (-2): "I subdue you and I command you, O wind!" (sentence)

Variable Movement (+7): 25 meters per second

This is a charged spell. To cast it, the mage goes outside and starts running, jumping, and mimicking flight. The mage should be wearing something loose that can catch the wind. One cast garners the mage six charges of the spell.

When released, the spell causes a wind to rise and lifts the mage into the air. The mage can control the direction of the wind and its speed (up to 25 meters a round). The spell can carry as if it had a *lifting* of 5D.

The wind forms a three-meter sphere around the mage's body, and nothing can be carried that won't fit in that sphere.

Relocate Person

Skill Used: *Apportation*
Difficulty: 14
Effect: 11 (teleport up to 150 kilograms)
Range: 100 meters (+10)
Speed: +10
Duration: 1.5 rounds (+1)
Casting Time: 1 round (-4)
Other Aspects:

Charge (+2): 3 charges

Gesture (-2): Point to target then point in direction of new location (fairly simple)

Incantation (-1): "Go there." (one or two words)

After the mage casts the spell, she has firmly fixed in her mind three uses of it. When she releases the spell, she points at her intended target, which will be instantly teleported to the range of the spell. The result points bonus may be added either to the value of the weight transported or the distance traveled; read the new value on the "Spell Measures" chart. The spell will not allow anything to appear inside a solid object. Remember that a target who is aware of the potential relocation may roll her *Physique* or *lifting* and add it to her weight. The caster's spell roll must then beat that difficulty as well as the spell's difficulty.

Note: A similar spell, *relocate item,* is identical in every way except that the effect is to carry an item weighing no more than 10 kilograms, with a value of 5, and thus the difficulty is 11.

Conjuration Spells

Cage

Skill Used: *Conjuration*
Difficulty: 27
Effect: 25 (resistance total of bars)
Range: 25 meters (+7)

Speed: +7
Duration: 1 hour (+18)
Casting Time: 1 minute (-9)
Other Aspects:

Area Effect (+15): Sphere with a radius of 3 meters

Gesture (-3): Mime escaping from a cell, then point to target (complex; *acrobatics* roll with difficulty of 11)

Unreal Effect (-7): Disbelief difficulty of 13

Cage traps a target in a prison of magical energy. To cast it, the wizard mimics trying to escape from a cell, then points at her target. If a *marksmanship* total beats the combat difficulty for the target, the quarry is trapped. The cage is a sphere with a radius of three meters. Creatures larger than that can't be confined by this spell.

The effect's value plus the result points bonus serves as the damage resistance total of the bars. The target can disbelieve and thus free himself by generating a *Acumen* or *investigation* total of 13.

Communicate with Animals

Skill Used: *Conjuration*
Difficulty: 10
Effect: 15 (*speaking* skill with specialization in the animal's "language" at 5D)
Range: 1 meter (0)
Speed: 0
Duration: 6 minutes (+13)
Casting Time: 1 round (-4)
Other Aspects:

Components (-2): Something from the type of animal with which she wants to communicate (very common)

Gesture (-2): Draw a line on the ground (fairly simple)

To communicate with an animal, the caster places on the ground the bit of something from that type of animal (lock of horse's hair, bird's feather, several strands of dog's hair). Then she draws a line from it to her and from it in the direction of the animal or animals she wishes to speak to. For about six minutes, she receives the ability to communicate with any of that kind of animal as if she had a specialization in its language at 5D. She may add the result points bonus to her *speaking* roll total. The caster may not move more than one meter from the casting location.

Evil Eye Curse

Skill Used: *Conjuration*
Difficulty: 11
Effect: 6 (Bad Luck (R2) Disadvantage)
Range: 10 meters (+5)
Speed: +5
Duration: 10 minutes (+14)
Casting Time: 2 rounds (-5)
Other Aspects:

Focused (+4): On target

Feedback (-3): -3 to damage resistance total

Concentration (-2): 1 round with *mettle* difficulty of 8

Other Condition (-3): Limited to Humans

With a minimal amount of pain to himself, the caster curses a Human target that she can see with 10 minutes of Bad Luck (R2).

See the description of this Disadvantage in the "Character Options" chapter for details.

Glow Stone

Skill Used: *Conjuration*
Difficulty: 12
Effect: 12 (negates up to -4D of darkness modifier)
Range: Touch (0)
Speed: 0
Duration: 10 minutes (+14)
Casting Time: 2 rounds (-5)
Other Aspects:

   Area Effect (+5): Sphere with radius of one meter

   Components (-4): white pebble (common, destroyed)

   Focused (+5): On pebble

   Gesture (-1): Hold pebble between thumb and forefinger (simple)

   Incantation (-2): "Stone of white, give us light." (sentence)

   The magic user casts this spell on a small, white stone, making it glow with a fierce radiance that extends for one meter in all directions around the pebble. The effect lasts for 10 minutes. Once the duration wears off, the pebble turns to dust.

Feast

Skill Used: *Conjuration*
Difficulty: 10
Effect: 4 (5 kilograms of food and water)
Range: 1 meter (0)
Speed: 0
Duration: 4 hours (+21)
Casting Time: 1 round (-4)
Other Aspects:

   Components (-6): A plain, cloth napkin (common), a small metal cup (common)

   Focused (+4), on people who eat food

   Gesture (-2): Wave hand several times over napkin and cup (fairly simple)

   Other Alterants (+3), clean water and hearty food

   With this cantrip, the mage creates a meal for two of pure, clean water; flavorful, hearty bread; fresh vegetables and fruits; and, if desired, cheese wedges and smoked meat slices. The food must be consumed within 10 minutes of its appearance, so that it has a chance to stay in the body long enough to be digested and actually provide nourishment. The result points bonus increases the amount of food appearing or (at the gamemaster's discretion) the quality of food.

Mystic Bolt

Skill Used: *Conjuration*
Difficulty: 10
Effect: 12 (4D in damage)
Range: 10 meters (+5)
Speed: +5
Duration: 3.5 seconds (+3)
Casting Time: 1.5 seconds (-1)
Other Aspects:

   Gesture (-2): Swirl hand in air as if gathering energy, then throw it at target (fairly simple)

   Incantation (-2): "Ah!" (word, said loudly)

   The mage gathers energy from his surroundings and throws the ball at a target. It does 4D in damage at a range of up to 10 meters. He must make a *marksmanship* roll to hit the target. The bolt must be fired in the same round that the mage casts the spell.

Mystical Shield

Skill Used: *Conjuration*
Difficulty: 10
Effect: 18 (Armor Value of 6D)
Range: 1.5 meters (+1)
Speed: +1
Duration: 5 rounds (+7)
Casting Time: 1.5 seconds (-1)
Other Aspects:

   Area effect (+2): One-meter radius

   Components (-10): A simple ring (uncommon), handful of colored sand (common, destroyed)

   Focused (+5): On ring

   Gesture (-2): Using colored sand, scribe an oval shape in the air (fairly simple)
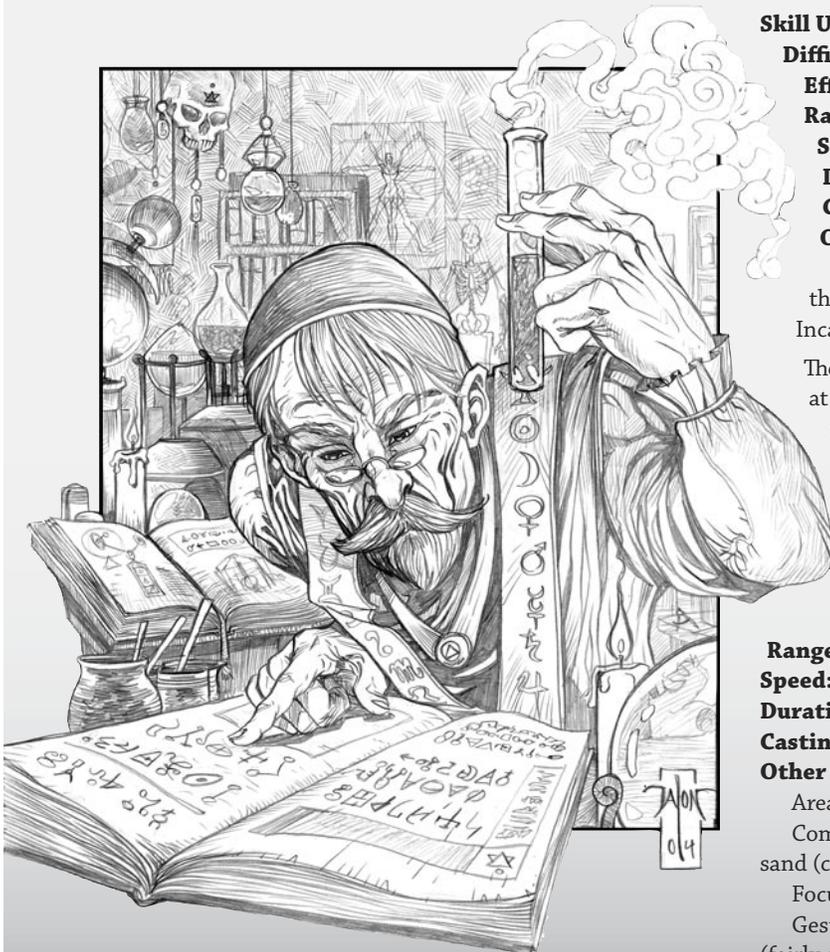
Incantation (-1): "Protection!" (word)

By tossing some sand in a circle in front of her, the caster creates a semi-transparent oval shield of the same color as the sand. The shield, about two meters in diameter, appears up to 1.5 meters away. It is focused on the ring, which the mage must wear. It offers an Armor Value of 6D against all types of physical (not mental) attacks.

Stunned Senseless

Skill Used: *Conjuration*
Difficulty: 12
Effect: 15 (6D+2 stun damage)
Range: 10 meters (+5)
Speed: +5
Duration: 3.5 seconds (+3)
Casting Time: 1.5 seconds (-1)
Other Aspects:

Gesture (-2): Point finger and then palm at intended target (fairly simple)

Incantation (-1): "Stop!" (word)

With a gesture and a word, the magic user sends a bolt of mystical energy toward his intended target. However, the bolt isn't intended to harm the target, instead only doing stun damage.

Divination Spells

Detect the Living

Skill Used: *Divination*
Difficulty: 14
Effect: 24 (*search* of 8D to locate a single type of creature)
Range: Self
Speed: 0
Duration: 10 seconds (+5)
Casting Time: 1 minute (-9)
Other Aspects:

Area effect (+20): 10-meter radius circle

Component (-12): Something from the type of creature being detected (uncommon, destroyed); fire, such as a match or lit coal (very common, destroyed)

Concentration (-3): 25 seconds with a *mettle* difficulty of 9

Gesture (-1): Inhale smoke (simple)

Variable Movement (+4): Bending (can't see target)

Before throwing the spell, the caster should decide what sort of being she's looking for, because she'll need a piece of it for the spell to work (a lock of hair from a Human, fur or fangs from an animal, etc.).

The caster sets the object on fire and inhales the smoke while concentrating. Once the casting is done, the mage can detect the presence of any such being within a 10-meter radius for two rounds. The higher the *search* skill total is above the difficulty, the more information the caster knows about the beings she seeks (such as location, number, gender, etc.). The difficulty starts at 10 for a Human-sized creature, and goes down for larger creatures, up for smaller ones, and up for the number of other types of creatures in the area.

Scrying

Skill Used: *Divination*
Difficulty: 11
Effect: 34 (2.5 months)
Range: Scrying object (0)
Speed: 0
Duration: 1 minute (+9)
Casting Time: 2 rounds (-5)
Other Aspects:

Components (-9): Scrying tool with images or symbols (tarot cards, playing cards, runes, etc.) (uncommon); item the person owned for at least a month or the person herself (very rare)

Gesture (-6): Randomize the tool and place parts of the tool in a set pattern (fairly simple); interpret the symbols (very complex, *scholar* difficulty of 15)

Other Conditions (-1): Physical contact with tool

By interpreting cards or runes, the diviner gains a sense of what the future holds for the person who the reading is about. The mage may choose to look for a condition that could occur up to two and a half months into the future. She can see one minute's worth of the future. Use the result points of the divination roll to determine how much information she receives: Zero points reveals confusing images. One to four points allows one useful fact to be gleaned from the reading. Five to eight points tells the mage a few useful facts, including the time of the occurrence. Nine to 12 points allows the mage to note more details, including time and location. Thirteen or more points lets the mage see the scene as if she were present, though in shades of gray.

Sense Past

Skill Used: *Divination*
Difficulty: 25
Effect: 38 (66 weeks in past)
Range: Touch (0)
Speed: 0
Duration: 66 minutes (+18)
Casting Time: 25 minutes (-16)
Other Aspects:

Area effect (+25): Sphere with radius of 5 meters

Concentration (-5): 10 minutes with a *mettle* difficulty of 11

Components (-9): Magnifying glass (uncommon), expensive pocket watch (very rare)

Countenance (-1): Skin turns sickly gray color for duration of spell

Other Conditions (-1): Physical contact with object

The mage can learn about the past of a single object he touches. He'll see visions of events that occurred in a five-meter radius around the object in the past. The mage can view events that took place in a past period of time whose value (as read on the "Spell Measures" table) is less than or equal to the effect's value plus the result points bonus. The mage can scan back to that period at a rate of one week's worth of images per minute of the spell.
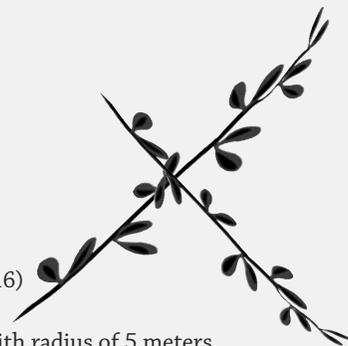
· MIRACLES ·

WHAT'S IN THIS CHAPTER

This chapter covers the ability to call upon a higher power for extraordinary effects. The *Miracles* skills are available only to characters with the *Miracles Extranormal* attribute.

Although this chapter discusses guidelines for creating miracles, gamemasters may still include uninvoked divine intervention and miraculous artifacts. Since these sorts of divine intervention don't have to be explained — they just **are** — their use is out of the players' characters' control. Only the gamemaster can decide the cause and outcome.

IN THE BEGINNING

As creating miracles relies on similar game mechanics as spells, gamemasters and players should reach the "Magic" chapter before delving into this chapter. The terminology then won't seem so unfamiliar.

INVOCATIONS VERSUS SPELLS

Invoking miracles differs from casting spells in a fundamental way. Magic bends the forces of the universe according to alternate laws of nature. Miracles require a connection to a divine will or higher power. The benefit of this is that invocations can be more effective — they receive a larger result points bonus, have a lower minimum difficulty, don't need a targeting roll, and don't require the cleric to see her target. The downside is that the religious devotee has less freedom than his wizarding counterpart — the religion dictates the aspects the cleric may use and circumstances in which the cleric may call for aid.

THE BASIS OF MIRACLES

A **mythos,** also known as a **religion,** encompasses the stories, symbols, practices, beliefs, and history that people use to connect themselves to the spiritual power of their universe. A mythos is a peoples' interpretation of the way spiritual power works; their faith in this mythos can act as a conduit for such power. However, faith can only carry power for purposes that coincide with the mythos, and the power must manifest itself in ways that are consistent with the beliefs. To have faith and work miracles in a religion is to accept all of the core beliefs of the religion. If a religion says there is only one true god, a faithful follower of that religion can only perform miracles as long as she believes there is only one true god.

Religions differ dramatically in their interpretation of nature, of humanity's place in nature, and the ethical structure of the universe. Some religions set humanity (or one particular sentient race) apart from nature, usually one notch above the rest of the world. A character believing himself to be separate from nature may use nature as he sees fit; for example, animals may be killed for any reason that benefits Mankind, as Mankind is a more divine creature than any other.

Many religions having a strong link with nature assign humanity a place as a piece of nature. In some nature-centered mythos, prayers must be spoken to get a deer's permission to kill it, for a deer is as close to the spirits of the world as humanity is.

Before allowing a player to have a character who performs miracles, the gamemaster (possibly with input from the player) must first develop the religion or religions of his setting. That means deciding on the central higher power or powers, which one the character is devoted to, and several tenets or requirements of the religion, including any that are specific to the character's preferred higher power. The Religion Worksheet on the next page can help. (Fill out the sheet once for the overall religion and once for any specific gods or powers whose tenets vary from the core.) Knowing a few of the basic tenets can help the gamemaster decide what sorts of actions the cleric needs to perform in order to invoke a miracle (see "Required Aspects" under "Creating Miracles" for some suggestions).

Religions that have multiple gods may have general requirements for the religion and specific requirements for each god. Some of the gods might be jealous and demand complete devotion to them, while others could be more lenient and allow their followers to call upon the aid of other (preferably lesser) gods.

Some religions, even monotheistic ones, have not-quite-omnipotent beings aiding or hampering their followers. Called spirits, ances-

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BASIC TYPES OF RELIGIONS ∞

Animism: Belief that all things have a vital life force. Some versions of animism state that all things have a soul or spirit.

Monotheism: Belief that there is only one god.

Pantheism: Belief that divine beings and the world are the same thing; the creator is the universe.

Panentheism: Belief that all reality is part of the body of a divine being or beings; the universe is a part of the creator.

Polytheism: Belief that there are many gods, though no one god might be vastly greater in power than the others.

Atheism: Belief in the nonexistence of divine beings or spiritual power that can affect the everyday existence of humanity. Atheists cannot work any miracles, and so cannot have the *Miracles* attribute. However, they can have the *atheism* specialization of *mettle,* to reflect their extreme support of this philosophy. Atheists are treated as strong disbelievers by all mythos.

tors, celestials, angels, saints, demons, and a host of other terms, these beings are not usually worshipped by themselves but can be called upon to act as intermediaries with the divine presence. They might have a few additional invocation aspect requirements (generally special prayers or other incantations) necessary to add their help to that of the higher power.

Note that calling upon the aid of a being whose purposes conflict with the character's core religion can have detrimental effects — from an increased difficulty in performing miracles consistent with the primary religion to losing Fate Points. (The gamemaster decides on the most appropriate penalties.)

Obtaining Access to Miracles

All characters who want to have the *Miracles Extranormal* attribute must have at least one rank each in the Devotion and Employed Disadvantages, both related to their religion. Neither of these count toward the character's maximum number of Disadvantages.

