

D6 Epic Rule Book

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D6 Epic Rule Book©

1st Edition

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Introduction

Welcome to the D6 Epic Core Rule Book. This book, and the supplements that will follow, provide the information and mechanics to play and run a D6 Epic role playing game.

D6 Epic is a table top role playing game with a focus on interactive story telling. D6 Epic is based off D6 Classic from WEG. D6 Epic emphasizes on telling a story with your character's actions rather than providing a narrative of what the character is doing. You can use it to play in any world in any genre. It's extensible (lots of great material for different types of games), flexible (with mechanics that range from the "gritty" to the "cinematic"), and (we hope) well put together.

If you're reading this book, you probably already know what a role-playing game is. In case you do not know a role-play game or RPG is a form of interactive storytelling game, with dice and rules. It's a chance to indulge your imagination and sink into someone else's world with a few good friends. Why use dice and rules? Because it cuts down on the 'I shot you', 'No, I got you first', discussions. And even the best of story tellers sometimes need a nudge in the right direction, or in this case, an evil Game Master or (GM) to send them off on the wrong path...

A comprehensive list is located in the back of the book with definitions for game terms used in the book.

What is D6 Epic?

D6 Epic is similar to other role playing game system out there although there are several profound differences.

D6 Epic has Epic Die, which is a type of wild die, Epic Points, which can be used to purchase more Epic Die. The Game Master can issue Epic points to player who has made an outstanding description of what their character has done in role play.

D6 Epic also has added politics and romance to the system. Players will need to keep an involvement map which will be how the players and GM can keep track of friends, enemies, and romantic interests. More of how this works and how it will impact the game will be covered in the chapter Social Interactions later in the book.

D6 Epic encourages the players to be creative and descriptive. If a player is creative, the GM can give the player an upshift on the player's dice roll (bonuses to the dice total). (See

the sidebar for two examples of being creative or non-creative.) The GM can also give an additional dice for being creative.

Using This Book

The book is divided into the following chapters and sections:

Game Basics:

This chapter provides basic concepts central to role-playing with the D6 Epic. The chapter covers dice and dice codes, Epic Dice and Points, how to accomplish actions, combat and magic. The concepts presented in this chapter are further explained in the rest of this book.

Dice Mechanics:

How and when the dice are used to resolve things in the game. The mechanics of the game are straight forward; dice are rolled and compared to a target number. The total of the dice must be equal to or greater than the target number.

Character Creation:

This chapter details how the player creates their character. The chapter will cover character concept, character philosophies, and character basic attributes, skills and other information to make the character uniquely the player's.

Rules:

This chapter covers skill use, combat, social interactions

Skill Use:

Covers how the characters accomplishes actions as they go through the adventure. It covers how to determine the difficulty of an action and factors that may influence a character from completing the action.

Combat Mechanics:

Covers the time when words or flashy skills cannot help you and weapons must be drawn and combat engaged. This chapter covers how the character fights other beings.

Social Interactions:

Covers how to deal with romance and politics. It has rules governing the interactions, bonuses and minuses and the outcome for the characters.

Magic Use:

This chapter covers how magic is used

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in D6 Epic. D6 Epic looks at magic differently than most role playing games. Anyone who can use magic can ,from the beginning, use any spell in existence or create new spells. The major drawback to being a mage is that magic use is extremely dangerous. Every time a mage casts a spell or fails to cast a spell there is a chance of dire consequences to the mage. This consequences can be as minor as aging a year to total destruction. Also most spells take too long to cast in a combat situation.

Movement:

This chapter goes over how to get from one place to another and what may help or hinder such travel.



Chapter One: The Basics

This chapter provides basic concepts central to role-playing with the D6 Epic. Examples are provided to explain some of the concepts. There will be sidebars to provide added information or optional rules.

What is needed to play

The Game Master (GM) will need a copy of this book, at least 6 six sided dice, an adventure for the players, pencils, paper, a group of players (4 to 6 works best) and a safe place to play.

The players (PCs) will need a pencil, their character sheet, and at least 6 six sided dice. A Player may wish to also have their own copy of this book.

The one thing both the Game Master and the Players should possess is a vivid imagination.

The Players

The players are the heroes of the adventure. Read any fiction book or watch any TV show or movie and it revolves around the hero(es). The players have their characters. They make decisions for their characters, decide what actions their character will do, what their character will say, and the characters will suffer for bad luck.

The players need to keep things real for their characters, expecting your starting character to defeat the ancient dragon is not realistic, but stopping some local bandits may be within their capabilities.

The Game Master

The Game Master (GM) is the storyteller of the adventure. The Game Master referees what happens in the adventure. He directs how the adventure unfolds, what obstacles the player characters will encounter and what rewards are found at the end of the adventure.

The Game Master needs a good imagination and the ability to make what he imagines believable for the players. The story and drama unfolds based on how he sets up the adventure, how it unfolds for the players, and staging encounters to keep the players interested.

The Game Master needs to know the rules better than the players, because he needs to be able to make judgment decisions without spending time looking up the rule covering the situation. The rules are a guideline for the Game

Master and not set in stone. Any decision the Game Master makes needs to be consistent and fair. The Game Master needs to remember he is not the obstacles facing the characters, he only rolls the dice for the obstacles.

Dice and Die Codes

The dice used with D6 Epic is a normal 6 sided dice found in most board games and at most hobby stores. The game mechanics in D6 Epic involve rolling six-sided dice to produce a total.

Most things in the game are described in terms of how many dice. This is the die code. The 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, then the die code would be 3; if your character's Physique attribute is 4D, then the die code would be 4.*

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.

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

Epic Dice

Characters are to be the heroes, and to indicate those times when a character performs heroic actions there is an Epic die, every time you roll the dice, make sure that one of them is of a different color than the others. This different color die is the Epic Die, and it can have some interesting effects on your dice total.

If the Epic Die comes up as a 2, 3, 4, or 5, nothing special happens. If the Epic Die comes up as a 6, this is an Epic Success. Add 2 to each of the other dice rolled. If the Epic Die comes up as a 1 on the first roll, this is an Epic Failure. Subtract 2 from each of the other dice rolled. The

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GM may also increase the overall difficulty level of the task when an Epic Failure is rolled.

Whenever any player, including the Game Master, makes any roll, one of the dice must be different from the rest (in size or color). Designated as the Epic Dice, this odd dice 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 Coordination attribute is 3D+1, so if your character tried to jump onto a table, you would roll three regular dice and one Epic Die.*

Epic Points

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 Epic Points, which represent those surges of adrenaline, sudden insights, and other unexplained helpful acts of chance.

Players may not trade Epic Points. A player may only spend her Epic Points on her character's rolls. She may not spend more Epic Points than the character has acquired.

Whenever a player makes any roll (attribute, skill, damage, Special Ability, and so on), he has the option to spend Epic Points to increase the total rolled. He may spend one Epic Point for an extra Epic Dice, to a maximum decided upon by the Game Master 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 Epic Points before or after he makes a roll, or both, but always before the Game Master determines the result. The Game Master need not tell the player whether he should spend more points to improve a roll.

Extra Epic Dice gained from spending Epic Points work like a normal Epic Dice except that an Epic Failure does not subtract 2 from all the dice rolled; it does not adversely affect the roll. Because of the special nature of Epic Point Epic Dice, the player may wish to roll these dice separately from his normal Epic Die.

Once used, the character loses the point. Players get Epic Points for their characters by overcoming obstacles, role-playing well, and

Performing Actions

Each player has a character with -(inherent abilities) and skills (learned abilities) that describe how well he or she can perform various actions.

The player rolls dice based on the die code of the relevant attribute or skill. The higher you roll, the better your character accomplishes the task at hand. When your character tries doing something, the Game Master decides on the required skill and a difficulty based on the task's complexity. The Game Master 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 Game Master then uses the rules to interpret the die roll and determine the results of the action. The Game Master will tell the player succeeds or fails, it is up to the player to describe their success or failure. The better the player describes the action's outcome increase the overall sense of the adventure and may provide rewards for the player.

This works the same for combat though the difficulty number is based on different factors, such as the armor worn, the attribute of what you are trying to hit, and other things that might make it easier or harder to hit the target.

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.

Improving a Roll

A player can improve their character's die roll several ways; by being descriptive in what the character is doing or attempting to do, by rolling 6 on an Epic Die, or by spending an Epic Point.

Being descriptive is more difficult than it sounds, try to describe walking across a room is such a way that a blind person could picture you

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walking in their mind.

It is easy to fall into the habit of just stating, "I attack the monster", or "I jump over the ravine." A player should try to expand what they are having their character attempt.

Example: *You want your character to attack a bandit. Instead of just saying, "I attack the bandit," instead state "My character starts towards the bandit, my hand tighten on the hilt of my sword. My eyes already looking for an opening to strike, settling into an attack stance. Raising my sword and swinging it at the bandit's shield in a feint, changing my strike towards the bandit's legs at the last moment.*

Example: *You want your character to jump from the roof of one building to the roof of another building. Instead of saying, "My character jumps from roof to roof," try something like "Gaging the distance between the roofs, my character backs up several steps, stops for a moment and then backs up a couple of more steps to get a good running start before jumping. Running towards the edge of the roof, the sounds of my character's boots competing with his hurried breathing. My character plants his right foot and using his momentum and the strength in his leg, launching himself through the air towards the other roof.*

The above two examples provide some insight on how to be descriptive.

Epic Dice have already been explained. Rolling a 6 on an Epic Die is an Epic Success, rolling a 1 on an Epic Die is an Epic Failure.

Spending an Epic Point allows your character to roll an extra Epic Die. You may choose to spend an Epic Point before or after you've made a roll (in case you want to improve your result).

Once an Epic Point is used, it's gone. You gain more Epic Points at the end of a game for completing goals and playing well. You may also get back Epic Points when describing a failure in a descriptive manner. A character can never have more than six(6) Epic Points built up in reserve.

Rounds and Initiative

Time is broken down into rounds in D6 Epic when there are actions or combat occurring. This allows for a more realistic flow for the action or combat.

For combat, there is initiative. Initiative indicates who goes first, second and so forth. Players roll 2D6 and add the dice together plus

their initiative bonus for their initiative total.

Initiative bonus is the number of pips you spent on Perception and Coordination and divide them by 5, rounding up. This provides a variety of initiative bonuses so that the characters and NPCs are not just basing their initiative on the dice rolls.

Example: *You have an Coordination of 2D+2 and an Perception of 3D, you spent 8 pips on Coordination and 9 pips on Perception, and get $17/5=3.4$, rounding up for an Initiative bonus of 4.*

Example: *You have an Coordination of 3D+2 and an Perception of 4D, you spent 11 pips on Coordination and 12 pips on Perception, and get $33/5=6.6$, rounding up for an Initiative bonus of 7.*

Combat

When a situation calls for force, combat is the result. There are several types of combat, close combat, missile combat, and vehicle combat. Close Combat is hand to hand combat, using either fists or hand held weapons. Missile combat is the use of weapons that strike from a distance such as bows or guns. Vehicle combat is broken into two types of combat; using a vehicle as a weapon or vehicle to vehicle combat.

Getting Hurt and Healing

D6 Epic uses a combination of health points and wound levels to indicate being hurt.

Health points represents how much damage the character can receive before dying. Health points are the character's Physique Die code multiplied by 3 and any Physique die code pips and then add 3.

Health Point Total = (Physique Die Code X 3) + Physique Die Code pips (if any) + 3

Example: *A Physique of 3D indicates the character has 12 health points. 9 points (Physique Die Code of 3 multiplied by 3) plus 0 (Physique die code pips) plus 3.*

Example: *A Physique of 4D+2 indicates the character has 17 health points. 12 points (Physique Die Code of 4 multiplied by 3 plus 2 (Physique die code pips) plus 3.*

The three wound levels are mild, moderate and mortal. A character is wounded when the total damage they have received reaches the wound level.

Mild wound level indicates a character is hurt but still able to function near normal. Character suffers a -1D to all skill and attribute dice for the rest of the round and the next. Mild wound level is equal to the character's Physique Die Code.

Example: *A Physique of 3D indicates that a character is mildly wounded when the total damage they have received equals 3 points.*

Moderate wound level indicates a character is hurt and the damage has started to affect everything the character tries to accomplish. Characters fall to the ground and must take the rest of the round to recover their feet. The character suffers a -1D to all skills and attributes until the wound is healed. Moderate wound level is equal to twice the character's Physique Die Code.

Example: *A Physique of 3D indicates that a character is mildly wounded when the total damage they have received equals 6 points.*

Mortal wound level indicates a character is severely hurt and is unable to function. Character falls prone and will lose one(1) health point per minute unless extensive medical or magical means are used. Healing skill can stop the lose with a roll vs Difficulty 25. Medicine skill can stop the lose with a roll vs Difficulty 15. Mortal wound level is equal to three times the character's Physique Die Code.

Example: *A Physique of 3D indicates that a character is mortally wounded when the total damage they have received equals 9 points.*

Descriptive examples of wounds:

Mildly Wounded: Moderate bruise or minor sprain; laceration; muscle tear; minor dislocation of joint.

Moderately Wounded: Severe abrasion or sprain; deep laceration; torn ligaments; major dislocation or minor break.

Mortally Wounded: Multiple fracture; laceration in vital area; heavy concussion with multiple internal injuries.

The damage a character receives heals over time. The rate of healing is affected by the wound level, activity that the character is engaged in, and other aspects that might affect the rate of healing.

Magic

Magic in D6 Epic is more powerful than a lot of games, and more difficult to gain spells and power. The system for learning and casting is similar to performing actions.

Magic requires two rolls to succeed, a control roll and a skill roll. If both are successful than your character is successful. If one of the rolls is successful and the other fail, the character still may succeed but not quite in the way that was intended. If both rolls fail, then the attempt fails.

Game Setting

The type of game being played is determined by two things; era setting and genre setting. Era setting is time period in which the game takes place, a medieval setting, modern setting, or a futuristic setting. Genre setting can be one or more of the following genres; fantasy (magic and mythical beasts), paranormal (vampires, werewolves and such), gothic (a darker version of a paranormal genre), steam punk, post-apocalyptic (after the end of civilization).

Era and genre can be combined into settings like medieval fantasy, or medieval paranormal. The Game Master is the one that decides what type of setting is being played but should take input from his players as to what they would like to play.

General Information

D6 Epic is a game based on interactive storytelling. The Game Master or "GM" creates an adventure which is an outline of the story, as the characters go through the adventure they fill in the story with their actions. The thing to remember is to have fun, be descriptive and follow the guidance of the GM.

Try It Out!

Now that a basic overview has been read, it is time to start making your character. On the next page, you'll find a character sheet.

The character sheet provides you a place to put all the information about your character on. Attributes, skills, equipment, etc. all have an area that they go in so you, the player, can find the information easily.

Once you have your character created you are ready for your first adventure. In addition to your character sheet, you'll need a pencil and



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some six-sided dice, one of which should be a different color or size than the others. This special dice is your Epic Dice. Now you are ready for your first D6 Epic adventure!

Chapter Two: Character Creation

Welcome to the creation of your character. Characters have backgrounds, their lives up to starting adventuring; Attributes, their inherent physical and mental abilities, and Skills, what the character has learned based on their Attributes and background. Numbers are assigned to Attributes and Skills, to show if the character has succeeded or failed in what they have attempted to accomplish.

We all have goals. They can be abstract [we are good people and want to do the right thing]. They can be quite concrete [we hate bullies and enjoy cutting them down]. The background also explains why the character has certain skills and not others. A character from the inner city would be unlikely to be good at riding a horse if they had any skill in riding at all. Your skill die are the intersection of the two.

You can use training/education/experience to become better at things where nature dealt you a poor hand [the small frail person who spends a lifetime in vigorous outdoor exercise to be robust – Teddy Roosevelt).

You can use the same effort to improve a natural skill [professional athletes spend much of their early life perfecting and expanding on attributes they had at birth]. Sometimes you build up skills needed for the life you wish to live [professional soldiers spend endless time on weapons practice because those are the tools of their trade].

Character Sheet

The character sheet is where the player records all the information about his character. The sheet contains information like the character's name, height, weight, age, Attributes, Skills, etc. The process to filling out the character sheet will be covered step by step.

Step 1: Character Concept

A character concept is something between personal mission statement and an occupation. Is

your character going to be a fighter type such as a soldier or one who relies on deductive reasoning like a detective?

There are many things to consider when deciding on your character concept. One is the type of game the Game Master has planned for the group.

Academics devote their lives to learning, study and research whether in a university or in the field.

Bladesmen are wandering fighters, who are seeking to improve their skills.

Bounty Hunters hunt down wanted individuals for pay.

Brigands and Rogues steal from others with strong arm tactics.

Champions seek to right wrongs, do good, and protect the innocent.

Knight-errant's are wandering knights; a knight who travels widely in search of adventures, to exhibit military skill, to engage in chivalric deeds, etc.

Law enforcers are the long arm of the law, patrolling borders and keeping the peace. They may be called upon to quell a minor rebellion or hunt down criminals.

Soldiers/mercenaries are trained warriors. Soldiers fight for their employer and are bound by an oath of service. Mercenaries fight for

the highest pay. Their level of training varies depending upon the history of the character.

Street thieves/urchins live by theft and wits, stealing from anyone and everyone in an attempt to eke out an existence.

Black Mages are oathbreakers who use dark magic and seek both knowledge and power for selfish reasons.

Inherent vs Learned

One of the perpetual debates on human character is nature versus nurture. In effect, the attribute system is the nature side of the debate: these are inherent characteristics of mind, body and spirit you are born with. Your run score, how far you can run in 1 minute, is also nature/inherent. The background you roll or create [for more advanced players] is the nurture side of human development. A character's background is a combination of the experiences and social connections of the character's life prior to when the adventure starts as well as the characters goals.

This list is by no means complete, feel free to come up with your own or combine those above into something new.

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Step 2: Character Philosophies

Everyone has a different approach to life, a different way of handling conflicts or relationships. Proverbs are good examples of such philosophies. Proverbs are guides to life. Other options are bible passages. It all depends on how you want your character will view life and what obstacles are in their path. When choosing your character's philosophy be creative, try something you have not thought of before but keep in mind it should be enjoyable for you to play.

"Kill them all and let the gods sort them out."

"All for one and one for all."

"If you don't watch your own back and look out for your own interests, who will?"

"Eat, drink and be merry, for tomorrow we die."

"Stand and fight"

"Run and live tomorrow."

"Honor is a gift man gives himself."

Step 3: Character Background

Now that you know what type of character you are going to play you need to come up with their background; think of it as your character's biography. Background is important for a character because it provides a basis for skills, motivation and character drives/goals.

Example: *In movie terms, Indiana Jones' well known fear of snakes is due to an incident during his teenage years.*

Example: *Your character was bitten by a snake growing up; they may not go into tall grass without a large stick to beat the grass, or if they keep snakes as pets they would just walk into the tall grass with no fear.*

There are three ways to create the character's background: 1) Free-form generation, 2) Quick generation, 3) Templates.

Free-form background generation is where the player thinks up the background themselves with approval of the GM. This is more for experienced role players than those new to role playing. This can be fun but it can also be hard especially if you are new to role playing.

Quick generation is the next option for your character's background. This is a very basic and swift way of coming up with a character

background. You roll on several tables and using those results, write your character's background. The items in italics are possible goals or motivations for your character. Some of these are separated by a slash (/) means it could go either way and is the character's choice.

Table 1: Childhood

D6	Event
1	Parents are alive; a stranger once helped the parents: Helping people, showing kindness to a stranger, a natural Boy Scout.
2	Parents are alive, and moved a great deal: Loves to travel, a desire to see what is on the other side of the hill or this has the opposite effect where the character dislikes traveling.
3	One parent is deceased, other parent is bitter: Fears losing anything, whether it is objects or people.
4	Parents are very religious. Fanatic/atheist
5	Parents are alive. One parent sees a variety of sexual partners: Dislikes adultery.
6	One parent is deceased, other parent gambles and drinks: Worries about the welfare of children, doesn't take risks.

Table 2: Adolescents

D6	Event
1	Stopped a bully from beating up a small kid: Strives to protect the weak from bullies/Becomes a bully.
2	As a young teen, you were teased and the subject of numerous pranks: Dislikes those that play pranks or jokes/becomes someone who plays pranks or jokes.
3	As a young teen, you went exploring an abandoned building and found a small trinket: gives you an urge to explore.
4	As a young teen, you went out wandering the woods alone: Affinity to nature.
5	As a teen had many friends but none were very close: Inability to have close relationships (doubles the necessary number of successes to start a good relationship).
6	As a teen you had a handful of friends, those outside the circle were distrusted: Distrust those you do not know/tries to make friends with everyone.

Table 3: Pre-adventuring

D6	Event
1	Travelled to the capital before joining the military/police force.
2	Ran away from home before starting classes/training. Player and the GM should come up with a reason why the character had run away.

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D6	Event
3	Was brought to the Healers after being found injured from a bandit attack. No one else survived: Wants to see outlaws brought to justice.
4	Saved a young man who takes you to the capital to meet his family: Possible friend on the relationship chart.
5	Joins a gang of young men but leaves when he finds out they are bandits and turns them in to the law, several escape: Possible enemy(ies) on the relationship chart.
6	Follows a friend to the capital, who then abandons you for a group of rich kids: Will never abandon friends/seek revenge on any who abandon friends.

This quick generation can be altered to suit the game setting, or the GM can change things to suit their own likes and preferences. The examples can also have opposite effects than the ones given.

There are templates located at the end of this chapter. There are medieval, modern and science fiction character templates.

During the background creations there will be events that can lead to friends, allies and enemies. Also as the character goes through adventures they will make new friends, allies, enemies, and the possible romantic involvement. The player and the GM will need to keep a relationship chart.

This chart will keep track of the people who your character has an involvement with and the level of the person's commitment to the character. The chart needs to be two columns. The first column is the person's name and the second column is for relationship total.

The relationships are not permanent or unchanging. As your character interacts with the person the dice code for the relationship can change. A friend can become an ally, or an ally becomes an enemy depending on how the player treats them. The GM can use these relationships for plot devices, to add to the drama of a scene, or as a way of creating the adventure, especially if the person is on several of the players' relationship maps.

Now that you know who your character is, it's time to define their physical and mental attributes, skills, and traits.

Step 4: Attributes

Your character normally has seven attributes. Attributes are the inherent abilities that all creatures share. Human characters have

80 points to spend among the seven attributes. The minimum is 1D and the normal maximum is 6D in all attributes. Other beings may have more or less points to spend on attributes.

Extranormal Attributes are used for magic, psionics, and any other extraordinary attribute. The Extranormal attribute is determined by a combination of the existing attributes. A character can normally only have one extranormal attribute. There are traits that can allow more than one extranormal attribute.

Example: *A fantasy-modern setting might include magic or mind skills such as telepathy.*

The Attributes are:

Coordination: Coordination represents a character's ability to perform feats that require manual dexterity, hand-eye cooperation, and fine motor skills. Such tasks include firing a bow or gun, picking a lock, and throwing a grenade.

Reflexes: Reflexes gauge a character's gross motor coordination, i.e. the ability of his mind and muscles to react to a potential threat or a sudden occurrence. Examples of skills that relay on Reflexes include dodging an attack, fighting with a melee weapon, and balancing on a tight rope.

Physique: Physique represents a character's physical power – his ability to lift heavy objects and inflict damage with a hand held weapon, and is a measure of a character's body resistance to poison, disease or exhaustion.

Knowledge: The knowledge attribute represents a character's level of education in various fields, from scientific pursuits like physics to philosophical concepts, from history and languages to magical lore and planetary systems. Any information a character could know in the game world could fall underneath this attribute.

Intelligence: This attribute measure the mathematical, conceptual, and deductive capabilities of a character. Typical skills which it could govern include estimation, deciphering languages or code-breaking.

Willpower: This attribute represents a character's personal effect on others. It includes such skills as oration, acting, and grooming. A character's Willpower also represents his ability to withstand mental attacks, whether they come from situational pressures, like stress, or direct

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assault, from magical or psychic phenomena.

Perception: Sometimes a character may have the opportunity to notice something in his surroundings that might provide an important piece of information. The Perception attribute covers such, as well as those skills that require the ability to read the emotions or logical reasoning of another, like bargaining, commanding, or persuading.

Extranormal/Arcane Magic: Arcane Magic is the use of the magic existing in the world, the energy of life so to speak. There are areas where such magic is in greater quantities such as ley line and nodes, and there are areas where it might appear in lesser quantities such as cursed lands. Arcane Magic uses spells, incantations, material Components, and the like to cast spells. Arcane Magic attribute is determined by adding the Intelligence attribute and Knowledge attribute, then dividing the total by 2.

Extranormal/Channeling Magic: Channeling Magic is magic from an entity or entities from the higher and lower planes, i.e. gods and demons. The caster prays for the being to channel magic through them to accomplish their goals. The granting of the power is contingent on the character making promises of service, loyalty and devotion to the higher/lower plane power. Beings which are considered good usually only wish to have the character worship them and spread their worship where the character travels. Beings which are considered evil tend to demand more of the character. They will demand the character's soul, sacrifices of innocent sentient beings, perform vile and depraved acts in the entities name. Channeling Magic attribute is determined by adding the Willpower attribute and Knowledge attribute, then dividing the total by 2.

Attribute Cost

The chart for Attribute costs is below. An Attribute of 1D is untrained, 2D is average, 3D is above average, 4D is remarkable, 5D is legendary, and 6D is the maximum a human character can achieve in an Attribute. There are traits that increase the maximum attribute.

Attribute Cost Table

Attribute Level	Cost in points	Attribute Level	Cost in points
1D	0	3D+2	11
1D+1	4	4D	12
1D+2	5	4D+1	14
2D	6	4D+2	16
2D+1	7	5D	18
2D+2	8	5D+1	21
3D	9	5D+2	24
3D+1	10	6D	27

Step 5: Derived Attributes

There are three derived attributes: Initiative, Life Points, and Stamina points.

Initiative:

Indicates who goes first, second and so forth. Players roll 2D6 and add the dice together plus their initiative bonus for their initiative total.

Initiative bonus is the number of pips you spent on Perception and Coordination and divide them by 5, rounding up. This provides a variety of initiative bonuses so that the characters and NPCs are not just basing their initiative on the dice rolls.

Example: You have a Coordination of 2D+2 and an Perception of 3D, you spent 8 pips on Coordination and 9 pips on Perception, and get $17/5=3.4$, rounding up for an Initiative bonus of 4.

Example: You have a Coordination of 3D+2 and an Perception of 4D, you spent 11 pips on Coordination and 12 pips on Perception, and get $33/5=6.6$, rounding up for an Initiative bonus of 7.

Health points:

Represents how much damage the character can receive before dying. Health points are the character's Physique Die Code plus Willpower Die Code multiplied by 3 plus any Physique Die Code pips plus any Willpower Die Code pips and then add 3.

Health Point Total = (Physique Die Code + Willpower Die Code X 3) + Physique Die Code pips (if any) + Willpower Die Code pips (if any) + 3

Example: A Physique of 3D and Willpower

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of 3D indicates the character has 21 health points. Physique Die Code of 3 plus Willpower Die Code of 3 multiplied by 3 plus 0 (Physique die code pips) plus (Willpower die code pips) plus 3.

Example: A Physique of 4D+2 and Willpower of 3D+2 indicates the character has 28 health points. Physique Die Code of 4 plus Willpower Die Code of 3 multiplied by 3 plus 2 (Physique die code pips) plus 2 (Willpower die code pips) plus 3.

Stamina Points:

Stamina points are used to define what a character can do before becoming exhausted. The main use deals with spell casting, though a GM can use it for excessive combat. No being can swing a sword for hours and hours without becoming exhausted.

Stamina points are calculated by a character's Physique. The total stamina points a character poses is the die code for Physique, (dropping any pips) multiplied by 4. If the character also posses the skill, Stamina, than the die code for the stamina skill is added to the Physique die code before multiplying it by 4.

Stamina points=(Physique die code +Stamina skill die code)*4

Example 1: Your character has a Physique Attribute of 3D+2 and no stamina skill. Drop the +2 and multiply the 3 by 4 for 12 stamina points.

Example 2: Your character has a Physique Attribute of 3D+2 and stamina skill of 5D. Drop the +2 from the Physique die, add 5 for the stamina skill and multiply the 8 by 4 for 32 stamina points..

Step 6: Skills

Skills are just that, skills your character has learned. Skills are based on the Attributes that they are linked and are more specific applications of an attribute. Skills need to be purchased with skill points. **If a skill is not purchased then the character can use the skill at the Attribute minus 2D6.**

Normally no skill can be more than three times(3X) that of the associated attribute. There are traits that can increase the maximum skill

level.

To highlight skills in which the character has trained or has some experience, add skill points to the base skill value, which is half the associated attribute score. When dividing the attribute by 2 and the result X.5, the .5 is converted to +2.

Example: You want to have your character break things more easily. You decide to get the Break skill which is under Physique. Your character's physique is 3D+2, your break skill starts at 1D+2 (3D/2=1.5 which converts to 1D+2).

You get 36 skill points to spend on skills. Each skill pip adds +1 to the skill die code, 3 skill points adds 1D to the skill die code.

Once your initial skills are purchased, all skills that were not purchased are considered 0D skills.

Example: Under the Physique attribute, you purchased the following skills: Break, Climb, Jump and Stamina. The following skills under the Physique attribute; Lift, Swim and Running, are now considered 0D skills.

As your character advances you may wish to use skills that you did not initially purchase. Those skills will cost 3 progression points per +1, which means you would need to spend 9 character points to get 1D in the skill.

Skill List

As this skill list includes broad definitions not applicable in all eras or genres, the game master has the final say on actual skill applications.

Coordination Skills:

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

Driving: Operating a ground vehicle.

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

Knife Throwing: Throwing a knife or similar blade with accuracy.

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

Marksmanship: Shooting any kind

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of hand held mechanical device. The skill must be taken for each type of mechanical device.

Missile combat: Firing muscle powered ranged weapons, like bows and crossbows. The skill must be taken for each type of bow.

Mounted ranged combat: Firing muscle powered ranged weapons, like bows and crossbows or mechanical ranged weapons, like pistols, shotguns and rifles from the back of a mount, like a horse.

Musical Instrument: The ability to play a family of musical instruments – this skill can be taken multiple times to show facility with multiple instruments.

Needlework: Using a needle to stitch together material. Needlework is used from sewing cloth to stitching a wound closed.

Parry: Using a weapon to redirect a melee attack.

Pick Pocket: Ability to pick a person's pocket or purse without their awareness.

Riding: Controlling and riding domesticated mounts.

Sleight of hand: Nimbleness with the fingers and misdirection, including 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.

Reflexes Skills:

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.

Block: Using a weapon or shield to block an attack.

Camouflage: Using natural surroundings to hide.

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

Counter Tracking: Hiding your tracks

while travelling so it is harder to follow you.

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

Fighting: Competence in trained unarmed combat or a martial art. The skill must be taken for each type of unarmed combat art.

Gunnery: Accurately firing siege weapons.

Mounted one hand close combat: Wielding one handed hand-to-hand weapons for combat from atop a mount.

Mounted two hand close combat: Wielding two handed hand-to-hand weapons for combat from atop a mount.

One handed close combat: Wielding a one handed hand-to-hand weapons in combat. The skill must be taken for each type of one handed weapon.

Piloting: Flying aircraft, from prop planes to jets to helicopters.

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

Stealth-Urban: Moving quietly and hiding within a city.

Stealth-Wilderness: Moving quietly and hiding within the wilderness.

Tracking: Following a person or animal by the tracks they leave while moving.

Two Handed Close Combat: Wielding two handed hand-to-hand weapons. The skill must be taken for each type of two handed weapon.

Physique Skills:

Brawling: Competence in untrained, unarmed combat.

Break: Using your physique to systematically break doors, turn furniture into kindling.

Climb: Climbing over obstacles or climbing up an object such as a wall or tree.

Jump: The ability to leap.

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

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Running: Moving quickly while avoiding obstacles and keeping from stumbling.

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

Swim: Moving and surviving in a liquid medium.

Knowledge Skills:

Astrography: Familiarity with astrographic features (planets, star systems, nebulae), and general knowledge of any civilized elements present (settlements, industry, government, orbital installations).

Bureaucracy/Diplomacy: Knowledge of and ability to use a bureaucracy's intricate procedures to gain information, and favors, or attain other goals.

Business: Comprehension of business practices and the monetary value of goods and opportunities, including the ability to determine how to make money with another skill the character has. Business can complement bargain when haggling over prices for goods and services being bought or sold.

Computer Hacking: Writing and using programs to break or bypass the security software on a computer.

Computer Programming: Writing programs (software) for use on a computer.

Cryptography: Writing or breaking a secret code.

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.

Demolitions: Using corrosives and explosives to achieve particular destructive effects

Electronic Design/Repair: Building or repairing electronic devices.

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

Etiquette: Code of behavior that delineates expectations for social behavior according to contemporary

conventional norms within a society, social class, or group.

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

Law: Knowledge of the legal system for your own culture. Having both this skill and cultures (above) allows you to decipher laws in other cultures as well.

Medicine: Able treat injuries, as well as detailed understanding and applying medical procedures, such as diagnosing illnesses, and performing surgery. This skill is a step above *Healing*. *Medicine* can never exceed the *Healing* skill level the character possesses.

Military Science: Familiarity with deploying military forces and maneuvering them to the best advantage.

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

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actually use it. Scholar can be useful with investigation to narrow a search for information.

Security: Installing, altering, and bypassing electronic security and surveillance systems.

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.

Tech: Using and designing (not making) complex mechanical or electronic equipment, such as programming and operating computers and manipulating communication devices.

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.).

Intelligence Skills:

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.

Damage Control: Isolating and fixing structural damage on large structures. This is the skill to use to open up a damaged compartment, or stabilize a structurally unsound building.

Demolitions: Setting explosives to

achieve particular destructive effects.

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

Firearms Repair: Repairing and modifying any gun a person can carry, from small slug throwers to shoulder-launched rockets.

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

Gunnery Repair: Fixing weapons mounted canons.

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

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).

Mechanical Repair: Repairing and modifying systems with moving parts. This is the skill to use to fix a cart, pulley system, or a winch.

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.

Tinker: Welding, carpentry, cabinetmaking and “making tools with your hands”. This includes, with a metal shop, making knives, swords and similar weapons.

Willpower Skills:

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

Bargain: Persuading others to do what you want through inducement of financial reward.

Bluff/Con: Lying, tricking, or deceiving

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others, as well as verbal evasion, misdirection, and blustering. Disguise can complement uses of this skill. Also useful in putting on acting performances.

Charm/Flirtation: 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 game master may allow a specialization in a specific faith tradition or belief system to enhance many, though not all, applications of mettle.

Perform: Ability to stand up before a group of people and put on a show.

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.

Perception Skills:

Forage: Finding supplies and shelter to survive.

Forgery: Creating and noticing false or altered documentation in various media (paper, card, etc.), including counterfeiting, though tasks may require other skills to help detect or make the forgery.

Gambling: Winning and cheating at games of strategy and luck.

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

Magic Control: Control of the spells a mage casts.

Notice: Noticing things by the conventional senses (sight, hearing,

smell/taste, touch). This is situational awareness, rather than searching for something.

Search: Spotting hidden objects or people, reconnoitering, lip-reading, or eavesdropping on or watching another person.

Extranormal Skills: Arcane Magic

Abjuration: Abjurations are protective spells.

Apportation: Apportation spells involves spells involving movement, such as spells of flying, spells of teleportation, spells increasing/decreasing movement speed.

Conjuration: Conjurations brings manifestations of objects, creatures, or some form of energy to you.

Enchantment: Enchantment spells affect the minds of others, influencing or controlling their behavior.

Evocation: Evocation spells manipulate energy or tap an unseen source of power to produce a desired effect.

Transmutation: Transmutation spells change the properties of some creature, thing, or condition.

Extranormal Skills: Miracles

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.

Elemental: Prayer deals with elements, nature, and weather. Conjuring a storm, or summoning a wild animal is an elemental prayer.

Dimensional: Prayer deals with contacting either the upper or lower planes of existence and the creatures that dwell within those planes. It can be used to ask questions of those being or bring them from their dimensions.

Spirit: Prayer deals with healing the injuries of the target, both physical and

mental.

Enchantment: Prayer deals with affecting the minds of others, influencing or controlling their behavior.

Other characteristics

Movement:

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.

Wound Levels:

Mildly wounded level indicates a character is slightly discomforted. There is no affect to what the character can do. Mildly wound level is equal to the character’s Physique Die Code.

Moderately wounded level indicates a character is hurt and the damage has started to affect everything the character tries to accomplish. Characters fall to the ground and must take the rest of the round to recover their feet. The character suffers a -1D to all skills and attributes until the wound is healed. Moderate wound level is equal to twice the character’s Physique Die Code.

Example: *A Physique of 3D indicates that a character is mildly wounded when the total damage they have received equals 6 points.*

Mortally wounded level indicates a character is severely hurt and is unable to function. Character falls prone and will lose one(1) health point per minute unless extensive medical or magical means are used. Mortal wound level is equal to three times the character’s Physique Die Code.

Example: *A Physique of 3D indicates that a character is mortally wounded when the total damage they have received equals 9 points.*

Descriptive examples of wounds:

Mildly Wounded: Moderate bruise or minor sprain; laceration; muscle tear;

minor dislocation of joint.

Moderately Wounded: Severe abrasion or sprain; deep laceration; torn ligaments; major dislocation or minor break.

Mortally Wounded: Multiple fracture; laceration in vital area; heavy concussion with multiple internal injuries.

Physique Damage Bonus:

Drop the pips from your character’s Physique or lifting score, whichever is greater, (including any traits that affect the die code), divide the number by 2, and round up. This is the Physique Damage bonus.

Example 1: *Your character has a Physique Attribute of 3D+2 and no lifting skill. Drop the +2 and divide the 3 by 2 for 1.5 round up for 2. The Physique damage die code is 2D.*

Example 2: *Your character has a Physique Attribute of 3D+2 and lifting skill of 5D. You would use the lifting skill instead of the Physique Attribute since it is greater. Divide the 5 by 2 for 2.5 round up for 3. The Physique damage die code is 3D.*

Epic Points:

Characters start with three Epic Points. A character can use an Epic Point to roll an additional Epic Dice. If that Epic Dice is a 6, an additional +1 is added to all the die that have been rolled. If a character’s first Epic Dice is a 6, and then an Epic Point is spent and the second Epic Die is also a 6, +2 is added to all the dice rolled. A character cannot have more than 8 Epic Points in reserve.

Base Defense

Your basic defense score is the difficulty to hit your character from 10 meters away or in hand to hand combat. Basic defense is the base difficulty number an attack has to achieve before the attack can strike. Basic defense is figured by adding the points spent on your Physique Attribute and Reflex Attribute together and dividing by two (2). This provides the basic defense for the character in combat. If this seems to lethal, the GM can base the basic defense on the Physique and Reflex attributes without dividing by four(4).

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Example: *Your character has a Physique attribute of 4D (12 pts) and a Reflex attribute of 3D+1 (10 pts). 12+10=22 which is divided by 3 for a base defense of 7.*

Traits

Traits are benefits or problems your character has. Some affect the character's attributes and skills, while others serve as useful role-playing tools for rounding out the character. Some traits or Gifts are unusual talents or powers the character has that most other humans don't have.

Players have 4 trait points to spend on positive traits. Negative traits or disadvantages can add to the points a player can spend on positive traits.

A character cannot have more negative traits than they have positive traits.

Positive Traits

Positive traits can be further divided into advantages and special gifts.

Before allowing players to create characters with Positive Traits, the Game Master 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 Positive Traits require specific Limitations on them or Disadvantages on the character.

Any Positive Traits 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 Positive Traits are added together.

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

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

Advantages

Are natural abilities that may affect attributes and skill and 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.

Accelerated Healing (trait point cost 3)

The character heals twice the normal healing rate when wounded. Accelerate healing can be purchased multiple times double healing rate with each rate. (Multiple ranks of accelerate healing must be approved by the Game Master.

Alertness (trait point cost 2)

The character has learned to keep a more watchful eye on his environment and surroundings, noticing details that others might have missed. Alertness gives a character a bonus of 1D6 when rolling to spot a hidden object or to detect the approach of an enemy.

Allure (trait point cost 3 per rank)

The character has good looks or sex appeal that defies explanation. Each level of Allure adds 1D6 to any Interaction Roll and lowers the difficulty of an interaction by 5 points. A character can have up to three (3) ranks in Allure.

Ambidextrous, partial (trait point cost 2)

The character is nearly equally adept with their right or left hand. They may wield a weapon in both hands with a penalty of -2D to the skill roll rather than a -4D to the skill roll with the non-dominant hand. The character may also use the non-dominant hand to assist in a skill such as lock picking, drawing, map making. Not every skill is relevant for this ability to work. The assistance adds +1D6 to the dice roll.

Ambidextrous, Full (trait point cost 4)

The character is equally adept with their right or left hand. They may wield a weapon in both hands with no penalty to either hand. The character may also use both hands to assist in a skill such as lock picking, drawing, map making. Not every skill is relevant for this ability to work. The assistance adds +3D6 to the dice roll.

Animal Empathy (trait point cost 3 per rank)

The character naturally gets along

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with animals. +1D6 to all rolls involving interaction with natural animals. Animal Empathy must be purchased for each type of animal. A character can have up to five (5) ranks in each type of Animal Empathy.

Armor-Defeating Attack (trait point cost 4 per rank)

When a character with natural weapons (the character's fists, claws, teeth, etc.) attacks someone protected by armor, this ability negates 1D6 of the Armor Strength per rank. The character must specify how the attack negates the armor:

Examples: An acidic mist slips through any openings, enchanted claws reach directly to the flesh, and the like.

There must be at least one type of armor that is unaffected by this.

Atmospheric Tolerance (trait point cost 3)

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 (trait point cost 2)

The character is highly resistant to a certain type of attack. She gains +1D6 per rank to her armor rating against this type of attack.

Type of attack	definition
Energy	blasts of severe heat, fire, electricity, light, intense cold, and so on, but not the ability to survive in extremes of such environments
Extra-normal	Resistant to damage from any Extra-normal based (such as Magic or Miracles) attack.
Mental	Resistant to mental harm from any source. It does not provide protection against interaction attempts.
Nonen-chanted weapons	Resistant to physical damage from nonenchanted weapons, but not from poisons, energy, or similar materials.

Authority (trait point cost 3 per rank)

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 is dictated by the rank in this Advantage. A character can have up to three (3) ranks in Authority.

Rank Level	Bonus Examples
1	+1D6 to any Interaction Roll, -5 to interaction difficulty. Local cop, guardsman, council member
2	2D6 to any Interaction Roll, -10 to interaction difficulty. Sergeant(commands 5 local cops or guardsmen), mayor
3	+3D6 to any Interaction Roll, -15 to interaction difficulty. Captain(commands 5 sergeants/25 local cops or guardsmen), lesser noble

Note: It is not necessary to have the Authority 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 Advantage would be necessary.

Blur (trait point cost 3)

The character can appear indistinct to the naked eye or nonenchanted visual aids (spyglasses, mirrors, etc.). Commonly, a character with this Positive Trait will only be spotted out of the corner of the eye. This adds +1D6 per rank to the character's dodge, stealth, and hide totals, as well as +10 to all default search, tracking, investigation, and attack difficulties against the character that the blurring character is not actively trying to defeat. 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 (trait point cost 3)

The character can sense danger. She is never surprised. Rather, she and her

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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 (trait point cost 4)

The character can hamper the thoughts of those he comes into physical contact with, at will. He gains the confuse skill at +1D6 per rank (it is a Willpower 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 Willpower. (This is not an action for the target.) If his total is higher (not equal to), the target is confused. Characters may not spend points, and they receive a +5 difficulty modifier to even simple actions for a number of rounds equal to 2 times the Confusion rank.

Contacts (trait point cost 3 per rank)

The character "knows somebody" or a group who will generally help out the character if he makes a decent appeal or sufficiently compensates, this is a contact. The Rank in Contact dictates the level of power the contact has and the area of effect that the power influences.

Rank Level	Bonus
1	only sticks around for a limited amount of time (part of an adventure or maybe throughout a short adventure), provide limited equipment or low cost lodging
2	contact is more powerful, more influential, easier to get hold of, willing to do more favors, or affects the game on a larger scale.
3	Contact is a high ranking noble or member of the government/organization

Restrictions/Notes: Contacts should not automatically help the character, but they should be reasonable in their negotiations.

Rank 1 contacts treat the character as a friend, Rank 2 contacts treat the character as a close friend, Rank 3 contacts treat the character as family. Under no circumstances should any contact, regardless of rank number, make role playing and thinking superfluous. Contacts are totally under the control of the Game Master. Even powerful and influential contacts should be kept under a tight rein.

Cultures (trait point cost 3 per rank)

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 +1D6) to interactions in that culture and uses of the cultures skill to recall details of the society. The character's background must reflect the "special insight" he has into the culture or cultural trends.

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.*

Rank Level	Knowledge level	Bonus
1	Frequent tourist	+1D6 to any Interaction Roll. Small unusual culture
2	outsider who has lived in the culture for a while	+2D6 to any Interaction Roll. Large unusual culture, small alien culture
3	a native of an unusual culture or has the knowledge and the respect as if she were one.	+3D6 to any Interaction Roll

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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.

Culture types:

Savage: Description: Savages include warriors from the frozen north and witch-doctors from the snake-infested jungles of the south. Savages tend to have a close connection with nature, but remain ignorant of many developments that more civilized people take for granted. Native American Indians are a good example of a typical savage culture.

Nomad: Description: Nomads roam the empty wastes beyond the civilized cities; quick to strike and bound by no laws. Nomads live with their animals and usually ride into battle with them; they feel ill at ease without them. Mongols are a good example of a typical nomad culture.

Civilized: Description: Savages and nomads eventually gather together to cultivate the land, build great cities, develop trade, and study medicine, mathematics and philosophy. In the civilized lands dwell noble knights, wise kings, and learned sages — as well as greedy merchants and cunning thieves. Medieval Europe is a good example of a typical civilized culture.

Enlightened: Description: A few civilizations rise above others and gain half-mythical status. Learned beyond normal men, people of enlightened cultures are builders of cyclopean pyramids and towers that pierce the skies. Their magnificent buildings can last forever, and likewise the flesh of the enlightened ones can withstand the passage of time like no other mortals. Ancient

Rome, Ancient China, Ancient Japan, Ancient Egypt at their height are a good example of a typical enlightened culture.

Decadent: Description: Great civilizations reach their peak and eventually start to decline. Such fallen empires are ruled by jaded nobles, corrupt priests and wicked slave-traders. Demon-worship, human sacrifice and drug abuse is all too common in these cultures. Rome just before its fall is an example of a decadent culture.

Degenerate: Description: The last survivors of decadent civilizations start to feud over dwindling resources, or are driven away by stronger cultures. Fleeing into the wilderness, or deep underground beneath their ruins, they start to inbreed and devolve into something no longer entirely human. Degenerates may outwardly resemble savages, but they carry the evil taint of fallen empires.

Darkness (trait point cost 8 per rank)

The character can project a field of darkness around himself, adding +15 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.

Direction Sense (trait point cost 2 per rank)

The character has an innate sense of which direction is north. They also can not be confused by twist and turns and thereby cannot become lost. He gains +1D per rank to navigation and tracking rolls. A character can have up to five (5) ranks in Direction Sense.

Double-jointed (trait point cost 1 per rank)

The character contort and bend his body beyond what is the human norm.

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This allows him to gain +1 per rank in Double-jointed to contortion, dodge, or sleight of hand. A character can have up to five (5) ranks in Double-jointed.

Elasticity (trait point cost 10 per rank)

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 +5 per rank to contortion, dodge, or sleight of hand totals, in addition to disguise attempts he performs on himself.

Endurance (trait point cost 3 per rank)

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). This ability can be purchased multiple times.

Enhanced Sense (trait point cost 3 per rank)

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 advantage must be taken at least once for each sense. A character can have up to five (5) ranks in each enhanced sense.

Environmental Resistance (trait point cost 1 per rank)

The character is resistant to extremes of heat, cold, and pressure, and he gains a +3D6 per rank to Physique or mettle 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

Positive Trait to provide protection.

Extra Body Part (trait point cost 0 per rank)

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 Positive Trait 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 Positive Trait, but she may have multiple versions to represent multiple additional organs or limbs.

Extra Sense (trait point cost 1 per rank)

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 +1D6 to her search rolls in attempting to detect the specific energy or environmental change and +1D6 to her investigation rolls in figuring out source or other relevant information. The Game Master may also allow a +3 skill total bonus to other activities that would benefit from whatever the extra sense can detect. All modifiers are per rank in this Positive Trait.

Fame (trait point cost 3 per rank)

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 Game Master or the player thinks the character might be recognized (and the Fame Advantage

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would come into play), the Game Master should roll Notice. If the result is higher than Notice result in the table below, the character is recognized and gain the perks associated with the rank of Fame. Otherwise, he has to do something “special” to be recognized (and gain the benefits of recognition).

Rank Level	Notice results	Perks
1	15 or higher	getting immediate service in a tavern, avoiding small legal hassles (like routine wagon checks when entering a city), or just be treated generally better (+1D6 to interactions)
2	11 or higher	Lower prices at shops and taverns, or just be treated generally better (+2D6 to interactions)
3	8 or higher	Preferred treatment

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 in regards to his fighting abilities, but another type of Fame pertaining to his intelligence or some other ability.

Some Game Master’s characters will be immune to this Fame, but most will have some sort of (generally positive) reaction. characters with Fame (Rank 3) 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.

Fast Healer (trait point cost 3)

The character heals twice the normal healing rate when wounded.

Fast Reflexes (trait point cost 3 per rank)

The character is quick to respond to any situation. This normally allows them to react swifter than others. Characters with Fast Reflexes gain +3 to their Initiative

Bonus. A character can have up to three (3) ranks in Fast Reflexes.

Fear (trait point cost 2 per rank)

The character can provoke fear in those who can see or hear him. He gains a +1D6 per rank to all his intimidation totals and his target has a -5 per rank to their defense. Inspiring fear requires an action, but it is the target that rolls her mettle or Willpower (which does not count as an action for her) against the total of the intimidation roll to negate the effects.

Flight (trait point cost 6 per rank)

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 (trait point cost 3 per rank)

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

Hardiness (trait point cost 1 per rank)

The character can take damage better than normal. The character adds 1 per rank to their Health Point Total. A character can have up five (5) ranks in Hardiness.

Hypermovement (trait point cost 1 per rank)

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 (trait point cost 7 per rank)

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 Gift/Talent — 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 Knowledge 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 (trait point cost 1 per rank)

The character is highly resistant to disease and poisons and receives a +1D6 per rank to Physique or mettle checks when determining whether he has contracted an illness or is suffering from ingested poisons.

Increased Attribute (trait point cost 2)

This allows the character to increase the maximum human limit on attributes of 6D by 1D. This only applies to one attribute per purchase of Increased Attribute. This ability can be purchased for multiple attributes.

Note: *To get another rank in this Advantage 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 Advantage. (This is instead of the normal cost to increase Special Abilities.)*

Infravision/Ultravision (trait point cost 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 +3 per rank in a single version of this Positive Trait to sight-based totals (including attacks) while in dim or dark conditions. Obviously, extreme heat or bright light (including daylight) prevent this Positive Trait from working.

Intangibility (trait point cost 15)

The character can reduce his physical density to virtually zero for one minute per rank. During that time, his armor rating score against physical and energy (such as fire) attacks is +3D6 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 (trait point cost 13)

The character can become transparent. This adds +10 per rank to the character's dodge, stealth, and hide totals, as well as +10 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 Game Master 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

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— 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 (trait point cost 2 per rank)

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. A character can have up to five (5) ranks in Iron Will.

Life Drain (trait point cost 15 per rank)

This ability allows the character to drain attribute pips, Health Points, or Wound levels from his target. The character must choose one set of attributes to target, either physical (Agility, Reflexes, Physique), mental (Intelligence, Knowledge, Willpower, Perception), Wounds, or Health Points. For example, most vampires drink blood, and thus lower Health 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 Health 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 Health 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 mettle or Physique roll. She regains one attribute point (to each attribute affected) every hour after the attack. Health 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 Health Point for each Health Point drained or one Wound for each Wound drained.

Life-Drained attributes and unused Health Points or Wounds disappear at a rate of one pip or point per hour. A character may have multiple ranks of this Positive Trait, as well as multiple versions of it.

Longevity (trait point cost 3)

The character lives longer than the average Human. Often, this Positive Trait 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 (trait point cost 2 per rank)

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 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 Gift/Talent.

Luck, Great (trait point cost 3 per rank)

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

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Game Master may choose to counteract the effects and temporarily “burn out” the character’s Gift/Talent — 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,” Game Master-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 Game Master 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.*

Luck Notes: A character may have up to two ranks each in Good Luck and Great Luck. This Gift/Talent can be taken with the Bad Luck Disadvantage— sometimes really good things happen, sometimes really bad things happen.

Light Sleeper (trait point cost 2)

A light sleeper awakens whenever there is a moderate or louder noise. The character receives an awareness roll if someone or something is approaching them while they are asleep.

Master of Disguise (trait point cost 3 per rank)

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 Willpower-based

actions while in that disguise. A character can have up to three (3) ranks in Master of Disguise.

Natural Armor (trait point cost 3)

The character has plates, toughened skin, scales, or something similar. His own surface acts as armor with an armor strength of 3 per rank to nonmagical physical (not mental) attacks and contact poisons, corrosives, or similar materials.

Natural Hand-to-Hand Weapon (trait point cost 2)

The character has some sort of natural weapon, such as claws, pincers, bone sword, or stinger, that adds 1D6 per rank to his Physique 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 Magic (trait point cost 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.

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The player and the Game Master 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 Gift/Talent once each for different spells.

Natural Ranged Weapon (trait point cost 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 Gift/Talent times the character's Physique or lifting (as appropriate) in meters. The damage for physically enhanced projections is the character's Physique Damage plus 1D6 per rank, while the damage for all other types of blasts is 3D6 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 Gift/Talent unless an Enhancement allows otherwise.

Omnivorous (trait point cost 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 (trait point cost 12)

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 Willpower 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 Gift/Talent ones that do not require movement.

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

A character may not have this ability more than once.

Patron (trait point cost 3 per rank)

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.

Rank Level	Patron involvement
1	fund expedition(s), 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.
2	Cover a character's travel expenses in exchange for news about new lands, or specific information. Anything that the character finds on his own (like artifacts) remains his own.
3	Small stipend and cover most expenses, then offer to purchase whatever the character recovers. Without consistent results, the funding will be cut off.

Possession, Limited (trait point cost 20)

The character can possess the body of a living creature or a corpse. The character must be within three times the rank of this Gift/Talent 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

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living being involves making a Willpower or mettle check by the possessor versus a standard interaction difficulty (see the “Mental Defenses” section in the Combat Options chapter). 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 Intelligence 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 Intelligence roll.

Possession, Full (trait point cost 40)

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, Reflexes, Physique), retains her own mental attributes (Intelligence, Knowledge, Willpower), and gains complete control over the new form.

Quick Study (trait point cost 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 Advantage can be taken once for each attribute.

Resistance (trait point cost 1 per rank)

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. This ability can be purchased multiple times. A character can have up to five (5) ranks in Resistance.

Sense of Direction (trait point cost 2)

The character has a good sense of direction. He gains +1D6 per rank to navigation and tracking rolls.

Shapeshifting (trait point cost 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 Gift/Talent. At six ranks in this ability, the Game Master 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 Intelligence attribute remain unaffected by this Gift/Talent, but the dice in the Agility, Reflexes, Physique, Knowledge, and Willpower are redistributed to match the new form (although the die code in the

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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 Gift/Talent or to get a +2 skill total bonus (split among up to two skills). The Game Master 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 Example

Mel is playing a werewolf. She chooses Shapeshifting, specifying that she only changes from Human to werewolf and back again. The Game Master 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 werewolf form. Mel's character has 18 attribute dice arranged thusly:

Agility 2D+2
Reflexes 3D+1
Physique 3D
Intelligence 2D+2
Knowledge 2D+2
Willpower 3D+2

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

Agility 4D Reflexes 2D Physique 3D+2
Intelligence 2D+2
Knowledge 2D+2
Willpower 1D

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 (trait point cost 3 per rank)

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. A character can have up to three (3) ranks in Silence.