After that, there are only two ways for players' characters to get miraculous abilities. The first is to put dice in the *Miracles* attribute and skills at character creation, which costs the same as obtaining other attributes.

The second is to obtain the gamemaster's permission after play has begun. If the player can come up with a reason for the character to learn or gain magic abilities (such as they were latent or were a gift from a supernatural being) and the gamemaster agrees, then the player may purchase them for the character. The cost to get the initial 1D in *Miracles* is 20 Character Points. After that, it is 10 times the number in front of the "D" to improve this attribute by one pip. The player must still purchase *Miracles* skill pips separately, though a player may buy one pip in one *Miracles* skill for the character at the same time as he initially gets the attribute after character creation.

When player gives her character the *Miracles* attribute, she must declare what specific religion she is faithful to. A character may never have multiple versions of the Miracles attribute, nor may she have any skill, Advantage, or Disadvantage that affects her because of her faith in another religion.

Gamemasters are discouraged from allowing characters to have multiple *Extranormal* abilities, but it is possible, especially if the character has several Disadvantages that show up frequently in each session. However, some religions may allow — even require — their clerics to have experience with both magical and divine abilities.

Religion Worksheet ∞

Name: _____ **Type:** _____

Specific God/Power: _____

Tenets:

Treatment of Those of Not of the Same Religion/God/Power: _____

_____

Relationship to Nature: _____

_____

Food Restrictions: _____

Killing (who and under what circumstances): _____

_____

Other: _____

_____

Invocation Requirements:

Community: _____

Components: _____

Concentration: _____

Countenance: _____

Feedback: _____

Gesture: _____

Incantation: _____

be used to affect *Intellect* or *Acumen* attributes or skills, as these fall under the *divination* skill.

Using Invocations & Their Effects

Roll the skill for the invocation in question to get a skill total. If the total is higher than the difficulty number, the invocation has succeeded and the devotee may use the miracle effect.

Which *Miracles* skill the invocation requires is either decided when the effect is developed or listed with a sample miracle.

Remember that players may spend Character and Fate Points to make sure they have sufficiently high skill totals to invoke the miracle.

With a higher power there to help a miracle to happen, most invocations do not require a targeting roll. (This is quite unlike a magical spell.) Furthermore, the devotee need not even see her target for her prayer to affect it. Gamemasters may allow the requirement of a targeting roll or the target being within the cleric's line of sight to be optional conditions of the invocation.

For those miracle that do have targeting rolls, invoking them at the same time as using its targeting skill is **not** considered a multi-action. However, if the character wishes to call for a miracle with targeting skill roll in addition to using a sword in the same round,

Untrained Invocations ∞

Characters might have moments of inspiration in areas in which they have no training. For those who have some training (that is, pips or dice in any *Miracles* skill), the difficulty increases by +5 to invoke a miracle using a skill in which they have no experience. For those who have no training (that is, no pips or dice in any *Miracles* skill but they do have dice in the *Miracles* attribute), the difficulty increases by +10 for all invocations.

Learning & Improving Miracles Skills

Miracles skills may be learned between adventures, like regular skills. The cost for a *Miracles* skill, in Character Points, equals **twice** the normal cost for gaining or improving a normal skill. This cost is doubled again if a teacher — simply another cleric with the skill at a higher level — is not available to instruct the character. A character may learn or improve one *Miracles* skill after each adventure.

Miracles Skills

All invocations require one of these skills in order to cast them. When invoking a special prayer, the character generates a *Miracles* skill total and tries to beat the invocation's difficulty. If the skill total equals or exceeds the difficulty, then the invocation works (to a greater or lesser extent).

Divination

Divination involves obtaining knowledge of one's surroundings and of the past and future. Miracles that increase or decrease the *Intellect* or *Acumen* attributes or the skills that fall under them require the *divination* skill to work properly.

Favor

Miracles that relate to building up, enhancing, or creating something fall under the *favor* skill. Some examples include increasing attributes, adding skills, bestowing Special Abilities, and conjuring food — as long as giving any of these in no way harms the target or can be used by the target for harm. Thus, a devotee would use this skill to improve another character's *dodge* but not to improve his *marksmanship* ability. Likewise, the *favor* skill could not work with a miracle that gives a character a Disadvantage (which falls under the *strife* skill), nor does it affect *Intellect* or *Acumen* attributes or skills (those are the domain of the *divination* skill).

Strife

Characters use the *strife* skill with miracles that deal with destruction, reduction, or harm. Some examples include slowing another's movement, decreasing skills or attributes, increasing or gifting combat skills (except *dodge*), causing injury, interrupting another miracle or spell, and cursing targets with Disadvantages. It cannot

Invocation Success Levels ∞

These guidelines can help you determine how well a miracle occurred. Subtract the difficulty from the Miracles skill total to get the result points, then use that number to determine the level. Where appropriate, the invocation receives a miracle success bonus equal to the difference between the skill and the difficulty. This bonus may apply to to the effect or one aspect of the miracle.

Minimal (0–2): The miracle meets the needs of the devotee while disturbing the environment as little as possible. It would be hard to convince anyone that it wasn't simply coincidence.

Good (3–6): The miracle not only happens as desired, there is some small side effect that divine intervention happened. The effect depends on the type of miracle and the nature of the divinity called upon, but it could include bright colors in the area, sweeter air, an uglier wound, and so on.

Superior (7–12): The miracle occurs much better than hoped, and the devotee gains some additional benefit, such as asking for navigational aid on a cloudy day and not only getting a breeze to disperse the clouds, but also finding a map to guide them.

Spectacular (13 or more): There is no question that divine intervention caused the miracle to occur. The results are well beyond what the devotee requested, though not more than the situation needs. For instance, if the character wished merely to harm someone and not to kill them, a miracle causing injury would not bring death to the target if the devotee managed this level of success.

Choosing the Skill ∞

What happens when a cleric wants to include effects dealt with by more than one *Miracle* skill? The gamemaster and player need to decide what the intent of the invocation is. For instance, a miracle that creates an undead helper endowed with the ability to lift objects and look for small items falls under *favor,* while one that resurrects someone in order to wreak havoc — even if that means giving the undead the *lifting* skill to carry off objects or people or the *tracking* or *search* skill to look for them — comes under *strife.*

then the multi-action modifier of -1D (for taking two actions in the same round) is applied to the miracle skill roll, the miracle targeting roll, and the weapon targeting roll.

Strain and Failure Options

If an invocation fails with a Critical Failure, the devotee may not attempt that miracle for at least 24 hours (depending on how much she failed the roll by) or until she undergoes a purification ritual or performs some other restriction dictated by her religion.

To simulate the strain of channeling the divine will, gamemasters may choose to increase the difficulty to invoke miracles by 1 for each invocation that the character performs beyond a set number (such as five or 10) before the cleric has a chance to rest (generally, five minutes or so per miracle cast prior to the break).

Circumstances of Invocations

Invocations are spiritual power realized to fulfill a need of the faithful, often affecting the material world. Invocations are not spells, dry processes that may be learned and then safely put away in a magic jar for use when desired. The conditions facing the faithful who request the miracle greatly affect the outcome of the miracle.

Every mythos has certain certain basic tenets. A miracle that does not conform to those tenets suffers a modifier to its difficulty. Gamemasters can also penalize miracles if the devotee has no immediate need for them. Similarly, clerics casting miracles to save their own lives or the lives of the faithful receive a bonus. See the accompanying chart for details; all modifiers listed are cumulative.

Example: A cleric who belongs to a religion with firm restrictions against killing for any reason decides to invoke a lethal miracle. This adds 15 to the difficulty. If the cleric also had urgent need of that

Circumstances ∞

Circumstance	Modifier
Violates or stretches values important to mythos	+15
Need for miracle is not immediate	+5
Need for miracle is urgent	-5

kind of miracle, such as to save a friend's life, the miracle would also get a -5 modifier.

Miracles that benefit no one cannot be performed. Thus, a cleric belonging to a religion restricting killing can cause only harm to another living being if doing so would save another person (and possibly herself) from injury.

Designing Invocations

The game mechanics of creating invocations work the same way (in general) as designing spells, though the game-world process is different. Read through these restrictions and modifications to spell aspects, then use the guidelines in the "Magic" chapter to create your miracles.

Starting the Process

Begin the invocation design process in the same manner as the spell design process, with the starting Spell Total and Negative Spell Total Modifiers (see page 86). Then, continue the process in the same manner as for a spell, keeping the restrictions and requirements for miracles in mind.

Most invocation Spell Totals begin at zero, but gamemasters who want requested divine intervention less common and miracles to be more difficult to invoke should have a greater starting Spell Total. The Negative Spell Total Modifier always starts at zero.

The blank Invocation Design Sheet, found at the end of this chapter, includes a worksheet that can help you with the calculations. A calculator might also help.

Required Aspects

Miracles share the same basic aspects as spells — effect, range, speed, duration, and casting time. However, they also involve one or more limiting factors, as dictated by the religion. The cleric does gain the benefit from adding it to the miracle. Clerics must include the required aspects in any miracle they perform, though, unless the religion mandates otherwise, they don't need to include all of them.

Required aspects include: community, components, concentration, countenance, feedback, gestures, and incantation.

Disallowed Aspects

A miracle may not include charges (except as a ward) or unreal effects. Generally, gamemasters should disallow the other alterants aspect; the success of the miracle dictates its effects. It's unwise for a devotee to ask for more than the minimum that would satisfy her current need.

Aspect Specifics

Although miracles can involve most *Magic* spell aspects as is, a handful have restrictions or modifications.

Casting Time

The minimum casting time required by all miracles is 1.5 seconds (which has a value of 1). Should the mythos also require any other aspect outside of a single-word or single-sound incantation, quick gesture, or the like, the casting time may need to be readjusted to

take this into account. Subtract this from the miracle's difficulty. See the "Adjusting Sample Miracles" part in the "Sample Miracles" section for further details on changing the casting time.

Charges

The only way a miracle can be charged is to install it as a ward in something. No skill may circumvent a miraculous ward; therefore, that part of the modifier may not be included.

Community

A cleric may only gain benefit from those who believe in the same or related mythos.

To determine how effective a community is with a pre-existing invocation, figure the community modifier for the group the cleric intends to use. (The focus of the miracle, as long as it's not the miracle invoker, can be considered part of the community.) Subtract the new community modifier from the one required by the miracle (if any). Divide this number by 2 and round up. Subtract this number from the miracle's difficulty.

Gamemasters may optionally allow the faithfulness of helpers to affect the miracle. A designer of a ritual may include this factor in the miracle's design, or it can be tacked on when someone performs the miracle. Use the accompanying chart to determine the helpers' faithfulness. The level of faithfulness refers only to helpers who believe in the same mythos as the cleric, or who are strongly opposed to it. Those who believe in other mythos that share some of the basic tenets of the cleric's mythos might, at the gamemaster's discretion, provide a modifier of 1 or 2 (depending on how closely the two mythos are). Add the modifier to the Negative Spell Total Modifiers at miracle design or subtract one-half (rounded up) from the sample miracle's difficulty.

Components, Gestures, Incantations

The most common **components** include the following: food; plants; enemies; tattoos; locations (such as standing on holy ground or near a sacred tree); alignment of planets; phase of the moon; and items of value (either as defined by the society or personally to the cleric). The rarity of the item, location, or situation determines the modifier that the aspect provides.

The most common **gestures** include the following: folding hands or arms; touching, waving, or making motions with a holy symbol;

holding the hands in a certain way; totem carving; dancing; painting; drawing designs on skin; violent acts; playing a musical instrument; ringing bells or similar items; complex body positions; sensory deprivation; bathing; specific body movements; and gathering items. Any of these may be used at any complexity.

The most common **incantations** include the following: words or thoughts directed or related to the divinity in praise, thanksgiving, pardon, or petition; one or more of the divinity's names; passages from religious texts; words or phrases sacred to the divinity; and oaths of fealty to the divinity. They could be sung, spoken, or chanted. Any of these may be used at any complexity.

Countenance

Generally, a devotee will go pale, have flushed cheeks, or shake convulsively. No psychic illusion ever touches their features.

Feedback

Feedback represents self-sacrifice by the devotee. It also may include some sort of physical gesture. Generally, the devotee cannot simply will himself to become injured; he must actually do something harmful to himself. (As this is a gesture, he also gets the modifier from that aspect.)

However, the gamemaster may permit the possibility that the divine power to which the cleric is devoted can injure him. In this circumstance, the character only receives the modifier from feedback; any self-immolation modifier would be included separately.

Community ∞

Helpers' Faithfulness	Modifier
Strongly disbelieve; miracle inconsistent with target's beliefs	+3
Casual; miracle consistent with target's beliefs	0
Confirmed	-2
Devout (have a faith specialization of *mettle* or a faith-related Advantage or Disadvantage)	-5
Mixed (no more than 10% casual and no more than 1% who strongly disbelieve)	-3

Variable Movement

As invocations generally do not require a targeting roll, nor does the devotee need to see the target, most of this aspect serves no purpose for a miracle. Nonetheless, the cleric might find that "movement of effect" comes in handy on occasion.

Other Conditions

Gamemasters should carefully consider whether the mythos supports the player's proposed modifying condition before allowing a player to include it in her miracle design.

Physical touch exists as the most common other condition modifier. It provides a modifier of -1 to -3, depending on how difficult it is to make contact.

Minimum Difficulty

The minimum difficulty for any invocation is 5.

Design Time

Miracles that have no aspects providing modifiers greater than 2 have a design time of one round, regardless of the miracle difficulty. For all others, follow the *Magic* design time guidelines.

Sample Invocations

Adjusting Sample Invocations

These sample invocations have been designed as generically as possible. Thus, they do not include any of the required aspects as modifiers. To add the mythos' specific requirements, determine the value of all of the modifying aspects needed. Then divide this by 2 and round up. Subtract that number from the difficulty to determine the new difficulty of the miracle. Should the required modifiers drop the miracle's difficulty below 5 (not including any circumstances modifiers), the player will need to recreate the miracle following the *Magic* spell creation rules, though the minimum difficulty is 5.

For precalculated invocations that the cleric wishes to adapt to his religion, it is best to recreate the miracle using the proper values for the various aspects.

Example

A character belongs to a monotheistic religion that requires invocations to include a prayer of at least a sentence or string of holy words (incantation of -1 or more), bowing the head and crossing the arms on the chest (a simple gesture of -1 and a fairly simple gesture of -2), or both. She decides to perform a *foresight* invocation and include both a complex incantation with a *persuasion* difficulty of 11 and her gestures. This gives her a total requirement modifier of 3 (3 for the incantation + 3 for the gesture = 6, divided by 2 = 3). She subtracts this number from the *foresight* difficulty of 19 to get a modified *divination* difficulty of 16.

Favor

Bless Person

Skill Used: *Favor*
Difficulty: 11
Effect: 6 (+1D bonus to one non-*Extranormal* attribute)
Range: 10 meters (+5)
Speed: +5
Duration: 5 rounds (+7)
Casting Time: 2 seconds (-1)
Other Aspects:
Other Condition (-3): Bonus may not be used to harm anything (-1); limited to humanoids (-2)

A *bless person* surrounds and infuses the target character with spiritual energy, as long as the target remains within 10 meters of the blessing cleric. The blessing enhances one attribute of the cleric's choosing, which must be selected at the time he performs the blessing. The blessed character receives the miracle success bonus to all related totals.

A character may enjoy the effects of only one bless at any given time. The cleric may use *bless person* on himself.

Bless Armor

Skill Used: *Favor*
Difficulty: 13
Effect: 9 (+2D Armor Value bonus)
Range: 10 meters (+5)
Speed: +5
Duration: 8 rounds (+8)
Casting Time: 2 seconds (-1)
Other Aspects:
None required

Bless armor infuses spiritual energy into any armor or garment that a single character is wearing, as long as the target remains within 10 meters of the blessing cleric. The blessed character adds the miracle success bonus damage resistance totals.

A character may enjoy the effects of only one bless at any given time. The cleric may use *bless armor* on herself.

Enhance Food

Skill Used: *Favor*
Difficulty: 8
Effect: 1 (1.5 kilograms of food)
Range: 1 meter or less (0)
Speed: 0
Duration: 4 hours (+21)
Casting Time: 1 round (-4)
Other Aspects:
Components (-2): Any kind of food, in any condition (very common)

Food blessed by this miracle becomes better tasting, more nutritious, and possibly transforms into another food entirely. If not eaten within 10 minutes of its improvement, the food turns back to its original condition. (The four-hour duration is about how long it takes for the body to break down the food, so the food needs to remain in existence within the body for at least that long.)

Minimal or *average* success turns spoiled meat, rotted vegetables, and the like into fresh food again. *Good* success can cleanse any food of any impurities or poisons. *Superior* success increases the quality of the food to the very best possible. *Spectacular* success actually transforms the food into a different kind of food; changing from

a common fruit to an exotic one, from a cheap cut of pork to an expensive cut of beef, water to wine, and so on.

Healing

Skill Used: *Favor*
Difficulty: 7
Effect: 17 (*healing* skill of 5D+2)
Range: 1 meter or less or touch (0)
Speed: 0
Duration: 1.5 seconds (+1)
Casting Time: 1 round (-4)
Other Aspects:
    None required

By channeling her spiritual energy to an injured person or creature, the devotee can use this miracle to heal harm as if she had 5D+2 in the *healing* skill. Add the miracle success bonus to the *healing* total.

Multiply Food

Skill Used: *Favor*
Difficulty: 8
Effect: 1 (1.5 kilograms of food)
Range: 1 meter or less (0)

Speed: 0
Duration: 4 hours (+21)
Casting Time: 1 round (-4)
Other Aspects:
    Components (-2): About a kilogram of any kind of edible food (very common)

The *multiplying food* invocation is performed on an amount of existing food equal to a decent meal for one normal person. For each success level gained, double the amount of food. Any food not eaten within 10 minutes of its production rots or turns to dust. (As with *enhance food,* the food needs to be within the body for at least four hours to give the body enough time to break it down and get nourishment from it.)