Size (trait point cost 3 per rank)

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 Gift/Talent, 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 Gift/Talent, 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 the page 68.

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Skill Bonus (trait point cost 1)

Skill Bonus represents a natural talent (a character with the Willpower group might be “friendly and outgoing”), a particular knack (a character with the Animal Empathy 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 Game Master 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

Willpower: bluff, charm, persuasion

Close Combat: fighting, melee combat, dodge

Eidetic: reading/writing, scholar, investigation

Investigative: investigation, search, streetwise

Leadership: command, intimidation, persuasion

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 Game Master 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 Gift/Talent does not affect the cost of improving the related skills.

Game Masters 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 Gift/Talent. 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 (trait point cost 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 Gift/Talent tied to it. Also, the skills must be related in some way (see

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the Skill Bonus Gift/Talent for information on related skills). The character may only select general skills, but the specializations underneath that general skill are affected as well. This Gift/Talent may be selected only once for each group of skills.

Teleportation (trait point cost 9)

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 (trait point cost 15)

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 Gift/Talent. 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 Gift/Talent. (Thus, two Transmutation ranks means 8 points in other Special Abilities.) Natural Armor, Hardiness, and Environmental Resistance are common ones.

Uncanny Aptitude (trait point cost 3)

This Gift/Talent is similar to the Skill Bonus Gift/Talent 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 Game Master 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 (trait point cost 3 per rank)

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. A character can have up to three (3) ranks in Ventriloquism.

Vocal Talent (trait point cost 3 per rank)

The character adds +1D6 to all public speaking, performance and seduction rolls. A character can have up to three (3) ranks in Vocal Talent.

Water Breathing (trait point cost 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.

Wealth (trait point cost 5 per rank)

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 character funds rise to the next social class level and they have that amount available every month.

Restrictions/Notes: Characters should select only one rank of Wealth, unless there is some reason they might have Wealth at a higher rank. Wealth at a higher rank should also have a Disadvantage associated with it. Disadvantage: Devotion "Helping all in need" or "Righting all wrong doings" is an example. Also, the Disadvantage: Employed with the employer expecting the character to explore or find information or items for the employer.

Youthful Appearance (trait point cost 1 per rank)

The character looks much younger than she actually is and receives a +1D per rank

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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 game master discretion and common sense should rule here. A character can have up to five (5) ranks in Youthful Appearance.

Gifts

Are abilities that a character is born with, though they are generally not active from birth, but become so later in life. Gifts are also Extranormal attributes.

Arcane Magic (trait

point cost 4): Arcane magic is the use of the magical energies that exists with the world.

Channeling Magic (trait

point cost 4): Channeling magic is the use of the magical energies received from an entity or entities from other planes of existence.

Negative Traits

Negative traits are also called disadvantages. Disadvantages are drawbacks for your character. They can be physical, mental or social.

Disadvantages Descriptions

Many Disadvantages exist as counterparts to the positive traits listed before this section. Some have role-playing effects, while others alter attributes and skills.

Achilles' Heel, Moderate (trait point cost -3)

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 Body or mettle total (Difficulty 15) or she takes -3D6 to all dice rolls. This is due to sneezing, itching, water eyes, etc. The character 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 cultural or social situation that causes the character to freeze (exposure to nudity, the sight of soldiers, etc.) and lose all Epic Success rerolls until the condition is gone.

Metabolic Difference:

The character needs more 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.

Restrictions/Notes: *The Achilles' Heel should be very serious,*

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 game master may allow their use only after lots of adventuring.*

2. *Choose more role-playing Disadvantages than game mechanic ones. Instead of taking easy-to-use modifiers to skill attempts or abilities, select Disadvantages that you can role-play. Granted, you won't want to have an overwhelming number of either type of Disadvantage, but Disadvantages that can be role-played and can work themselves into an adventure story are much more interesting than simple modifiers to difficulty numbers. Role playing disadvantages if role-played correctly can also lead to bonuses from the Game Master.*

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. Check all Disadvantages (and other character options, for that matter) with your Game Master 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. Game Masters who figure out the player was purposely trying to break the system may take away the Disadvantage and an equal amount of positive traits, and maybe even Epic Points.*

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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 an 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.

Achilles’ Heel, Severe (trait point cost -4):

The character’s weakness is even more severe than the Moderate 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, Moderate, save that not only does the character lose all Critical Success rerolls if exposed to the specified social situations, she also is at +5 to all difficulties.

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

Animal Antipathy (trait point cost -2 per rank):

Certain animals dislikes the character, the character receives -1D6 to all rolls involving interaction with those animals. Animal Antipathy can be bought for multiple types of animals. A character can only have five (5) ranks of Animal Antipathy per animal type.

Cultural Unfamiliarity, minor (trait point cost -1) :

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. 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.

Cultural Unfamiliarity, moderate (trait point cost -2):

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. In addition, the character should probably have trouble with the native language.

Cultural Unfamiliarity, major (trait point cost -3):

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.

Devotion, Minor (trait point cost -1):

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 (-1), the character’s beliefs do not come into play very often.

Devotion, moderate (trait point cost -2):

The character with the Devotion (-2) Disadvantage believes very strongly in something and will attempt to persuade

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others of the truth of his beliefs. His patriotism or loyalty to an ideal plays a role in his day-to-day life.

Devotion, major (trait point cost -3):

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, minor (trait point cost -1):

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 game master might have to work to role-play 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.*

Example: *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, moderate (trait point cost -2):

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 (-1). Just make sure that "the job" is fairly inconvenient for the character, but there are reasons he doesn't quit.*

Employed, major (trait point cost -3):

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.*

Forgetful (trait point cost -1 per rank):

The character is forgetful and receives -1D6 to all memory related rolls. A character can have five (5) ranks of Forgetful.

Heavy Sleeper (trait point cost -1):

The character takes 1D6 rounds to be ready for action when he is woken from sleep.

Hindrance (trait point cost -1 per rank):

The character has a minor physical or mental handicap that makes certain actions more difficult. The Hindrance could be a permanent physical injury, a

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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 game master 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

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.

Impaired Sense (trait point cost -1):

One of the character's five senses is impaired. The modifier to the skill total received depends on the sense: sight is -1; hearing is -2; touch, taste, and smell are -3. The modifier is per rank and applies to all skills (including combat ones) related to the sense. Impaired hearing also may affect initiative rolls. To have multiple impaired senses, this Disadvantage must be taken at least once for each sense. A character can have five (5) ranks in Impaired Sense per sense.

Language Problems (trait point cost -2):

The character does not understand the language of the area she spends most of her time in (they are from a foreign land). She must learn skill pips in the 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 (trait point cost -1 per rank):

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.

This Disadvantage is associated with a single attribute, and it applies to all skills associated with that attribute. There should be some sort of reason for this in the character's background, such as difficulty reading or a lack of education. A character can have up to five (5) ranks in Learning Problems per attribute.

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.*

Prejudice, minor (trait point cost -1):

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 game master has to be careful with this one. It is hard to role-play 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, major (trait point cost -2):

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 comes into practice.

Restrictions/Notes: *The character often experiences discrimination, and most interactions are performed at a +3 to +6 to the difficulty. This prejudice should be role-played at every opportunity. However, game masters and players should only use this Disadvantage when both sides are comfortable with using it in a pretend situation (see Prejudice (-1) for more information).*

Quirk, minor (trait point cost -1):

The character suffers from a personality quirk that makes certain types of role-playing 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 role-playing 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 Epic Success 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, lock picking, 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 role-playing, 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 role-play having a hard time getting his ideas across to the other players. This lasts until the player rolls a Epic Success.

Restrictions/Notes: *Good role-players 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 game master should make certain it is being role-played. Whenever the game master thinks it appropriate, he should make the player generate a mettle or Willpower total against a base Moderate (difficulty 15) 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 game master should start modifying the difficulty upwards until the character fails. Multiple Quirks can be selected.*

Quirk, moderate (trait point cost -2):

The rules for Quirk (-2) are the same as for Quirk (-1), 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).

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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 (difficulty 20), but all other rules are the same as under Quirk (-1).*

Quirk, major (trait point cost -3):

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 role-playing 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 Willpower or mettle roll (difficulty 30) to make to overcome the Quirk — at the least. If, in the game*

master'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 (-1)

Slow Reactions (trait point cost -1):

The character is slow to respond to any situation. Characters with Slow Reactions receive -3 to their Initiative Bonus.

Equipment and Starting Funds

The players will want to equip their characters for the adventure. The type of equipment that will be available is based on the setting and genre of the adventure. You can not expect to have a Gatling gun in a medieval setting.

The character's starting money is based on social class and family location. A nobleman on the edge of the frontier will not be as wealthy as a nobleman living in the capital.

Height & Weight

The chart below indicates a character's height range based on the character's body die code.

Body	Height Range
1D to 1D+2	4'6" to 5'2"
2D to 2D+2	4'10" to 5'6"
3D to 3D+2	5'2" to 5'10"
4D to 4D+2	5'6" to 6'
5D to 5D+2	5'8" to 6'4"
6D+	6' to 6'8"

Game Master's Characters

Game Master's characters (sometimes referred to as nonplayer characters or NPCs) may or may not be created using the same rules as players' characters. Because the game master's characters serve as interactive elements in the story, it all depends on the NPC's importance to the story line. Minor game master's characters have fewer attribute and skill dice, fewer Body Points or Wounds, and few (if any) character options, or Epic Points. Major characters, however, should follow the same guidelines as the players' characters, possibly having more skill dice, Advantages, Disadvantages, and Special

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Abilities than a typical starting player's character. An increase over the players' characters reflects the fact that a major antagonist has been around much longer.

Character Development:

As a character adventures they will develop old skills and learn new ones. They will gain progression points for various actions they do during an adventure. Characters will gain the following progression points:

Evolution (1 Progression Point)

A character gains 1 progression point for the player showing up for the adventure.

Role Playing (+1-2 Progression Point)

A character gains 1 or 2 progression point for the role playing during the adventure in a way that made the night fun for all the players.

Adventure advancement (+1 Progression Point)

A character gains 1 progression point if they advance the story through good roleplay.

Adventure completion (+3-6 Progression Point)

A character gains 3 to 6 progression point for completing the adventure and finishing off the big bad guy or obstacle. The Game Master decides how many points the final obstacle is worth for all characters.

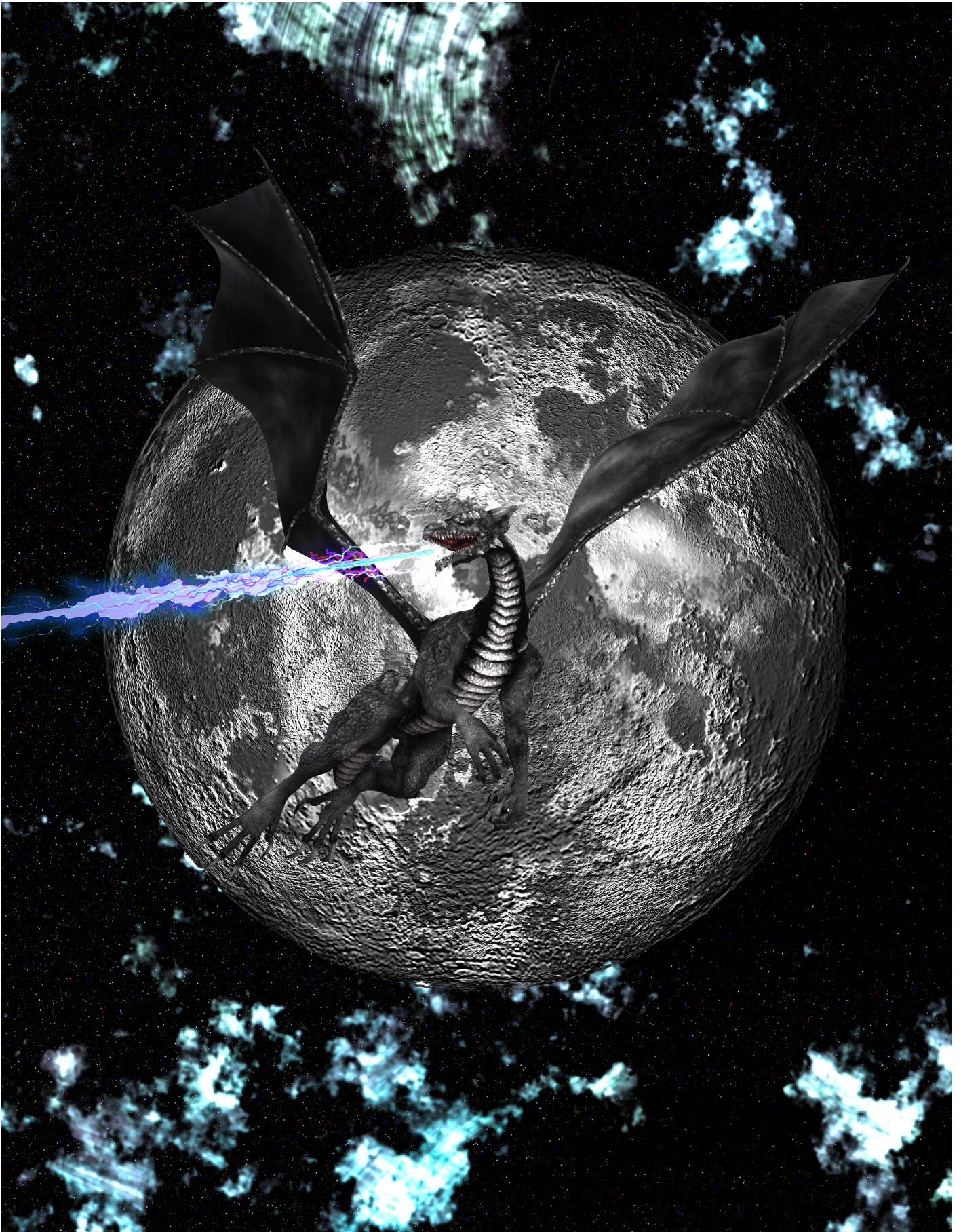
Did anyone notice that there are no progression points for just killing things? D6 Epic is not about what you kill but rather on how the player role plays their character through the adventure.

Progression points can be used to increase or buy skills, and traits. They can also be used to increase attributes.

Advancement	Progression point cost
Skill pip	3
Attribute pip	9
Trait point	6

This finishes the process of creating a character. You are now ready to adventure with your new character. Time to turn to the GM and demand 'errrr' ask if they are ready to start.





Chapter 3: Equipment

Characters need money to purchase equipment, food and shelter. Money also comes in handy when bribing someone. Most medieval settings the characters start with 200 gold pieces, in modern setting, the characters start with \$1250, and in a future setting the character start with 2000 credits.

Equipment tables below are broken up into armor, weapons, vehicles and personal equipment.

Monetary Conversion Chart

\$10	1 Gold	10 Silver	100 Copper
\$100	10 Gold	100 Silver	1000 Copper

Armor and Protective Gear

Armor Type	Armor Rating	Armor Strength	Cost	Weight
Hides and fur	2	3	\$10	30 lbs
Hard leather	3	3	\$75	20 lbs
Padded leather, flying jacket	2	2	\$100	20 lbs
Chain mail	4	6	\$150	40 lbs
Scale Mail	4	7	\$175	55 lbs
Splint Mail	4	8	200	45 lbs
Plate Mail	5	10	300	50 lbs
Field Plate	5	12	500	70 lbs
Full Plate	5	15	1500	80 lbs
Woven metal fabric (light)	3	6	\$1225	15 lbs
Woven metal fabric (heavy)	4	6	\$1750	25 lbs
Flak jacket	3	4	\$800	25 lbs
Assault Armor, Light	3	7	\$2000	115 lbs
Assault Armor, Heavy	4	8	\$3000	125 lbs
Ceramic armor	5	9	\$4500	125 lbs

Hide/Fur: Armor is much like leather in its working and protection. The process of creating hide/fur armor involves curing the beast's hide/fur and sewing it to clothing. It is often hot and itchy, but offers protection similar to regular leather armor.

Leather Armor: Leather Armor consists of pieces of hardened and/or layered leather. There are a variety of methods for creating this armor, most of which involve boiling, shaping, and then stiffening the armor. The leather pieces are sewn to a cloth undergarment for maximum flexibility.

Padded Armor is created from layers of cloth placed on top of each other and quilted together. It is often ceremonial, but does offer minimal amounts of protection. The layers of cloth are great for winter months because they provide solid insulation, but often get very sweaty and dirty unless properly laundered with frequency.

Chain Mail Armor consists of rings of metal that are interwoven, rather than being stitched to a leather garment. Chain mail is worn over a padded undergarment. Chain mail is very flexible and durable. It is one of the most popular and affordable armors available to player characters. Chain mail may be made either in the form of a suit (i.e. tunic and trousers) or in the form of a hauberk, which consists of a tunic with a skirt or kilt to protect the legs.

Scale Mail Armor is made of metal scales directly woven to an undergarment that offers flexibility and moderate protection.

Splint Mail Armor is a form of chain mail where small strips of thick metal are interwoven amongst the rings of the mail. These small embedded plates offer excellent coverage and thicker protection than regular Chain Mail at the price of additional weight and less flexibility.

Plate Mail Armor is another common form of metal armor. Large plates of hard metal are fashioned to cover the torso, arms and legs and attached at the joints to an underlying suit of chain mail; a padded undergarment is worn underneath. The individual pieces of the plate mail have specific names, as follows:

Breastplate – covers the chest and back of the wearer. This is also sometimes called a cuirass. The breastplate is the largest part of the armor and weighs about 16 lbs.

Faulds – worn below the breastplate to cover the waist and hips. The faulds weight around 10 lbs.

Tassets – worn on the thighs. Tassets compromise approximately 8 lbs. of the overall weight of the armor.

Greaves – worn on the shins. A pair of

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greaves usually weighs about 4 lbs.

Pauldrons – worn on the shoulders.

Pauldrons, on average, weigh about 6 lbs.

Vambraces – worn on the forearms.

Vambraces generally weigh about 4 lbs.

Gauntlets – worn on the hands. Gauntlets only weigh around 2 lbs.

Field Plate Armor consists of solid pieces of plate armor, fastened together with a variety of complicated sliding parts, hinges, and straps. Small pieces of chain mail are used to cover hard-to-protect joints, such as behind the knees and under the arms. Field plate armor provides greater protection than regular plate mail with a relatively small increase in weight, but must be custom fitted to the wearer; this generally means that a character purchasing this sort of armor must wait at least a full week between placing the order and receiving the finished suit. Field plate armor is worn over a padded undergarment.

Full Plate Armor is generally identical to field plate armor, but is of superior design and manufacture; only an expert armorer can fashion it. The plates cover the wearer more fully, and chain mail is generally not used at all. Also, the plates themselves are designed to deflect weapon strikes away from any otherwise-vulnerable joint in the armor. Those who wear Full plate suffer a -1 penalty to attack rolls due to limited mobility while wearing the armor. Full plate cannot be put on alone and takes at least 1 turn to get into with assistance.

Woven Composite Fabric, light: A light weight armor woven from thin carbon/metal fibers. It is 50% more protective than a bullet proof vest and 50% lighter than a bullet proof vest.

Woven Composite Fabric, heavy: A heavier version of the light woven composite fabric armor. There are metal plates woven into the chest abdomen and thighs to provide increased protection.

Flak jacket: consists of both a Kevlar vest and ceramic inserts. Even without the plates in the pouches, the flak jacket is supposedly strong enough to stop a 9 mm bullet.

Assault Armor, Light: High tech military grade armor consisting of high-strength Carbon Ceramic Composite plates over an advanced light woven composite fabric bodysuit. It has

provisions for personal battlefield electronics, and attachment points for military gear. It's helmet includes a gas mask, microphone & speakers, and an polarized visor.

Assault Armor, Heavy: Similar to Light Assault Armor, Heavy Assault Armor is high tech military grade armor consisting of high-strength Carbon Ceramic Composite over high tensile strength steel plates over an advanced heavy woven composite fabric bodysuit. It has provisions for personal battlefield electronics, and attachment points for military gear. It's helmet includes a gas mask, microphone & speakers, and an polarized visor.

Ceramic Armor: Ceramic Armor is an articulated hard shell armor. It is non-powered heavy armor. The outer shell is made of Carbon Ceramic Composite (or CCC) which is resistant to impacts and light. It also conducts heat well which dissipates the heat from lasers or plasma weapons quickly. However this requires a heat resistant layer under the CCC to prevent heat from being conducted to the wearer. This is usually a layer of leather which is highly heat resistant.

Shields

Shield Type	Armor Rating	Armor Strength	Cost	Weight
Buckler (0.5 meters long)	+1	2	\$7	1 lb
Small shield (1 meter long)	+2	3	\$16	3 lb
Medium shield (1.5 meters long)	+3	3	\$30	5 lb
Large shield (2 meters long)	+4	4	\$40	8 lb

Handguns

A handgun is a firearm designed to be held and operated by one hand. This characteristic differentiates handguns as a general class of firearms from long guns such as rifles and shotguns (which are mounted against the shoulder).

Name	Lethality	Damage	Range S/M/L
.22 pistol	1	3D+1	6/15/70
.38 revolver	2	4D+2	10/30/100
.44 Magnum	2	6D+2	15/50/120

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Name	Lethality	Damage	Range S/M/L
.45 ACP	2	5D+1	15/50/120
.9 mm	2	5D	15/50/120
.50 (Desert Eagle)	2	7D	10/30/120

Handgun Examples:

Colt .38 revolver is a carbon steel framed double-action short-barreled revolver, and is an example of a class of firearms known to gun enthusiasts as “snubnosed”, “snubbies”, or “belly guns”. The cylinder holds 6 rounds. Costs \$100 and weighs 1 lb.

The Colt .45 Peacemaker is a single action, six shot, solid frame revolver. Costs \$350 and weighs 2 lb.

The Glock 17 is a 9mm short recoil-operated locked breech semi-automatic pistol. The magazine holds 17 rds. Cost \$550 and weighs 1.5 lbs.

386 XL Hunter .357 Mag is a Scandium Alloy Frame double-action 6” barreled revolver. The cylinder holds 7 rounds. Cost \$750 and weighs 2.5 lbs.

Rifles

A rifle is designed to be fired braced against the shoulder, in contrast to a handgun.

Name	Lethality	Damage	Range S/M/L
Black Powder Arquebus	2	5D+2	40/80/160
Black Powder Long Musket	3	5D+1	50/100/300
Black Powder Cartridge Rifle	3	5D+1	50/100/300
Bolt-Action Rifle	3	6D	60/120/300
Magazine Fed Rifle	3	6D+1 to 8D+2	60/120/300
Assault Rifle	3	5D+2 (5.56) 7D (7.62)	80/150/300
Barrett .50 Cal Sniper Rifle	4	8D+2	400/800/1600

Rifle Examples:

Blunderbuss is a muzzle-loading firearm with a short, large caliber barrel, which is flared at the muzzle and frequently throughout the entire bore, and used with shot and other projectiles of relevant quantity and/or caliber. Cost \$100 and weighs 4.5 lbs.

Flintlock musket is a muzzle-loading smooth-bore long gun that was loaded with a round lead ball,

but it could also be loaded with shot for hunting. Cost \$350 and weighs 10 lbs.

Springfield M1903 Rifle (.30-06) is a manually operated, rotating bolt, magazine fed rifle. The magazine holds 5 rounds. Cost \$850 and weighs 8.5 lbs.

Remington Model 700 (.308) are bolt-action rifles. It has a 5 round internal magazine. Cost \$1000 and weighs 3.5 lbs.

Winchester 94 (.30-30) is a lever-action rifle and has a 7 round internal magazine. Cost \$700 and weighs 4.5 lbs.

Shotgun

A shotgun is designed to be fired braced against the shoulder or hip, in contrast to a handgun.

Name	Lethality	Damage	Range S/M/L
Mossberg M500	3	6D	20/40/60
Remington double barrel shotgun	3	6D	20/40/60
Sawed-off (12-gauge)	3	6D	15/20/30

Shotgun Examples:

Mossberg M500 is a pump action 12 gauge shotgun. The M500 has an internal magazine that holds 5 shells. Cost \$650 and weighs 7 lbs.

Remington 12 gauge side by side barrel shotgun. Cost \$550 and weighs 7 lbs.

Sawed-off 12-gauge shotgun can be hidden under a long coat. Cost \$350 and weighs 4.5 lbs.

Assault Rifles

An assault rifle is a select-fire (either fully automatic or burst capable) rifle that uses an intermediate cartridge and a detachable magazine.

Name	Lethality	Damage	Range S/M/L
Kalashnikov AK-47	3	7D	45/105/225
The M16A4	3	5D+1	45/105/225
FN F2000	3	5D+1	45/105/225
SA80	3	6D	45/105/225

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Name	Lethality	Damage	Range S/M/L
Heckler & Koch G36	3	6D+1	45/105/225
Steyr AUG	3	5D+2	45/105/225

Kalashnikov AK-47 is a selective-fire, gas-operated 7.62×39mm assault rifle. 10, 20, 30, 40 or 75-round detachable box and drum style magazine. Cost \$650 and weighs 8.5 lbs.

M16A4 is a lightweight, 5.56 mm, air-cooled, gas-operated, magazine-fed assault rifle, with a rotating bolt, actuated by direct impingement gas operation. Cost \$650 and weighs 8.5 lbs.

FN F2000 is a 5.56×45mm NATO bullpup assault rifle; 10 or 30-round detachable magazine. Cost \$650 and weighs 7.5 lbs.

SA80 is a selective fire, gas-operated assault rifle; 30-round detachable magazine. Cost \$750 and weighs 8 lbs.

Heckler & Koch G36 is a 5.56×45mm assault rifle; 30-round detachable box magazine. Cost \$650 and weighs 7.5 lbs.

Steyr AUG is an Austrian bullpup 5.56mm assault rifle; 30 or 42-round box magazine. Cost \$700 and weighs 8 lbs.

Submachine Guns

A submachine gun (SMG) is an automatic carbine, designed to fire pistol cartridges. It combines the automatic fire of a machine gun with the cartridge of a pistol.

Name	Lethality	Damage	Range S/M/L
ARES FMG (9mm)	2	3D+2	45/85/170
Sten MkIV (9mm)	2	4D	45/105/225
Heckler & Koch MP7	2	3D+1	45/105/225
Ruger MP9 (9mm)	2	4D+1	45/105/225
Uzi (9mm)	2	4D+2	45/105/225

Submachine Gun Examples:

ARES FMG (9mm) is a folding submachine gun; 20 round magazine. Cost \$600 and weighs 4.5 lbs.

Sten MkIV (9mm) is a blowback-operated submachine gun firing from an open bolt with a fixed firing pin on the face of the bolt; 32 round magazine. Cost \$550 and weighs 7 lbs.

Heckler & Koch MP7 is a German submachine gun and chambered for the 4.6×30mm cartridge; 20 or

40 round box magazine. Cost \$350 and weighs 2.5 lbs.

Ruger MP9 (9mm) is a 9mm submachine gun; 32 round box magazine. Cost \$350 and weighs 7.5 lbs.

Uzi (9mm) is a family of Israeli open bolt, blowback-operated submachine guns; 20,25,32,40,50 magazines. Cost \$400 and weighs 6 lbs.

Machine Gun

A machine gun is often portable to a certain degree, but is generally used when attached to a mount or fired from the ground on a bipod, and generally fires a rifle cartridge. Light machine guns are small enough to be fired and are hand-held like a rifle, but are more effective when fired from a prone position.

Name	Lethality	Damage	Range S/M/L
MG4 (5.56mm)	5	8D+2	95/425/900
M249	5	9D	95/425/900
Browning M2	5	10D+2	100/900/1800
Vickers .50	5	10D	100/800/1600

Machine Gun Examples:

MG4 (5.56mm) is a belt-fed 5.56 mm light machine gun. Cost \$1700 and weighs 18 lbs.

M249 light machine gun (5.56 mm) is gas operated and air-cooled. A folding bipod is attached near the front of the gun. M249 can use linked belt ammo or standard rifle magazines. Magazine causes jams on Epic Failures. Cost \$1750 and weighs 22 lbs.

Browning M2 .50 BMG is an air-cooled, belt-fed machine gun. Cost \$3500 and weighs 127 lbs.

Vickers .50 machine gun is a belt feed machine gun. Cost \$2750 and weighs 65 lbs.

Energy Weapons

Energy Weapons emits energy in an aimed direction without the means of a projectile. It transfers energy to a target for a desired effect. Intended effects may be non-lethal or lethal.

Name	Lethality	Damage	Range S/M/L
Laser Pistol	2	4D	25/375/650
Laser Rifle	3	4D+2	30/250/1000
Blaster Pistol	3	4D+1	20/50/150
Blaster Rifle	4	7D	25/150/300

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Energy Weapon Examples:

Laser Pistol use focused beams of light to inflict damage on the target by burning into it and causing it's outer surface to vaporize and expand, creating an explosive effect. Cost \$600 and weighs 2.5 lbs.

Laser Rifle use the same technology as a laser pistol. The increase in size allows the beam to increase more damage and have a longer range. Cost \$750 and weighs 5 lbs.

Blaster Pistol fire out a bolt of energy at their target, instantly vaporizing a minute section of its target causing an explosion. They are noisy and inaccurate but devastating. Cost \$450 and weighs 3.5 lbs.

Blaster Rifle fire out a bolt of energy at their target, instantly vaporizing a minute section of its target causing an explosion. They are noisy and inaccurate but devastating. Cost \$550 and weighs 6.5 lbs.

of hard plastic or steel. Flechettes, notched wire, ball bearings or the case itself provide the fragments.

Explosive Burst Radius		
Zone 1	Zone 2	Zone 3
0-3m	3-8m	8-16m

Plastic explosive/pound is a specialised form of explosive material. It is a soft and hand moldable solid material. Plastic explosives are properly known as putty explosives.

Explosive Burst Radius		
Zone 1	Zone 2	Zone 3
0-3m	3-8m	8-16m

Smoke grenade are canister-type grenades used as ground-to-ground or ground-to-air signaling devices, target or landing zone marking devices, or as screening devices for unit movements.

Explosive Burst Radius		
Zone 1	Zone 2	Zone 3
0-3m	3-8m	8-16m

Explosives

Name	Lethality	Damage	Range S/M/L
81mm mortar	5	6D	400/750/1k
Dynamite (per stick)	5	5D	
Frag grenade	5	6D	
Plastic explosive/pound	5	5D	
Smoke grenade, tear gas	0	*	

Explosive Examples:

81mm mortar is a medium weight mortar.

Explosive Burst Radius		
Zone 1	Zone 2	Zone 3
0-3m	3-8m	8-16m

Dynamite (per stick) is an explosive material based on nitroglycerin, initially using diatomaceous earth, or another absorbent substance such as powdered shells, clay, sawdust, or wood pulp.

Explosive Burst Radius		
Zone 1	Zone 2	Zone 3
0-3m	3-8m	8-16m

Fragmentation grenade (commonly known as a frag) is an anti-personnel weapon that is designed to disperse shrapnel upon exploding. The body is made

Close Combat Weapons

Close Combat Weapons	Lethality	Dmg	Cost	Weight
Awl, ice pick, small blade	0	2	8 C	.25 lb
Arrow, crossbow bolt, dart	1	1	7 C	.25 lb
Axe (large)	3	+3D	3 G	15 lb
Ball and chain	2	+2D	16 S	12 lb
Baton, night stick, fire iron	0	+1D+1	1 G	2 lb
Blackjack	0	2	3 S	.25 lb
Brass knuckles	0	+1D+1	3 S	.25 lb
Bullwhip	0	+1D	4 S	1 lb
Club, baseball bat, large stick, walking stick	0	+1D+1	4 S	2 lb
Hatchet	1	+1D+1	15 S	2 lb
Hedge clippers, garden shears	0	+1D	5 S	1 lb
Katana	2	+3D	6 G	5 lb
Knife (survival, large kitchen), dagger, bayonet	1	+1D	6 S	.25 lb
Mace	1	+1D+1	18 S	8 lb

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Close Combat Weapons	Lethality	Dmg	Cost	Weight
Machete	1	+1D+2	1 G	5 lb
Manrikigusari	1	+1D+2	2 G	6 lb
Nunchaku	0	+1D+2	17 S	1.5 lb
Quarterstaff†	0	+1D+2	12 C	3 lb
Rapier	1	+2D	19 S	3 lb
Sai	1	+1D+1	10 S	3 lb
Sap, hammer (tool)	0	+1D	4 S	1 lb
Sword, broad/long	2	+2D+2	3 G	8 lb
Sword, short	1	+1D+2	15 S	5 lb
Sword, two-handed	3	+3D+1	4 G	15 lb
Tonfa	0	+1D+2	18 S	3 lb

Missile Combat Weapons

Missile Weapon	Dmg	S/M/L	Cost	Wt.
Blowgun	*	10/40/100	1 S	.5 lb
Bow, Composite	*	10/90/400	10 G	6 lb
Bow, Long	*	10/75/325	5 G	4 lb
Bow, Short	*	10/60/250	3 G	3 lb
Crossbow, Hand	*	10/30/60	15 G	1.5 lb
Crossbow, Heavy	*	10/100/300	8 G	8 lb
Crossbow, Light	*	10/100/200	4 G	6 lb
Crossbow, Wrist-mounted	*	10/25/50	35 G	1 lb

*Damage is by missile type

Thrown Combat Weapons

Thrown Weapon	Lethality	Dmg	S/M/L	Cost	Wt.
Boomerang, heavy	0	+1D+1	5/40/100	4 S	1 lb
Dart (20)	0	1		1 S	.5 lb
Gasoline bomb	3	6D+2		\$5	.5 lb
Javelin	2	+2D	5/25/40	2 S	1 lb
Rock, fist-sized	1	1		--	.5 lb

Thrown Weapon	Lethality	Dmg	S/M/L	Cost	Wt.
Throwing dagger	1	+1D	5/10/15	8 S	.5 lb
Throwing star (shuriken)	0	+1D	5/10/15	6 S	.25 lb

Land Vehicles

Name	Move	Passengers	Toughness	Maneuver	Cost
Bicycle		1 or 2	2D	+2D+2	\$100
Wagon/Stage Coach	animal move x 50%	5-8	4D+1	0	\$400
Motorcycle, small street	84 (60kph)	1-2	3D+2	+3D	\$750
Motorcycle, large	98 (70 kph)	1-2	4D	+2D	\$2000
Car, small	49 (35 kph)	3-4	4D+1	+2D	\$5000
Car, mid-size	70 (50 kph)	5-6	4D+2	+1D+1	\$10k
Car, large	70 (50 kph)	5-6	5D	+1D	\$15k
Car, sports	107 (75 kph)	2-3	3D+2	+3D	\$50k
Mini-van†	63 (45 kph)	6-7	5D+1	+0	\$20k
Van, full-size (with seats)†	63 (45 kph)	15	5D+2	0	\$25k
Truck, pickup	63 (45 kph)	3 (cab)	5D+2	0	\$20k
Truck, delivery	63 (45 kph)	3 (cab)	6D	0	\$35k
Bus, in-city	49 (35 kph)	81	5D+2	-4D	\$150k

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Name	Move	Passengers	Toughness	Maneuver	Cost
Bus, between city	49 (35 kph)	43	5D+2	-4D	\$150k
Tractor trailer cab and trailer†	49 (35 kph)	2 (cab)	6D+2	-6D	\$175k

Name	Move	Passengers	Toughness	Maneuver	Cost
Small jet†	308 (220 kph)	8–20 (2 crew)	6D+1	0	\$250k

Water Vehicles

Name	Move	Passengers	Toughness	Maneuver	Cost
Canoe	21 (15 kph)	4	2D	+1D	\$200
Row boat	21 (15 kph)	6	3D+2	0	\$400
Sailboat, small	Wind + 25% of piloting total	2-3	4D	+2D	\$1500
Sailboat, large	Wind + 25% of piloting total	6-18 (2 crew)	6D	+1D	\$10k
Powerboat, Medium	42 (30 kph)	9	4D+2	+2D	\$12k

Air Vehicles

Name	Move	Passengers	Toughness	Maneuver	Cost
Helicopter, civilian†	126 (90 kph)	5	6D+1	+3D	\$75k
Prop plane, small	98 (70 kph)	4–8 (1–2 crew)	5D	+1D	\$125k
Prop plane, medium	133 (95 kph)	6–20 (2 crew)	6D+1	0	\$160k

Basic Medieval/Fantasy Gear

Item	Price	Weight
Basket, woven	8 C	2 lb
Bell, small metal	2 G	.25 lb
Bedroll	3 SP	6 lb
Blanket, flannel single	2 SP	2 lb
Bowl, wooden soup	6 C	.25 lb
Brazier, portable bronze	5 G	2.5 lb
Bucket, wooden	4 SP	3 lb
Candle, tallow taper; torch	1 C	.25 lb
Chest, small wooden	3 G	10 lb
Cloth, flannel, about 1 square meter	8 C	1 lb
Compass	30 G	.25 lb
Drum, handheld	15 S	3 lb
Fishing hook and line	5 C	.25 lb
Flute	2 G	.5 lb
Grappling hook	8 S	4 lb
Hammer	3 S	3 lb
Healer's pack	16 C	15 lb
Holy symbol, silver unblest	10 G	.25 lb
Ink in small glass vial	3 G	.25 lb
Incense (2 long sticks)	8 S	.25 lb
Lamp, pottery	8 C	3 lb
Lamp oil, medium flask	5 C	5 lb
Lock picking tools	27 G	2 lb
Lute	4 G	12 lb
Marbles, hard clay	8 C	.5 lb
Makeup kit (5 uses)	8 S	.5 lb
Mirror, silver	5 G	.5 lb
Mirror, polished steel or bronze	3 G	.5 lb
Parchment, rice paper, or vellum	8 S	.25 lb
Pick, mining	16 S	10 lb
Perfumed water in small glass vial	10 S	.25 lb
Pouch, large leather	4 S	.25 lb
Pouch, small flannel	6 C	.25 lb

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Item	Price	Weight
Pot, iron cooking	16 S	5 lb
Quill	16 C	.25 lb
Quiver	8 S	.75 lb
Room in an inn (average/day per person)	1 S	NA
Room in an inn (common room bed)	1 C	NA
Rope, heavy (hemp, 15 meters)	4 S	8 lb
Rope, light (silk, 15 meters)	15 G	4 lb
Sack, rough cloth	6 C	.5 lb
Scabbard	8 S	.5 lb
Sealing wax	16 C	.25 lb
Shovel	8 S	5 lb
Spoon or fork, brass dinner (each)	3 C	.25 lb
Spikes, iron	6 S	.75 lb
Tent, two-person	7 G	9 lb
Tinder box with flint and steel	8 C	.5 lb
Vial with stopper, ceramic	2 C	.25 lb
Vial with stopper, glass	7 C	.25 lb
Waterskin	7 S	1 lb
Whetstone	1 C	.5 lb

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 Physique Damage +1 in damage.

Hammer: Useful with some crafting attempts. Can inflict Physique 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.

Lock picking Tools: +1D bonus to lock picking attempts only if the user has the lock picking skill.

Marbles: When stepped on, the victim makes Moderate Coordination 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 Physique Damage +2 in damage when striking.

Rope, Heavy (Hemp): Inflicts Physique

Damage +2 when used in choking attacks; damage resistance total 5. Can hold up to 100 kilograms.

Rope, Light (Silk): Inflicts Physique 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 Physique 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 inflict Physique 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.



Chapter Four: Rules

Your character is ready, you have your background, attributes and skills. What do you do with this information? This chapter goes over game time, skill use, combat, damage, healing and movement.

Game Time:

Generally, time in a role-playing 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 Game Master 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).

Skill Use:

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 Game Master). The Game Master 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 may use half the die code of the attribute under which that skill falls. The Game Master includes 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 as they would usually find it harder to complete such tasks. Typically, this modifier is +5, but it could be lower for simple tasks or much higher for complex plans. The Game Master 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, there is no need to apply the untrained modifier. This also includes most uses of dodge or fighting in combat situations, attempts to find clues in a room with search, and resisting interaction attempts or mental attacks with mettle.

Joint Skill use:

In some situations, two or more characters can use the same skill to accomplish a task. The players decide who will be the primary character performing the task, that character would use their full skill die, each assisting character will use half their skill die. The total from all the rolls would be used to see if the skill was successful.

Related Skills:

In some situations, two or more skills may suit the task at hand. The Game Master 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 chart below shows the bonus the related or secondary skill provides for the primary skill. The bonus is based on the die code of the related skill.

Related Skill Die Code	Bonus
1D to 5D+2	+1
6D to 10D+2	+2
11D plus	+1D6

Example: *Your character wants to set a trap so that the existing structure enhances the trap's design. The Game Master decides that carpentry skill is a secondary skill to*

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trap setting. The player character has 4D in carpentry skill. The player receives +1 to his trap setting skill.

Game Masters 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 attacked) 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 fast the character wishes to complete 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.

Percentage less time	Difficulty Increase
25%	+5
50%	+10
75%	+20

Of course, not every task can be rushed. If in doubt, the Game Master should ask the player to justify how and why the character can speed up the task.

Groups action:

To save time, Game Masters may chose to roll one action for a group of NPC's 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 Game Master could make one roll for a pack of wolves, who attack different characters. However, he would have to separate the pack into those attacking and those circling if the Game Master wanted to have them perform those distinctly different activities.

Skill 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 Game Master 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 Game Master assigns to an action based on how challenging the Game Master thinks it is. Existing conditions can change the difficulty of an action. For instance, walking has an Automatic difficulty for most characters, but the Game Master 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 (6-15):

Although characters usually have no difficulty with this task, an untrained character may find it challenging or a failure would add drama and/or complications.

Moderate (16-25):

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 (26-30):

Those with little experience in the task must have a lot of luck to accomplish this type of action.

Very Difficult (31-35):

The average character rarely succeeds at these kinds of task. Only the most talented regularly succeed.

Heroic (36-40), Legendary (41 or more):

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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 Standard Difficulties

Level	Number
Automatic	0
Very Easy	1-5
Easy	6-15
Moderate	16-25
Difficult	26-30
Very Difficult	31-35
Heroic	36-40
Legendary	41 or more

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 if he waited for the initiating character to make a move or if he was actively preparing for the attempt. Otherwise, the Game Master 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: Epic Die Only and derived.

Epic Die Only:

The standard difficulty of an action may be so much lower than a character's skill value that rolling and totaling dice would waste time. However, the Game Master 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 Epic Die. An Epic Success result indicates that some special bit of good fortune occurred, while an Epic 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 creature or animated object (such as a tree), the base difficulty equals 2 times the target's relevant opposing attribute or skill and add the pips. Game Masters 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 Game Master 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 Modifiers

The modifiers offered in a skill's list or a pre-generated adventure may not cover all the Game Master's needs. When conditions arise for which there aren't pre-established modifiers, use the chart herein to help at those times. Game Masters can add these modifiers to opposed, standard, or derived difficulty values.

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).
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Good Role-playing Modifier:

Game Masters should reward good role-playing by lowering the difficulty a few points. The better the role-playing — and the more entertaining the player makes the scenario — the higher the modifier the Game Master should include. The Modifier should not exceed -5.

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 & 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. Game Masters should dole out some significant bonuses for getting this large of a roll.

Example: *A character 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.*

Second Chances:

As characters tackle obstacles, they'll find ones that they can't overcome initially. Game Masters 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.

Note: *Remember that good storytelling trumps formal rules.*

Social Interactions:

Covers making friends, contacts, romantic involvements, court intrigue, and dealing with enemies.

There's more to adventures than fighting or heroic daring. Characters also interact in various ways with their fellow players, and NPCs.

Characters try to negotiate agreements between disputing parties or go on diplomatic missions for the sovereign. Characters also try and make friends, contacts and perhaps a love interest.

Villains taunt and threaten or even try to sway characters to their side. People get into disagreements or debates. Whole adventures may well hinge on convincing the right person at the right time.

The interaction total determines the attitude of the person or party the player is dealing with. The lower the point total the more unfriendly the person or party is towards the player, the higher the point total the friendlier the person or party is towards the player.

Each interaction with a NPC or group of NPCs will add or subtract from the interaction total. The player should keep a simple list of those people that they have had interactions with and wish to keep track. Some people who the player interacts with are a single event and the player will probably never see them again. There are those the player will want to keep track of though; NPCs that may or may not have an impact on the player in the future or who are important individuals.

Attitudes:

The Game Master determines the starting attitude of any character the players encounter during the game, the player characters will not know what this attitude is, the NPC may or may not hide their true feelings. Most of the NPC's will be passive in their attitude towards the players.

The players can then try to influence the NPC's attitude using Willpower or various interaction skills, such as seduction or intimidate. The Influence table shows the effects of character attitudes and the difficulty of attempting to change someone's with a check.

Note: *Failing an influence check can actually make a NPC's attitude worse.*

A player can attempt to influence another character only once in any given scene. While players can influence the attitudes of NPC's, NPC's generally cannot use interaction skills

to change the general attitudes of the players. Players choose the attitudes of their heroes and when they change. Only things like magic can directly influence a player character's overall attitude. Heroes are affected by applications of some interaction checks, such as attempts to deceive them using Bluff or shaking their confidence with Intimidate, but their overall attitudes remain under the control of the players.

Attitude definitions

NPCs can have several attitudes towards the players, ranging from extremely hostile to soul mate.

Extremely hostile:

Attitude will take extreme risks to oppose you. They may attack and try to kill your character.

Hostile:

Attitude will take moderate risks to oppose you. If given the opportunity they will attack you personally but are more likely to hire goons to attack you or impede your character.

Very unfriendly:

Attitude will take an active interest in hindering the player character, or making it hard for the player character to accomplish their goals.

Unfriendly:

Attitude wishes you ill; they will mislead your character where possible. They will gossip and slander the character whenever possible.

Passive:

Attitude doesn't care about the character either way. They can become either friends or enemies.

Friendly:

Attitude will talk with your character and provide advice and limited help.

Very friendly:

Attitude will take small personal risk to protect the character. They will provide hired help to back up the character in a fight, and provide a place for the character to heal.

True friends:

Will stand shoulder to shoulder with the character to face trouble. They will provide all that they can to assist and help the character.

Soul mates:

Will lay down their own lives to protect the character. Anything they have is the character's for the asking.

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Interaction table

Attitude	Difficulty Modifier	Interaction total
Extremely Hostile	+30	-25
Hostile	+20	-15
Very Unfriendly	+15	-10
Unfriendly	+10	-5
Passive	+5 or -5	0
Friendly	-10	5
Very Friendly	-15	10
True Friends	-20	20
Soul Mate	-30	30

Personal interaction skills

There are a number of skills that are used when interacting with others, depending on what the character is attempting to do. Below is a list of the various skills and the situation that the character would use them.

Bluff/Con/Fast Talk

Bluff is ultimately the skill of getting what you want by misleading or exaggerating the details.

Completely honest social interactions should use another skill depending on the circumstances.

Bluff is opposed by itself or mettle; it's difficult to trick an expert liar, and some people just have a sense of when someone is trying to pull the wool over their eyes. The player character's skill roll vs. the NPC's skill roll determines the results.

Bluff/Con/Fast Talk result table

Character's Skill roll - NPC's skill roll	Results	Interaction points
-16 or lower	NPC abruptly attacks player character.	-5
-10 to -15	NPC prepares to attack player character	-4
-5 to -9	NPC hostile towards player character	-3
-1 to -4	NPC unfriendly towards player character	-2
even	NPC is undecided	0
1 to 4	NPC is leaning towards believing what the character is telling them.	+2
5 to 9	NPC is friendly towards player character	+3

Character's Skill roll - NPC's skill roll	Results	Interaction points
10 to 15	NPC trust the player character	+4
16 or greater	The NPC believes everything the character tells them	+5

Seduction/Charm/Flirtation

The subtle dance of seduction involves using Seduction/Charm/Flirtation to get someone to do what you want with promises (implied or explicit) of sexual favors. The seducer makes a Seduction check, while the prey makes a Willpower or Mettle check, whichever is better. The seducer's Difficulty increases if his suggestions go against the target's personality in some way. For example, attempting to seduce someone in a monogamous relationship entails a risk to the target, for a +5 to +10 bonus on the target's check. Trying to seduce a target with a different sexual orientation gives them a +20 bonus on their Willpower or Mettle check.

Seduction/Charm/Flirtation result table

Character's Skill roll - NPC's skill roll	Results	Interaction points
-16 or lower	NPC attacks player character.	-5
-10 to -15	NPC prepares to attack player character	-4
-5 to -9	NPC hostile towards player character	-3
-1 to -4	NPC unfriendly towards player character	-2
even	NPC is undecided	0
1 to 4	NPC is flattered and willing to listen to more from the character	+2
5 to 9	NPC is friendly towards player character	+3
10 to 15	NPC trust the player character	+4
16 or greater	NPC is in love with the character and will marry them if asked	+5

Haggling

Haggling for a price or a similar deal is likewise an opposed check to see who bluffs best. The seller uses Bluff while the buyer uses Bluff or mettle, whichever is better.

Haggling result table

Sellers's Skill roll - Buyer's skill roll	Results
-16 or lower	Sale takes place with a 40% decrease in price
-10 to -15	Sale takes place with a 30% decrease in price
-5 to -9	Sale takes place with a 20% decrease in price
-1 to -4	Sale takes place with a 10% decrease in price
even	Sale takes place at the standard price
1 to 4	Sale takes place with a 20% increase in price
5 to 9	Sale takes place with a 30% increase in price
10 to 15	Sale takes place with a 40% increase in price
16 or greater	Sale takes place with a 50% increase in price

Political interaction skills

There are a number of skills that are used when interacting with others in a political situation, depending on what the character is attempting to do. Below is a list of the various skills and the situation that the character would use them.

Diplomacy

Diplomacy is the gentle art of persuasion, debate, discussion, and etiquette within a political situation. Diplomacy can be used to negotiate treaties, making allies, dealing with a bureaucracy or dealing with foreign customs.

Negotiation

Negotiating an agreement with another party is a Diplomacy check, with the Difficulty based on the other party's attitude. The outcome of the negotiation is based on the other party's final attitude. An indifferent war chief may become a friendly ally, while a potential ally could become unfriendly or even hostile if negotiations don't go well.

Bureaucracy

Diplomacy can help cut through red tape and navigate through bureaucracies. The Difficulty of the Diplomacy check depends on the challenge, from 10, for navigating simple bureaucratic procedures, to 20 or more, for

dealing with particularly complex or hidebound bureaucracies.

Foreign Customs

When your hero is dealing with unusual or foreign customs, the Game master may ask for a Diplomacy check for you to avoid making any faux pas. The Difficulty is based on how obscure the custom is: Difficulty 10 for slightly obscure customs, Difficulty 15 for moderately obscure ones, and Difficulty 20 to 30 for very obscure ones. A failed check means a potentially embarrassing social blunder, which may worsen the attitude of your hosts, apply a penalty to further interaction checks, or both.

Diplomacy/Negotiation/Bureaucracy/Foreign Customs results table

Character's Skill roll - NPC's skill roll	Results	Interaction points
-16 or lower	NPC declares war and attacks	-5
-10 to -15	NPC prepares to declare war	-4
-5 to -9	NPC hostile towards player character, plans are being made to attack	-3
-1 to -4	NPC unfriendly towards player character	-2
even	NPC is undecided	0
1 to 4	NPC is willing to listen to more from the character	+2
5 to 9	NPC is friendly towards player character's suggestions	+3
10 to 15	NPC trust the player character, and prepared to sign agreement	+4
16 or greater	NPC completely trusts the character and is willing to form a permanent alliance	+5

Forceful interaction skills

There are a number of skills that are used when interacting with others in a forceful situation, depending on what the character is attempting to do. Below is a list of the various skills and the situation that the character would use them.

Intimidate/Command

Although intimidation/command is not the approach for polite society, sometimes a forceful

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approach is called for, and the Intimidate/Command skills covers all sorts of forceful social interactions, not just threats.

Interrogation

To get information out of someone by exerting pressure, make an Intimidate check against the result of the subject's Mettle check or Willpower. The Game master can modify the check using modifiers, so it's harder to get subjects to give up information that compromises them or their allies. A successful Intimidate check gets the information. Modifiers may apply for the use of interrogation techniques ranging from sleep deprivation to torture, and a successful Intimidate check for interrogation can provide a +2 bonus on future attempts.

Issuing Orders

Make an Command check when you bark a command or issue an order to someone and want it obeyed now. The Game master can grant bonuses for circumstances; a noble issuing a command to a commoner has a clear advantage, while the king or queen of a country has a major one! A check is only necessary in cases where there's some question about whether or not the subject will obey the order. A loyal subject or retainer, for example, will carry out routine orders without need for a check, but a command to leave a comrade behind on the battlefield may require one, for example.

Performing interaction skill

Perform is an interaction skill aimed at an audience rather than an individual, but it can still influence the audience's attitude overall, so long as the Game master feels the performance is appropriate and the performer is trying to shift everyone's attitude in the same way. An envoy might use Perform specialties, like comedy or stringed instruments, to warm up an audience and improve their attitude before attempting skills like Diplomacy.

Role-playing social interactions

D6 Epic is a game where social interactions can add a greater level of game play and realism to the game. Players are encouraged to have lasting involvement with various NPC's, whether it is on a friendly basis or as enemies.

The Game Master needs to also have the NPC's react properly; whether it is grief at the loss of a loved one, or joy at the rescue of

someone special. NPC's should also react badly if the player characters treat them callously or indifferently. A key point to remember is how you would react in a given situation.

Friend and Foe

The longer the campaign lasts, the more social interaction and connections the player characters will make.

Every time the characters go through the same area in a city or a village, it is likely they will come across the same NPC's. The characters can attempt to start up relationships with these NPC's. These connections can make game play more interesting as the NPC may swap jokes with the character or perhaps provides a rumor that leads to the next adventure.

On the other side of the coin are those NPC's who dislike the characters. Whether it is something the characters have done or that there is a perceived wrong.

Whether it be as friend or foe, these connections can grow or deteriorate depending on the actions of the characters and NPC's. As connections grow or change, the NPC might provide aid to the character. If the connection continues to grow the NPC may get to the point that they will risk their own life to assist the character. As an enmity grows, the NPC may spread rumors about the character(s). The enmity may get to the point where the NPC is laying in wait to plunge a dagger into the character's back, or search out someone the character cares for to kidnap or murder as an act of revenge or pure hatred.

A recurring villain can make any adventure more interesting and realistic. The game master should always keep in mind that if every obstacle the characters run in to is the result of the recurring villain, than it becomes boring rather than dramatic.

A personal or professional rivalry can be as dramatic as a villain. The rival could be jealous of the characters or think they are better than them and try to show the rival up at every opportunity. A good natured rival can slowly be resolved into a deep friendship, a bitter rival can slowly turn into the next big villain the characters have to fight.

Romance

Romantic involvement can add excitement to a campaign but it is also a complex relationship.

Romance between player characters is

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left up to the players to work out. **THE GM CANNOT FIX relationships between characters.** Romance between NPC's is for the game master to decide. Romantic interaction between player characters and NPC is where things can become interesting and complex.

Romance can be tumultuous in real life and it should be in game play as well. Romance relies on role-playing and storytelling. The dice rolling is to see how the NPC reacts to the attempt of the player character.

For many players, character becoming involved with a NPC is unfamiliar ground. There are many aspects that are involved; will the romance take time from adventuring?; does the NPC like the rest of the character's party? Is there another who wants the NPC for themselves; does the NPC have family or friends who hate the player character?

Intrigue

Intrigue is the secret planning of something illicit or detrimental to someone. It is usually done by villains, however player characters may also involve themselves in intrigue. Normally this takes place in a political situation, but planning on sneaking behind the backs of parents to see the person you love is also intrigue.

For many players, their characters will be trying to stop or foil the intrigue of others. This is a quick way to get a reputation and to acquire enemies for your character.

Foiling the intrigue plans of others can be great adventure material for the game master, and provides circumstances where being descriptive can make the adventure a success or failure.

Interaction Example:

Scene in Two Parts: First is a wooden exchange, the second is a more detailed exchange.

Two PC's are looking to replace a sword and find a warhammer in a blacksmith's shop.

PC 1: "We walk into the shop and what do we see?"

GM: You see several racks of weapons; long and short swords as well as a rack of sturdy looking warhammers

PC 1: I check out the warhammers, anything special?

GM: They seem very similar.

PC 2: I check out the rack of short swords,

what do I see?

GM: There are six short swords that are very close in length and weight.

PC 1: We take our choices to the shopkeeper. "How much?"