Ritual of Purification

Skill Used: *Favor*
Difficulty: 12
Effect: 20 (compare to miracle or curse difficulty)
Range: 2.5 meters (+2)
Speed: +2
Duration: 30 minutes (+16)
Casting Time: 30 minutes (-16)
Other Aspects:
    None required

The *purification* ceremony heightens awareness of one's religion and removes the impurities of the mundane and the material from the spirit. With a *minimal* or *average* success, it allows the target to invoke one miracle he failed **or** it removes one curse (either magical or miraculous). For any level above *average,* the target either receives the miracle success bonus to any miracle he attempts within the duration of the ritual **or** may add the miracle success bonus to the effect's value to allow invocation of one failed miracle or remove any one curse. The difficulty of the curse or failed miracle must be equal to or less than the effect's value (plus the miracle success bonus, if applicable) in order for the ritual to work.

Spiritual Shield

Skill Used: *Favor*
Difficulty: 13
Effect: 16 (Armor Value of 5D+1)
Range: 1.5 meters (+1)
Speed: +1
Duration: 5 rounds (+7)
Casting Time: 1.5 seconds (-1)
Other Aspects:
    Area effect (+2): 1-meter radius

If successfully invoked, a shield of spiritual energy, about two meters in diameter, appears up to 1.5 meters in front of the cleric. It offers an Armor Value of 5D+1 against all types of physical (not mental) attacks.

Divination

Detect the Living

Skill Used: *Divination*
Difficulty: 20
Effect: 24 (*search* of 8D to locate a single type of creature)
Range: Self (0)
Speed: 0
Duration: 10 seconds (+5)
Casting Time: 1 minute (-9)
Other Aspects:
  Area effect (+20): 10-meter radius circle
  Other Condition (-1): Limited to one type of creature

Before invoking, the devotee decides what sort of being he seeks. Should the cleric successfully invoke the miracle, he can detect the presence of any such being within a 10-meter radius for two rounds, whether he can see it or not. The higher the *search* skill total is above the difficulty, the more information the caster knows about the beings he seeks (such as location, number, gender, etc.). The difficulty starts at 10 for a Human-sized creature, and goes down for larger creatures, up for smaller ones, and up for the number of other types of creatures in the area. Add the miracle success bonus to the *search* total.

Foresight

Skill Used: *Divination*
Difficulty: 19
Effect: 34 (2.5 months)
Range: Self (0)
Speed: 0
Duration: 1 minute (+9)
Casting Time: 2 rounds (-5)
Other Aspects:
  None required

When the cleric invokes this miracle, he chooses to look for a condition that could occur up to two and a half months into the future. He can see one minute's worth of the future. Use the success level to determine the information received: *Minimal* reveals confusing images. *Average* allows one useful fact to be gleaned from the vision. *Good* provides the cleric with a few useful facts, including the time of the occurrence. *Superior* allows the cleric to note more details, including time and location. *Spectacular* lets the cleric see the scene as if he were present, though in shades of gray.

Strife

Banish

Skill Used: *Strife*
Difficulty: 15
Effect: 12 (compare to 2 times the target's *Charisma* or *mettle*)
Range: 20 meters (+7)
Speed: +7
Duration: 1 minute (+9)
Casting Time: 1 rounds (-4)
Other Aspects:
  Other Condition (-1): Limited to humanoids (including undead) devoted to a different religion/god/power or undead controlled by a character devoted to a different religion/god/power

The miracle can only be used against opponents of a different religion. If successfully invoked, compare the effect total to a value equal to 2 times the target's *Charisma* or *mettle* (including any spe-

cialization related to religion). If the target has not taken an action yet this round, she may actively defend by generating a *mettle* total (including her faith specialization), but this is considered her action for the round. For undead without a *mettle* or *Charisma* score, use the die code of the creatures' controller.

If the target has a lower total, she flees the area (if possible).

Bless Weapon

Skill Used: *Strife*
Difficulty: 13
Effect: 9 (+2D damage bonus)
Range: 10 meters (+5)
Speed: +5
Duration: 8 rounds (+8)
Casting Time: 2 seconds (-1)
Other Aspects:
    None required

Bless weapon infuses spiritual energy into any one weapon, as long as the item remains within 10 meters of the blessing cleric. The invocation applies the miracle success bonus to the damage of the blessed item.

A character may enjoy the effects of only one bless at any given time. The cleric may use *bless weapon* on an item he's holding.

Curse

Skill Used: *Strife*
Difficulty: 14
Effect: 6 (Bad Luck (R2) Disadvantage)
Range: 10 meters (+5)
Speed: +5
Duration: 10 minutes (+14)
Casting Time: 1 round (-4)
Other Aspects:
    Focused (+4): On target
    Other Condition (-2): Limited to humanoids

The cleric curses a single humanoid target with 10 minutes of Bad Luck (R2), which doesn't leave the target even if he moves out of range. See the description of this Disadvantage in the "Character Options" chapter for details. Each success level doubles the amount of time that the target has the *curse*.

Disrupt Spell

Skill Used: *Strife*
Difficulty: 25
Effect: 29 (compare to skill total of spell countering)
Range: 60 meters (+9)
Speed: +9
Duration: 1 round (+4)
Casting Time: 2 seconds (-1)
Other Aspects:
    None required

The cleric concentrates on the spell he wishes to counter. The effect's value plus the miracle's miracle success bonus are compared to the skill total used to create the targeted spell. If the *disrupt spell* number equals or exceeds the target spell's skill total, the spell is broken.

Fighting Tree

Skill Used: *Strife*
Difficulty: 23
Effect: 24 (4D in *fighting* and 4D in damage)
Range: 5 meters (+4)
Speed: +4
Duration: 1 hours (+18)
Casting Time: 2 seconds (-1)
Other Aspects:
    Components (-3): A long supple tree or one with long branches (common)

Through this prayer, the cleric can animate the branches of a tree to strike at anyone within range. Branches that hit the target inflict 4D of damage. The tree can strike at no more than Short range — less if it's small.

Spiritual Bolt

Skill Used: *Strife*
Difficulty: 12
Effect: 12 (4D in damage)
Range: 10 meters (+5)
Speed: +5
Duration: 3.5 seconds (+3)
Casting Time: 1.5 seconds (-1)
Other Aspects:
    None required

The cleric gathers spiritual energy to throw in a bolt at a target. It does 4D in damage at a range of up to 10 meters. She must make a *marksmanship* roll to hit the target. The bolt must be fired in the same round that the cleric invokes the invocation.

Undead Warrior

Skill Used: *Strife*
Difficulty: 27
Effect: 27 (4D in *fighting* and *lifting;* 1D in *running*)
Range: 25 meters (+7)
Speed: +7
Duration: 1.5 hours (+19)
Casting Time: 2 seconds (-1)
Other Aspects:
    Components (-5): Intact dead body or skeleton (very rare)

This rite causes any one dead creature to rise in its present state to serve as a soldier bonded to the cleric. As this is a basic miracle, it imbues the creature with select skills; the cleric may add more and increase the difficulty. The reanimated being cannot think for itself, so it ignores all Wound level and hit location penalties. It does whatever the cleric demands, until the invoker tells it to stop or the duration ends. At the end of the duration or if the cleric sends it out of range, the creature falls down in a heap. The invocation's miracle success bonus may either add to the range or to the amount of damage the creature does (it has a base Strength Damage of 2D); which application must be decided before invoking the miracle.

Invocation Design

Name:

Skill: Difficulty:

1. Effect:

  2. Range: 3. Speed:

    4. Duration: 5. Casting Time:

     6. Area Effect: 7. Change Target:

8. Charges (ward only):

9. Community:

10. Components:

11. Concentration:

12. Countenance:

13. Feedback: 14. Focused:

15. Gesture:

16. Incantation:

 17. Multiple Targets:

 18. Variable Duration:

19. Variable Effect:

  20. Variable Movement:

  21. Other Alterants:

  22. Other Conditions:

Description:

· EQUIPMENT ·

What's in this Chapter

This chapter gives game mechanics for popular equipment, including gear, armor, and weapons, plus how to purchase them. Game effects for various weapon types are also included. Gamemasters need to decide what's suitable for their particular settings. All equipment described herein is of the basic, nonmagical variety.

Purchasing Equipment

Each piece of equipment has a price difficulty associated with it that expresses how challenging it is for a character to obtain that item. If using *Funds* as an attribute, to purchase an item, the player rolls the attribute against the listed purchase difficulty, adjusted by the gamemaster for the circumstances around obtaining the item (such as seller's stock, item quality, general item availability, and so on). If the *Funds* total equals or exceeds the price difficulty, the character gets the item. *Trading, bluff, charm,* and *persuasion* could all serve as complementary actions to the *Funds* roll, depending on the factors the gamemaster chooses to include (such as local law, relationship of buyer and seller, and so on).

Prices listed in this chapter do not reflect any modifiers the gamemaster may wish to include.

Any item with a price difficulty equal to or less than the number in front of the "D" in the character's *Funds* attribute is an **automatic purchase.** A character may make several automatic purchases per day.

Any item with a price difficulty greater than the number in front of the "D" in the character's *Funds* attribute but less than or equal to 3 times that number is an **average purchase.** A character may make one average purchase per day.

Any item with a price difficulty greater than 3 times the number in front of the "D" in the character's *Funds* attribute is a **luxury purchase.** A character may make one luxury purchase every seven days.

When deciding on the type of purchase, include in the difficulty breakdowns any modifiers due to an Advantage or Disadvantage.

Example: A character has 3D+2 in her *Funds* attribute. Her automatic purchases have a difficulty of 3 or less. Her average purchases have a difficulty of 4 to 9. Her luxury purchases have a difficulty of 10 or more. If the character also had Wealth (R1), she would add her bonus of +2 to each of these levels, giving her automatic purchases at 5 or less, average purchases between 6 and 11, and luxury purchases at 12 or more.

Failure on a *Funds* roll means that the character didn't have the money for some reason (forgetting to bring enough coins, etc.). Except when the total is abysmal, the character may roll again after a short period of time and attempting to fix the problem.

Unless the gamemaster decides otherwise, players may **not** spend Character and Fate Points on *Funds* rolls.

Coins

Some gamemasters prefer coins to rolling dice for purchasing goods. They may make their own system to use in their settings, or take this one: eight copper pieces equals one silver piece; eight silver pieces equals

Price Difficulties ∞

Cost of Item or Service	Difficulty Level
Cheap (a few copper coins)	Very Easy (VE)
Inexpensive (a few silver coins)	Easy (E)
Nominally expensive (several gold coins)	Moderate (M)
Somewhat expensive (a few handfuls of gold coins)	Difficult (D)
Expensive (several handfuls of gold coins)	Very Difficult (VD)
Very Expensive (hundreds of gold coins)	Heroic (H)
Costly* (thousands of gold coins)	Legendary (L)

"Costly" is hardly the top end, and gamemasters should continue adding to the difficulty for higher prices.

Item or Service Is …	Minimum Modifier
Common; average quality	0
Very common; local market is flooded; of slightly lower technological complexity than commonly available	-5
In high demand; limited availability; of slightly higher technological complexity than commonly available	+5
Not generally available to the public; of significantly higher technological complexity than commonly available	+15
Out of season or from a distant location	+15
Unusually high quality, highly decorated	+5
Damaged or low quality	-5
Relationship with Seller	**Modifier**
Has dealt with rarely or never	0
Pays on time; frequent customer; no complaints by seller	-1 or more
Rarely pays on time; problem buyer	+1 or more

Adventuring Gear ∞

Item	Price
Basket, woven	VE (8 C)
Bell, small metal	E (2 G)
Bedroll	E (3 SP)
Blanket, flannel single	E (2 SP)
Bowl, wooden soup	VE (6 C)
Brazier, portable bronze	M (5 G)
Bucket, wooden	E (4 SP)
Candle, tallow taper; torch	VE (1 C)
Chest, small wooden	M (3 G)
Cloth, flannel, about 1 square meter	VE (8 C)
Compass	D (30 G)
Drum, handheld	M (15 S)
Fishing hook and line	VE (5 C)
Flute	E (2 G)
Grappling hook	E (8 S)
Hammer	E (3 S)
Healer's pack	VE (16 C)
Holy symbol, silver unblessed	M (10 G)
Ink in small glass vial	M (3 G)
Incense (2 long sticks)	E (8 S)
Lamp, pottery	VE (8 C)
Lamp oil, medium flask	VE (5 C)
Lockpicking tools	VD (27 G)
Lute	M (4 G)
Marbles, hard clay	VE (8 C)
Makeup kit (5 uses)	E (8 S)
Mirror, silver	M (5 G)
Mirror, polished steel or bronze	M (3 G)
Parchment, rice paper, or vellum	E (8 S)
Pick, mining	E (16 S)
Perfumed water in small glass vial	E (10 S)
Pouch, large leather	E (4 S)
Pouch, small flannel	VE (6 C)
Pot, iron cooking	E (16 S)
Quill	VE (16 C)
Quiver	E (8 S)
Room in an inn (average per day per person)	M (1 S)
Room in an inn (common room bed)	VE (1 C)
Rope, heavy (hemp, 15 meters)	E (4 S)
Rope, light (silk, 15 meters)	M (15 G)
Sack, rough cloth	VE (6 C)
Scabbard	E (8 S)
Sealing wax	VE (16 C)
Shovel	E (8 S)
Spoon or fork, brass dinner (each)	VE (3 C)
Spikes, iron	E (6 S)
Tent, two-person	M (7 G)
Tinder box with flint and steel	VE (8 C)
Vial with stopper, ceramic	VE (2 C)
Vial with stopper, glass	VE (7 C)
Waterskin	E (7 S)
Whetstone	VE (1 C)

one gold piece. Though this might not seem like an elegant system, it's more akin to how the coins would have been minted and split: A round coin can easily be sliced into eight relatively equal parts.

Gamemasters may then select reasonable monetary values based on the difficulty level given; the lists include sample numbers followed by C for copper, S for silver, and G for gold. Or gamemasters can roll 3D and multiplying the total by an appropriate amount for each level. For example, to convert to the suggested monetary system, use: one copper coin for Very Easy, one silver coin for Easy, one gold for Moderate, 10 gold coins for Difficult, 100 gold coins for Very Difficult, 1,000 gold coins for Heroic, and 10,000 gold coins for Legendary.

Gear

Candle, Lamp: Small, lit candle or lamp has damage of 1D per round after the first when held in contact with a flammable surface for more than one round. A lit candle or lamp negates up to 2D (6) in darkness modifiers within a meter of the user.

Grappling Hook: +1D bonus to *climbing* attempts; must be used with a rope. The hook can inflict Strength Damage +1 in damage.

Hammer: Useful with some *crafting* attempts. Can inflict Strength Damage +1.

Healer's Pack: A small kit of soothing herbs and clean cloth strips adds a +1 bonus to three to six *healing* attempts, depending on how much material is used.

Lockpicking Tools: +1D bonus to *lockpicking* attempts only if the user has the *lockpicking* skill.

Marbles: When stepped on, the victim makes Moderate *Agility* or *acrobatics* roll per step (each step counting as an action) he wishes to move until he is out of the area of marbles.

Makeup Kit: A single kit contains enough coal dust, flour, red powder, and body oil in small vials for five uses, plus application brushes of various sizes. Adds 1D to *disguise* attempts.

Pick, Mining: Adds 1D to digging attempts, or does Strength Damage +2 in damage when striking.

Rope, Heavy (Hemp): Inflicts Strength Damage +2 when used in choking attacks; damage resistance total 5. Can hold up to 100 kilograms.

Rope, Light (Silk): Inflicts Strength Damage +1 when used in choking attacks; damage resistance total 3. Can hold up to 140 kilograms.

Shovel: Adds 1D to digging attempts, or does Strength Damage +2 in damage with bashing attacks.

Spikes, Iron: +1D bonus to *climbing* attempts when several are used; requires a *Physique* or *lifting* of 3D or more to insert them into crevices without a hammer. Each spike can inflect Strength Damage +1.

Torch: A small, lit torch has a damage of 3D per round after the first when held in contact with a flammable surface for more than one round. A lit torch negates up to 4D (12) in darkness modifiers within several meters of the user.

Magical Items

Magical items are standard pieces of equipment or weapons that have been enhanced through supernatural means. The gamemaster may either give them whatever sort of game characteristics she desires, or she may use Special Abilities to represent what they can do. Any item that doesn't somehow stay permanently connected to

Fashion ∞

Type	Price
Belt	VE (6 C)
Boots	E (16 S)
Cloak, flannel	E (7 S)
Dress	E (5 S)
Hat	E (3 S)
Jerkin	E (5 S)
Robe	E (8 S)
Sandals	VE (7 C)
Shoes	VE (16 C)
Skirt	E (3 S)
Tunic	E (5 S)

Food and Drink ∞

Item	Price
Ale (mug)	VE (2 C)
Bread (loaf)	VE (2 C)
Butter (small crock)	VE (5 C)
Cheese (wheel)	VE (7 C)
Cookies, sweet (a few)	VE (4 C)
Eggs (a few)	VE (1 C)
Feed (for animals)	VE (5 C)
Fruit, fresh or dried (each or handful)	VE (2 C)
Grains, flour (a few kilograms)	E (8 S)
Gruel (bowl)	VE (1 C)
Herbs, fresh or dried (bunch)	VE (3 C)
Jam, jelly, preserves (small crock)	VE (5 C)
Meat, fresh local pork, mutton, beef, fowl, or fish (a few kilograms)	VE (16 C)
Meat, smoked (a few kilograms)	E (16 S)
Milk (a few liters)	VE (8 C)
Nuts (handful)	VE (8 C)
Pastry (each)	VE (8 C)
Rations (day)	VE (8 C)
Spices, rare (small pouch)	E (8 S)
Stew (bowl)	VE (5 C)
Vegetable (a few)	VE (2 C)
Water (glass)	VE (1 C)
Wine (glass)	VE (8 C)

Note: All food and drink prices assume the items are commonly available for sale in the location.

a character should have the Limitation Burn-out (R1), can be lost or stolen. Although it's rarely possible to purchase these items, they might be found (or sold) in larger cities..

Mystical Artifacts

Forged by an ancient race, created by supernatural beings, or discarded from another dimension, mystical artifacts take many forms. Some are completely beneficial, while others have a secret or obvious curse.

Amulet of Protection: An oddly shaped pendant on a thick leather cord envelopes the wearer in a defensive aura (Attack Resistance: Nonenchanted Weapons (R1), +1D to damage resistance total, with Limitation: Burn-out (R1), can be lost or stolen). *Price* H (200 G).