GM: 24 nobles sir.

PC 2: We pay and leave.

How many of us recognize this type of exchange? There is no true interaction of any kind in these few lines. Nor is there any chance/instance of the myriad of possible adventure hooks that even a shopping trip can potentially provide. The blacksmith in the above lines is the typical cardboard cutout NPC. No character of his/her own, no interaction with the PC's until the sale, and no motivation, and not even a name of his own or his shop. Let's take another try at this scene and see what a little bit of development can bring to the table.

PC 1: We enter the "Shining Sword"

GM: As you open the door the scent of weapon oil wafts out. You hear the rhythmic sound of Darian the smith working in his backroom forge. Many weapons line the walls in neat order. Two suits of chain mail hang on the back wall near the smiling proprietor Fletcher. He waves a hello as you enter. "Good day MiLord and Lady. How can we serve you this day?"

PC 1: Good day Master Fletcher. We've been contracted to clear a group of bandits a few days travel north, near the Salem. Our employer says the bandits are a scruffy bunch. So, I thought I might see what you have for smashing them up with.

PC 2: I've already have a very good mace had last time we stopped in but I managed to break my short sword last trip. What might you have for me Goodman Fletcher?

GM: Fletcher smiles and calls out, "Alexi, come here and help the lovely lady!" A younger version of Master Fletcher comes around from the forge area. *GM changes his voice slightly* "Yes, Father. If you'll come with me Mi'Lady." *GM switches back to Master Fletcher's voice* "Now Mi'Lord if ye'll come with me," He turns and walks over to a rack of several one hand and even a pair of two handed hammers. "Would you prefer a small hammer or a battle hammer?"

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PC 1: *I'd prefer to keep using my shield, so I think just the short hammer.*

GM: *"Well then we have several in today that might interest you." He waves a hand over the rack of short hammers, four of which are fairly similar in style and composition; good steel heads and polished steel shaft, wrapped tightly with hide and wire, perfectly good working hammers. It's the last two that catch your eye. One has a head of shining silvery metal with golden inlay work and a jet black handle, silver wire for the grip and a small sapphire set in the pommel. The other has a grey black head with even darker inlay carvings that seem to fade in and out as you look, the handle is of the same black material as the head, but the grip is of a strange coarse hide you've never felt before and set into the pommel is a sea-green stone.*

PC 1: *"What can you tell me of these two?"*

GM: *"I got these in a few days after you last visit. Had a traveling smith come through the area looking to trade his wares for a bit of base stock and any technique in metalwork we might have. So we shared a few pints over at the Laughing Lady, Darius and I shared a few stories and he traded these two beauties for enough rough metals to make about two dozen hammers. Both of them seem to be far stronger than most of our regular stock, hammers or otherwise. This one," he hefts the black headed hammer, "seems to be the older of the two. We've been completely unable to decipher any of the runes, and its highly resistant to heat and damage." He sets that one down and picks up the silver headed hammer, "Now this one is finely balanced, a little lighter than most though."*

PC 1: **offers a slight laugh* Do I even dare to ask your price good Fletcher?*

GM: **laughs softly in reply* Let us see what your lady friend finds, then we can perhaps negotiate something.*

GM switches voice and continues as Alexi:
"Well mi'lady what can we do for you this day?"

PC 2: *I managed to break my short sword on our last trip, got it stuck in a door, and I need something new.*

GM: *A new short blade or something new altogether?*

PC 2: *I had not considered that; let's see what*

you've got Alexi.

GM: *Alexi grins and blushes a bit, "Let us start with the short blades here and while you look them over I'll fetch a couple other blades that might interest you." He leads you to a rack of five short swords, "I shall be back in a moment mi'lady.*

PC 2: *What do I see on the rack?*

GM: *The five blades are fairly similar in length and style until you take a slightly closer look. The second on your left is slightly thinner, the blade is decorated with a faint design of flowing knot work and has an emerald set in the steel and wire wrapped pommel. The last blade in the rack is even more decorated. There is that faint design work again similar to the other but the design is a flowing tongue of flame that flows from the golden hilt formed into a dragon. The neck and open mouth extend onto the blade and the beast's wings form the cross guards, the pommel is wrapped in a strange tough coarse hide, unseen by you before and the wyrm's tail is curled into the ball pommel. An even closer look shows the tiny rubies that form the beast's eye.*

GM: *Alexi returned with three more blades while you were looking. "Beautiful work is it not? And here are the others I thought might interest you." He lays out a saber with a silvery basket hilt and silver snowflakes worked upon the shining steel blade. The second is a scimitar with a bronzed basket style hilt and a golden knot worked into the silvered blade. The third is almost as long as an average long sword but curved like the saber and edged much the same way save for a nasty looking chisel tip. The blade itself seems to shimmer softly in the light. The hilt is ebony and sized with room for both your hands and features a horse's head at the pommel end, the guard is a thick wide round disc, worked in silver and decorated with rearing horses on either side of the blade.*

PC 2: *That last one seems a bit longer than what I usually use, why do you think I would like it?*

GM: *Alexi grins, "It's as light as most short blades milady but superbly strong."*

PC 2: *"Alright, let's see that one and that beautiful dragon worked blade. I'd like to test their feel and see how their prices will fit our*

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resources.”

GM: “Of course mi’lady”

Now what could follow is a demonstration of the weapons ability, strength and cutting power. Then followed by a small negotiation of price or even a deal with Goodman Fletcher getting first crack at any gear the PC’s may find over the next few adventures, negotiation rolls, and even a little flirting by the female PC might get them a great deal. But the NPC’s are now ALIVE, real characters in a real shop, with their own motivations and goals. Not cardboard cutouts that only serve to get the PC’s their needed items then fade back into nothing.

NPC shops stock should change between visits as well. If the only thing in a shop is the stuff the PC’s hauled back last trip, what’s the point of shopping? Think about your favorite store, the stock is almost always changing for any number of reasons; seasonal being a prime reason, plus sometimes people just decide to change everything just out of boredom.

Combat:

There comes a time when words or flashy skills cannot help you and weapons must be drawn and combat engaged. This chapter looks at how the game master should conduct combat.

Simple Combat (Hand to Hand and Missile Combat)

Step One: Determining Initiative:

Every combatant rolls 2D6 and add their initiative bonus to the total. The person with the highest number goes first, followed by the second highest, etc.

Step Two: Attack/Defend:

When it becomes each combatant’s turn, they can decide whether to attack or defend or both (second action has a modifier of +/- 15.)

Determining whether an attack is successful, the combatant rolls his attack (which is whichever combat skill he wishes to use), add and subtract all modifiers. This provides the total attack roll which is compared to the total defense of the target. The total defense of the target is the target’s base defense + armor + declared defense.

Step Three: Determining Damage:

When it becomes each combatant’s turn,

they can decide whether to attack or defend.

Step Four: Repeat until combat is done:

Go back to step one and begin the process again.

Advanced Combat (Hand to Hand and Missile Combat):

Advanced combat builds on the simple combat sequence presented above. It adds more options and complexity, but as with all rules, the game master has the final say on what is to be used.

Step One: Generating Initiative and Beginning combat:

Every combatant role 2D6 and add their initiative bonus to the total. The highest number sets how many rounds there will be in the current combat sequence, and the highest rounds will go first.

The game master will call down the rounds, starting at the highest initiative total and counting down from there. When your round is called, you describe what you’re character is going to do.

For multiple actions occurring on the same round, the Game Master should let the players go first. When in doubt, go from left to right around the table from the game master’s perspective to break ties.

Different actions cost different amounts of rounds, shown on the table below. When you take an action, you deduct that many rounds from your total, and that will tell you when your next action will be. For example, if you have a round count of 13, and take a 3 round attack action, your next action will be at round 10.

When you get to the bottom of the round count (rounds 2 or 1), any action of 3 or fewer rounds can still be made. There won’t be any deduction of rounds from the next turn’s tally.

Action	Cost
Attack with a normal weapon	3
Attack with an unbalanced weapon	4
Partial Dodge (using half dodge skill)	5
Full Dodge (using full dodge skill)	10
Take Cover	2*
Block	4
Parry	3

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Aim	2*
Running (points per meter)	1**
Walking (points per meter)	2**
Ready (varies by weapon)	1-4

*-**The character can do nothing else but defend after doing one of these actions.**

****The character may still act at the end of the movement if they have the points.**

Step Two: Attacking & Defending:

This is where the interesting stuff happens. The person whose turn it is then decides what type of action her character is going to do. Once she chooses, she makes a skill roll.

Attack Total = Combat skill roll +/- modifiers:

The attack total is determined by rolling the combat skill used (melee, missile, marksmanship or gunnery) adding or subtracting any modifiers.

Full Out Attack:

A character who foregoes all of her actions for a round to perform just an attack, adds 15 to the attack total. However the character only has half of her Base Defense to defend from other attacks.

Base Defense

Your basic defense score is the difficulty to hit your character from 10 meters away or in hand to hand combat. Basic defense is the base difficulty number an attack has to achieve before the attack can strike. Basic defense is figured by adding the points spent on your Physique Attribute and Reflex Attribute together and dividing by two (2). This provides the basic defense for the character in combat. If this seems to lethal, the GM can base the basic defense on the Physique and Reflex attributes without dividing by four(4).

Example: Your character has a Physique attribute of 4D (12 pts) and a Reflex attribute of 3D+1 (10 pts). 12+10=22 which is divided

by 3 for a base defense of 7.

Defense Total = Base Defense + armor defense + Declared Defense:

The defense total is determined by the base defense adding armor defense and adding any active defense.

Attack Total must equal or exceed Defense Total for the attack to hit.

Declared Defenses:

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.

If the roll is an Epic failure, the character has succeeded in making himself easier to hit — by miscalculating where the attack would be placed and actually getting in the direct line of the attack, the total skill roll is then subtracted from the character’s base defense.

The active defense total is modified as the situation dictates.

NOTE: The example of Defense Total, had Bob the Fighter choosing to parry as his active defense. The player for Bob could

have chosen block or dodge as well for Bob’s active defense, if Bob had either of those skills.

Defense Total

Bob the Fighter has a Base Defense of 7 and he is wearing chainmail armor which has a armor defense of 4. The creature attacking Bob is using a club, the player decided Bob is going to parry the club. Bob has 6D+1 in parry. He rolls the 6 dice and adds them for a total of 18, adding the +1 brings the total to 19. Bob’s Epic Die was a 4 so no Epic Success. Bob’s defense total for this round is 30 (Bases Defense 7 + armor defense 4 + Parry 19 = 30)

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 and adding it to the character’s base defense.

Block:

The character attempts to stop his opponent’s attack by intercepting it and stopping it with a blocking move. When the character decides to block an attack, they roll their block skill, if the total is equal or greater than

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the attack roll, the attack is blocked and no damage is dealt. If the attack is greater than the block skill roll, the attack is figured normally, and damage is dealt normally.

Parry:

The character attempts to stop his opponent's attack by deflecting it with a parry. When the character decides to parry an attack, they roll their parry skill, if the total is equal or greater than the attack roll, the attack is parried and no damage is dealt. If the parry roll was greater, the attack fails and the defender can add the amount that was greater to their next attack. This is to indicate that the defender set up a follow up attack with the parry. If the attack is greater than the parry skill roll, attack is figured normally and damage is dealt normally.

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 two skills plus 10 plus base defense takes the place of the base defense 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 two active defense skill rolls + 10 + base defense

Example: Using Bob the Fighter once more who is under attack by several bandits. The player decides that Bob will forgo attacking this round and apply himself to defense. The player decides that Bob would parry and block attacks aimed at him. As was defined under Defense Total, Bob has a Base Defense of 7 and he is wearing chainmail armor which has a armor defense of 4. His parry skill is 6D+1, and he has a block skill of 5D. The player rolls 6D for parry plus an Epic Die, the result is 24 add 1 for the die code pip and nothing for Epic Die as a 3 was rolled. The player then rolls 5D for block plus an Epic Die, the result is 15 and nothing for the Epic Die which was a 5. This means Bob's full defense for this round is 7+4+25+15 totaling 51.

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 defense 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 Game Master 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.

Combat Difficulty Modifiers

The most common combat difficulty modifiers are range, and cover.

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: *Unarmed and close combat weapons can only be used at point blank range, unless the weapon is longer than two meters, than the distance can be increased to Short range.*

Range	Distance to Target	Modifier
Point	0-3 meters	-5
Blank		
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.

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.

Situation	Modifier
Light smoke/fog	+1D (+3)
Thick smoke/fog	+2D (+6)

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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.*

Step Three: Determining Damage:

If a character successfully hits his target, he may have done damage to it.

Determining damage is a three step process. First the GM compares the Lethality Rating of the weapon and the Armor Rating of the armor. This provides a bonus or penalty to the damage done by the attacker. This is determined by taking the Lethality Rating of the weapon and subtracting the Armor Rating of the armor, the total is the modifier to the attacker's damage.

Lethality Rating – Armor Rating = Damage modifier.

The next step is for the attacker to roll the damage die of the weapon and apply any adjustments to the damage, such as Physique Bonus and Damage Modifier.

Damage Die Roll +/- damage adjustments = Damage total.

The last step is to apply the damage to the defender, subtracting the strength value of the armor from the damage total.

Damage total – armor strength = Damage done to the character.

After the player or the game master has

figured out how much damage is done, apply the damage to the character's health points and determine the wound(s) or wound level if any.

Optional Damage Bonus:

For Special Abilities and Extranormal skills that require a combat roll to target them, the Game Master may allow the combat roll damage bonus to apply to the ability's roll.

Optional Armor Damage:

When damage exceeds the strength of the armor, the wearer of the armor takes damage, and the strength of the armor is lowered by one(1).

Optional Stun Damage:

Some weapons, spells and Extranormal abilities cause damage that stuns the target rather than cause physical damage. The target must roll Will or mettle to resist being stunned. The Will or *mettle* roll must exceed the stun damage total.

Step Four: 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.

Close combat versus Missile Combat:

When one combatant is using unarmed or close combat weapon vs. a combatant with a missile weapon, combat is conducted differently.

The combatant with the close combat weapon must close with the combatant with the missile weapon. Each round it takes for the combatant to close allows the missile combatant to attack without fear of a counter strike from close combat weapon combatant.

The missile combatant can take extra time and aim their attack. 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.

Vehicle Combat:

There are two types of vehicle combat;

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vehicle vs. non-vehicle and vehicle vs. vehicle combat.

Combat is conducted similar to standard combat. There are 4 steps: Determine Initiative, Attack/Defend, Determining Damage, and Repeat if necessary.

Vehicle vs. non-vehicle:

Step One: Determining Initiative:

Every combatant role 2D6 and add their initiative bonus to the total. The person with the highest number goes first, followed by the second highest, etc. The driver of the vehicle does not add in their initiative bonus though. Some vehicles do have an initiative bonus that can be added to the dice roll.

Step Two: Attack/Defend:

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 later in this chapter).

That means a person shooting a car has a +6 to his attack total, while a car sideswiping another car has no modifier.

If the driver wishes to fire a weapon, he must make both an Easy piloting roll (modified by the vehicle's Maneuverability code) and a marksmanship roll. Because he's doing two actions, he also incurs a multi-action penalty to both rolls (-15). Passengers may shoot no penalties. (Note: 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 his piloting skill plus the vehicle's Maneuverability code.

Attack Total = Combat skill roll +/- modifiers.

Vehicle Defense Total = Base Defense + armor defense.

Attack Total must equal or exceed Vehicle Defense Total for the attack to hit.

Step Three: Determining Damage: Vehicle Damage:

When a vehicle takes damage from a weapon or another vehicle, it's the level of destruction that matters. Use the following

guidelines and compare the result to the "Vehicle and Passenger Damage" chart.

Damage by weapon:

Vehicle Damage Total = Weapon damage +/- Scale Modifier - vehicle armor (if any)

Damage by another vehicle:

Vehicle Damage Total = Vehicle speed damage +/- Scale Modifier - vehicle armor (if any) + Collision Damage Modifier

Note: Both vehicles take the damage

Vehicle Speed Damage

Vehicle Speed	Vehicle Damage
Stopped	0D6
Cautious	3D6
Cruising	6D6
High	9D6
All Out	12D6

Note: Speed at which the attacking vehicle is traveling.

Collision Damage Modifier

Collision/Situation	Modifier
Head-on*	+3D6
Rear-end/Sideswipe	-3D6
Nose to side	0D6
Into something very hard	+1D6
Into something yielding	-1D6 or more

*- Vehicle Speed Damage of both vehicles are added together.

Note: Modifiers are cumulative. Situation is the one in which the damaged vehicle is.

Crew and 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 and Passenger Damage" chart as a guideline. Adjust it based on how much of the passengers is exposed to (for example, motorcycles and canoes offer little protection to their cargo).

Vehicle and Passenger Damage

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Vehicle Damage Total	Vehicle Damage	Passenger Damage
1-3	Very Light	
4-8	Light	1/4 damage total
9-12	Heavy	1/2 damage total
13-15	Severe	3/4 damage total
16+	Destroyed	full damage total

Note: All modifiers are cumulative.

A vehicle may take an unlimited number of Very Light and Light levels of damage.

At Heavy or above, any additional level of damage above Very Light bumps the damage to the next level.

Very Light:

Vehicle loses 1D from Maneuverability for this round and the next.

Light:

Vehicle loses 1D from Maneuverability or, if at 0D in Maneuverability, top move speed is decreased by one level. The loss or modifier remains until repaired.

Heavy:

Vehicle loses 2D from Maneuverability or, if at 0D in Maneuverability, top move speed is decreased by two levels. The loss or modifier remains until repaired.

Severe:

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.

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.

Object	Modifier
Star	150

Object	Modifier
Large Planet	125
Regular Planet	110
Small moon	96
Aircraft carrier	50
Jumbo jet, space yacht	46
Eight-story building	24
War galley	21
Four-story building	20
Two-story house	14
Longship	12
City bus, tank	10
Elephant	8
Average car, carriage	6
Motorcycle, horse	3
Average Human	0
Human child, guard dog	3
Small keg, house cat, briefcase	6
Fashion doll, rat, small laser pistol	9
Action figure, mouse	12
Plastic army figure, coin, cred-key	15
Ant, computer chip	21

If the attacker is larger than the defender, then the scale modifier is added to the Defense total and the damage total.

If the attacker is smaller than the defender, then the scale modifier is added to the Attack total and subtracted from the damage total.

Game Master's Fiat:

The rules are a framework upon which the Game Masters 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, Game Masters 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.

Damage and Healing:

No matter how skilled a character is or how much armor they are wearing, sooner or later they are going to get hurt.

Every time damage is done to the character, there is a chance the character may receive a wound level for the amount of damage they have taken.

Wound levels happen when the character has lost a certain percentage of the health point total.

Wound level table

Health point percentage	Wound level	Base Difficulty	Effect
81%-99%	Light	15	No Effect
61%-80%	Moderate	20	-2 all physical skills
41%-60%	Heavy	25	-1D-2 to all physical skills and -2 to attributes and mental skills. Movement at 50%
21%-40%	Incapacitated	30	-3D to all physical skills and -1D-2 to attributes and mental skills. Movement at 10%
0%-20%	Mortal	35	-4D-2 to all physical skills and -3D to attributes and mental skills. Movement at 0%
-5 health point + <i>Physique</i> Die Code	Dead	Impossible	Well dead is dead.

Light Wound level character suffers no detrimental effects and heals back one (1) health point per eight hours of rest or one (1) health point per day of light activity.

Moderate Wound level character suffers -2 to all physical skills. Character heals back one (1) health point per day of rest or one (1) health point per three day of light activity.

Heavy Wound level character suffers -1D-2 to all physical skills and -2 to attributes and mental skills. Character heals back one (1) health point per day of rest or one (1) health point per three day of light activity.

Incapacitated Wound level character suffers -3D to all physical skills and -1D-2 to attributes and mental skills. Character heals back one (1) health point per day of rest or one (1) health point per three day of light activity.

Mortal Wound level character suffers -4D-2 to all physical skills and -3D to attributes and mental skills. Character heals back one (1) health point per three days of rest or one (1) health point per week of light activity once the bleeding has been stopped. Character falls prone and will lose one(1) health point per minute unless extensive medical or magical means are used.

Dead Wound level characters die when they reach negative five (5) health points. This number increases by one for each Die Code in *Physique*.

Healing a wound level result table

Character's Skill roll - Difficulty Number	Result to the wound level	Health Points recovered
-16 or lower	Wound level increased four levels. Bleeding increased 5 points/minute	-5
-10 to -15	Wound level increased three levels. Bleeding increased 4 points/minute	-4
-5 to -9	Wound level increased two levels. Bleeding increased 3 points/minute	-3
-1 to -4	Wound level increased one level. Bleeding increased 2 points/minute	-2
even	Bleeding stopped	0
1 to 4	Wound level decreased one level.	+1
5 to 9	Wound level decreased two levels.	+1

Character's Skill roll - Difficulty Number	Result to the wound level	Health Points recovered
10 to 15	Wound level decreased three levels.	+2
16 or greater	Wound level decreased four levels.	+3

Advancement	Progression point cost
Skill pip	3
Attribute pip	9
Trait point	6

Healing and/or *Medicine* skills can assist when a character is wounded.

Healing skill automatic heals the number of health points listed in the above table and increases the healing rate by 1.5 times normal.

Medicine skill automatic heals two times the number of health points listed in the above table and increases the healing rate by 2 times normal.

Character Development:

As a character adventures they will develop old skills and learn new ones. They will gain progression points for various actions they do during an adventure. Characters will gain the following progression points:

Evolution (1 Progression Point)

A character gains 1 progression point for the player showing up for the adventure.

Role Playing (+1-2 Progression Point)

A character gains 1 or 2 progression point for the role playing during the adventure in a way that made the night fun for all the players.

Adventure advancement (+1 Progression Point)

A character gains 1 progression point if they advance the story through good roleplay.

Adventure completion (+3-6 Progression Point)

A character gains 3 to 6 progression point for completing the adventure and finishing off the big bad guy or obstacle. The Game Master decides how many points the final obstacle is worth for all characters.

Did anyone notice that there are no progression points for just killing things? D6 Epic is not about what you kill but rather on how the player role plays their character through the adventure.

Progression points can be used to increase or buy skills, and traits. They can also be used to increase attributes.





Chapter Five: Magic

The D6 Epic Magic system allows a great deal of freedom and power for spell casters. Game Masters will need to impose limits on spell casters appropriate to their worlds. This chapter can help gamemasters decide what sort of limits most appeal to them and are most suitable for their ideas of how magic works. Naturally, the suggestions herein do not comprise an exhaustive list; gamemasters and players will certainly be inspired to modify what's here or design their own limits.

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 Extranormal Attribute: Arcane Magic and Extranormal Attribute: Channeling Magic attributes. Each Extranormal Attribute has a variety of skills, this skills represent the different areas of magic.

Although this chapter discusses guidelines for creating magical spells, game masters 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 game master knows how it works.

Types of Magic

Magic in D6 Epic can be nearly all powerful. There are very few things that magic cannot do, such as return life to the dead. The main point to keep in mind with magic in D6 Epic is that without knowledge, control, and strength, magic will destroy your character.

Magic falls into two categories in the core book; Arcane Magic and Channeling Magic.

Arcane Magic is the use of the magic existing in the world, the energy of life so to speak. There are areas where such magic is in greater quantities such as ley line and nodes, and there are areas where it is in lesser quantities such as cursed lands. Arcane Magic uses spells, incantations, material Components, and the like to cast spells.

Channeling Magic is magic from entities from the higher and lower planes, i.e. gods and demons. The caster prays for the being to channel magic through them to accomplish their goals. The granting of the power is contingent on the character making promises of service, loyalty and devotion to the higher/lower plane power. Beings

which are considered good usually only wish to have the character worship them and spread their worship where the character travels. Beings which are considered evil tend to demand more of the character. They will demand the character's soul, sacrifices of innocent sentient beings, perform vile and depraved acts in the entities name.

Learning & Improving Magic Skills

Acquiring arcane spells occupies the majority of a spell caster's time. Spells and spell books are not laying around for a spell caster to just pick them up.

There are several ways to acquire new spells for your spell caster. Learning from another mage, finding spell books, battling other mages and creating your own spells.

Becoming an apprentice to another mage so they may teach your character spells is a standard method of acquiring new spells. The problem is that most mages will enslave or Geas an apprentice so that the apprentice cannot attack them. The length of apprenticeship is completely at the discretion of the mage your character is apprenticed with. Yes this means the mage can keep your character as an apprentice forever if they wish.

Adventuring and finding spell books written by lost or dead mages is a safer method of learning spells. This will require your character to adventure with a group into ruins or raiding a mage's tower to acquire the spell book(s).

Challenging and defeating another mage is an exciting but dangerous method of acquiring spells. The defeated mage can be required to provide the victor with all the spells they have acquired. This also means if you lose, your character will have to do the same.

The last method is creating your own spells. The main danger in creating your own spell is that if it goes wrong your character may be injured or worse.

Acquiring channeling prayers is easier than acquiring arcane spells. Each divinity's priesthood shares the spells they have acquired to others within their priesthood.

Finding ancient prayers books can be a way of discovering lost prayers to the divinity. These prayer books would be located in abandoned churches and monasteries and probably protected by prayers and traps.

The final way to get new prayers is for the priest to create the prayer. Prayers are how the

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priests ask their divinity for assistance. Creating a new prayer may anger the divinity if the prayer is not created properly.

Arcane Magic Skills

All arcane 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).

Casting of an arcane spell also requires a successful control skill roll. More will be explained about casting arcane magic spells.

Abjuration:

Abjurations are protective spells. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or even banish the subject of the spell to another plane of existence.

Apportation:

Apportation spells involves spells involving movement, such as spells of flying, spells of teleportation, spells increasing/decreasing movement speed.

Conjuration:

Conjurations brings manifestations of objects, creatures, or some form of energy to you. Summoning creatures from another plane of existence to your plane, healing wounds, or creating objects or effects on the spot. Creatures you conjure usually, but not always, obey your commands.

Enchantment:

Enchantment spells affect the minds of others, influencing or controlling their behavior. All enchantments are mind-affecting spells.

Evocation:

Evocation spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.

Transmutation:

Transmutation spells change the properties of some creature, thing, or condition.

These are only some of the arcane magic skills, more will be describe in future books and supplements.

Casting Arcane Spells

Casting an arcane spell is similar to combat and other skill use. The difference is that the character must succeed on two rolls; magic skill and control. The magic skill roll decides if the spell is successful, and the control roll decides if the spell does as it was intended.

Spells have a Difficulty Number(DN). This is the number that the magic skill and control roll must equal or exceed for success.

Sometimes the game master will require a third roll for the spell to hit the intended target.

Example: *With a fireball spell, the game master 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.*

The Difficulty Number is figured based on the characteristics of the spell. How to calculate the DN for a spell will be describe a bit further in this chapter.

Channeling Magic Skills

All channeling prayers require one of these skills in order to cast them. When casting a prayer, the character generates a Magic skill total and tries to beat the prayer's DN. If the skill total equals or exceeds the DN, then the prayer works (to a greater or lesser extent).

Casting of an channeling prayer also requires a successful control skill roll.

Divination:

Involves obtaining knowledge of one's surroundings and of the past and future. Channelings that increase or decrease the Intelligence or Perception attributes or the skills that fall under them require the divination skill to work properly.

Favor:

Relates to building up, enhancing, or creating something. 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 Channeling that gives a character a Disadvantage (which falls under the strife skill), nor does it affect Intelligence

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or perception attributes or skills (those are the domain of the divination skill).

Strife:

Deals 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 Channeling or spell, and cursing targets with Disadvantages. It cannot be used to affect Intellect or Perception attributes or skills, as these fall under the divination skill.

Elemental:

Prayer deals with elements, nature, and weather. Conjuring a storm, or summoning a wild animal is an elemental prayer.

Dimensional:

Prayer deals with contacting either the upper or lower planes of existence and the creatures that dwell within those planes. It can be used to ask questions of those being or bring them from their dimensions.

Spirit:

Prayer deals with healing the injuries of the target, both physical and mental.

Enchantment:

Prayer deals with affecting the minds of others, influencing or controlling their behavior. All enchantment prayers are mind-affecting prayers.

Casting Channeling Prayers

Casting a channeling prayer is similar to combat and other skill use. The difference is that the character must succeed on two rolls; magic skill and control. The magic skill roll decides if the spell is successful, and the control roll decides if the spell does as it was intended.