Enchanted Dagger: The weapon gives the user a greater chance of harming magical creatures (Natural Hand-to-Hand Weapon: Dagger (R1), +1D damage, with Magically Empowered (R2) and Burn-out (R1), can be lost or stolen). Price H (600 G).

Ring of Power: With this ring, the user can cast low-level magical spells (Increased Attribute: Magic (R1), +1, with Additional Effect (R4), treat as if user has 1D+1 in *Magic* regardless of actual *Magic* score; Skill Bonus: Magic Skills (R1), +1 to *alteration, apportation,* and *conjuration* totals; both with Burn-out (R1), can be lost or stolen). Price L (1,200 G).

Holy Items

Holy items are handheld objects representing a person's faith. Some are material worked into a symbol of the faith, such as crosses, stars, figures, and writing characters. Others show the significance of the material itself, such as water or an herb, or an action, such as prayer beads. The higher the level of the spiritual leader (such as a priest, rabbi, or other cleric), the greater the benefit the symbol imparts. Additionally, the faith of the user and the target can influence the effect.

Warding Holy Symbol: Shaped from metal or wood in a sacred representation, this item helps the user turn away undead creatures (Skill Bonus: Intimidation (R1), +3 to *intimidation* totals, with Ability Loss (R1), only works on undead beings; Burn-out (R1), can be lost or stolen). Price VD (20 G).

Blessed Water or Herbs: Sprinkled on the opponent, this causes harm only to those with evil in their hearts (Natural Magick (R10): Harm to Evil, effect: 5D magical physical damage, range: 10 meters, duration: 2.5 seconds, cast time: 1.5 seconds, Component: blessed water or herbs, Other Condition: Against Evil Only, with Burn-out (R5), one-time use). Price VD (50 G).

Armor & Shields

Combining Armor

A character cannot wear two suits of the same type, though he could combine some types. The listing below tells what armor may be worn with what other armor and the kind of bonus it can provide. Of course, layering armor assumes that the two pieces fit together — a character couldn't wear two helmets, even if they were made of different materials. For protective gear not listed here, use the type in this chart that the armor in question most closely resembles to determine what it can be combined with.

Except armor providing less than a full die of protection, any allowed combination offers the character the complete armor bonus for both layers, up to any maximums dictated by the game.

Hides and Fur, Bone and Hide: May be worn over any other type of armor. May not be worn under anything. Adds a maximum of +1 to the Armor Value of the total combination.

Soft Leather, Heavy Fabric, Quilted Silk: May be worn over or under any other type of armor. Adds a maximum of +1 to the Armor Value of the total combination.

Armor ∞

Type	Armor Value	Price
Hides and fur, fur cloak	+2	M (5 G)
Soft leather, heavy fabric	+2	M (3 G)
Quilted silk	+2	M (4 G)
Bone and hide	+1D	M (7 G)
Padded leather	+1D	M (8 G)
Hard leather	+1D+1	M (9 G)
Ring mail	+1D+2	M (11 G)
Chain mail	+2D	M (15 G)
Bronze	+2D	M (16 G)
Plate mail	+3D	D (40 G)

Shields ∞

Type	Armor Value	Price
Buckler (0.5 meters long)	+2	E (7 S)
Small shield (1 meter long)	+2D	E (16 S)
Medium shield (1.5 meters long)	+2D+1	M (3 G)
Large shield (2 meters long)	+2D+2	M (4 G)

Padded Leather, Hard Leather: May be worn under any type of armor or over soft leather, heavy fabric, or chain mail.

Chain Mail: May be worn over or under any other type of armor.

Plate Mail, Bronze: May be worn under soft leather, heavy fabric, or quilted silk. May be worn over soft leather, heavy fabric, padded leather, quilted silk, or chain mail.

Shields: May be combined with any armor, but only offer protection if held between the attacker and the user. May not be combined with other shields unless stacked in a stationary position.

Encumbrance Option

Wearing a lot of protective gear can make performing certain actions challenging. Each additional layer of armor increases *Agility*-based difficulties by +4 or more, depending on the joint flexibility of the pieces. The gamemaster might also apply this modifier to any armor, especially heavy or bulky ones like plate and bone and hide, including an additional modifier of +1 for every full die in Armor Value.

Minimal Armor Option

Many adventurers like to show off their well-endowed (muscled or otherwise) or heavily tattooed bodies. Against humanoids with an *Intellect* of less than 4D, the character wearing fanciful armor receives a +1D bonus to all *charm* or *intimidation* rolls for the first round of each scene (as appropriate for the character's physical presence). However, humanoids with Intellects of 4D or more see through the ruse, and the character receives no bonus.

Furthermore, the gamemaster should ignore the Armor Value when determining the effects of called shots to unarmored portions of the body.

Maximum Damage Resistance Total Option

Some characters carry around their own protection, so it doesn't make much sense to add more to it. The maximum damage resistance roll a character can have before adding any negative modifiers, Character Points, or Fate Points but including *Physique,* protective gear and abilities, and other modifiers is 6D. Ignore any Armor Value above this. Gamemasters may adjust this depending on how effective they want protective gear to be.

Weapons

All weapons described in this section were designed with Humans in mind. Characters more than twice or less than half the size of Humans do not receive their scale modifier when attempting to employ Human-sized weapons. Additionally, for missile weapons, very large and very small humanoids may incur at least a +5 modifier to the combat difficulty or even find it impossible to use the tiny objects.

For simplicity, gamemasters may have the weapons of larger or smaller humanoids deal the same amount of damage as their Human-sized counterparts, making certain to include the scale modifier to account for increased or decreased damage. Human-sized characters relying on weapons designed for someone larger or smaller than themselves use the scale modifier of the creature for which the item is designed — they do **not** use their own scale modifier when **attacking.** (They **do** use their own scale modifier when they **defend.**)

For more information on using scale, see page 71.

Terminology

Damage: Damage is the amount of harm a weapon does. Melee, thrown, and those missile weapons relying on a person's strength to determine their power are enhanced by the characters' Strength Damage (see "Determining Strength Damage" on page 62 on determine the die code). Weapons that are affected by strength have a "+" in front of their damage die code. Note that the damage is based on the rate of fire; most weapons have a rate of fire of once per round. See the "Combat Options" chapter for guidelines on other rates of fire.

Range: This factor takes into account that the weapon is less effective the farther it is from the target. The values given are the maximums, in meters, for Short, Medium, and Long ranges.

For generated values, roll the character's *Physique* or *lifting*. The modifier after "PHYS" indicates the number to take from or add onto the total. These totals, in meters, determines the ranges the character can throw the item. If the total becomes zero or less because of the modifier, then the character cannot throw the item to that range. (Gamemaster

Special Weapons ∞

Certain supernatural beings have an Achilles' Heel Disadvantage relating to some types of metal, particularly silver or iron. Any sharp-edged weapon can be made of or coated in these substances, and they do additional damage as described by the creature's Disadvantage or description.
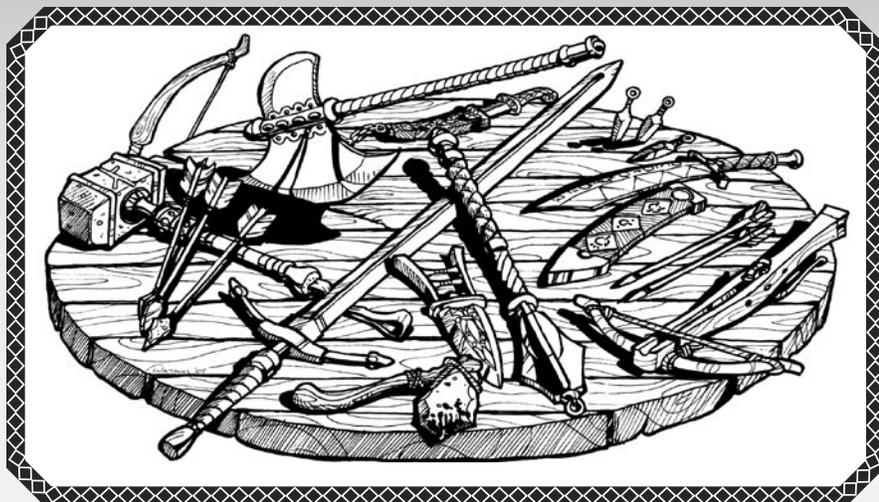
who prefer straight values should multiply the die code in *Physique* or *lifting* by 4, then add the pips to get the "PHYS" value.)

GUNPOWDER WEAPONS

Not every fantasy setting includes the invention of gunpowder, but for those that have, here are a few weapons using that propellant. The guns rely on *marksmanship* for their accuracy, while the black powder bomb needs *throwing* to loft it to a new location.

Note that both muskets are quite heavy, requiring a wooden rest to allow proper aiming. Anyone not using a rest must take a multi-action, using one action to lift the gun (*Physique* or *lifting* difficulty of 3) and one to fire the weapon.

Arquebus: Also known as the matchlock musket, the arquebus is a simple weapon with a wooden stock and heavy iron barrel. It varies in length from 1.2 to 1.8 meters or more and weighs nine kilograms.

The weapon is a simple muzzle-loader; in other words, the firer must load powder charge, wadding, and shot down the barrel, then tamp it down using a ramrod. Once the weapon is loaded, the firer ignites the powder with a device called a matchlock. This holds a burning match — often a slow-burning piece of thin cord — at the upper end, and a lever or trigger at the lower end. By pulling the lever or trigger, the firer swings the match smoothly on to the touchhole, igniting the powder. *Musket:* damage 3D+2; range 10/20/40; price D (10 G). *Charge, wadding, and shot:* VE (2 S) per bullet packet.

Wheellock Musket and Pistol: The wheellock involves iron pyrites scraping against a wheel that turns when the trigger is pulled, igniting a spark that sets off the primer. The musket is about 1.2 to 1.8 meters in length, and 10 kilograms in weight, while the pistol is 15 centimeters and a little more than 3.5 kilograms in weight. Wheellock pistols are commonly carried in a brace of two, alongside the sword, and are of great use against armored foes. Like the matchlock musket, the wheellock musket requires a stand to aim correctly. The pistol and the musket each require 12 rounds to reload

with no roll or a *marksmanship* roll of 10 to reload in one round. *Musket:* damage 4D; range 10/25/60; price D (12 G). *Pistol:* damage 3D+1; range 5/10/25; price D (8 G). *Charge, wadding, and shot:* VE (2 S) per bullet packet.

Black Powder Bomb: This bomb consist of melon-sized pottery ball filled with black powder. A fuse protrudes from the ball, and when the fuse burns down, the ball explodes, usually with a big enough boom to knock down most monsters. *Bomb:* damage 6D; range: Physique -2/Physique -1/Physique; price M (6 G).

MUSCLE-POWERED WEAPONS

Muscle-powered weapons include all those that depend upon a character's strength to get them to their target. Instead of having their damage die codes listed as a single number, muscle-powered weapons have damage adds.

MISSILE & THROWN WEAPONS

All missile and thrown weapons take an action to reload, either to notch another arrow or pull out another dart. Generally, characters may reload in the same round as firing or throwing (with a multi-action penalty), except crossbows, which require the character to replace the bolt and crank it in place.

MISSILE & THROWN WEAPONS ∞

			Range		
	Damage	Short	Med.	Long	Price
Missile Weapons					
Blowgun & dart	1D[2]	10	40	100	VE (10 C)[1]
Bow,					
Long & arrow	+2D+2	10	100	250	M (3 G)[1]
Short & arrow	+1D+2	10	100	250	E (16 S)[1]
Crossbow,					
Light & bolt	4D	10	100	200	E (16 S)[1]
Heavy & bolt[3]	4D+1	10	100	300	M (4 G)[1]
Handheld & dart	4D	10	25	50	M (3 G)[1]
Sling & stone	+1D	5	10	15	E (3 S)[1]
Thrown Weapons					
Boomerang, heavy	+1D+1	5	40	100	M (3 G)
Dart	+1	PHYS	PHYS+1	PHYS+2	VE (7 C)
Rock, fist-sized	+1	PHYS -2	PHYS -1	PHYS	—
Javelin[4]	+2D	5	25	40	E (16 S)
Throwing dagger	+1D	5	10	15	E (5 S)
Throwing star	+1D	5	10	15	VE (7 C)

1. Price is for firing part of weapon; arrows, bolts, or darts priced separately. 2. Blowguns commonly shoot poison darts; poison damage is in addition to damage listed. 3. Requires one full round to reload. 4. Longer than 60 centimeters, so may incur the unwieldy weapon modifier.

Melee Weapons ∞

Type	Damage	Price
Awl, small knife, stake	+2	VE (8 C)
Arrow, crossbow bolt, dart	+1	VE (7 C)
Axe, battle*	+3D	M (3 G)
Ball and chain*	+2D	E (16 S)
Bullwhip*	+1D	E (4 S)
Club (nonspiked), large stick*	+1D+1	E (4 S)
Club (spiked)*	+1D+2	E (16 S)
Hatchet	+1D+1	E (15 S)
Halberd*	+3D	M (4 G)
Katana*	+3D	M (5 G)
Knife (large kitchen), dagger, stiletto	+1D	VE (4–12 S)
Mace*	+1D+1	E (18 S)
Morning star	+3D	M (4 G)
Nunchaku*	+1D+2	E (17 S)
Quarterstaff†	+1D+2	VE (12 C)
Rapier*	+2D	E (19 S)
Sai	+1D+1	E (10 S)
Sap, hammer (tool)	+1D	E (3 S)
Spear (metal tip)*	+2D	M (3 G)
Sword, broad/long*	+2D+2	M (3 G)
Sword, short	+1D+2	E (15 S)
Sword, two-handed*	+3D+1	M (4 G)
Tonfa	+1D+2	E (18 S)
Trident*	+2D+2	M (3 G)
War hammer*	+3D	E (19 S)

*Starred weapons or sets of weapons are longer than 60 centimeters and thus may incur an unwieldy weapon modifier.

†Allows user to attack at Point Blank or up to 2 meters away at Short range; incurs unwieldy weapon modifier of +5.

Whips ∞

A whip is a long, plaited strip attached to a handle. When a character uses it to strike a target, determine the success with the *melee combat* skill.

A whip can also be used to entangle an opponent up to two meters away. The character uses *throwing* to make this kind of attack. If it's successful, the whip wraps about the target. If it's unsuccessful, the target takes full damage.

It can also be used to disarm opponents (as a *throwing* called shot) or to swing over pits or other openings. To swing with the whip, the character makes a Difficult *throwing* roll to catch the whip around a projection overhead that can support her weight. (The gamemaster may include modifiers depending on the conditions.)

Melee Weapons

Most muscle-powered weapons are melee weapons. Swords, knives, brass knuckles, and clubs are all examples. All of these weapons require *melee combat* to use. Gamemasters may allow characters to employ untrained such simple ones as sticks with only the *Agility* attribute.

Edged or pointed weapons do half damage when used to bludgeon instead of cut.

Improvised Weapons

When a character's up against something ugly and angry, and his favorite sword's back at his hideout, he grabs whatever he can to get the job done.

That means that gamemasters aren't always going to find established game mechanics for what their players want to use as weapons. When this happens, the best way to handle the situation is use the mechanics of something similar. Most items either serve as a dagger (such as a broken bottle) or a club (such as a table leg). Then modify the damage based on how sharp or heavy the improvised weapon is to the comparison weapon.

Improvised weapons always use either *melee combat* or *throwing*, and they always receive an improvised weapon modifier to the combat difficulty of +5 or more. On a card-played *setback* or a rolled Critical Failure when wielding the item, most improvised weapons break, the user hurts himself, or both — the greater the roll fails, the worse the situation is. (If the user ends up hurting himself, use only the weapon bonus — do not include the user's Strength Damage — to determine the amount of damage done.)

Generally, characters may rely on improvised weapons only a few times before they break (regardless of whether a Critical Failure or a setback occurred while using it), though ones designed to take abuse — such a heavy length of metal or a blacksmith's hammer — can survive the battle (including Critical Failures) and continue to function as tools or armament.

Vehicles

This section introduces a few terms unique to means of conveyance:

Scale Value: For gamemasters using the scale option (see page 71), this number indicates how much larger the vehicle is than a Human, relative to a Human's scale value of zero.

Move: This is approximately cruising speed, given in both meters per round and (if applicable) kilometers per hour.

Passengers: The number of people, including the crew, that the vehicle can carry. Unless otherwise specified, the number of crew needed to properly operate the vehicle is one.

Toughness: This is the vehicle's base damage resistance die code. It can also serve as a reasonable measure of the amount of damage it can inflict. Players may not modify a vehicle's Toughness by spending Character or Fate Points on it.

Maneuverability: An indication of how easy the vehicle is to handle. Stunts are easier to perform in vehicles with higher die codes than in those with lower ones. The Maneuverability die code is added to the driver's or pilot's appropriate skill total when that person is attempting to do something fancy. (Vehicle stunts are further explained in the "Movement" chapter.)

Ship Weapons

Occasionally, characters might find it necessary to mount or have mounted weapons on their sailing vessels.

Cannon: Made of heavy metal, cannons use gunpowder (or a magical substance) to project large metal balls at a target. Each small cannon requires a crew of two to load and fire, while a large cannon needs a team of four. It requires one action each round to fire either size, and they can only be fired every other round. The leader of the cannon team aims and fires the weapon, with the *marksmanship* skill. A Critical Failure could mean that powder was added incorrectly and it doesn't fire at all — or the gunpowder explodes in the cannon and does damage to its users. Ships with a scale value of at least 15 may add cannons. Cannons may not be turned, though their crews can raise or lower them. *Small cannon:* damage 4D; range 50/200/800; price difficulty of Very Difficult per cannon or 75 gold. *Large cannon:* damage 5D; range 50/150/500; price difficulty of Heroic per cannon or 125 gold.

Catapult: A small rope-and-wood structure mounted on the fore or aft of the ship, out of the way of the sails, the catapult slings a large object (usually a rock or metal ball) at its target. It requires a round to reload. Because of its difficulty to aim correctly, add +5 to the user's *marksmanship* difficulty. They may be mounted on any vessel with a scale value of at least 12. *Catapult:* damage 3D+2; range 45/90/180; price difficulty of Very Difficult per catapult (up to two) or 50 gold per catapult.

Ram: A long, stout wooden pole, the ram be mounted on any galley or rowed ship with a scale value of at least 15. When the ship rams another, the pilot must make a successful ramming roll using her *pilotry*. With a successful attack, the defender receives double the normal damage, while the attacker gets half. These values are determined before rolling against Toughness. A ram adds +5 to the roll to regain control of the ship in the following round. Critical Failure on a low roll to regain control indicate the ram has broken off and further damages the ship. A ram adds +1 to the ship's price difficulty or five gold.
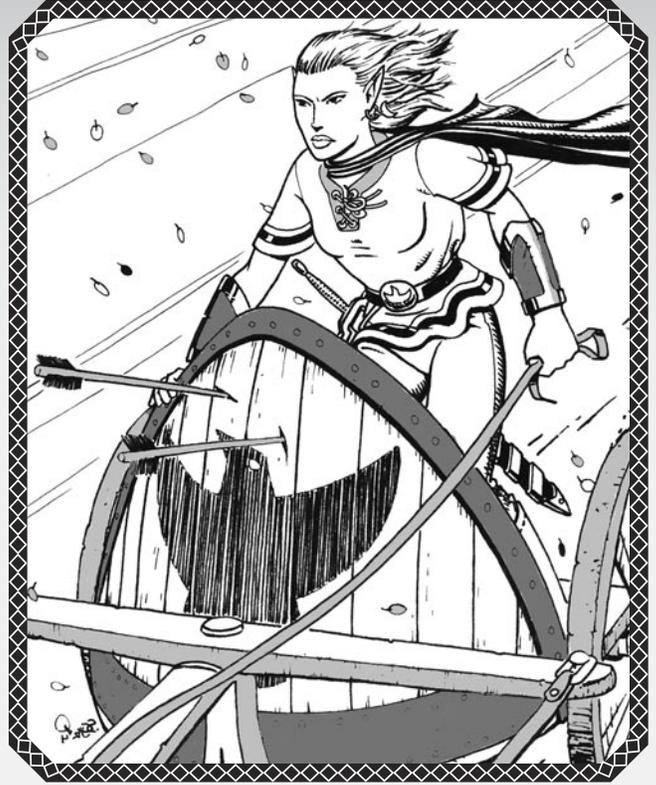
Gamemasters might allow a smaller version of this weapon to be mounted on large land vehicles.

Vehicle Chart ∞

Vehicle Type	Scale Value	Move[1]	Passengers[2]	Toughness	Maneuverability	Price[3]
Land Vehicles						
Chariot, two-person carriage	3	animal's Move x75%	2	4D	-2	D (30 G)
Wagon (large, open)	5	animal's Move x50%	8	4D+1	0	M (9 G)
Passenger carriage	6	animal's Move x50%	5	4D+1	-1D	VD (75 G)
Mine cart	3	animal's Move x25%	2	5D+1	-3D	M (7 G)
Water Vehicles						
Canoe (paddles)	0	*Physique* or *lifting* roll	4	2D	+1D	E (17 S)
Galleon (sails)	14	7 (5 kph)	220 (120 crew)	7D+2	-2D	L (95,000 G)
Galley, merchant (sails and oars)	15	10 (7 kph)	50 (43 crew)	5D+2	+2	L (110,000 G)
Galley, small (sails and oars)	14	12 (9 kph)	43 (40 crew)	4D+2	+1D+2	L (100,000 G)
Galley, war (sails and oars)	21	12 (9 kph)	540 (420)	7D+1	-2D	L (200,000 G
Longship (sails and oars)	12	4 (3 kph)	120 (30 crew)	6D+2	0	L (38,000 G)
Rowboat (oars)	2	*Physique* or *lifting* roll	6	3D+2	0	E (19 S)
Sailboat, small (sails)	4	Wind + 25% of *pilotry* total	2	4D	+2D	VD (20 G)

1. First entry is meters per round, followed by kilometers per hour. For entries indicating a roll, roll the skill and use that as the number of meters moved in that round. 2. Includes one crew member (unless otherwise specified). 3. Prices do not include the cost of hiring and feeding the crew (about 2 silver per day per crew member; total the number of crew to get the per-day price difficulty).

· GAMEMASTER TIPS ·

WHAT'S IN THIS CHAPTER

You've made it this far, so you probably don't want even more "rules." We'll keep this chapter short by offering a list of helpful ideas. If you want more guidance, you can find more gamemaster resources online at www.westendgames.com.

THE TIPS

The most important rule to remember is have fun. All the other rules in this book are intended to help you worry less about being fair and more about enjoying developing a fantastic story with your friends. Here are some ideas to help you with this.

• Before beginning play, skim the rulebook at least once. Refer to it during the slow parts; make up the difficulties you can't remember during the exciting scenes.

• You're in charge of the rules, not your players. However, find that balance between being too strict and too lenient. Players need to feel both challenged and like they accomplish something. If the players contend you made an error in judgment or presentation, rectify the matter or make it up to them later.

• You are permitted to place restrictions on character creation if you don't think you can come up with obstacles challenging enough for the players to run wild.

• Be descriptive. Keep in mind the old rule of "show, don't tell." Make your characters and scenes as interesting as you can. Try to work as many senses as possible into descriptions. Think about how novelists do it, and follow their example. (All right, it is possible to overdo it — you'll figure that out when your players start nodding off.)

• Players know only what you tell them, so don't expect them to use a clue later that you don't give them a chance to find now.

• Have the players come up with a situation that you know is not in the book? Flip to the generic difficulties descriptions (if you've nowhere else to start) or the generic modifiers (if you already have a difficulty). Then pick a number based on the descriptions therein and go with it. You can also use this technique to reward player ingenuity.

• Hide the adventure's text or notes, so your players don't know whether you're changing something. It also increases the level of suspense and excitement, because they don't know what's going to happen next.

• Adjust the dice totals to make sure that neither side trounces the other too fast (although sometimes, that just can't be helped, so you have to add a few more henchmen, swarms of rats, or a sudden gas trap).

• Keep a few appropriate filler obstacles handy, like game characteristics for henchmen, rolling boulders, booby traps, critter swarms, zombies, or whatever, for those times when you need to slow the players down. Also, have a list of suitable helpers, such as a lost key

in a niche, some handy berry bushes, a reformed thug, or a talkative child, just in case the players need a hand.

• Don't give your villains more firepower (or damage-dealing devices or abilities) than could kill a player's character in a single blow.

• Never let a player's character die unless doing so is particularly dramatic or heroic. Your characters come and go, but players use only one or two, so they invest a lot more into their development.

• Give new players leeway, but show players who persistently make bad choices for their characters that there are consequences to their actions.

• When there's tension between the players, call for a break. It might be as simple as getting a snack, or as challenging as reminding the players that they are not their characters and they're supposed to have fun together.

• If you need to encourage players to get into their characters, give them immediate, but small, rewards for doing so, such as a bonus to a skill roll or a reduction in difficulty.

• Customize your scenarios to the skill levels, character options, backgrounds, and goals of the players' characters, as well as the kinds of things that the players like (particular types of rewards, jokes, villains, and so on). The players will feel like they're actually participating in creating the story, rather than being dragged along.

· ADVENTURE TIPS ·

WHAT'S IN THIS CHAPTER

The key means of play in a roleplaying game is the adventure. Thus, here's a chapter devoted to some tips on preparing and running adventures, including obstacle ideas, rewards, and generic characters.

GENRE OPTIONS

The system and information in *D6 Fantasy* suits two types of fantasy subgenres: high and low. The primary difference between the two lies in the amount of magic available, which in turn affects the types of characters played and monsters encountered.

HIGH FANTASY

Myths, legends, and magic are the keywords in a high fantasy campaign. Magic is common, ranging from every village having its own wizard or witch, to certain castes or groups limiting spell casting to their members. Often, the characters are larger-than-life heroes who are battling an even larger foe. Good and evil are living entities, and quests are popular adventure hooks.

LOW FANTASY

A low fantasy world is much more "gray" than high fantasy. Magic is mysterious, and spells are difficult to cast (represented by a higher base Spell Total). Monsters are dangerous and often few and far between. Not everyone in the world is either good or evil, and the players' characters may be of mixed morality.

CREATING ADVENTURES

Like most games, roleplayers must overcome a series of obstacles to reach a final goal. But in roleplaying games, that combination of obstacles and goals, called an adventure, takes on the same structure as a story. Both have an exposition, progressively more difficult challenges to overcome, a climax, and a resolution. You can use movies, television shows, novels, or comic books to come up with ideas for adventures, always remembering that the players get to decide how their characters react to the given obstacle, instead of their actions being dictated by the writer.

You, the gamemaster, choose the hurdles the characters must deal with. You provide a goal and then present the characters with a series of problems that prevents them from reaching that objective. The hindrances can take a variety of forms, from monsters to evil viziers to sand storms to secret societies, depending on the genre and the particular circumstances of the adventure your characters are working through.

TYPES OF ADVENTURES

The most direct way of creating an adventure is to select the goal first. Once you know the end, you can more easily decide on what types of obstacles make it interesting for the characters to reach the goal.

Caught in a Tight Spot: Escape from a situation that could cause some type of harm to the characters or their allies.

Contest: The characters must accomplish a predetermined goal more quickly or more efficiently than everyone else involved in the contest.

Guard Duty: Protect someone or something from harm.

Foil a Plan: Stop someone else from accomplishing their goal. Generally, the plan to be foiled has something to do with the destruction of a person, place, or thing of importance to the characters or to the entire world.

Mystery: The players' characters must discover the truth about a person, thing, or event.

The Quest: Locate and retrieve an object or person at the behest of another. It could be a stolen object, the person kidnapped, or a criminal who's escaped justice.

Types of Obstacles

Once you've determined the type of adventure you want to create, you must divide it up into smaller chunks called scenes, each containing one or two obstacles. A scene is triggered by the players' characters' arrival at a given location or by the passage of time. Once the characters overcome or bypass the obstacle, they move on to the next scene and one step closer to the goal of the adventure. Here are a few examples.

Adverse Conditions: Weather, terrain, monsters, and hostile or uncooperative gamemaster's characters can hamper the characters in accomplishing the goal.

Gamemaster's Characters: The people that the player's characters meet come in handy for all sorts of situations, so much so that there's a whole section on them in this chapter.

Combat: In order to continue forward or get to something, the characters first must defeat a creature or villain.

Diversions: Include extraneous details in setting descriptions or when the players' characters talk to other people. The details are more for show than to further the adventure, but they offer some interesting roleplaying opportunities.

Information: The players' characters often need to obtain information, and you can make this more challenging by making it harder for them to find (two guards to convince instead of one), missing (part of a needed tablet has been destroyed), in the form of a puzzle or riddle, from a questionable source, or giving the characters what seems like a right lead but ends up being to the wrong place. However, make sure that the information the characters seek really is attainable. Be careful not to force the players' characters to go through an enormous amount of trouble based on clues and hints you've given them only to find that their efforts were wasted.

Multiple Goals: Typically for experienced roleplayers, adding the rumor of a new goal can force the characters to rearrange their priorities.

Restrictions: The characters can't use some of the regular equipment or must be certain to perform certain rituals, or there will be dire consequences.

Time Limits: There's nothing like a time limit to speed up a scene. This kind of obstacle can take the form of limited supplies, deteriorating weaponry, or a set amount of time before something horrible occurs.

Gamemaster's Characters

During their adventures, players' characters encounter various allies, enemies, neutrals, and monsters who serve to shape the story, establishing the setting or helping or hindering the characters at critical moments. Without these characters, nothing much would happen.

However, you don't have to create enough characters to fill the entire universe. Save yourself work and carefully choose which gamemaster's characters play the most pivotal roles in your adventure and design them in detail. Then select the less important characters and determine most of their background and personality, and so on until you come down to the nameless characters who need nothing more than a brief mention.
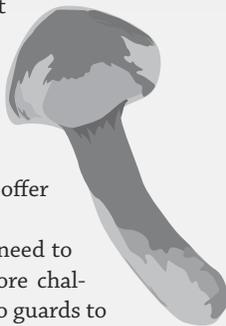
Assigning Characteristics

Once you've come up with the overall concept for the character or monster, you should decide on his game statistics. Skim through the "Character Basics" and "Character Options" chapters for some ideas, jotting down whatever details are important for the character's importance to the adventure and what's needed to use him. There's no need to follow the character creation rules exactly; instead, give each character or monster what you think he needs to play his part in the story.

The average adult Human has 2D in all attributes, with 3D or 4D in one or two attributes in which you feel the character should be comparable to the players' characters. Depending on how much experience you want an individual to have, give the average character between 7 and 14 dice in skills.

Children generally have 1D in all attributes, with two or three dice in skills, such as *throwing* (for tossing rocks, balls, food, etc.), *running, swimming, hide, bluff,* and *charm.* Older or gifted children may have more or a greater variety of skills. Children will have few, if any, specializations. They often carry a favorite toy or nothing.

Elderly adults may have fewer dice in their *Agility, Coordination,* and *Physique.* However, they have twice as many skill dice (between 14 and 20), to account for their greater experience.

Monsters and animals (those creatures that gamemasters wouldn't allow players to take as characters) may have a minimum of 1D in any attribute (generally *Intellect* and *Coordination*), but they have no attribute maximum. Use Disadvantages and Special Abilities as inspiration for the game mechanics of various natural abilities for the creature.

Remember that, although clever, most animals and some monsters are not as intelligent as Humans are. They don't actively use skills, though they may have some to represent their unconscious use of them, such as *mettle* to resist being told what to do. Animals and monsters usually decide on the best course of action that will lead to their own survival, unless they are trained otherwise.

Body Points for generic characters likewise depend on age and toughness. For base Body Points, use these guidelines: 5 for kids and elderly individuals, 10 for ordinary innocent bystanders and most animals, 15 for minor villainous opponents, and 20 for major secondary and leading gamemaster's characters. Add to these values any additional points as you deem appropriate.

Should you prefer the Wounds system, be sure to drop one or more levels from the bottom of the list. For example, most animals, kids, and elderly would take one Wound level (Incapacitated) before dying, while minor character and large animals might take two (Stunned and Incapacitated), and so on.
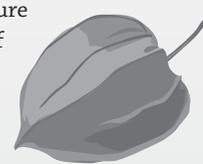
Character Points and Fate Points

Cannon-fodder villains, such as army troops, henchmen, and merchants, typically have no Character Points or Fate Points. Minor villains, whose survival isn't dependent upon the adventure's plot may have one to three Character Points and (usually) no Fate Points. Continuing villains, such as those who may be used for several adventures or who are subordinate to the main villain, may have several Character Points and no more than one or two Fate Points.

Major villains who might be used over the course of a campaign and are integral to an adventure should have at least 11 Character Points (some characters may have well over 50 Character Points) and many will have at least three Fate Points.

STARTING THE ADVENTURE

Once you've got the goal and a few obstacles, you'll need to give the players' characters a reason to go on the adventure. Often called the hook, here are a few examples.

Character Goals: The group, even just one of the players' characters, gets information that could help get then closer to a long-term goal.

Informant: Someone lets the players' characters know about the goal and gives them just enough information to get to the first obstacle. The information could be provided as a letter, a town crier's announcement, a posted flier, or an anonymous source.

In Medias Res: Start the game in the middle of an explosive or suspenseful event. Such fast starts put the players immediately on their toes, thrusting their characters into the middle of the game before they even know it. Once they've dealt with their immediate problem, they're thoroughly enmeshed in the story.

Mission Briefing: The organization in which the characters are involved calls a meeting and sets reveals the goal (though, of course, not how to accomplish it!).

RUNNING ADVENTURES

You've successfully brought the players' characters into the adventure. Now you have to keep them focused and enthralled with the plot. If you see their eyes start to wander, or they fall into a conversation about the last game (or worse, what the watched on television last night), you know something's gone wrong. This section should help you maintain an involving story and a sense of "really being there."

SETTING THE SCENE

Your first job is to vividly depict the scene unfolding before the players' characters. Where are they? Who else is there? What's happening? These are the questions you must answer immediately.
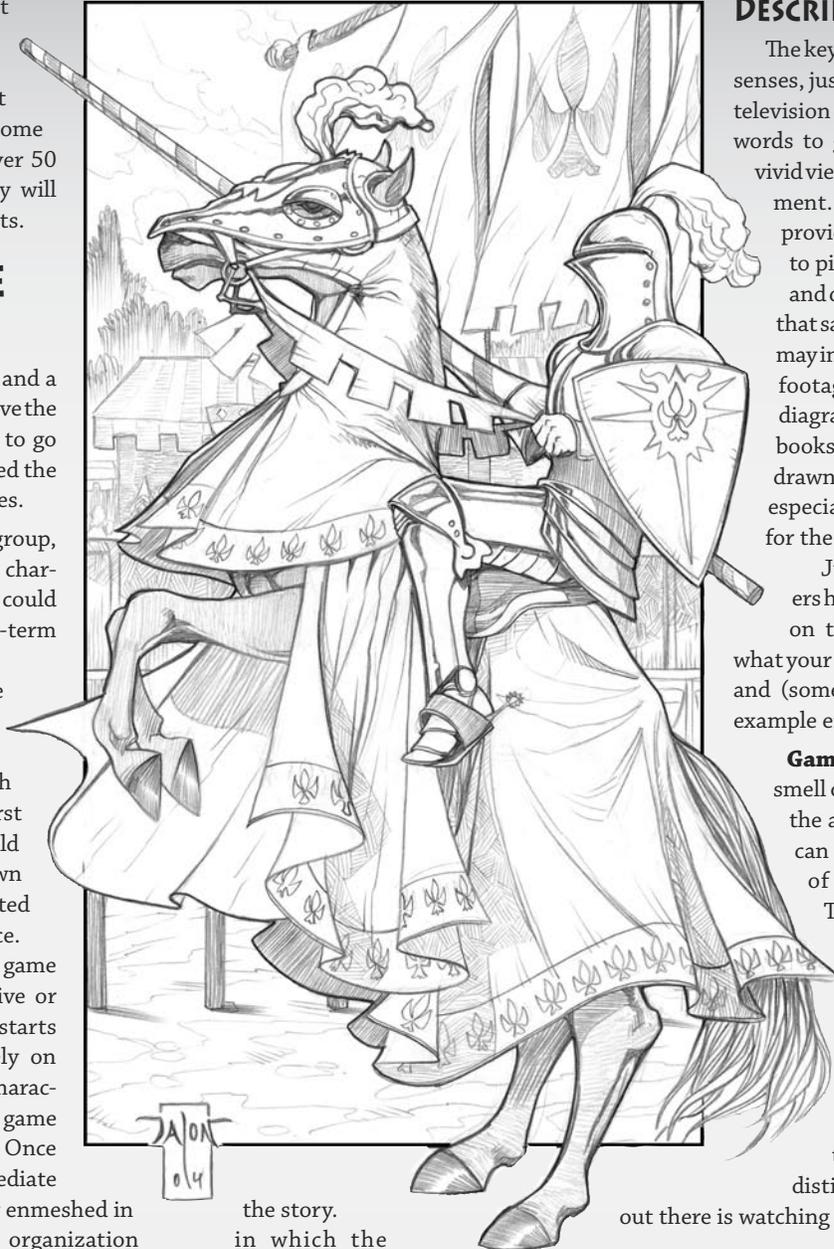
DESCRIPTION

The key here is to engage the players' senses, just like a good movie, novel, or television show. Try to use evocative words to give the players a clear and vivid view of their characters' environment. The best way to learn how to provide such lifelike descriptions is to picture the scene in your mind and do whatever you can to convey that same scene to your players. You may incorporate movie or television footage you've taped, maps and diagrams you copied out of library books, or even illustrations you've drawn yourself. Sound effects CDs especially can help you set the stage for the characters.