Prayers have a spell difficulty number. This is the number that the magic skill and control roll must equal or exceed for success.

Sometimes the game master will require a third roll for the prayer to hit the intended target.

Note: *For the sake of ease from this point forward the term spell will be used for both spells and prayers.*

Casting Result

Casting a spell requires the caster to equal or exceed the difficulty number with both the magic skill and control roll.

Failing to equal or exceed the difficulty number with either the magic skill roll or control

roll or both does not mean the spell does not occur. The results may not be what the caster intended.

The difference between the magic skill roll and the spell difficulty if the magic skill roll does not equal or exceed the spell difficulty, i.e. magic skill failure.

Magic skill failure table

Magic skill failure	Effect
1-3	The spell worked but is less potent.
4-7	The spell worked, something went wrong and the character cannot use magic for a number of minutes equal to 10 times the Failure Result.
8-10	The spell doesn't work, plus the character cannot use magic for a number of hours equal to 2 times the Failure Result.
11-15	The spell doesn't work, and the character receives backlash from the spell. Roll on the backlash table.
16+	The spell doesn't work and an extreme failure occurs.

Backlash

Spell backlash can occur when spell casting goes awry. Roll 2D6 for the Backlash score.

Backlash table

Backlash Score	Effect
2	Temporary insanity 1D6 hours
3	Caster takes 1D6 Damage
4	Caster blinded 2D6 rounds
5	Caster falls asleep 1D6 minutes
6	Caster is at -1D6 on all skills for 1D6 days
7	Caster falls asleep 1D6 days
8	Caster is at -2D6 on all skills for 1D6 weeks
9	Caster blinded 1D6 hours
10	Caster mute for 2D6 days
11	Caster is at -1D6 on all skills for 1D6 weeks
12	Caster is at -2D6 on all skills for 1D6 weeks

Extreme Failures

Extreme failures can cause permanent damage, death, or lasting effects. Roll 1D6 for the result.

Control failure	Effect
16+	Caster loses spell casting ability for 2 weeks, takes 5 points of damage, must operate at 50% normal for 3 days.

Extreme Failure table

Extreme Failure	Effect
1	Null magic area created. No magic will work in 1D6x10 yards for 1D6 weeks
2	Fire engulfs your arms. Spell is lost. Take 6d6 points of fire damage. Smells like cooked bacon.
3	Caster internalizes spell, takes 10 point of damage, and suffers nerve damage in brain. Loses all spell casting ability for 1 week, must operate at 50% of normal for 3 months
4	All creatures within 1 mile of the caster can neither hear nor speak for 2D6 hours
5	Times stops for 100D6 years in a sphere with a radius of 1000D6 ft. from the target of the intended spell, every one within or who enters is caught by the time stop and frozen in time until time starts again.
6	You explode in a shower of gore and energy. Spell fails. You are very dead, only a true resurrection, miracle or wish can bring you back from the dead. All within 30 feet radius take 6d6 points of force damage and must make a mettle save (difficulty 19) or be nauseated for 1d6 minute. Spectacular.

Control Failures

The difference between the control roll and the spell difficulty if the magic skill roll does not equal or exceed the spell difficulty, i.e. control failure.

Control failure table

Control failure	Effect
1-3	You slip and are stunned for 1 round.
4-7	Clumsy move. You are stunned and unable to parry for 3 rounds.
8-10	Spell strays and travels to points unknown. Caster is stunned for 3 rounds
11-15	Caster is stunned for 12 rounds, and loses all ability to cast spells for 1 week

Limiting Casting

Allowing the spell caster to be able to cast any spells without limiting the ability is allowing spell casters to be extremely powerful from a very weak skill level.

All other types of characters need to be concerned with becoming tired while doing their occupation. Spell casters need to have the same limitation.

Each spell or prayer has a stamina point cost to cast. The stamina point is easy to figure out for each spell. It is half the spell difficulty. Stamina points are recovered at the rate of 15 points per hour of rest or normal activity.

Strain Option

As another means of controlling the use of magic, game masters 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).



Chapter Six

Chapter Six: Movement

Getting from here to there by any means – running, swimming, flying, using a vehicle, you name it – is what this chapter’s all about.

General Movement Rules

One movement equals the character’s Move, two movements equals twice the character’s Move, and so on. Increasing this rate likewise increases the base difficulty of 5 by +5 for each movement beyond the first.

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.*

General Movement Modifiers

These tables provides general modifiers for movements.

TERRAIN	Modifier
Easy Terrain	0
Moderate Terrain	+5
Rough Terrain	+10
Very rough Terrain	+15
Hazardous Terrain	+20
Very Hazardous Terrain	+25 or more

For All Vehicles

For All Vehicles	Modifier
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

Water or Magical Vehicles

Water or Magical Vehicles	Modifier
Ramming	+10

For Land and Water Vehicles

For Land and Water Vehicles	Modifier
Moved or moving over debris	+3
Limited maneuvering or docking area	+5

For Land Vehicles

For Land Vehicles	Modifier
Off-road	+6

For Aerial Being and Aircraft

For Aerial Being and Aircraft	Modifier
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

Running

Rapidly covering ground towards a destination or running.

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

Without preparation, a character may hold his breath for a number of seconds equal to 5 times a roll of his Physique or stamina. Preoxygenating 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).*

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 beaten the running difficulty in both rounds in order to get the full bonus.

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.

Game masters 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 game master 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 game master 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 game master 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 Extranormal 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 Extranormal 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 attempts a fancy maneuver, his driving 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 "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 charge of crews need to make periodic command rolls. (See the Issuing Orders on page 87 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 driving 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 spend one round regaining control of the animals and another in getting the vehicle back where she wants it. Should the

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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 driving, piloting, 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.

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 piloting skill at all, these difficulties are in addition to the untrained modifier.

Vehicle Familiarity

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 (uncommon animal)	+17
Exotic (vehicle from the future)	+20
Vehicle manual	-3

Sailing Ships

To determine a random wind speed, once per day, roll one Epic Die, taking a Epic 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.

Game Masters may use these modifiers instead of or in addition to the weather modifiers listed in the "Modifiers" table.

Wind Speed

Result	Wind	Speed	Modifier
0	Becalmed	0-5 kph 0-0.3 m/rd	--
1	Light	6-19 kph 0.4-1m/rd	-5
2	Moderate	20-38 kph	0
3	Strong	39-61 kph	+5
4	Gale	62-86 kph	+10

Result	Wind	Speed	Modifier
5	Storm	87-116 kph	+15
6	Hurricane	117+ kph	+20

Sailing Direction

Result	Direction	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

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.

A vehicle equipped with a ram, takes no damage until the ram is destroyed.

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

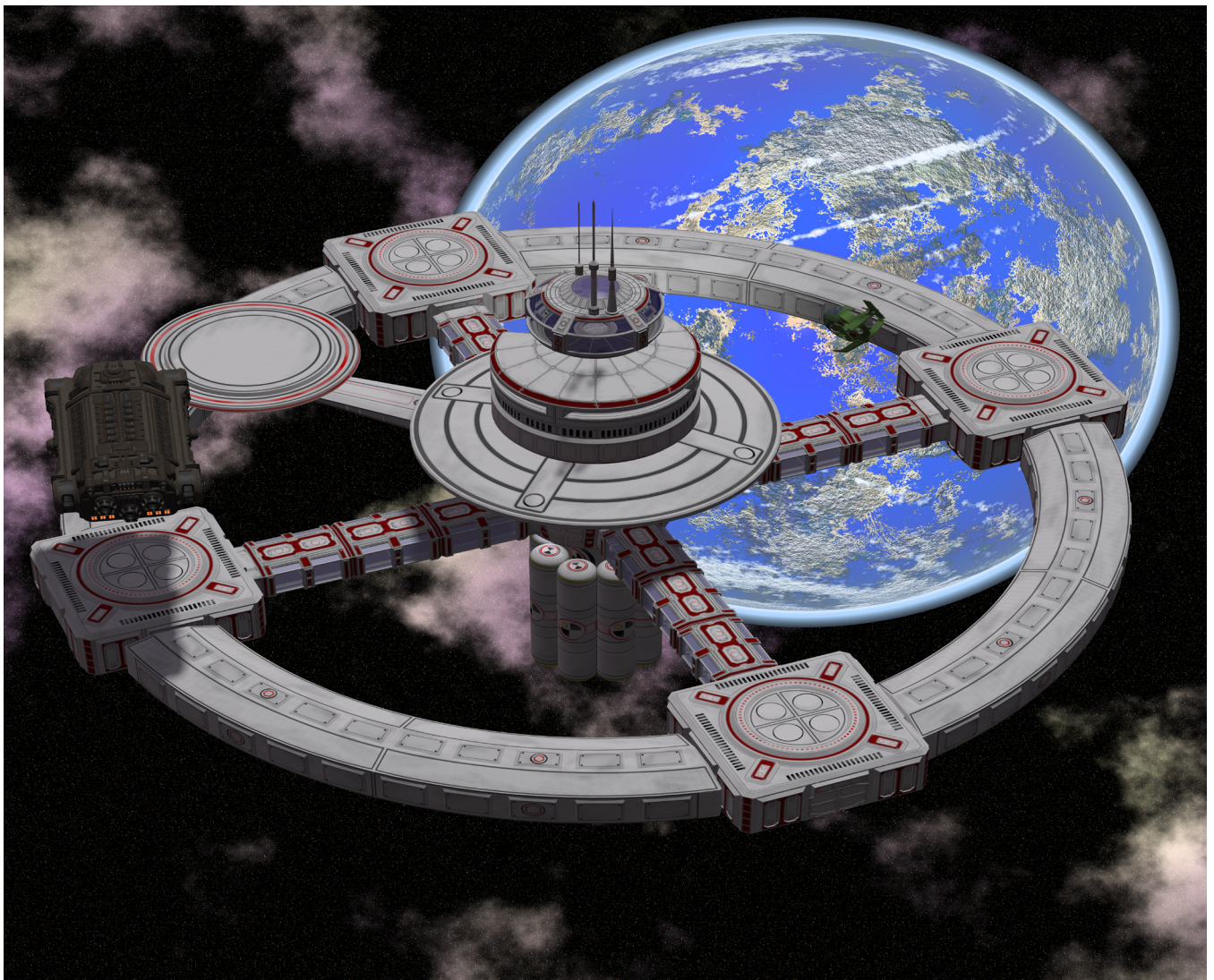
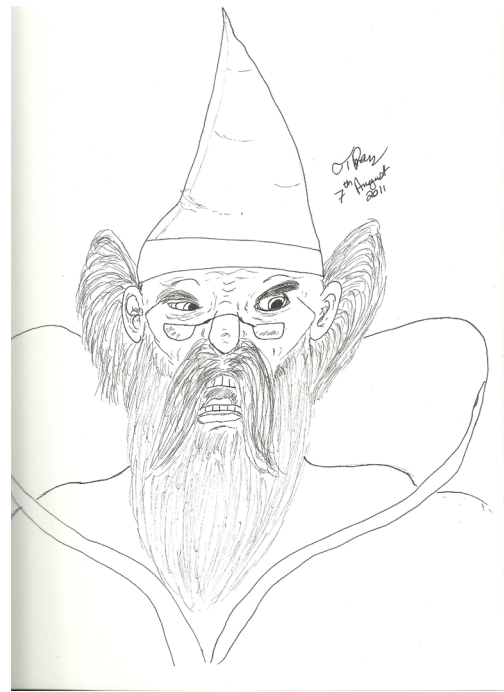
If the creature pulling a vehicle is incapacitated or killed, the vehicle is considered to crash at its current speed (This is also the case if only one creature in a team is killed or incapacitated.) The game characteristics for a typical horse are given on page 151.

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.

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With a scared creature, the driver of the vehicle must generate a Extranormal 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 Extranormal 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.





Chapter Seven

Chapter Seven: Game Master

The Game Master is the person who sets up the adventure, and makes sure the adventure moves along smoothly. The game master is the storyteller and the opposition.

As the game master you will need a good understanding of the rules, an ability to keep the game moving, and the strength to stand behind any decision that you make.

You've read the players section of this guidebook and you're ready to take on the challenge beyond creating a new character. You want to be the Game Master (GM). Maybe you've been running games for a while now or you are willing to embrace the larger role for your group. Either way this section is for you and includes some secrets as well as some ideas to aid your journey.

So you want to be a GM? There are a few things you need to remember.

1. You are in charge
2. You do not have to be perfect
3. You are not alone in this challenge
4. You CAN be evil and still have fun with your players

1. You decide how your players play the game. You guide how your player group is going to proceed in the story telling. The GM defines the pacing and the tenor of each gaming session. Use music, lighting, miniatures, sound effects and other items to bring the feel you want your players to have to each session. If you are the type of person who enjoys providing fun for your friends, that's a good place to start.

2. The guidelines/rules within this book are not carved in stone. The writers and editors are certainly capable of errors/omissions and what have you. We will continue to release updates both printed and online. There is also the option of house rules that we will discuss shortly.

3. There are going to be many other GM's out there all trying to provide a great experience for their players. Don't be afraid to ask questions of them or of us, the message board at <http://www.d6epic.com/d6epicforums/index.php> is available. Please use this resource as you will help all of us make the products better as we continue on.

4. Okay, evil may be a bit strong of a word here, but you don't have to give your players everything on a silver platter. You can provide as much, or as little information as you like about a situation. Don't assume anything is completely automatic. If your

character is sneaking up on a sentry in the dark of night and does not ask if the target is wearing a helmet, you do not have to tell him until the "bong" of a sap or club hitting helm.

Now there are going to be issues during sessions that the rules either don't cover very well or even at all. The options you have at that point are to consider the following.

- Look at a similar or covered situation and adjust the checks
- If you have to make up something for the incident (a house rule) write it down and stick with it. Have the players help with it if you need them to. You might even want to have the players all sign the new rule. This might sound a bit silly but it helps avoid the "I didn't agree with this" argument.
- When in doubt use this trick. Favorable situations make lower difficulty number to be necessary (1 or even 2) Unfavorable situations increase the difficulty number (1 or more) as you see fit.
- An example of a favorable situation would be starting a fire with plenty of tinder and brush while unfavorable would be starting the same fire with damp wood, tinder and you're in the process of freezing to death.

Above all else you are the storyteller and you don't have to write it alone. Your player's goals, motivations, allies and enemies will give you a lot of the ideas for your sessions. Talk with them in a group and individually and learn where they want their characters to go and what they see them growing into.

Then take them there. It's the journey that is most important.

Creating Adventures

Like most games, role-players must overcome a series of obstacles to reach a final goal. But in role-playing 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 being dictated by the writer. You, the game master, 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

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hindrances can take a variety of forms, from monsters to evil scientists to acid storms to covert government agents, 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 to 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 planned 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. The object could have been stolen, the person kidnapped, or a criminal who's escaped justice.

Hack and Slash:

Kill the monsters and gather the treasure.

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, and hostile or uncooperative game master's characters can hamper the characters in accomplishing the goal.

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 role-playing 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 secretaries 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 role-players, 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, limited ammunition, or a set amount of time before something horrible occurs.

Game Master'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.

During their adventures players' characters encounter various allies, enemies, and neutrals 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 game master'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 that need nothing more than a brief mention.

Chapter Seven

Assigning Characteristics

Once you've come up with the overall concept for the character, 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 what you think they need to play their part in the story.

The average adult human being has 2D in all attributes. Depending on how much experience you want an individual to have, give the character between 7 and 14 dice in skills. Children will generally have 1D in all attributes, with two or three dice in skills, such as throwing (for tossing baseballs, footballs, food, etc.), running, swimming, tech, hide, con, 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 Reflexes, Coordination, and Physique. However, they have twice as many skill dice (between 14 and 20), to account for their greater experience.

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 game master'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 (Stun and Incapacitated), and so on.

Epic Points

Cannon-fodder villains, such as army troops, henchmen, and merchants typically have no Epic Points. Minor villains, whose survival isn't dependent upon the adventure's plot, may have one to two Epic Points. Continuing villains, such as those who may be used for several adventures or who are subordinate to the main villain, may have two or three Epic Points. Major villains who might be used over the course of a campaign and are integral to an adventure should have at least 4 Epic 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 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 television announcement, a classified ad, or an anonymous source.

In Media 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 they 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

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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.

Example:

Gamemaster: "You step out of the van and onto soggy ground with a squish. The thick, musty smell of the swamp immediately washes over you. 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 walk away from the van. 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 game master'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 every game master'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 role-playing 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 game master 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 Perception 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

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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 role-playing 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, you should pay attention to the players' reactions to the various scenes. Did they stand up and all try to talk at once during the chase? Did they go comatose when they reached the puzzle-solving encounter? Gauge their reactions to your judgment calls and improvisation. The players' words and actions can convey a great deal of information about which parts of the adventure they enjoyed and which parts put them to sleep.

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's 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 as to 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 role-playing is watching characters improve and develop. Game masters 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.

Advantages (and Disadvantages)

Look through the list of Advantages for some reward ideas. Typically, when a game master allows access to an Advantage, it's a one-shot deal, especially for particularly powerful Advantages, such as being owed a favor by a multimillionaire. If the characters want a more permanent access to this kind of Advantage, they will have pay for it. Game masters 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 game master's ideas for future adventures, game masters may allow the players' characters to keep equipment, gear, and treasure that they find in abandoned temples or acquire from a villain's lair. Game masters 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 bank account or investments. Depending on what characters do with their money, game masters may allow a permanent one-pip increase to each of their Funds attribute (because of putting it into solid investments as determined by a business 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).

Epic Points

Assuming that the players have really been trying and have been sufficiently challenged by the adventure, each character should receive bonus Epic Points.

Character Development:

As a character adventures they will develop old skills and learn new ones. They will gain progression points for various actions they do during an adventure. Characters will gain the following progression points:

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Evolution (1 Progression Point)

A character gains 1 progression point for the player showing up for the adventure.

Role Playing (+1-2 Progression Point)

A character gains 1 or 2 progression point for the role playing during the adventure in a way that made the night fun for all the players.

Adventure advancement (+1 Progression Point)

A character gains 1 progression point if they advance the story through good roleplay.

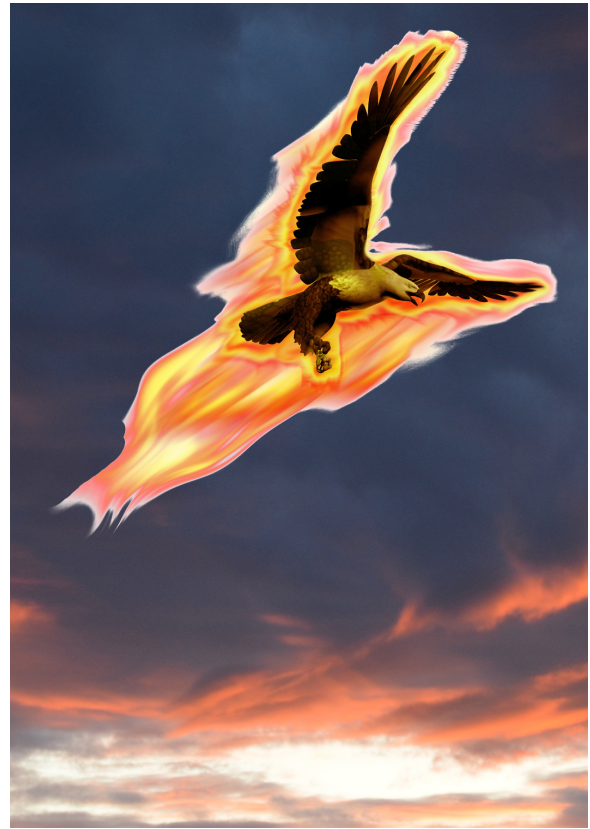
Adventure completion (+3-6 Progression Point)

A character gains 3 to 6 progression point for completing the adventure and finishing off the big bad guy or obstacle. The Game Master decides how many points the final obstacle is worth for all characters.

Did anyone notice that there are no progression points for just killing things? D6 Epic is not about what you kill but rather on how the player role plays their character through the adventure.

Progression points can be used to increase or buy skills, and traits. They can also be used to increase attributes.

Advancement	Progression point cost
Skill pip	3
Attribute pip	9
Trait point	6



Chapter Eight: Setting

This chapter provides information on the various era settings and genre settings for a game. There will be equipment listings for each era setting and genre settings covered in this chapter. There is no way to provide information on all the possible era and genre settings combinations but several of the most popular are covered.

Era settings that are going to be covered in this chapter are Medieval, Modern and Science Fiction (Era Level 6), swords, guns and spaceships. There will be a brief description of the other eras. Era Levels or EL are generic and not specific.

EL 0: Stone Era:

The major achievements of a Stone Era society are the use of fire, the domestication of animals, and the invention of agriculture. An individual living in a Stone Era society is primitive, but he isn't necessarily gullible, stupid, or easily frightened by advanced technology. Common weapons in an EL 0 civilization include the club, the stone dagger, the stone spear, and the bow. Armor made from hide or leather is possible, as are wicker shields. Communication beyond the local tribe or settlement doesn't exist. Travel is accomplished by foot or by simple rafts or canoes. Simple pottery, stone working, and woodworking are possible.

EL 1: Bronze/Iron Era:

Early human civilizations began to work metal toward the end of the Stone Era. The malleability of copper led to its becoming the first metal to be "tamed." Adding tin to copper created a much stronger alloy: bronze. This advance allowed for the crafting of tools and weapons of great durability. In turn, those improved tools made possible the working of iron, which soon replaced bronze as the metal of choice for tools and weapons.

In a Bronze/Iron Era society, advances in pottery, construction, and agriculture allow for the concentration of populations into larger and larger groups, with a corresponding upswing in the accumulation and sharing of knowledge. The rise of nations, city-states, and empires begins in the Bronze Era. Organized efforts to improve

communications allow regional societies to exist. Galleys and small sailing vessels are capable of relatively long voyages, and some cultures may build extensive road or canal networks to link distant places. Improvements in agricultural efficiency permit the rise of artisans, craftsmen, professional soldiers, and other occupations that are not directly concerned with gathering food.

The sword replaces the club and the dagger as the preferred weapon of infantry. Chariots briefly dominate warfare before cavalry (aided by the introduction of the stirrup) renders chariots obsolete. The first true military forces or tactical systems appear. Armor can now be made from sewn plates or scales, metal links, or even forged breastplates, and a variety of metal melee weapons dominate the battlefield.

EL 2: Medieval Era:

The time of swords and knights. Most fantasy genre adventures take place in this era but other genres can also work.

Maturing civilizations experience a period of turmoil and adjustment at this Era Level. Developments continue in architecture, commerce, metallurgy, and mathematics. Wider dissemination of information becomes possible thanks to more advanced printing techniques. Sea communications dominate in the later part of this stage of development, and sturdy seafaring carracks and galleons open the door to the next Era Level.

As populations increase and knowledge of agriculture evolves, an increasing percentage of the population relocates into growing cities and towns. Toward the end of this Era Level, the feudal system, in which a small class of nobles ruled a large population of agricultural workers, begins to collapse. Specialized crafts develop, universities appear, and the middle class is born. The first corporations emerge in the form of trade guilds. The evolution of strong systems of trade and finance tends to distribute a society's wealth more evenly among its members, diluting the power of the nobility.

Tools of warfare undergo a significant revolution. Sophisticated chain and plate armors protect warriors from harm, and elaborate fortifications become something of an art form. Toward the end of the Middle Era, the introduction of simple gunpowder weapons

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signals the imminent end of knights, heavy armor, and organized armies of swordsmen.

A game master can create their own medieval setting, or use one from history. There is a small medieval setting at the end of this chapter as an example.

EL 3: Era of Reason:

The Era of Reason is an era in human history when the development of ideas and systems of thought takes precedence over technological invention. The scientific method improves humankind's understanding of the world. Experimentation becomes the means by which the physical properties of nature are systematically examined. The study of the various scientific disciplines—chemistry, electromagnetic, medicine, biology, and astronomy—flourishes. Instruments such as microscopes and telescopes enable scientists to greatly extend the range of their observations and discoveries. The new reliance on science generates waves on all levels of society. Superstition falls away, and exploration of the world reaches its apex. Society begins to experiment with new forms of organization, such as democracy. Corporations and economic alliances continue to evolve. Economically, this Era Level is a transition from the cottage industries of the Middle Ages to industrialization.

The cannon become the dominant factor in naval warfare, while massed musket fire and horse-pulled field pieces rule the battlefield. Even the reliable bow vanishes, replaced by the flintlock. Light melee weapons remain common.

EL 4: Industrial Age:

In the fourth Era Level, the theoretical knowledge of the previous era matures into widespread practical application. The harnessing of hydraulic, steam, and electric power creates an explosion of commerce and industry. Developments such as the telegraph, the telephone, and the radio make true global communication possible. Breakthroughs in manufacturing techniques allow the construction of heavy ironclad vessels, rail transportation, and architecture of previously unimaginable size. Pioneers venture high into the atmosphere and descend into the sea's depths.

Urbanization is complete as individuals

gather in smaller environments where they can easily exchange goods and information. Corporations expand in power, many establishing themselves throughout the explored world. Governments are based on political and economic factors.

The means of war change swiftly through the period. Aircraft and submersibles join the list of military assets. Reliable and accurate rifles, pistols, and machine guns become common. Mechanized war machines herald the first great change in the art of battle since the end of the knight.

EL 5: Modern Era:

The time of cops and robbers. This setting is now, though the game master can have changed things to fit an alternate history; i.e. the Germans won WWII, the Confederacy won the US Civil war.

The Industrial Age relied on chemical power, but in the Information Age, computer technology and electronics rule supreme. Satellite information systems and the Internet connect the globe digitally. This Era Level also sees the introduction of fission power and weapons reducing the importance of fossil fuels. The automobile replaces the locomotive as the common form of travel. The first steps toward space travel involve massive chemical rockets, unmanned probes and satellites, and short-term manned missions.

The technology of the era allows greater citizen participation in government. The emergence of international alliances begins to dissolve borders between nations. Corporations gather power and begin to threaten government authority. Technology has a greater effect on individual lifestyles than on society as a whole. Most weapons at this time are refined versions of Industrial Age equipment. Rifles, machine guns, and heavy howitzers are still used by the world's soldiers. Computerized targeting systems and guided weapons make warfare much more precise and efficient. Strategic weapons tested but never used, exhibit the species' power to exterminate itself in minutes.

Humanity experienced its Information Age as anxious years full of minor crises. The tension gradually alleviates through the age, and as the era ends new superpowers form.

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EL 6: Fusion Era

The time of blasters and spaceships.

The development of fusion power provides an efficient, nonexpendable energy source that almost obliterates the need for chemical fuel sources. Advanced space exploration and colonization become possible. Computers become even more accessible, reliable, and powerful, leading to the development of virtual systems and widespread access to the global Internet.

Slowly, society experiences another revolution as individual nations are replaced by world powers. Mega corporations number among these new superpowers as the line between the national citizen and corporate employee is rendered indistinct. Armed with the means to eradicate the entire species, the world powers keep conflicts to the level of skirmishing and posturing, and integration of the Information Age's improvements proceed peacefully.

Scientific advanced in genetic engineering lead to artificial evolution and the first government- and corporate-sanctioned attempts to genetically manipulate human beings. Early results are encouraging, with the manifestation of positive and negative mutations in the species toward the end of the age. Scientists also perfect cloning technology, and the first human clones are created.

In the later years of this age, the first crude applications of gravity induction technology appear, in the form of civilian and military vehicles that can move through the air without using physical propulsion or consumption of fuel.

Chemical-powered explosives and firearms remain the weapons of choice; fusion technology can't be effectively miniaturized for personal combat. Nevertheless, advanced chemistry and superconducting technology change the materials and capabilities of many weapons. True spaceships become possible, propelled by powerful fusion drives, but still require a reaction mass to traverse space.

The age sees the tenuous settlement of other planets and asteroids within the same star system.

EL 7: Gravity Era:

As this Era Level opens, the invention of two key technologies herald humanity's climb

to the stars. The gravity induction reactor systematically replaces fusion power as an even more efficient source of energy that can be miniaturized with great ease. With the use of the mass reactor, world powers explore, divide, and colonize the entirety of the local star system. For the most part, life on the home planet is unchanged.

The second advance of the era brings perhaps the greatest upheaval in the history of human civilization. The introduction and integration of gravity induction technology leads to the creation of the induction engine, which allows starships to bridge the gap between the stars. Political and economic reorganization occurs as the species spreads far from home.

Projectile firearms are in their last days, as crude energy weapons become available. Powered armor is available to warriors of this age. Personal (melee) weapons enjoy resurgence, due in large part to a shift in military tactics—armed conflict between individuals seldom occurs on an army scale, but more frequently involves engagements of small units in conditions when ranged weapons are not necessarily effective.

Computer technology links every society, settlement, and outpost of a star system in single information net, creating an unparalleled and expedient exchange of knowledge and data for business, entertainment, and research.

EL 8: Energy Era:

The continuing miniaturization of induction engine technology allows power plants the size of marbles to harness the basic forces of creation. Powerful personal force screens and energy weapons dominate the battlefield, as projectile weapons finally disappear after ruling the battlefield for a thousand years. Miniaturized sensors, shields, and engines allow mass production of small, practical star fighters. At the other end of the spectrum, advanced construction techniques allow humans to build enormous, self-sustaining cities in space.

EL 9 and Higher:

Generally, these Era Levels are beyond reach or comprehension; although isolated worlds or undiscovered species may exist that have access to them. In many cases, the signature technologies of an earlier age are abandoned

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in favor of more elegant and more powerful technologies.

Practical control of matter at the subatomic level, the ability to travel through time, or the power to “fold space” to shorten travel distances may be possible at this stage of technological development.

Genre Types

D6 Epic works well for a number of different genres. When deciding which one you want to play in, consider what other reference material, such as movies, television shows, and books, you have to draw on. Reference material can inspire you with adventure ideas, setting particulars, and interesting characters.

Wild West:

One of the most chaotic genres, the Wild West features gun fights, chases on horseback, and the lure of hidden wealth, usually in the form of gold, but sometimes a coveted piece of land. Generally, technology is low, though weird science is possible.

Pulp Fiction:

Set during World War I and World War II, the pulp fiction genre emphasizes excitement over complicated plot development, mission oriented adventures over long puzzle-solvers. Few “civilized” people deal with magic, though technology is being developed so fast that almost anything seems possible.

Real World:

The game setting is not far removed from the real world of today. Often, however, there is at least one change — maybe magic has suddenly become possible, or aliens have invaded, or the time period has changed from the twentieth century to somewhere in the past.

Super Heroes:

Super hero adventures usually happen in the present or not too distant future. Special Abilities are common place, coming from scientific experiments, random mutations, weapons, equipment, training, and more.

Espionage:

Plot and character development — along with lots of ultra-high-tech equipment — dominate the espionage setting. Full of secrets, and double crosses, violence is generally more subtle than in other genres, though there’s still plenty of room for a car chase with big guns.



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Chapter Nine: Beasts and NPCs

The following chapter covers animals, monsters and basic NPCs for use in D6 Epic. Each being has a small description, a list of their attributes and skills, and some combat information.

The Armor is armor rating(armor strength).

CHESSPIECE GOONS, Pawn NPC (see below)	
Pawns are the base goon. Easy for the characters to defeat.	
Coordination: 1D	Physique Damage: +1
Reflexes: 1D	Base Def: 2 Armor: 0(0)
Physique: 1D	Scale: 0 Move: 10
Knowledge: 1D	Init bonus: 0 Health: 9
Intelligence: 1D	Attacks: 2 or 1
Willpower: 1D	2x fist: Physique damage
Perception: 1D	weapon: By weapon
Equipment: Clothing, weapon	
Attack: 2D6	

CHESSPIECE GOONS, Knight NPC (see below)	
Knights are the next level of goon. They are still easy for the characters to defeat.	
Coordination: 1D	Physique Damage: +1
Reflexes: 1D+1	Base Def: 3 Armor: 0(0)
Physique: 1D+2	Scale: 0 Move: 10
Knowledge: 1D	Init bonus: +2 Health: 11
Intelligence: 1D	Attacks: 2 or 1
Willpower: 1D	2x fist: Physique damage
Perception: 1D+1	weapon: By weapon
Equipment: Light armor, clothing, weapon	
Attack: 2D6	

CHESSPIECE GOONS, Bishop NPC (see below)	
Bishops are the next level of goon. They provide a challenge to the characters but not a real threat.	
Coordination: 2D	Physique Damage: +1
Reflexes: 2D	Base Def: 4 Armor: 0(0)
Physique: 2D	Scale: 0 Move: 10
Knowledge: 1D	Init bonus: +3 Health: 12
Intelligence: 1D	Attacks: 2 or 1
Willpower: 1D	2x fist: Physique damage
Perception: 2D	weapon: By weapon
Equipment: Medium armor, clothing, weapon	
Attack: 2D6	

CHESSPIECE GOONS, Rook NPC (see below)	
Rooks are the last level of goon. They are a challenge for beginning characters. Three of them together can cause a character major problems.	
Coordination: 2D+1	Physique Damage: +1D6
Reflexes: 3D	Base Def: 6 Armor: 0(0)
Physique: 3D	Scale: 0 Move: 10
Knowledge: 2D	Init bonus: +3 Health: 18
Intelligence: 2D	Attacks: 2 or 1
Willpower: 2D	2x fist: Physique damage
Perception: 2D	weapon: By weapon
Equipment: Medium armor, clothing, weapon	
Attack: 2D6	

CHESSPIECE GOONS

Pawns, stooges, goons, red shirts, cannon fodder. In most action, science fiction and fantasy novels, films, and games you will find these folks. Their sole purpose is to challenge the heroes, and be knocked down in droves. They act as dramatic build up to the final scene with the big bad guy. They give the good guys a chance to show off their skills, and they force the heroes to use up bullets, arrows, spells and sundry resources before the final confrontation. Most goons can be quickly and easily dispatched by our heroes with a single shot, slash or karate kick.

D6 Epic simulates this with Pawns, Knights, Bishops and Rooks. This system should also greatly simplify and speed up large combats. Note that this is just as unrealistic as it is fun, so feel free to ignore this optional rule if you want your heroes to be challenged more seriously by every bad guy that they meet.

This system makes running these Chess Piece goons easier. There are different quality of goons that can be encountered by the heroes. Some rules will apply to all goons; they never get to use more than one action in a turn, and they never have Epic Points to use. Chess pieces will never attempt to dodge or otherwise avoid damage. All the normal Epic die rules still apply because even a goon can still get lucky once in a great while. If an NPC is important enough to have or need any of these rules, then he should not be treated as a Chess piece.

Pawns: Pawns are the lowest of the low. They are the vermin scraped up from the docks of the local slum or spaceport. They have poor quality weapons, no armor, and are laughably easy to defeat. Even a beginning character should be able to eliminate one or two of these guys per round.

Knights: knights are little better than pawns. They are probably poor quality mercenaries or street toughs. They have little armor, lousy weapons, and not much to live for.

Bishops: Some bishops may actually be professional soldiers. They are relatively competent,

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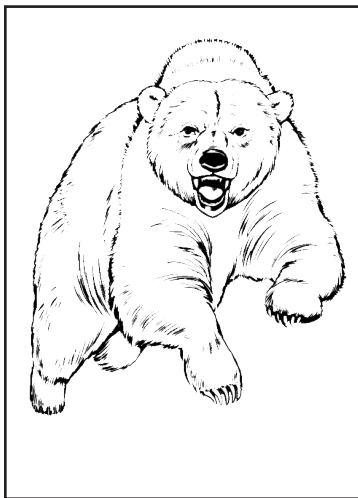
and have adequate equipment and skill. Most combat-oriented heroes will still be able to mow them down, but they do provide a greater challenge.

Rooks: The Rook is an oxymoron – an elite goon. Rooks can actually provide a challenge for most beginning characters. Most Rooks will be palace guards, professional mercenaries, or fighter jocks. If more than three of them corner you in a dark alley, be afraid.

If the GM and players want, these rules can be applied to Vehicle, Mech, and Starship combat. For Chess Piece bad guys, ignore any maneuverability, weapon damage or vehicle Hull Strength listed for the vehicle they are piloting, and use the information listed above in its place. This will give the players the ability to wade through, wave after wave of poor quality bad guys to get to the real villains guarding the flagship...

Part of the fun of using the Chess Piece system is simulating high action cinema and print, but the GM should remember to throw in a few surprises now and then to keep the PC's on their toes. If the Red Hand bandits are always Pawns, try making the next band that the characters run into fully fleshed out characters spoiling for a fight with the band of troublemakers messing up their plans. The key is not to abuse the system, but use it when it is fun or speeds up game play, so the players can get on to something more important.

Grizzly Bear



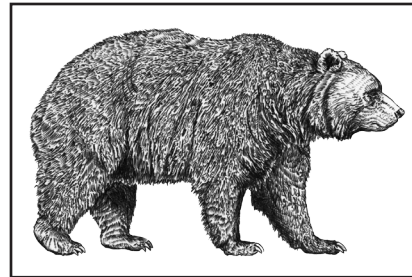
Reflexes 2D+1
climbing 3D
fighting 5D+2
stealth 3D
Coordination 1D
Physique 7D
running 5D+2
Knowledge 0D
Intelligence 2D+1
survival 4D+1
Willpower 1D
intimidation 5D
mettle 4D
Perception 2D
search 2D
Physique Damage: +4D6
Stamina points 28
Base Def: 15 **Armor:** 2(3)

Scale: 3 **Move:** 18
Init bonus: +3 **Health:** 27
Natural Abilities

- claws** (Physique damage +1D+1)
- claws** (Physique damage +1D+1)
- bite** (damage +1D)

These massive carnivores weigh more than 1,800 pounds and stand nearly 9 feet tall when they rear up

on their hind legs. They are bad-tempered.



Brown Bear

Reflexes 2D
climbing 3D
fighting 5D+2
stealth 3D
Coordination 1D+1
Physique 6D+1
running 5D+2
Knowledge 0D
Intelligence 1D+1
survival 2D+1

Willpower 1D
intimidation 5D
mettle 4D

Perception 2D
search 2D

Physique Damage: +3D6 **Stamina points 24**

Base Def: 12 **Armor:** 2(3)

Scale: 3 **Move:** 18

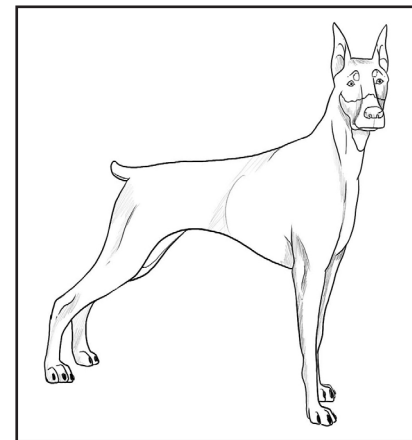
Init bonus: +2 **Health:** 25

Natural Abilities

- claws** (Physique damage +1D+1)
- claws** (Physique damage +1D+1)
- bite** (damage +1D)

These massive carnivores weigh more than 1,200 pounds and stand nearly 7 feet tall when they rear up on their hind legs. They are territorial.

Guard or Hunting Dog



Reflexes 3D
dodge 6D
fighting 5D
stealth 3D
Coordination 1D
Physique 4D
running 4D+1
Knowledge 1D
Intelligence 2D+1
Willpower 2D
intimidation 5D
mettle 3D+2

Perception 2D+1
search 3D
tracking 4D

Physique Damage: +2D6 **Stamina points 16**

Base Def: 7 **Armor:** 0(0)

Scale: 4 **Move:** 25

Init bonus: +2 **Health:** 21

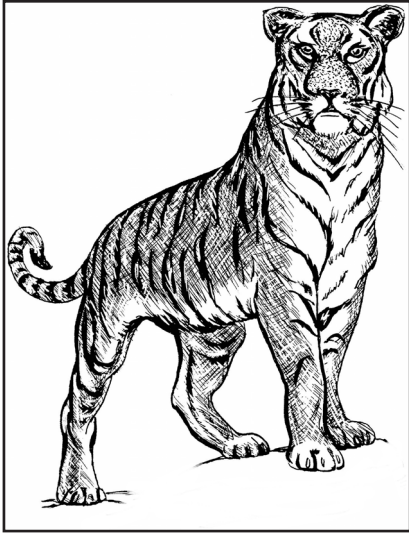
Natural Abilities

- bite** (damage +1D+2)

Hunting dogs are generally small to medium-sized

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and are especially bred for trailing big and small game. Guard dogs are usually the largest and always the most sturdy of dogs. These canines are bred for battle and are sometimes be equipped with specially designed light armor.



Tiger
Reflexes 4D+1
climbing 5D
dodge 5D
fighting 5D+1
stealth 5D+1
Coordination 2D
Physique 4D
jump 5D
lift 6D
running 5D
Knowledge 1D
Intelligence 2D+2
hide (self) 4D+2
Willpower 2D
intimidation 5D
mettle 4D

Perception 2D+1

search 4D
tracking 3D+2

Physique Damage: +2D6 **Stamina points 16**

Base Def: 9 **Armor:** 2(3)

Scale: 3 **Move:** 30

Init bonus: +3 **Health:** 21

Natural Abilities

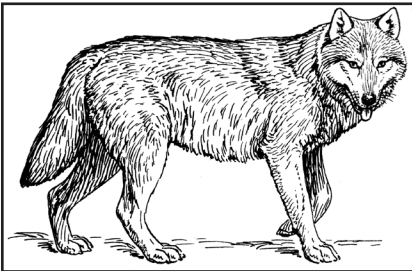
claws (Physique damage +2D)

claws (Physique damage +2D)

bite (damage +1D+1)

night sight (no penalties in dim conditions)

Note: Large cats can leap up to 10 meters horizontally or two meters vertically.



Wolf
Reflexes 3D
dodge 6D
fighting 5D
stealth 5D+1
Coordination 3D
Physique 4D
running 6D
Knowledge 1D
Intelligence 3D

Willpower 2D

command 4D
intimidation 5D
mettle 6D

Perception 2D+1

search 4D

tracking 10D

Physique Damage: +2D6 **Stamina points 16**

Base Def: 7 **Armor:** 2(3)

Scale: 3 **Move:** 30

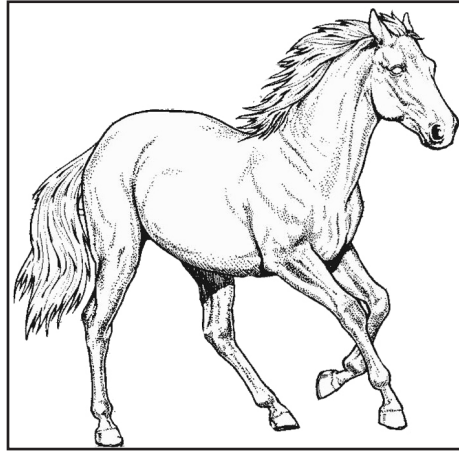
Init bonus: +3 **Health:** 21

Natural Abilities

claws (Physique damage +1D)

claws (Physique damage +1D)

bite (damage +1D+1)



thick fur

Riding Horse

Reflexes 3D

dodge 1D

fighting 4D

Coordination 3D

Physique 4D+2

running 5D+2

swimming 4D+1

Knowledge 1D

Intelligence 3D

Willpower 2D

intimidation 3D

mettle 3D

Perception 2D+1

Physique Damage: +2D6 **Stamina points 16**

Base Def: 8 **Armor:** 0(0)

Scale: 3 **Move:** 23

Init bonus: +3 **Health:** 17

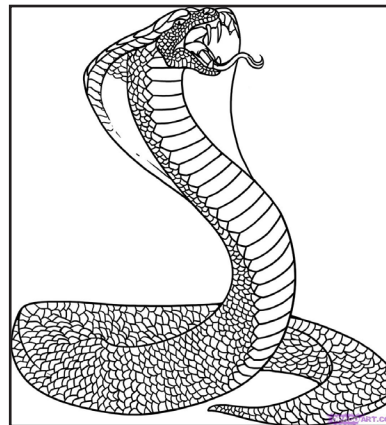
Natural Abilities

hoof (Physique damage +2)

hoof (Physique damage +2)

bite (Physique damage +2)

trample must charge (Physique damage +2D)



Snake, Venomous

Reflexes 4D

dodge 1D

fighting 4D+1

stealth 6D

Coordination 2D

Physique 1D

running 3D

swimming 4D+1

Knowledge 1D

Intelligence 1D

hide (self) 4D+2

survival 5D

Willpower 2D

intimidation 3D

mettle 4D

Perception 2D+1

search 2D

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tracking 2D

Physique Damage: +1D6 **Stamina points** 4

Base Def: 5 **Armor:** 0(0)

Scale: 9 **Move:** 18

Init bonus: +3 **Health:** 12

Natural Abilities

cold-blooded (lethargic in cold; +7 to diffi culties of all actions until warmed up)

fangs (damage +1D; venom injected when fighting success beats difficulty by 5 or more)

venom (causes 5 points of damage every 10 minutes until victim dies or is treated; Very Difficult *mettle* roll to resist)

heat sensing (+3D to search)

Note: Many have a rattle tail (+2D to intimidation).

Dragon, Young



Snake, Constrictor



swimming 5D+1

stamina 5D

Knowledge 1D

Intelligence 1D

hide (self) 4D

survival 5D

Willpower 2D

intimidation 3D

mettle 2D+2

Perception 2D+1

search 3D

Physique Damage: +1D6 **Stamina points** 8

Base Def: 6 **Armor:** 0(0)

Scale: 9 **Move:** 8

Init bonus: +3 **Health:** 15

Natural Abilities

cold-blooded (lethargic in cold; +7 to diffi culties of all actions until warmed up)

fangs (damage +1D; venom injected when fighting success beats difficulty by 5 or more)

constriction (victim rolls vs. snake's lifting: constriction to escape or suffer 2D damage per round)

heat sensing (+3D to search)

Reflexes 4D

climb 5D

fighting 4D

stealth 7D

Coordination

2D

Physique 2D

lift(constriction)

3D

running 5D

Reflexes 8D+2

acrobatics 5D

dodge 7D+1

fighting 15D+2

flying 9D

Coordination 6D+1

markmanship-breath weapon 10D

Physique 15D+1

climb 5D

running 5D

lift 9D+1

stamina 7D

Knowledge 8D

cultures 4D+1

navigation 10D

Intelligence 8D

survival 6D+1

Willpower 12D

intimidation 9D

mettle 6D+2

Perception 10D

search 3D

track 4D+1

Arcane 10D

Abjuration 8D

Apportation 8D

Conjuration 8D

Divination 8D

Enhancement 8D

Evocation 8D

Transmutation 8D

Physique Damage: +8D6 **Stamina points** 88

Base Def: 66 **Armor:** 5(18)

Scale: 12 **Move:** 10/80

Init bonus: +22 **Health:** 85

Natural Abilities

Flight (R4), flying move 80

Longevity (lifespan 8000 years)

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Claws: Physique damage +3D
Claws: Physique damage +3D
bite: Physique damage +3D
Breath Weapon: damage 6D, range 10/20/40 every other round

Dragon, Mature



Reflexes 10D+1

acrobatics 7D
dodge 7D+1
fighting 20D
flying 12D

Coordination 6D+1

markmanship-breath weapon 15D

Physique 22D

climb 5D
running 5D
lift 15D
stamina 8D

Knowledge 15D

cultures 10D+1
navigation 15D

Intelligence 20D

survival 6D+1

Willpower 20D

intimidation 18D
mettle 14D

Perception 20D

search 8D
track 10D+1

Arcane 15D

Abjuration 14D
Apportation 14D
Conjuration 14D
Divination 14D
Enhancement 14D
Evocation 14D
Transmutation 14D

Physique Damage: +11D6 **Stamina points** 120

Base Def: 99 **Armor:** 5(24)
Scale: 13 **Move:** 10/80
Init bonus: +32 **Health:** 129
Natural Abilities

Flight (R4), flying move 80
Longevity (lifespan 8000 years)
Claws: Physique damage +3D
Claws: Physique damage +3D
bite: Physique damage +3D
Breath Weapon: damage 10D, range 10/20/40 every other round

Dragon, Ancient



Reflexes 15D+1

acrobatics 9D
dodge 10D
fighting 25D
flying 18D

Coordination 10D+1

markmanship-breath weapon 20D

Physique 30D

climb 5D
running 5D
lift 15D
stamina 8D

Knowledge 30D

cultures 20D
navigation 25D

Intelligence 30D

survival 12D

Willpower 30D

intimidation 28D
mettle 24D

Perception 30D

search 18D
track 14D+1

Arcane 25D

Abjuration 24D
Apportation 24D

Chapter Nine

Conjuration 24D
 Divination 24D
 Enhancement 24D
 Evocation 24D
 Transmutation 24D

Physique Damage: +15D6 **Stamina points** 152

Base Def: 151 **Armor:** 6(30)

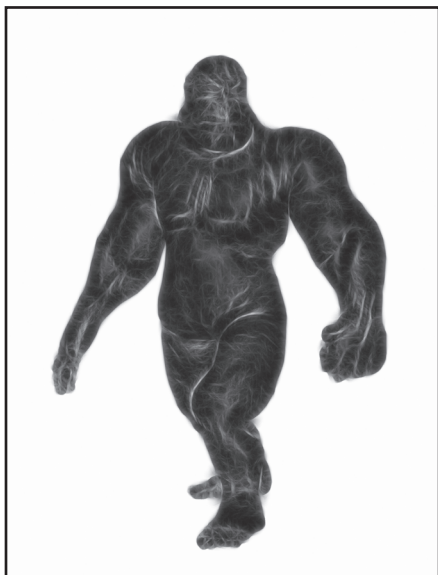
Scale: 14 **Move:** 10/80

Init bonus: +49 **Health:** 183

Natural Abilities

Flight (R4), flying move 80
 Longevity (lifespan 8000 years)
 Claws: Physique damage +3D
 Claws: Physique damage +3D
 bite: Physique damage +3D
 Breath Weapon: damage 15D, range 10/20/40 every other round

Giant



Reflexes 3D+2

climbing 3D
 dodge 4D+1
 One-handed combat 6D
 fighting 7D+2

Coordination 3D

marksmanship 4D
 throw 5D+1

Physique 7D+1

jump 4D
 lift 7D+2
 running 6D
 stamina 6D+2

Knowledge 3D

culture 5D+1
 navigation 7D
 read/write 4D+1
 speaking 5D

Intelligence 3D

survival 2D+1

Willpower 2D+2

animal handling 4D+1
 intimidation 8D
 mettle 6D
 persuasion 5D

Perception 4D

search 3D+1
 tracking 5D+1

Physique Damage: +4D6 **Stamina points** 52

Base Def: 18 **Armor:** 2(3)

Scale: 10 **Move:** 50

Init bonus: +4 **Health:** 33

Natural Abilities

Hypermovement (R20), +40 to base Move
 Longevity (lifespan 1000 years)
 Sense of Direction (R1), +1D to navigation

and tracking

Equipment:

club (damage +1D+1)
 hatchet (damage +1D+1)
 furs and hides
 2X fist: Physique damage +1D+1
 Weapon: Physique damage + weapon

Beastman/Orc



Reflexes 3D

climbing 3D+2
 fighting 4D
 stealth 4D

Coordination 3D+1

marksmanship 4D
 throw 4D

Physique 4D

lift 3D+1
 running 4D

Knowledge 1D

Intelligence 2D+1

survival 3D+1
Willpower 1D
 intimidation 2D
 mettle 2D

Perception 3D

track 3D

Physique Damage: +2D6 **Stamina points** 16

Base Def: 7 **Armor:** 0(0)

Scale: 3 **Move:** 10

Init bonus: +4 **Health:** 18

Natural Abilities

Equipment:

club (damage +1D+1)
 hatchet (damage +1D+1)
 furs and hides
 2X fist: Physique damage +1D+1
 Weapon: by weapon

Zombie



Reflexes 2D

fighting 3D

Coordination 1D+1

Physique 3D

Knowledge 0D

Intelligence 0D

Willpower 2D

intimidation 5D

Perception 2D

search 2D

Physique Damage: +2D6

Stamina points 12

Base Def: 5 **Armor:** 0(0)

Scale: 3 **Move:** 4

Init bonus: +2 **Health:** 18

Natural Abilities

Chapter Nine

claw: Physique damage +1D+1
 claw: Physique damage +1D+1
 bite: Physique damage +1D
 Disadvantages: Achilles' Heel: Means of Destruction (R4), destruction of the relic, cleric, or spellcaster may destroy all Zombies connected to it (supernatural) or decapitation
 Achilles' Heel: No Healing Zombies cannot be healed except by magic or miracles
 Advantage Flaw: Infection, target must resist infection *mettle*/Willpower roll vs difficulty 20 or become a zombie themselves
 Special Abilities: Fear +10d6 to intimidation when Zombies outnumber victim by several to one
 Skill Bonus: Mindless, Does not feel pain



Werewolf (werewolf)

Reflexes 3D +1
climbing 6D
dodge 3D+2
fighting 4D
stealth 3D
Coordination 3D
Physique 4D
One-handed combat 6D
running 5D
Knowledge 1D+2

Intelligence 3D+1

survival 3D+1

Willpower 3D

intimidation 5D
mettle 4D

Perception 3D

search 3D
tracking 3D

Physique Damage: +2D6 **Stamina points 16**

Base Def: 7 **Armor:** 0(0)

Scale: 3 **Move:** 10

Init bonus: +4 **Health:** 24

Natural Abilities

2X claws: Physique damage +2D+1

bite: Physique damage +2D

Disadvantages: Achilles' Heel: Vulnerability(R3), silver weapons deal +3D6 damage, and exposure to silver causes 3D damage in the first round
 Advantage Flaw: Infection (R3), transfers all Disadvantages and Special Abilities to victim bitten by werewolf and successfully infected by him (victim must resist with a *mettle*/Willpower roll vs the attack roll.)

Special Abilities: Accelerated Healing (R1), +1D to natural healing rate with Ability Loss (R1), may be only used in Werewolf form; Fast Reactions (R1), +1D to

initiative rolls and one extra action per round thrice per adventure with Ability Loss (R1), may be only used in Werewolf form
 Shapeshifting: Wolf, Human (R2) with Additional Effect (R1), can alter size to that of a wolf, and Restricted (R4), involuntarily transforms into Werewolf during full moon, and into other form at dawn

Vampire

Reflexes 3D +1

flying 6D

dodge 5D

fighting 5D

stealth 5D

Coordination 3D+1

marksmanship 3D+1

throwing 4D

Physique 4D

lifting 5D+1

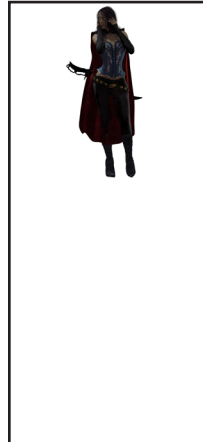
running 5D+2

Knowledge 3D

scholar 4D

speaking 4D

trading 4D



Intelligence 3D+1

survival 3D+1

hide 4D

Willpower 3D

intimidation 6D

mettle 7D

persuasion 5D

Perception 3D

search 3D

Physique Damage: +2D6 **Stamina points 16**

Base Def: 7 **Armor:** 0(0)

Scale: 3 **Move:** 10

Init bonus: +4 **Health:** 24

Disadvantages: Achilles' Heel: Blessed Weapons (R4), take double damage from holy items or items that are specially purified and blessed; Faith Aversion (R3), will not approach any true believer boldly holding a holy symbol of any major religion (gamemaster's discretion on holder's level of faith); Garlic (R3), loses all actions in the first round exposed to the herb; Fire (R4), takes double damage from any fire-based attack; Running Water (R3), unable to cross over running water; Sunlight (R4), loses 8 Health Points per round of exposure, turns to ash when reaches the Dead level

Special Abilities: Animal Control (R1), +10 to animal handling to one of the following: rats, bats, wolves, and spiders
 Flight (R1), flying Move 10 with Restricted (R4), 10-minute time limit and Move restricted to walking Move
 Hardiness (R2), +2D to damage resistance totals
 Increased Attribute: Physique (R3), +3 to Physique totals



Intangibility (R1), can turn to mist and pass through small openings, immune vs. physical weapons when in mist form, with Ability Loss (R1), can be trapped in an item that would collect mist, like a bellows or a bottle
Life Drain: Body Points(R2), drains 6 Body Points per successful biting attack

Longevity (R1) (does not age);

Shapeshifting (R2), wolf or bat with Additional Effect (R1), can change to normal animal size;

Skill Bonus: Charming Gaze (R2), +6 to charm totals with Restricted (R1), limited to opposite sex;

Skill Bonus: Invitation (R2), +6 to persuasion with Additional Effect (R3), inviting Human cannot exploit weaknesses, and Ability Loss (R1), only works on one Human inviting the Vampire into a house;

Skill Bonus: Painless Wounds (R4), +12 to stamina total with Ability Loss (R1), may not be used on Wounds from fire, sunlight, or holy items

Natural Abilities

2X fist: Physique damage +1D+1

Weapon: by weapon

Appendix One: Spells

Characteristics of a Spell

There are several 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 the spell. Each skill has a different base difficulty for spell creation.*

Difficulty: *The difficulty is the skill total a character must roll to get a spell to work, with their control skill and the appropriate magic skill.*

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.*

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.*

Duration: *Duration specifies how long a spell's effect will last. The duration is given in both "real" time (minutes, seconds, hours, etc.).*

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 modifiers, including Components and expanded effects, that influence the spell's effect, number of targets and adjust its difficulty.*

Precalculated Spells

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. There is a list of precalculated spells at the end of this chapter.