Just remember that your players have five senses. Don't just rely on the sense of sight. Describe what your characters hear, smell, touch, and (sometimes) taste. The following example engages several senses.

Gamemaster: "The thick, musty smell of swamp begins to permeate the air. From all around you, you can hear the screeching chirps of birds and small animals. The humidity settles against your skin like a blanket of moisture as you continue trudging forward on the increasingly squishy ground. The gangly gray trees scattered in small stands reach upward into the mist, and you get the distinct feeling that something out there is watching you."

BELIEVABLE CHARACTERS

Other than the setting, the players' characters will also encounter other people who live in the game world. Your job is to make sure that these gamemaster's characters appear real to the players. Their words and actions must seem appropriate in the context of their histories, personalities, and ambitions. If a stoic military officer suddenly took off his helmet and started joking around, the players would probably just stare at you for a minute as the game comes crashing to a halt.

Play each character to the best of your ability. Make sure he does everything in his power to achieve his goals, whether he's trying to thwart the players' characters or earn a load of gold coins. This does not mean that each gamemaster's character should act overtly. Part of his goal may be to achieve his objective undetected, or to make it look like someone else was responsible. Rather, the idea is that the character

should use all of his resources — his skills, allies, finances, and so on — to accomplish his immediate as well as his long-term goals.

Exciting Locales

Try to make each place the players' characters visit seem different than the others. By doing this, you can make these sights engaging and memorable for the players.

Personal Stake

Every once in while you should ask to see the players' character sheets. Look for background information and personality traits that might lend themselves to a personal stake. If a player has written that her character is extremely competitive, for example, you could create a rival group that seeks to outdo the players' characters at every turn. The players will do everything in their power to make sure their characters succeed more often and more quickly than the newcomers.

Giving Options

Don't constantly force your players to follow along the prescribed path of the adventure. They may have devised an alternate scheme for success not covered by the scenario, and you shouldn't penalize them for their creativity. Instead you'll have to use your judgment to run the remainder of the adventure.

If the players feel that they never have a choice, that you have predetermined what their characters will do and say — and therefore, how the adventure will turn out — they're not going to have any interest in playing. Part of the fun of a roleplaying game is the almost unlimited possible reactions to any given situation. Take that away, and you've lost much of the reason for participating in this type of game.

Sometimes the characters will have only a few choices — or at least, a few obvious choices — and that's fine if it makes logical sense in the context of the scenario and doesn't seem like an attempt by you as the gamemaster to dictate their characters' paths.

Reward creativity. Give the players a reason to exercise their brains. The more freedom they believe they have, the more they'll enjoy the adventure. When their characters make a mistake, they have no one else to blame it on, and when their characters succeed, they feel a genuine sense of accomplishment.

The Subtle Art of Misdirection

If the players can correctly guess the conclusion of an adventure while they're progressing through the first encounter, the ensuing encounters won't provide as much excitement as they should.

This is where the subtle art of misdirection comes in. The object here is to keep the players (and their characters) guessing and revising those guesses through the whole adventure. You can do this in small ways: Make die rolls, smile for a moment, and then don't say anything about it; have the characters roll *Acumen* checks, ask for their totals, and then just continue with the encounter; ask a player for detailed information on how her character is going to close a door ("Which hand are you using?" "Do you have a weapon in your hand?"), but then have the portal close uneventfully.

You also have the option of throwing in major red herrings. If a character starts tracking the players' characters, the players will immediately attempt to mesh this new person's presence with the rest of the adventure. In reality, however, he's just a common thief looking for an easy mark, or he thinks that one of the characters looks familiar but doesn't want to say anything until he's sure he's not mistaking that character for someone else.

Allowing the Characters to Fail

It's that chance of failure that gives excitement to a roleplaying game, so sometimes characters need to fail. If they roll poorly, or are simply outclassed, or most importantly, if they play poorly, their characters will not accomplish their goal.

Yet, with each defeat, the characters (and players) should learn something. They may learn a better way to approach a situation, or they may stumble upon a tool or gadget that will help them in the future. It should take perseverance and dedication, but learning from mistakes will eventually lead to success.

Getting Feedback

Sometimes an adventure doesn't thrill the players like you expected it to when you were first reading or creating it. As you run a scenario, try to pay attention to the players' reactions to the various scenes. Did they stand up and all try to talk at once during the puzzle-solving encounter? Did they go comatose when they reached the chase? Gauge their reactions to your judgment calls and improvisation. The players' words and actions can convey a great deal of information about what they enjoyed most (and probably would like to see more of).

Ask the players what they did and didn't like. You could even have them write you an anonymous note with a list of their favorite and least favorite scenes.

Don't take any negative responses as criticism. It takes a lot of work to plan and run a game, and you can't always please everyone no
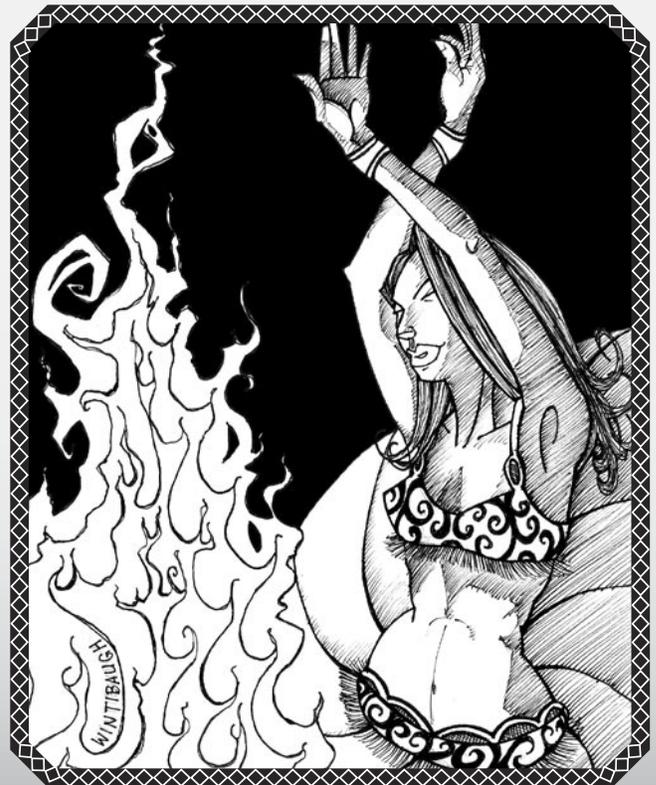
matter what you do. Just don't forget to listen to what your players have to say. They may want to take the game in a different direction than you do. Compromise. Make sure you and your players have fun. If not, either you or your players will eventually give up and find something else to do during those precious spare moments. View player reactions and comments as hints for what you can do in the next adventure that will keep them on the edge of their seats.

Rewarding the Players

Part of the fun of roleplaying is watching characters improve and develop. Gamemasters have plenty of options for helping that along, though, of course, no single option should be overused or the players will have no reason to continue adventuring.

Character Options

Look through the list of Advantages for some reward ideas. Typically, when a gamemaster allows access to an Advantage, it's a one-shot deal, especially for particularly powerful Advantages, such as being owed a favor by a king. If the characters want a more permanent access to this kind of Advantage, they will have pay for it (in Character Points).

Gamemasters might also give free Advantages to characters — along with an equivalent amount of Disadvantages!

Equipment and Other Loot

Depending on the circumstances of the present adventure and the gamemaster's ideas for future adventures, gamemasters may allow the players' characters to keep equipment, gear, and treasure that they find in abandoned temples or acquire from a villain's lair. Gamemasters may even want to plant various items in the adventure for the players' characters to locate, whether to fulfill a character's dream or help the group in a future scenario. Should the equipment or other material cause the players' characters to become too powerful, too quickly, remember that things can break, become the object of desire by more powerful personages, or get stolen.

Funds

Characters might choose to sell some of their loot and put the money into their investments or royal vaults. Depending on what characters do with their money, gamemasters may allow a permanent one-pip increase to each of their *Funds* attribute (because of putting it into solid investments as determined by a *trading* roll), or give the characters a larger bonus to a limited number of *Funds* rolls (because they kept the cash in a vault at their hideout).

Information

While not terribly tangible, information could be useful for drawing the characters into another adventure or helping to fulfill a character's goal (such as discovering details about her mysterious past).

Character and Fate Points

Assuming that the players have really been trying and have been sufficiently challenged by the adventure, each character should receive enough Character Points to improve one skill, plus a few extra for help in overcoming a low roll at a future inconvenient time. Obvi-

ously, more experienced characters will either have to experience more adventures, or they'll need bigger challenges.

Here are a few guidelines for distributing Character and Fate Points for an adventure that lasts two or more nights, several hours per night. They are per character, not per group.

Obstacle was easy to overcome (the difficulty numbers were about three times the die code in the skills required): No reward.

Obstacle was somewhat difficult to overcome (the difficulty numbers were about three to four times the die code in the skills required): 1 Character Point per low-difficulty obstacle in the adventure.

Obstacle was quite challenging to overcome (the difficulty numbers were about five times the die code in the skills required; generally reserved for the climactic scene): 2 or more Character Points per high-difficulty obstacle in the adventure (depending on how many Character Points the characters had to spend to beat the difficulties set).

Individual roleplaying (overcoming goals and playing in character): 2 to 3 Character Points (awarded to each character, not to the whole group).

Group roleplaying (teamwork and interacting with each other in character): 3 to 4 Character Points.

Everybody had fun (including the gamemaster): 1 to 2 Character Points.

Accomplished the goal: 1 Fate Point.

Generic Characters

People

Healer: Agility 2D, Coordination 2D, sleight of hand 2D+1, Physique 2D, stamina 2D+1, Intellect 3D, healing 4D, reading/writing 2D+1, scholar 2D+2, Acumen 2D, investigation 2D+1, Charisma 2D. *Move:* 10. *Strength Damage:* 1D. *Fate Points:* 0. *Character Points:* 2. *Body Points:* 10/*Wound levels:* 2. *Equipment:* large healer's kit (+1 bonus to 6 to 12 *healing* attempts).

Henchman: Agility 2D, fighting 4D, melee combat 3D, stealth 3D, Coordination 2D, lockpicking 3D, marksmanship 4D, Physique 3D, running 3D+2, Intellect 2D, Acumen 2D, hide 3D, streetwise 3D, tracking 3D, Charisma 2D. *Move:* 10. *Physique Damage:* 1D. *Fate Points:* 0. *Character Points:* 2. *Body Points:* 13/*Wound levels:* 2. *Equipment:* dagger (damage +1D), lockpicking tools (+1D to *lockpicking* rolls), soft leather armor (Armor Value +2).

Merchant: Agility 2D, riding 2D+1, Coordination 2D, sleight of hand 2D+2, Physique 2D, running 2D+1, Intellect 2D, cultures 3D, reading/writing 2D+2, scholar 3D, speaking 3D, trading 3D, Acumen 2D, streetwise 2D+1, Charisma 3D, bluff 3D+2, charm 4D, persuasion 3D. *Move:* 10. *Strength Damage:* 1D. *Fate Points:* 0. *Character Points:* 2. *Body Points:* 11/*Wound levels:* 2. *Equipment:* coins of various realms; trinkets or wares to sell; pouches; small knife (damage +2); heavy garments (Armor Value +1).

Ranger: Agility 3D, dodge 3D+1, fighting 3D+1, melee combat 3D+1, stealth 3D+2, Coordination 2D, Physique 2D, running 3D+1, lifting 3D+2, Intellect 2D, Acumen 2D, hide 2D+2, investigation 2D+1, search 2D+1, survival 2D+2, tracking 2D+2, Charisma 2D, intimidation 2D+1, mettle 2D+1. *Move:* 10. *Strength Damage:* 2D.

Fate Points: 0. *Character Points:* 2. *Body Points:* 14/*Wound levels:* 2. *Equipment:* short sword (damage +1D+2); knife (damage +1D); soft leather armor (Armor Value +2); mottled green-grey cloak (+1 to *hide* attempts among trees).

Ruffian: Agility 2D, fighting 3D, melee combat 3D, stealth 2D+1, Coordination 2D, lockpicking 3D, Physique 3D, Intellect 2D, traps 3D, Acumen 2D, gambling 2D+2, hide 2D+2, streetwise 3D, Charisma 1D, intimidation 3D. *Move:* 10. *Strength Damage:* 2D. *Fate Points:* 0. *Character Points:* 2. *Body Points:* 12/*Wound levels:* 2. *Equipment:* dagger (damage +1D); burlap bag.

Soldier: Agility 2D, dodge 3D, fighting 3D, melee combat 3D, Coordination 2D, Physique 3D, lifting 3D+1, running 3D+1, Intellect 2D, Acumen 2D, search 2D+1, streetwise 2D+1, survival 2D+1, Charisma 2D, intimidation 2D+2, mettle 2D+1. *Move:* 10. *Strength Damage:* 2D. *Fate Points:* 0. *Character Points:* 2. *Body Points:* 15/*Wound levels:* 2. *Equipment:* short sword (damage +1D+2); knife (damage +1D); padded leather armor (Armor Value +1D) with helmet.

Animals

Bird of Prey (Falcon, Hawk): Agility 4D, fighting 5D, flying 5D, Coordination 1D, Physique 2D, Intellect 1D, Acumen 2D, search 3D, tracking 3D, Charisma 2D, mettle 3D. *Move:* 32 (flying)/15 (gliding). *Strength Damage:* 1D. *Body Points:* 7/*Wound levels:* 1. *Natural Abilities:* wings allow the bird to fly or glide for several hundred miles or as long as there are thermals to keep them aloft; beak (damage +2); talons (damage +1D); small size (scale modifier 9).

Cat, Domestic: Agility 3D, fighting 4D, climbing 4D, dodge 4D, jumping 4D, stealth 4D, Coordination 1D, Physique 1D, running 3D, Intellect 1D, Acumen 2D, search 3D, tracking 3D, Charisma 2D, mettle 3D. *Move:* 20. *Strength Damage:* 1D. *Body Points:* 8/*Wound levels:* 1. *Natural Abilities:* claws (damage +2), teeth (damage +2); small size (scale modifier 6).

Cat, Large (Lion, Puma, Tiger): Agility 4D, climbing 5D, dodge 5D, fighting 5D, jumping 5D, stealth 5D, Coordination 2D, Physique 4D, running 5D, Intellect 1D, Acumen 2D, search 3D, tracking 3D, Charisma 2D, intimidation 5D, mettle 4D. *Move:* 30. *Body Points:* 24/*Wound levels:* 3. *Strength Damage:* 2D. *Natural Abilities:* thick fur (armor value +2), claws (damage +1D), teeth (damage +1D). Note: Large cats can leap up to 10 meters horizontally or two meters vertically.

Cobra: Agility 4D, fighting 5D, stealth 5D, Coordination 2D, marksmanship: spitting 4D, Physique 1D, Intellect 1D, Acumen 2D, search 3D, tracking 3D, Charisma 2D, intimidation 4D, mettle 4D. *Body Points:* 5/*Wound levels:* 1. *Move:* 15. *Strength Damage:* 1D. *Natural Abilities:* fangs (damage +1D; venom injected when *fighting* success beats difficulty by 5 or more); venom spitting (with a called shot to the eyes or mouth, the cobra spits venom into this area); venom (causes 5 points of damage or 1 Wound level every 10 minutes until victim dies or is treated; Very Difficult *stamina* roll to resist); small size (scale modifier 9).

Dog, Domestic: Agility 3D, dodge 4D, fighting 4D, Coordination 1D, Physique 3D, running 4D, Intellect 1D, Acumen 2D, search 3D, tracking 4D, Charisma 2D, intimidation 3D, mettle 2D+1. *Move:* 25. *Strength Damage:* 2D. *Body Points:* 9/*Wound levels:* 1. *Natural Abilities:* teeth (damage +1D); small size (scale modifier 5).

Dog, Guard: Agility 3D, dodge 6D, fighting 5D, Coordination 1D, Physique 4D, running 4D+1, Intellect 1D, Acumen 2D, search 3D, tracking 4D, Charisma 2D, intimidation 5D, mettle 4D. *Move:* 25. *Strength Damage:* 2D. *Body Points:* 12/*Wound levels:* 2. *Natural Abilities:* teeth (damage +1D); small size (scale modifier 4).

Horse: Agility 3D, fighting 4D, jumping 4D, Coordination 1D, Physique 4D, running 5D, Intellect 1D, Acumen 3D, Charisma 2D, intimidation 3D, mettle 3D. *Move:* 25. *Strength Damage:* 2D. *Body Points:* 15/*Wound levels:* 2. *Natural Abilities:* hoof (damage +2); teeth (damage +2); large size (scale modifier 3). *Note:* Horses can attack the same target twice in one round with their hooves (two front or two back) at no penalty, or they can bite once.

Rats: Agility 3D, acrobatics 3D+1, climbing 3D+2, dodge 3D+1, fighting 3D+2, jumping 4D, Physique 1D, running 3D, swimming 1D+2, Intellect 1D, Acumen 2D, hide: self only 4D, search 3D, Charisma 1D, willpower 2D. *Move:* 3. *Strength Damage:* 1D. *Body Points:* 6/*Wound levels:* 1. *Natural Abilities:* teeth (Strength Damage only); swarm attack (roll a single *fighting* total for entire group of rats, adding +5 to the total for every 10 creatures involved; if using the optional damage bonus, add the bonus for this roll to the Strength Damage of a single rat); small size (scale modifier 9 for single rat).

Monsters

As there are so many different kinds of each monster in existence, use this information when you need quick game characteristics.

Demon, Minor Destructive: Agility 3D, fighting 4D, stealth 4D, Coordination 2D, throwing 4D, Physique 5D, lifting 5D+1, running

6D, Intellect 2D, Acumen 2D, Charisma 2D, intimidation 6D, mettle 4D. *Move:* 10. *Strength Damage:* 2D. *Body Points:* 24/*Wound levels:* 3. *Disadvantages:* Employed (R1), anyone who knows its true name can command it completely; Devotion (R3), totally committed to wreaking havoc. *Special Abilities:* Attack Resistance (R1), +1D to damage resistance total against weapons not blessed or enchanted; Immortality (R1), a holy symbol and proper ritual returns it to its realm.

Dragon, Young: Agility 3D, fighting 4D, flying 3D+1, Coordination 2D, marksmanship 3D, Physique 5D, lifting 5D+1, Intellect 3D, Acumen 2D, Charisma 3D, intimidation 6D, mettle 3D+2. *Move:* 10. *Strength Damage:* 3D. *Body Points:* 32/*Wound levels:* 5. *Advantages:* Size: Large (R4), scale value 12. *Disadvantages:* Achilles' Heel: Metabolic Difference (R3), requires large quantities of fresh meat; Infamy (R3), species feared and hunted because of destructive tendencies; Quirk (R3), easily angered; Quirk (R3), greedy. *Special Abilities:* Natural Armor: Scales (R2), +1D to damage resistance total; Natural Hand-to-Hand Weapon: Claws (R3), damage +3D; Natural Ranged Weapon: Fiery Breath (R2), damage 6D.

Evil Humanoid (Goblin, Kobold, Orc): Agility 3D, climbing 3D+2, fighting 4D, jumping 3D+1, stealth 4D, Coordination 3D, marksmanship 4D, throwing 4D, Physique 3D, lifting 3D+1, running 4D, Intellect 1D, Acumen 2D, hide 2D+2, survival 3D, tracking 3D, Charisma 1D, intimidation 2D. *Move:* 10. *Strength Damage:* 2D. *Body Points:* 12/*Wound levels:* 2. *Disadvantages:* Devotion (R3), killing and looting. *Special Abilities:* None.

Giant: Agility 3D, fighting 4D, melee combat 4D, Coordination 1D, throwing 4D, Physique 5D, lifting 6D, running 6D+2, Intellect 2D, Acumen 1D, tracking 2D, Charisma 1D, intimidation 6D. *Move:* 10. *Strength Damage:* 3D. *Body Points:* 26/*Wound levels:* 4. *Advantages:* Size: Large (R2), scale value 6. *Disadvantages:* None. *Special Abilities:* Hypermovement (R2) +4 to Move; Increased Attribute: Physique (R3), +3 to all *Physique* totals. *Equipment:* Large club (damage +2D).

Walking Dead (Mummy, Skeleton, Zombie): Agility 2D, fighting 3D, Coordination 1D, Physique 2D, lifting 3D, Intellect 1D, Acumen 1D, search 3D, tracking 3D, Charisma 1D, intimidation 6D. *Move:* 10. *Strength Damage:* 2D. *Body Points:* 15/*Wound levels:* 2. *Disadvantages:* Employed (R3), slave to the one who raised them. *Special Abilities:* Hardiness (R2), +2 to damage resistance totals; Immortality (R1), cease functioning when smashed to pieces or head is cut off.

Monster Worksheet ∞

Species Name: _____

Physical Description: _____
_____

Habitat: _____

Other Information *(social structure, defense of territory, predators, preferred prey, mating, etc.):* _____
_____
_____
_____

Game Characteristics *(recommended 1D–2D in attributes for creatures less powerful than players' characters, 2D–3D for as powerful, and 4D or more for more powerful; skills are generally 1D–4D above base attribute)*

Agility: _____ *Skills:* _____

Coordination: _____ *Skills:* _____

Physique: _____ *Skills:* _____

Intellect: _____ *Skills:* _____

Acumen: _____ *Skills:* _____

Charisma: _____ *Skills:* _____

Strength Damage: _____ **Move:** _____ **Body Points:** _____ **Wound levels:** _____

Natural Abilities *(see Special Abilities on pages 32–41 for ideas):* _____
_____

Weaknesses *(see Disadvantages on pages 17–27 for ideas):* _____
_____

D6 Fantasy

Character Name: _____
Occupation: Bard_____
Race: Human _____ **Gender**: _____
Age: _____ **Height**: _____ **Weight**: _____
Physical Description: _____
_____
_____

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Agility _____ 2D
climbing _____
dodge_____
fighting _____
melee combat _____
riding_____
stealth_____
_____
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_____

Coordination _____ 2D
lockpicking _____
_____
_____
_____
_____
_____

Physique _____ 2D
running_____
_____
_____
_____
_____
_____

Charisma _____ 4D
bluff_____
charm _____
intimidation _____
mettle _____
persuasion_____
_____
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_____

Intellect _____ 4D
cultures _____
healing _____
navigation_____
reading/writing_____
scholar_____
speaking _____
trading _____
_____
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_____

Acumen _____ 4D
artist _____
disguise _____
gambling_____
hide _____
investigation_____
know-how _____
search _____
streetwise_____
survival _____
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Extranormal _____ 0
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Fate Points_____ 1

Character Points_____ 5

Funds _____ 5D

Silver _____ 300

Advantages: None

Disadvantages: Quirk (R1), your muse often overcomes you and inspires you to create a song or story on the spot

Special Abilities: Skill Bonus: Eidetic (R1), +1 bonus to *speaking, scholar,* and *investigation* totals

Equipment: Dagger (damage +1D); leather jerkin (Armor Value +2); paper; quill and ink; scroll tube

Description: Others get ideas for their tales second or third hand. You prefer to see the really exciting parts of history unfold for yourself.

Strength Damage_____1D

Move_____10

Body Points _____24

Wound Level	Body Points Range
☐ Stunned	14–19
☐ Wounded	9–13
☐ Severely Wounded	4–8
☐ Incapacitated	2–3
☐ Mortally Wounded	1
☐ Dead	0

D6 Fantasy

Character Name: _____
Occupation: Cleric _____
Race: Human _____ **Gender:** _____
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____
_____

Agility _____ 2D+1
acrobatics _____
fighting _____
melee combat _____
riding _____
_____
_____
_____
_____
_____

Coordination _____ 2D
charioteering _____
throwing _____
_____
_____
_____
_____

Physique _____ 2D
lifting _____
running _____
stamina _____
_____
_____
_____

Charisma _____ 3D
animal handling _____
bluff _____
charm _____
command _____
intimidation _____
mettle _____
persuasion _____
_____
_____
_____
_____

Intellect _____ 3D+2
cultures _____
healing _____
navigation _____
reading/writing _____
scholar _____
speaking _____
trading _____
_____
_____
_____
_____
_____
_____

Acumen _____ 3D
artist _____
crafting _____
disguise _____
investigation _____
know-how _____
search _____
survival _____
_____
_____
_____
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_____

Miracles _____ 2D
divination _____
favor _____
strife _____
_____
_____
_____
_____

Fate Points _____ 1

Character Points _____ 5

Funds _____ 3D

Silver _____ 180

Advantages: Equipment (R1), armor and weapon

Disadvantages: Devotion (R2), to your religion; Employed (R1), must follow sect's regulations

Special Abilities: Skill Bonus: Miracles (R2). +2 to *strife*, *divination*, and *favor* skill totals

Equipment: Mace (damage +1D+1); hard leather armor (Armor Value +1D+1); religious symbol; leather pouch; ceremonial cloth

Description: Being the youngest of a very large family, your family sent you away to a join a religious sect, one that promoted charity and knowledge. Your sect has now sent you out to practice what you have been taught and help others. Although you will defend yourself, you consider indiscriminate violence as stooping to the level of lesser beings.

Strength Damage _____ 1D

Move _____ 10

Body Points _____ 23

Wound Level	Body Points Range
☐ Stunned	14–19
☐ Wounded	9–13
☐ Severely Wounded	4–8
☐ Incapacitated	2–3
☐ Mortally Wounded	1
☐ Dead	0

D6 Fantasy

Character Name: _____
Occupation: Gladiator _____
Race: Human _____ **Gender**: _____
Age: _____ **Height**: _____ **Weight**: _____
Physical Description: _____
_____

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Agility _____ 4D
acrobatics _____
climbing _____
dodge_____
fighting _____
jumping _____
melee combat _____
riding_____
stealth_____
_____
_____
_____
_____

Coordination _____ 3D
charioteering _____
marksmanship _____
throwing_____
_____
_____
_____
_____

Physique _____ 4D
lifting _____
running_____
stamina_____
swimming_____
_____
_____
_____

Charisma _____ 2D
command _____
intimidation _____
mettle _____
persuasion_____
_____
_____
_____

Intellect _____ 2D
healing _____
_____
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Acumen _____ 3D
crafting _____
gambling_____
know-how_____
streetwise_____
survival _____
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Extranormal _____ 0D
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Fate Points_____ 1

Character Points_____ 5

Funds _____ 3D

Silver _____180

Advantages: Trademark Specialization (R1), gain +2D when using one weapon (your choice) plus you may be recognized by those watching

Disadvantages: Devotion (R1), you are devoted to fighting

Special Abilities: None

Equipment: Short sword (damage +1D+2); hard leather armor (Armor Value +1D+1); small shield (Armor Value +2D)

Description: You have so focused yourself on battle that you find it hard to resist a fight when you have the opportunity. From your time in the arena circuit, you've become famous for the use of a particular weapon.

Strength Damage_____ 2D

Move_____10

Body Points _____ 38

Wound Level	Body Points Range
☐ Stunned	22–30
☐ Wounded	15–21
☐ Severely Wounded	7–14
☐ Incapacitated	3–6
☐ Mortally Wounded	1–2
☐ Dead	0

D6 Fantasy

Character Name:_____
Occupation: Healer _____
Race: Human _____ **Gender:** _____
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____
_____

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Agility _____ 2D+2
climbing _____
dodge_____
melee combat _____
riding_____
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_____

Coordination _____ 2D
sleight of hand _____
throwing_____
_____
_____
_____
_____
_____

Physique _____ 2D+1
lifting _____
running_____
stamina_____
swimming_____
_____
_____
_____

Charisma_____ 3D+1
animal handling _____
charm _____
command _____
mettle _____
persuasion_____
_____
_____
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_____
_____

Intellect _____ 4D
cultures _____
healing _____
reading/writing_____
scholar_____
speaking _____
trading _____
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Acumen _____ 3D+2
artist _____
hide _____
investigation _____
know-how _____
search _____
survival _____
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Extranormal _____ 0D
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Fate Points_____ 1

Character Points_____ 5

Funds _____ 4D

Silver _____ 240

Advantages: None

Disadvantages: Quirk: Stutter (R1), whenever you fail a skill check, you become flustered and stutter, getting a +3 to all interaction difficulties, until you get a Critical Success on a roll.

Special Abilities: Skill Bonus: Naturally Soothing (R1), +1 bonus to *animal handling*, *charm*, and *healing* totals

Equipment: Knife (damage +1D), 3 candles, tinderbox, pouch of herbs (+1 bonus to *healing* totals; six uses)

Description: You've always had a predilection toward caring for others. Except when you get nervous and stutter, people like to be around you.

Strength Damage_____1D

Move_____10

Body Points _____ 26

Wound Level	Body Points Range
☐ Stunned	15–20
☐ Wounded	10–14
☐ Severely Wounded	5–9
☐ Incapacitated	2–8
☐ Mortally Wounded	1
☐ Dead	0

D6 Fantasy

Character Name: _____
Occupation: Merchant _____
Race: Human _____ **Gender:** _____
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____
_____
_____

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Agility _____ 2D+2
dodge_____
fighting _____
melee combat _____
riding_____
_____
_____
_____
_____

Coordination _____ 2D
charioteering _____
lockpicking _____
sleight of hand _____
_____
_____
_____
_____
_____
_____

Physique _____ 2D+1
lifting _____
running_____
_____
_____
_____

Charisma_____ 4D
animal handling _____
bluff_____
charm _____
command _____
intimidation _____
mettle _____
persuasion_____
_____
_____
_____

Intellect _____ 4D
cultures _____
healing _____
navigation_____
reading/writing_____
scholar_____
speaking _____
trading _____
_____
_____
_____
_____
_____

Acumen _____ 3D
artist _____
crafting _____
disguise _____
gambling_____
hide _____
investigation _____
know-how _____
search _____
streetwise _____
_____
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Extranormal _____ 0D
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Fate Points_____ 1

Character Points_____ 5

Funds _____ 5D

Silver _____ 300

Advantages: Wealth (R1), +2 to *Funds* totals/10 silver coins

Disadvantages: Quirk (R1), always looking for a way to make a profit — always

Special Abilities: None

Equipment: Staff (damage +1D+2); fine garments with a heavy brocade vest (Armor Value +1); leather bag filled with a handful of small gold and silver coins and small jewels

Description: You've made your fortune several times over (and lost some of it on other schemes). You're looking for a new town that could use your services.

Strength Damage_____1D
Move_____10
Body Points _____ 28

Wound Level	Body Points Range
☐ Stunned	16–22
☐ Wounded	11–15
☐ Severely Wounded	5–10
☐ Incapacitated	2–4
☐ Mortally Wounded	1
☐ Dead	0

D6 Fantasy

Character Name: _____
Occupation: Monster Slayer _____
Race: Human _____ **Gender**: _____
Age: _____ **Height**: _____ **Weight**: _____
Physical Description: _____
_____

Agility _____ 3D+2
acrobatics _____
climbing _____
dodge_____
fighting _____
jumping _____
melee combat _____
stealth_____
_____
_____
_____
_____
_____

Coordination _____ 3D+1
marksmanship _____
throwing_____
_____
_____
_____
_____

Physique _____ 3D+2
lifting _____
running_____
stamina_____
swimming_____
_____
_____
_____

Charisma _____ 2D
animal handling _____
command _____
intimidation _____
mettle _____
persuasion_____
_____
_____
_____

Intellect _____ 2D
healing _____
traps _____
_____
_____
_____
_____
_____
_____
_____
_____

Acumen _____ 3D+1
gambling_____
crafting _____
hide _____
investigation _____
search _____
streetwise _____
survival _____
tracking_____
_____
_____
_____
_____
_____
_____

Extranormal _____ 0D
_____
_____
_____
_____
_____
_____

Fate Points_____ 1

Character Points_____ 5

Funds _____ 3D

Silver _____180

Advantages: None

Disadvantages: Age (R1), you are slightly younger than typical, so people don't always take you seriously; Devotion (R1), devoted to protecting ordinary people from extraordinary fiends

Special Abilities: Attack Resistance: Nonenchanted Weapons (R1), +1D to your damage resistance total against such weapons

Equipment: Battle axe (damage +3D); leather pants (Armor Value +2 to legs only)

Description: After a band of monsters killed those you loved, you've been wandering the world, seeking to rid it of such diabolical creatures. A priest blessed your cause, giving you a resistance to certain kinds of physical harm.

Strength Damage_____ 2D

Move _____10

Body Points _____35

Wound Level	Body Points Range
☐ Stunned	21–28
☐ Wounded	14–20
☐ Severely Wounded	7–13
☐ Incapacitated	3–6
☐ Mortally Wounded	1–2
☐ Dead	0

D6 Fantasy

Character Name: _____
Occupation: Ranger _____
Race: Human _____ **Gender:** _____
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____
_____

◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇

Agility _____ 3D+1
climbing _____
dodge _____
fighting _____
jumping _____
melee combat _____
riding _____
stealth _____
_____
_____
_____
_____
_____

Coordination _____ 3D+1
marksmanship _____
throwing _____
_____
_____
_____
_____
_____

Physique _____ 3D
lifting _____
running _____
stamina _____
swimming _____
_____
_____
_____

Charisma _____ 3D
animal handling _____
charm _____
command _____
intimidation _____
mettle _____
persuasion _____
_____
_____
_____

Intellect _____ 2D+2
healing _____
navigation _____
scholar _____
speaking _____
traps _____
_____
_____
_____
_____
_____
_____

Acumen _____ 2D+2
crafting _____
hide _____
investigation _____
know-how _____
search _____
survival _____
tracking _____
_____
_____
_____
_____
_____
_____

Extranormal _____ 0D
_____
_____
_____
_____
_____
_____

◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇

Fate Points _____ 1

Character Points _____ 5

Funds _____ 3D

Silver _____ 180

Advantages: Contacts (R1), you've helped a lot of people, many of whom would be willing return the favor

Disadvantages: Devotion (R2), fiercely devoted to protecting wilderness areas and their inhabitants

Special Abilities: Skill Bonus: Keen Eye (R1), +1 bonus to *marksmanship, search,* and *tracking*

Equipment: Cloak; long bow and quiver of arrows (damage +2D+2); leather jerkin (Armor Value +2);

Description: You grew up in forests, and you've traveled through a lot of wilderness. You firstly seek to protect the land, plants, and animals, and secondly, any travelers.

Strength Damage _____ 2D
Move _____ 10
Body Points _____ 33

Wound Level	Body Points Range
☐ Stunned	19–26
☐ Wounded	13–18
☐ Severely Wounded	6–13
☐ Incapacitated	3–5
☐ Mortally Wounded	1–2
☐ Dead	0

D6 Fantasy

Character Name:_____
Occupation: Thief _____
Race: Human _____ **Gender:** _____
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____
_____

◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇

Agility _____ 3D
acrobatics _____
climbing _____
contortion_____
dodge_____
fighting _____
jumping _____
melee combat _____
stealth_____
_____
_____
_____
_____

Coordination _____ 4D
lockpicking _____
sleight of hand _____
throwing_____
_____
_____
_____
_____

Physique _____ 3D
lifting _____
running_____
_____
_____
_____
_____

Charisma_____ 3D
bluff_____
charm _____
mettle _____
persuasion_____
_____
_____
_____
_____
_____

Intellect _____ 2D+1
cultures _____
reading/writing_____
trading _____
traps _____
_____
_____
_____
_____
_____
_____

Acumen _____ 2D+2
artist _____
crafting_____
disguise _____
gambling_____
hide _____
investigation_____
search _____
streetwise _____
survival _____
_____
_____
_____
_____
_____

Extranormal _____ 0D
_____
_____
_____
_____
_____

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Fate Points_____ 1

Character Points_____ 5

Funds _____ 3D

Silver _____180

Advantages: None

Disadvantages: Enemy (R1), someone caught you while you were stealing — though you managed to escape, you now have someone after you

Special Abilities: Skill Bonus: Nimble Fingers (R1), +1 bonus to *lockpicking, sleight of hand,* and *gambling* totals

Equipment: Dagger (damage +1D), cloak, rope, sack, a few tools to spring traps

Description: Some people farm or fight professionally to earn a living. You prefer to test your wits against the awareness of a household. If you win, you get to keep something.

Strength Damage_____ 2D
Move_____ 10
Body Points _____ 30

Wound Level	Body Points Range
☐ Stunned	18–24
☐ Wounded	12–17
☐ Severely Wounded	6–11
☐ Incapacitated	3–5
☐ Mortally Wounded	1–2
☐ Dead	0

D6 Fantasy

Character Name: _____
Occupation: Wanderer _____
Race: Human _____ **Gender:** _____
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____
_____
_____

Agility _____ 3D
acrobatics _____
climbing _____
contortion_____
dodge_____
fighting _____
jumping _____
melee combat _____
riding_____
stealth_____
_____
_____

Coordination _____ 3D
charioteering _____
lockpicking _____
marksmanship _____
pilotry_____
sleight of hand _____
throwing_____
_____
_____

Physique _____ 3D
lifting _____
running_____
stamina_____
swimming_____
_____

Charisma _____ 3D
animal handling _____
bluff_____
charm _____
command _____
intimidation _____
mettle _____
persuasion_____
_____
_____
_____

Intellect _____ 3D
cultures_____
devices_____
healing _____
reading/writing_____
navigation_____
scholar_____
speaking _____
trading _____
traps _____
_____
_____
_____

Acumen _____ 3D
crafting_____
artist _____
disguise _____
gambling_____
hide _____
investigation_____
know-how_____
search _____
streetwise_____
survival _____
tracking_____
_____
_____

Extranormal _____ 0D
_____
_____
_____
_____
_____
_____

Fate Points _____ 1

Character Points _____ 5

Funds _____ 3D

Silver _____ 180

Advantages: Cultures (R1), you have a knack for drawing parallels between known and unusual cultures

Disadvantages: Hindrance: Trick Shoulder (R1), +1 to *climbing, melee combat,* and *throwing* difficulties

Special Abilities: None

Equipment: Studded staff (damage +2D); cloak; sack; water skin

Description: You seek to learn about new cultures. When you've had your fill of one, you move on.

Strength Damage_____ 2D
Move_____ 10
Body Points _____ 34

Wound Level	Body Points Range
☐ Stunned	20–27
☐ Wounded	13–19
☐ Severely Wounded	6–12
☐ Incapacitated	3–5
☐ Mortally Wounded	1–2
☐ Dead	0

D6 Fantasy

Character Name:_____
Occupation: Wizard_____
Race: Human _____ **Gender**:_____
Age:_____ **Height**:_____ **Weight**:_____
Physical Description:_____
_____

◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇

Agility _____2D+1
acrobatics _____
fighting _____
riding_____
stealth_____
_____
_____
_____
_____
_____

Coordination _____ 2D
charioteering _____
marksmanship _____
sleight of hand _____
throwing_____
_____
_____

Physique _____ 2D
lifting _____
running_____
_____
_____
_____
_____

Charisma_____ 2D+2
animal handling _____
bluff_____
charm _____
command _____
intimidation _____
mettle _____
persuasion_____
_____
_____
_____
_____
_____

Intellect _____3D+1
cultures _____
devices_____
healing _____
navigation_____
reading/writing_____
scholar_____
speaking _____
trading _____
traps _____
_____
_____

Acumen _____3D+1
artist _____
crafting _____
disguise _____
gambling_____
hide _____
investigation _____
know-how_____
search _____
streetwise _____
survival _____
_____
_____
_____

Magic _____2D+1
alteration _____
apportation_____
conjuration _____
divination _____
_____
_____

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Fate Points_____ 1

Character Points_____ 5

Funds _____ 3D

Silver _____ 180

Advantages: None

Disadvantages: Prejudice (R2), the wizard cult you belonged to has a bad reputation and you find many people shun you

Special Abilities: Good Luck (R1)

Equipment: Small knife (damage +2); soft leather jerkin and pants (Armor Value +2); paper; quill and ink; a few small spell components; a few spells on scrolls

Description: Though the art of spell design fascinates you, the idea of staying locked in a stuffy library doesn't. You've taken to adventuring to find inspiration for new spells, lost sources of mystical energy, and forgotten ancient artifacts.

Strength Damage_____1D

Move_____10

Body Points _____22

Wound Level	Body Points Range
☐ Stunned	14–19
☐ Wounded	9–13
☐ Severely Wounded	4–8
☐ Incapacitated	2–3
☐ Mortally Wounded	1
☐ Dead	0

D6 Fantasy

Character Name: _____
Occupation: _____
Race: _____ **Gender**: _____
Age: _____ **Height**: _____ **Weight**: _____
Physical Description: _____
_____

Agility _____
acrobatics _____
climbing _____
contortion_____
dodge_____
fighting _____
flying_____
jumping _____
melee combat _____
riding_____
stealth_____
_____
_____
_____

Coordination _____
charioteering _____
lockpicking _____
marksmanship _____
pilotry _____
sleight of hand _____
throwing_____
_____
_____

Physique _____
lifting _____
running_____
stamina_____
swimming_____
_____
_____

Charisma_____
animal handling _____
bluff_____
charm _____
command _____
intimidation _____
mettle _____
persuasion_____
_____
_____

Intellect_____
cultures_____
devices_____
healing _____
navigation_____
reading/writing_____
scholar_____
speaking _____
trading _____
traps _____
_____
_____
_____

Acumen _____
artist _____
crafting _____
disguise _____
gambling_____
hide _____
investigation_____
know-how _____
search _____
streetwise_____
survival _____
tracking_____
_____
_____

Extranormal_____
_____
_____
_____
_____
_____

Fate Points_____

Character Points_____

Funds _____

Silver _____

Advantages:_____
_____
_____
_____
_____
_____

Disadvantages: _____
_____
_____
_____
_____
_____
_____

Special Abilities: _____
_____
_____
_____
_____
_____
_____
_____

Strength Damage_____

Move_____

Body Points _____

Wound Level	Body Points Range
☐ Stunned	_____
☐ Wounded	_____
☐ Severely Wounded	_____
☐ Incapacitated	_____
☐ Mortally Wounded	_____
☐ Dead	0

D6 Fantasy

Character Name: _____

Armor

Type	AV	Notes
_____	_____	_____
_____	_____	_____
_____	_____	_____

Weapons

Type	Dmg.	Range: S/M/L
_____	_____	_____

Ammo: ☐☐☐☐☐☐☐☐☐☐☐☐☐

_____

Ammo: ☐☐☐☐☐☐☐☐☐☐☐☐☐

_____

Ammo: ☐☐☐☐☐☐☐☐☐☐☐☐☐

_____

Ammo: ☐☐☐☐☐☐☐☐☐☐☐☐☐

Other Equipment

Type	Notes
_____	_____

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

Magic Spells/Miracles

Name	Difficulty	Notes
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Personality: _____

_____

Objectives: _____

_____

Native Language: _____

Other Information: _____

_____
_____
_____
_____
_____
_____
_____

· D6 Reference Sheet ·

Generic Standard Difficulties

See Chapter 5 for general task resolution information and other modifiers.

Automatic (0): Almost anyone can perform this action; there is no need to roll. (Generally, this difficulty is not listed in a pregenerated adventure; it is included here for reference purposes.)

Very Easy (1–5): Nearly everyone can accomplish this task. Typically, tasks with such a low difficulty only are rolled when they are crucial to the scenario.

Easy (6–10): Although characters usually have no difficulty with this task, an untrained character may find it challenging.

Moderate (11–15): There is a fair chance that the average character will fail at this type of task. Tasks of this type require skill, effort, and concentration.

Difficult (16–20): Those with little experience in the task must have a lot of luck to accomplish this type of action.

Very Difficult (21–25): The average character only rarely succeeds at these kinds of task. Only the most talented regularly succeed.

Heroic (26–30), Legendary (31 or more): These kinds of tasks are nearly impossible, though there's still a slim chance that lucky average or highly experienced characters can accomplish them.

Generic Difficulty Modifiers

See page 53 for examples.

Situation Helps/ Hinders Character …	Modifier
Slightly	+/-1–5
Significantly	+/-6–10
Decisively	+/-11–15
Overwhelmingly	+/-16 or more

Interaction Difficulty Modifiers

See pages 72–73 for additional information and modifiers.
Base Difficulty: 10 or target's Charisma or mettle

Situation	Modifier
Target is friendly or trusting	-5
Target is neutral toward character or of equal standing	0
Target is hostile or has superior standing	+5
Target is an enemy	+10
Target is in weakened position	-10
Request is something target would do anyway or target feels is of minor importance	0
Request is illegal or highly dangerous	+10
Target is on guard or actively resisting*	+10

Do not include this modifier if you are using the active mental defense described in the "Mental Defenses" section.

Information Difficulties

See page 72 for additional information and modifiers.

Amount of Information	Difficulty
Basic or common information; unconfirmed rumors	5
Theories; generalities	10
Complex concepts; moderately detailed information	15
Professional level; extensive (though not complete) information	20
Cutting-edge topics; extensive information, including peripheral details and extrapolations	30

Condition	Modifier
Age of information (per century in the past)	+5
Closely guarded secret	+15

Observation Difficulties

See page 73 for additional information and modifiers.

Situation	Difficulty
Noticing obvious, generic facts; casual glance	5
Noticing obvious details (ex. number of people)	10
Noticing a few less obvious details (ex. gist of conversation)	15
Spotting a few specific details (ex. identities of individuals)	20
Spotting a few obscure details (ex. specifics of conversation)	25
Noticing many obscure details	30 or more

Movement Difficulty Modifiers

See pages 55–56 for additional information and modifiers.
Base Difficulty for Characters: 0 (running); 5 (other movement)

Situation	Modifier
Easy terrain (flat surface, smooth water, using a ladder, light breeze, light rain or fog)	0
Moderate terrain (uneven surface, small obstacles, choppy water, climbing a tree, strong winds, heavy rain or fog)	+5
Rough terrain (large but negotiable obstacles, strong undercurrent, climbing a rough wall, flying near unyielding obstacles such as pillars or trees)	+10
Very rough terrain (dense and large obstacles, stormy weather, a few airborne hazards, hail)	+15
Hazardous terrain (minefield, narrow walkway, many airborne hazards, large waves, climbing a smooth surface, complete darkness)	+20
Very hazardous terrain (corridor filled with falling debris and explosions, swimming or flying in a hurricane)	+25 or more

Combat Summary

See pages 60–62 and 68–71 for additional information and modifiers.

Determining the Difficulty

Base combat difficulty = defense total

• Defense total = (passive defense value or active defense value) plus combat difficulty modifiers

• Passive defense value = 10

• Active defense value = full defense value or partial defense value

• Full defense value = any defense skill roll + 10

• Partial defense value = any defense skill roll

Determining Success

If the attacker's combat skill total plus any modifiers equals or exceeds the target's defense roll, the attack succeeds and may do damage.

Determining Damage

• *Damage total*

• For attacks that do damage not modified by strength: damage total = roll of weapon damage die code plus damage modifiers

• For attacks that do damage modified by strength: damage total = roll of weapon damage die code plus character's Strength Damage die code plus damage modifiers

• *Damage resistance total*

• Body Points: roll of Armor die code plus defense modifiers

• Wounds: roll of *Physique* plus Armor die code plus defense modifiers

• If the damage total is greater than the damage resistance total, the target was injured. If the damage total is less than or equal to the damage resistance total, the target was not injured.

• If the target was injured, subtract the damage resistance total from the damage total. Then either subtract this from the target's current Body Total or compare the value on the "Wound Level" chart.

Common Combat Difficulty Modifiers

Cover Situation	Modifier
Light smoke/fog	+1D (+3)
Thick smoke/fog	+2D (+6)
Very thick smoke/fog	+4D (+12)
Poor light, twilight	+1D (+3)
Moonlit night	+2D (+6)
Complete darkness	+4D (+12)
Object hides 25% of target	+1D (+3)
Object hides 50% of target	+2D (+6)
Object hides 75% of target	+4D (+12)
Object hides 100% of target	*

If cover provides protection, the attacker cannot hit the target directly, but damage done to the cover might exceed the Armor Value it gives the target, and, indirectly, the target receives damage. Most of the time, the attacker must eliminate the cover before having a chance to hit the target.

Range	Distance to Target	Modifier
Point Blank	0–3 meters	-5
Short	3 meters to first value*	0
Medium	First to second value*	+5
Long	Second to third value*	+10

Values refer to values given in the weapon's range listing.

Weapon is difficult to use (character unfamiliar with technology, object is hard to throw or grasp, melee or thrown weapon is more than 60 centimeters long, etc.): +5 or more to the combat difficulty.

The gamemaster may decide that such factors as experience, strength, and features of the weapon (such as a well-balanced sword) lower this modifier.

Strength Damage

To figure the Strength Damage die code, drop the pips from the character's *Physique* or *lifting* die code (but include any Disadvantages or Special Abilities), divide the number by 2, and round up.

Wound Levels

See pages 63–65 for additional damage information and modifiers.

	Wounds*	Body Points†
	Damage Total ≥	
Effect	**Resistance Total By:**	**Body Points Left**
Stunned	1–3	80% - 60%
Wounded	4–8	59% - 40%
Severely Wounded	4–8**	39% - 20%
Incapacitated	9–12	19% - 10%
Mortally Wounded	13–15	1% - 9%
Dead	16 or more	0

Note: Penalties imposed by each level are not cumulative and they are not included when determining the resistance total or damage done by non-strength-based weapons. Any additional damage less than or equal to the character's current level moves the character up by one level.

**A character moves to the Severely Wounded level if the difference is between 4 and 8 and she already has the Wounded level.*

†Note: This is an optional chart for use with Body Points. The "Body Points Left" column is based on the character's maximum Body Points. Round so no overlap exists between levels. Penalties imposed by each level are not cumulative; do not include them when determining the stun or damage resistance total or any total not involving a skill or attribute.

Stunned: Either receives -1D for all remaining actions this round and next round or may only defend or retreat in the next round.

Wounded: -1D to all actions until healed.

Severely Wounded: -2D on all actions until healed.

Incapacitated: As a free action before losing consciousness, he may try to stay up with a Moderate (15) *stamina* roll. If the character succeeds, he may continue to act, but all actions have a -3D penalty. If he fails, he is knocked out for 10D minutes.

Mortally Wounded: The character is near death and knocked unconscious with no chance to keep up. Roll the character's *Physique* each round, the character finally dying if the roll is less than the number of minutes a character's been Mortally Wounded.

Dead: The character has perished.

Abbreviated Healing Chart

See pages 66–67 for additional healing information and modifiers.

Healing Total	Body Points Recovered	Current Wound Level
1–5	2	—
6–10	1D	Stunned, unconscious
11–15	2D	Wounded, Severely Wounded
16–20	3D	Incapacitated
21–25	4D	Mortally Wounded
26–30	5D	—

· Die Code Simplification ·

As characters progress, often the number of dice players have to roll and add becomes daunting. With this in mind, this chart provides two ways of reducing the amount of dice needed.

The fast way is to roll five dice, including the Wild Die, add the results, and then add the die code's pips and a bonus number. To determine the bonus number, find the die code (ignoring the pips) of the original attribute, skill, weapon, or other value in the "Die Code" column. Then read across to the "5D" column to get the bonus number.

Example: A character has a Natural Ranged Weapon that does 30D of damage. Instead of rolling 30 dice, the player rolls five and adds 88 to the total on the dice.

The faster way is to roll only the Wild Die, adding to its result the corresponding bonus listed in the "Wild Die" column of the chart.

Example: A character has a skill with a value of 10D. The game-master rolls the Wild Die and adds 32 to the result.

When using only the Wild Die, a Critical Failure only indicates a complication or funny thing happening; it does not affect the total rolled.

Because Character Points function similar to a Wild Die, roll any dice gained from Character Point expenditure separately. When using Fate Points on a roll, double the original die code and use that to determine the bonus number.

For bonus numbers beyond the 50D level for the "5D" column, subtract 5 from the die code and multiply the number by 3.5. Round up.

To get bonus numbers beyond the 50D level for the "Wild Die" column, subtract 1 from the die code and multiply the number by 3.5. Round up.

Die Code Simplification ∞

Die Code	5D	Wild Die	Die Code	5D	Wild Die
1D	0	0	26D	+74	+88
2D	0	+4	27D	+77	+91
3D	0	+7	28D	+81	+95
4D	0	+11	29D	+84	+98
5D	0	+14	30D	+88	+102
6D	+4	+18	31D	+91	+105
7D	+7	+21	32D	+95	+109
8D	+11	+25	33D	+98	+112
9D	+14	+28	34D	+102	+116
10D	+18	+32	35D	+105	+119
11D	+21	+35	36D	+109	+123
12D	+25	+39	37D	+112	+126
13D	+28	+42	38D	+116	+130
14D	+32	+46	39D	+119	+133
15D	+35	+49	40D	+123	+137
16D	+39	+53	41D	+126	+140
17D	+42	+56	42D	+130	+144
18D	+46	+60	43D	+133	+147
19D	+49	+63	44D	+137	+151
20D	+53	+67	45D	+140	+154
21D	+56	+70	46D	+144	+158
22D	+60	+74	47D	+147	+161
23D	+63	+77	48D	+151	+165
24D	+67	+81	49D	+154	+168
25D	+70	+84	50D	+158	+172