Designing Spells

A Game Master may allow the players to create their own spells. The following rules provide guidelines to creating new spells. There is a spell creation sheet in the side bar for use in spell creation.

Skill Used:

Arcane skills:

Evocation: Base Difficulty 5

Enchantment: Base Difficulty 5

Conjuration: Base Difficulty 7

Abjuration: Base Difficulty 5

Divination: Base Difficulty 15

Transmutation: Base Difficulty 8

Apportation: Base Difficulty 5

Channeling skills:

Divination: Base Difficulty 15

Favor: Base Difficulty 5

Strife: Base Difficulty 7

Elemental: Base Difficulty 5

Dimensional: Base Difficulty 15

Spirit: Base Difficulty 8

Enchantment: Base Difficulty 5

Spell 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. The modifier is +2 per skill pip bestowed.

Example: A "healing" spell might give a character a certain number of dice in healing skill. This would allow the target of the spell to be able to help those wounded much better for the duration of the spell.

Damage and Protection:

Damage dealing spells cause magical injury. Protective spells can defend against magical and/or nonmagical damage. 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.

Example: A "magic bolt" spell might cause 1D6 of damage and the spell ignores non-magical armor, so the target would take 1D6 of damage unless they have magical protection.

Appendix One

Example: A “mystical shield” spell might provide 3 points of protection vs non-magical and magical damage for the duration of the spell. This would mean any damage to the character under the protection of the spell would subtract 3 points off any damage their character would receive through the result of an attack, spell, or accident.

Damage spells add +1 per pip of damage they cause. A spell that causes 1D6 of damage would add 3 to the spell’s base difficulty, or a spell can have a set amount of damage at the same cost. A spell that does 6 points of damage adds 6 to the difficulty. Yes a spell can have both a set amount of damage and a variable amount. A magic bolt that does 3+2D6 points of damage would add 9 to the spell difficulty, +3 for the set amount and +6 for the variable amount.

Protection spells add +1 per pip of damage they prevent. A spell that prevents 1D6 of damage would add 3 to the spell’s base difficulty, or a spell can have a set amount prevention at the same cost. A spell that prevents 6 points of damage adds 6 to the difficulty. Yes a spell can have both a set amount of prevention and a variable amount. A magic armor spell that prevents 6+1D6 points of damage would add 9 to the spell difficulty, +6 for the set amount and +3 for the variable amount.

General Effects:

When the spell offers a “general” effect, and thus has no skill associated with it, the game master will have to make up levels of success for that spell. A minimal success, with the roll 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 game master might even provide a bonus to its use.

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 control roll, the spell targeting roll, and the weapon targeting roll.

In general, any spell that works like a weapon requires this kind of targeting, and a few others might. Game masters in doubt may wish to assign a targeting skill check in addition to the spell skill difficulty.

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 Willpower.

Spell Range

Spell range is how far a spell will reach. The difficulty modifier for range is figured by the maximum distance that the spell can reach.

Spell Duration

Spell duration is how long a spell lasts before disappearing. The difficulty modifier for duration is figured on how long the spell will last.

Casting Time

Casting time is how long it takes to cast a spell. The difficulty modifier for casting time is figured on how long the spell takes to cast.

Spell Target and Area of Effect

The difficulty modifier for number of targets and area of effect are detailed below in the table.

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.

Spell Duration	Spell Range	Casting Time	Area of Effect	# of targets	Difficulty Modifier
Instant	Touch	Year	N/A	N/A	-3
Round	10m	Month	1m	1	0
Minute	100m	Week	3m	2	+3

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Spell Duration	Spell Range	Casting Time	Area of Effect	# of targets	Difficulty Modifier
1 hour	1km	Day	6m	3	+5
1 day	10km	Hour	9m	6	+7
1 week	100km	Minute	12m	9	+10
1 month	1000km	Round	15m	12	+12
3 months	Planet	Instant	18m	18	+15
1 year	System	N/A	21m	24	+17
10 years	Galaxy	N/A	24m	30	+20
100 years	Universe	N/A	27m	42	+22
1000 years	Dimension	N/A	30m	54	+25

Multiple Casters

Multiple casters or a community effort to cast a spell lowers the spell difficulty number and increases the magic skill dice. One spell caster must be designated as the focal caster.

The focal caster rolls his magic skill and control roll taking into account the modifiers for dice and difficulty to figure out the success or failure of the spell.

Failure applies to all those helping cast the spell as well as the focal caster.

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 modify the spell difficulty number.

Component*	Gestures**	Incantations	Difficulty Modifier
Ordinary	Simple	Single word	-1
Very common	Fairly Simple	A few words	-2
Common	Complex	Complete sentence	-3
Uncommon	Very Complex	Complex phrase	-4
Very rare	Extremely Complex	Litany	-5
Extremely rare		Complex formula	-6
Unique		Extensive, complex formula	-7

* **Destroyed in casting or at end of spell's duration x2**

** Also will offend most seeing it -1

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.**

Gesture

The caster may require that a gesture be made so that the spell will work. Use the accompanying tables to determine the modifier to the spell difficulty number. 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 for the spell to work.

Incantation

The caster may require that a word or phrase be said so that the spell will work. Use the accompanying tables to determine the modifier to the spell difficulty number. 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.

Additional Incantation Modifiers

Foreign Language	-1
Also must say it very loudly	-1
Also will offend most hearing it	-1
Ancient Language	-3
Magical Language	-5

Other Aspects

The following table has some other modifiers for spells.

Aspect	Modifier
Charges	+1/charge
Movement Increase	+.5/meter
Movement Decrease	+.5/meter
Weight Increase/Decrease	+1/15 kg
Limited to one species	-3

Final Spell Total & Spell Difficulty

Once you have determined all of the factors involved with casting the spell, this provides the final spell modifier number. This number is divided by 2 for the final spell difficulty.

Appendix One

Target: 1 target (0)

Precalculated Spells

The next section offers several common spells. You can use them right away or as inspiration for inventing your own.

Arcane Spells

Sleep (12)

Enchantment (5)

Target: 1 target (0)

Components: Incantation(-1), Gesture(-1), Material(-4)

Casting Time: 1 round(+12)

Range: 100 m(+3)

Effect: Target falls asleep(+5)

Duration: 1 hour(+5)

Material Component: Sand(very common)

Description: The caster points his finger at the target and commands the target to sleep. The sand is destroyed in the casting. The target must make a **mettle** or Willpower roll versus the caster's magic skill total to resist. **Each additional target adds +4 to the spell difficulty number.**

Morpheus's Touch (22)

Enchantment (5)

Target: 1 target (0)

Components: Incantation(-2), Gesture(-1), Material(-12)

Casting Time: 1 round(+12)

Range: Touch(-3)

Effect: Target falls asleep(+5)

Duration: 1000 years(+25)

Material Components: Sand(very common), Valerian powder(Uncommon)

Description: The caster touches the target and commands the target to "Sleep Eternally". The sand and valerian powder is destroyed in the casting. The target must make a **mettle** or Willpower roll versus the caster's magic skill total plus 15 to resist (adds 15 to difficulty modifiers). The target falls asleep for 1000 years unless awoken by outside means, ie. a kiss, a bucket of ice water, being slapped hard, etc.

Fear (19)

Enchantment (5)

Spell Creation sheet

Difficulty

Skill Used: _____
 Target: _____
 Effect: _____
 Range: _____
 Duration: _____
 Casting Time: _____
 Other Aspects: _____

Total

Example Spell #1 - Sleep

	Difficulty
Skill Used: <u>Enchantment</u>	5
Target: <u>1 target</u>	0
Effect: <u>Sleep</u>	5
Range: <u>100 m</u>	+3
Duration: <u>1 hour</u>	+5
Casting Time: <u>1 round</u>	+12
Other Aspects:	
Component: <u>sand (VC)</u>	-4
Gesture: <u>Point finger</u>	-1
Incantation: <u>Sleep</u>	-1
Total Modifiers	24
Total Difficulty	12

Description: The caster points his finger at the target and commands the target to sleep. The sand is destroyed in the casting. The target must make a **mettle** or Willpower roll versus the caster's magic skill total to resist.

Components: Incantation(-2), Gesture(-1), Material(-5)

Casting Time: 1 round(+12)

Range: 100 m(+3)

Effect: Intimidation skill bonus at +6D6+2 (+20)

Duration: 1 hour(+5)

Material Component: An item owned for at least a month by the target (very rare)

Description: The caster first needs something belonging to her target — his comb, his watch, a lock of his hair. Mutters "Fear takes your courage", point the item at the target, and release the spell.

This spell gives the caster an intimidation skill bonus of +6D6+2, but only towards that target. The target may disbelieve it with a Willpower or **mettle** roll versus the intimidation total. If the target does not resist, they will run away from the caster for the duration of the spell.

Counter Magic (12)

Abjuration (5)

Target: 1 target (0)

Components: Incantation(-3), Gesture(-1), Material(0)

Casting Time: 1 round(+12)

Range: 100 m(+3)

Effect: Compare to skill total of spell countering(+5)

Duration: Instant(+3)

Material Component: None

Description: The caster concentrates on the spell he wishes to counter, waving his hand(simple) and shouting "Your power is broken"(sentence spoken loudly). The countermagic total is the magic skill roll total. If the countermagic total is equal to or higher than the target spell's spell difficulty total, the spell is broken.

Counter Magic Ward(16)

Abjuration (5)

Target: 1 target (0)

Components: Incantation(-3), Gesture(-1), Material(0)

Casting Time: 1 round(+12)

Range: Touch(-3)

Effect: Compare to skill total of spell

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countering(+5)

Duration: 1 Week or all charges used whichever happens first(+10)

Additional aspect: 6 charges(+6)

Material Component: None

Description: The caster concentrates on the target he wishes to protect, wave his hand (simple) and shouting “Let no spell pass” (sentence spoken loudly), than touching the target. The effect is 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 countermagic ward number is the magic skill roll total when the ward is cast. If the countermagic ward number is equal or higher than the target spell’s magic skill total, the spell is blocked. If the countermagic ward number is less than the target spell’s magic skill total, the spell ignores the ward and dispells the ward no matter how many charges are left.

Deadly Dart (11)

Alteration (8)

Target: 1 target (0)

Components: Incantation(-2), Gesture(-1), Material(-14)

Casting Time: 1 round(+12)

Range: 100 m(+3)

Effect: +4D6 damage (+12)

Duration: 1 minute(+3)

Material Component: Black obsidian (uncommon, destroyed), dart (common destroyed)

Description: This spell uses a piece of black obsidian to increase the deadliness of a missile. The mage utters “Darkness of death” (Few words) while gently stroking the tip of the missile across the stone (simple). The darkness travels into the dart, draining the stone of its pigment.

To release the spell, the missile is thrown or fired within the duration of the spell. A knife throwing or missile combat skill is used to get a skill total against the combat difficulty for the target. The target must be within range of the spell, or the missile merely does its normal effect. The target takes an additional 4D6 in damage in the round the missile hits.

Water Spray (26)

Evocation (5)

Target: 1 target (0)

Components: Incantation(-1), Gesture(-1), Material(-5)

Casting Time: 1 round(+12)

Range: 10 m(+3)

Effect: 4D6 damage over 3 rounds(+36)

Duration: 3 rounds(+3)

Material Component: Liter of water (ordinary, destroyed)(-2), squeezable container (uncommon) (-4)

Description: The mage needs a liter of water in a container that can be squeezed 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(-1) saying “Spray”(-1). The volume and force behind the water spray increases dramatically. The spray lasts for three rounds of combat. The spell does 4D6 in damage per round and requires a magic control roll each round to hit the target. The caster may only select one target per spell duration.

Evil Eye Curse (12)

Evocation (5)

Target: 1 target (0)

Components: Incantation(-3), Gesture(-1), Material(-1)

Casting Time: 1 round(+12)

Range: 10 m(+3)

Effect: Bad Luck (R2) Disadvantage(+6)

Duration: 1 hour(+5)

Additional aspect: Limited to Humans (-3)

Material Component: Broken mirror (ordinary)(-1)

Description: The caster curses a Human target that can be seen with 1 hour of Bad Luck (R2). The caster points at the target (-1) and states loudly “Bad luck follows you like a shadow”.(-3)

Glow Stone (7)

Evocation (5)

Target: 1 target (0)

Components: Incantation(-3), Gesture(-1), Material(-6)

Casting Time: 1 round(+12)

Range: Touch(-3)

Effect: Negates 6m radius of darkness (+5)

Duration: 1 hour(+5)

Additional aspect:

Material Component: white pebble (common, destroyed)(-6)

Description: The magic user casts this spell on a small, white stone by holding it between thumb and forefinger (simple -1) stating “Stone of white, give us light.” (sentence -3) making it glow with a fierce radiance that extends for 6 meters in all directions around the pebble. The effect lasts for 1 hour. Once the duration wears off, the pebble turns to dust.

Slow Movement (7)

Apportation (5)

Target: 1 target (0)

Components: Incantation(-4), Gesture(-2), Material(0)

Casting Time: 1 round(+12)

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Range: 10m(0)

Effect: 10 meter per round (+5)

Duration: 1 hour(+5)

Additional aspect:

Material Component: white pebble (common, destroyed)(-6)

Description: The caster points at the target, then make running motion with fingers (fairly simple -2), stating “I command your speed, SLOW!”(sentence, loud -4), the target can resist the spell with a *mettle* or Willpower roll versus the skill roll total. If the target fails resisting the spell, than 10m is subtracted from the target’s movement rate.

Carrying Wind (12)

Apportation (5)

Target: Self (-3)

Components: Incantation(-3), Gesture(-2), Material(-4)

Casting Time: 1 round(+12)

Range: Touch(-3)

Effect: 25 meters per round flight (+12)

Duration: 1 hour(+5)

Material Component: Loose fitting clothing (-3)

Description: To cast it, the mage goes outside (-1) and starts running, jumping, and mimicking flight(-2) while stating “I subdue you and I command you, O wind!”(-3). The mage should be wearing something loose that can catch the wind(-3). 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 5D6. 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 (11)

Apportation (5)

Target: 1 person (0)

Components: Incantation(-4), Gesture(-2), Material(0)

Casting Time: 1 round(+12)

Range:100 meters (+3)

Effect: Teleport up to 100 kilograms (+10)

Duration: Instant(-3)

Description: When the caster releases the spell, she points at her intended target(-2), and states “GO THERE!” loudly(-4), the target will be instantly teleported to the range of the spell. 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. If this increases the weight beyond the limit of the spell it will

fail.

Cage (22)

Conjuration (7)

Target: 1 person (0)

Components: Incantation(-0), Gesture(-2), Material(0)

Casting Time: 1 round(+12)

Range: 100 meters (+3)

Effect: 5D6 Physique cage (+15)

Duration: 1 hour(+5)

Additional aspect: Sphere with a radius of 3 meters(+3)

Description: 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 (complex -3). If the caster’s magic control roll total equals or exceeds the combat difficulty for the target, the target 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 cage can be broken out by damaging the cage, the same as damaging any object.

Feast (10)

Conjuration (7)

Target: 1 person (0)

Components: Incantation(-2), Gesture(-2), Material(-6)

Casting Time: 1 minute(+10)

Range: 1 meters (-3)

Effect: 5 kilograms of food and water (+5)

Duration: 4 hour(+7)

Additional aspect: clean water and hearty food(+3)

Description: 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 mage waves his hand over (-2) a plain cloth napkin(-3) and small cup(-3) while saying “Food and drink.”(-2) The food must be consumed within the spell’s duration, otherwise it becomes spoiled.

Mystic Bolt (14)

Conjuration (7)

Target: 1 person (0)

Components: Incantation(-2), Gesture(-2), Material(0)

Casting Time: 1 round(+12)

Range: 100 meters (+3)

Effect: 4D6 Bolt of energy (+12)

Duration: Instant(-3)

Description: The mage gathers energy from his surroundings and throws the bolt at a target (-2) and stating “Fire!” loudly (-2). It does 4D6 in damage at a range of up to 100 meters. The caster’s spell control total must equal or exceeds the target’s defense for the bolt to hit. The bolt

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must be fired in the same round that the mage casts the spell.

Mystic Shield (7)

Conjuration (7)

Target: Self (-3)

Components: Incantation(-1), Gesture(-1), Material(-10)

Casting Time: 1 round(+12)

Range: touch (-3)

Effect: Armor value of 10 (+10)

Duration: 1 minute(+3)

Additional aspect: 1 meter radius shield (0)

Description: The caster tosses some colored sand in a circle (-1) in front of her which vanishes (-8), while stating “Protection” (-1). A semi-transparent oval shield of the same color as the sand appears in front of the caster. It is focused on the ring (-2), which the mage must wear. It offers an additional Armor Value of 10 against all types of physical (not mental) attacks.

Stunned Senseless (16)

Conjuration (7)

Target: one target (0)

Components: Incantation(-2), Gesture(-1), Material(-1)

Casting Time: 1 round(+12)

Range: 10 meters (0)

Effect: 6D6+2 stun damage (+20)

Duration: Instant(-3)

Additional aspect: 1 meter radius shield (0)

Description: The caster points finger and then palm at intended target(-2) and states “STOP!” loudly (-2), sending a bolt of energy at the target intending to stun the target. If the spell hits, the caster rolls the stun damage. The target resists with Will or mettle vs the total of stun damage. If the target’s is less than the stun damage, they fall over stunned for 6 rounds.

Communicate with Animals (20)

Transmutation (8)

Target: 1 person (0)

Components: Incantation(-0), Gesture(-2), Material(-2)

Casting Time: 1 round(+12)

Range: 10 meters (0)

Effect: Speaking skill with animal 5D6 (+15)

Duration: 1 hour(+5)

Additional aspect: Sphere with a radius of 3 meters(+3)

Description: 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 -2). 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 (-2). 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 5D6. 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.

Detect the Living (31)

Divination (15)

Target: Self (-3)

Components: Incantation(0), Gesture(-1), Material(-12)

Casting Time: 1 minute(+10)

Range: 100 meters (+3)

Effect: 8D6 Perception (+24)

Duration: 1 hour (+5)

Additional aspect: 30 meter radius circle (+20)

Description: Before casting 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 (-12) and inhales the smoke while concentrating (-1). Once the casting is done, the mage can detect the presence of any such being within a 100-meter radius for one hour. 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 base difficulty total is 10 plus the modifier below.

Size (Scale number)	Number of Targets	Difficulty Total
Fine (12)	21+	+25
Diminutive (9)	11-20	+20
Tiny (6)	6-10	+15
Small (3)	2-5	+10
Medium (0)	1	+0
Large (3)	N/A	-5
Huge (8)	N/A	-10
Gargantuan (14)	N/A	-20
Colossal (46)	N/A	-24

Scrying (15)

Divination (15)

Target: 1 person (0)

Components: Incantation(0), Gesture(-6), Material(-8)

Casting Time: 1 minute(+10)

Range: 1 meters (0)

Effect: 3 months time frame (+15)

Duration: 1 minute (+3)

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Description: By interpreting cards or runes (-4), the diviner gains a sense of what the future holds for the person (-4) who the reading is about. The mage may choose to look for a condition that could occur up to 3 months into the future. The caster randomize the tool and place parts of the tool in a set pattern (-2 fairly simple); and then interpret the symbols (-4 very complex) She can see one minute's worth of the future. Scrying result total is the difference between the divination skill roll and the Scrying spell difficulty.

Scrying result total	Information gained
1-5	Confusing images, no useful information
6-10	one useful fact of information
11-15	2 useful pieces of information and time of occurrence
16-20	4 facts plus time and location
21+	mage see the scene as if she were present, though in shades of gray

Sense Past (17)

Divination (15)

Target: Self (-3)

Components: Incantation(0), Gesture(-1), Material(-9)

Casting Time: 1 minute(+10)

Range: Touch (-3)

Effect: 1 year in the past(+17)

Duration: 1 hour (+5)

Additional aspect: 3 meter radius circle (+3)

Description: The mage can learn about the past of a single object he touches. He'll see visions of events that occurred in a 3 meter radius around the object in the past. The mage can scan back to that period. The mage puts an expensive time telling device (gold watch, gold water clock, gold sundial, etc -5) on the object being scryed. The mage than looks at the object through a magnifying glass (-4) as they cast the spell.

The Basis of Channelling

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, Channeling Prayers 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 Channeling Prayers 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 Channeling Prayers, the game master (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 game master decide what sorts of actions the channeller needs to perform in order to invoke a Channeling (see "Required Aspects" under "Creating Channeling Prayers" 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

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hampering their followers. Called spirits, ancestors, 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 prayer 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 Channelings consistent with the primary religion to losing Fate Points. (The game master decides on the most appropriate penalties.)

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 Channelings, and so cannot have the Channelings 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.

Channeling Spells

Bless Person (12)

Favor (5)

Target: 1 target (0)

Components: Incantation(-4), Gesture(-1), Material(-4)

Casting Time: 1 round (+12)

Range: Touch (-3)

Effect: +1D6 to one Attribute and all skills under the affect Attribute (+6)

Duration: 1 round (+5)

Additional aspect: 9 meter radius circle (+7)

Description: A channeller surrounds and infuses the target character with spiritual energy, as long as the target remains within 9 meters of the blessing channeller. The channeller touches the target and states loudly "Blessing Upon You!" loudly (-4). The channeller must have the symbol of their religion (-4). The blessing enhances one attribute of the channeller's choosing, which must be selected at the time he performs the blessing. The blessed character receives the bonus to all related skills as well. A character may enjoy the effects of only one bless at any given time. The channeller may use **Bless Person** on themself.

Bless Armor (7)

Favor (5)

Target: 1 target (0)

Components: Incantation(-4), Gesture(-1), Material(-4)

Casting Time: 1 round (+12)

Range: Touch (-3)

Effect: +6 to Armor Value (+6)

Duration: 1 minute (+3)

Description: A channeller surrounds and infuses a suit of armor with spiritual energy, adding 6 to the Armor Value of the target armor. The channeller touches the armor and states loudly "Enhance Protection!" loudly (-4). The channeller must have the symbol of their religion (-4). A suit of armor may enjoy the effects of only one bless at any given time. The channeller may use **Bless Armor** on their armor.

Heal Wound (5)

Favor (5)

Target: 1 target (0)

Components: Incantation(-3), Gesture(-1), Material(-4)

Casting Time: 1 round (+12)

Range: Touch (-3)

Effect: Heals up to 6 points of damage (+6)

Duration: Instant (-3)

Description: A channeller surrounds and infuses living being with spiritual energy, healing any physical damage. The channeller touches the being on the head and speaks softly, "Please heal this being of their hurts." (-3)The channeller then sways their holy symbol (-4) over the being. (-1)

Spiritual Shield (9)

Favor (5)

Target: Self (-3)

Components: Incantation(-6), Gesture(-1), Material(-4)

Casting Time: 1 round (+12)

Range: Touch (-3)

Effect: Shield of 9 Armor Value (+9)

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Duration: 1 minute (+10)

Description: A channeller creates a shield of spiritual energy, that protects the channeller against all types of physical (not mental) attacks.. The channeller holds their holy symbol before themselves(-4), and states loudly “PROTECT YOUR SERVANT” (-6).

Detect Living (22)

Divination (15)

Target: Self (-3)

Components: Incantation(0), Gesture(-1), Material(-12)

Casting Time: 1 round (+12)

Range: Touch (-3)

Effect: 8D to locate a single type of creature (+24)

Duration: 1 hour (+5)

Additional aspect: 9 meter radius circle (+7)

Description: Before invoking, the devotee decides what sort of being he seeks, 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 channeller sets the object on fire (-12) and inhales the smoke while concentrating (-1). The channeller than holds forth her holy symbol. Should the channeller successfully invoke the Channeling, she can detect the presence of any such being within a 9 meter radius for 1 hour, 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 she seeks (such as location, number, gender, etc.).

The base difficulty total is 10 plus the modifier below.

Size (Scale number)	Number of Targets	Difficulty Total
Fine (12)	21+	+25
Diminutive (9)	11-20	+20
Tiny (6)	6-10	+15
Small (3)	2-5	+10
Medium (0)	1	+0
Large (3)	N/A	-5
Huge (8)	N/A	-10
Gargantuan (14)	N/A	-20
Colossal (46)	N/A	-24

Foresight (17)

Divination (15)

Target: Self (-3)

Components: Incantation(0), Gesture(-1), Material(-4)

Casting Time: 1 minute (+10)

Range: Touch (-3)

Effect: Seeing 3 months into the future (+15)

Duration: 1 hour (+5)

Description: When the channeller invokes this Channeling, he chooses to look for a condition that could occur up to 3 months into the future. He can see one minute’s worth of the future. The channeller spins her holy symbol in front of her and gazes at it as the spell is released. If the spell works properly she shall see into the future. The result total is the difference between the divination skill roll and the Foresight spell difficulty.

Scrying result total	Information gained
1-5	Confusing images, no useful information
6-10	one useful fact of information
11-15	2 useful pieces of information and time of occurrence
16-20	4 facts plus time and location
21+	mage see the scene as if she were present, though in shades of gray

Banish (14)

Strife (7)

Target: 1 target (0)

Components: Incantation(-2), Gesture(-1), Material(-4)

Casting Time: 1 round (+12)

Range: 10 meters (0)

Effect: Target flees (+12)

Duration: 1 minute (+3)

Description: The channeller holds forth (-1) their holy symbol (-4) and commands the target “BEGONE!” (-2). The Channeling can only be used against opponents of a different religion. If the channeller exceeds the spell difficulty than compare the Magic Skill total to a value equal to 2 times the target’s Willpower or mettle. For undead without a mettle or Willpower score, use the die code of the creatures’ controller or creator. If the target has a lower total, she flees the area (if possible).

Bless Weapon (9)

Strife (7)

Target: 1 weapon (0)

Components: Incantation(-3), Gesture(-1), Material(-4)

Casting Time: 1 round (+12)

Range: Touch (-3)

Effect: +2D6 damage (+6)

Duration: 1 minute (+3)

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Description: The channeler infuses spiritual energy into any one weapon, for the duration of the spell. The channeler touches the weapon with their holy symbol and says “Strength of the faithful.” A character may enjoy the effects of only one bless at any given time. The channeler may use bless weapon on an item he’s holding.

Curse (10)

Strife (7)

Target: 1 target (0)

Components: Incantation(-3), Gesture(-1), Material(-4)

Casting Time: 1 round (+12)

Range: 10 meters (0)

Effect: Bad Luck (R2) Disadvantage (+6)

Duration: 1 hour (+5)

Other Condition: Limited to humanoids (-2)

Description: The channeler curses a single humanoid target with 1hour 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. The channeler holds forth (-1) their holy symbol (-4) and says “I curse thee!” (-3) The target can resist the curse with a Willpower or mettle skill roll that exceeds the channeler’s magic skill roll.

Disrupt Spell (7)

Strife (7)

Target: 1 target (0)

Components: Incantation(-4), Gesture(-1), Material(-4)

Casting Time: 1 round (+12)

Range: 10 meters (0)

Effect: Spell is cancelled (+6)

Duration: Instant (-3)

Description: The channeler concentrates on the spell he wishes to counter. Holding forth (-1) his holy symbol (-4) and states loudly “Protect thy servant.” (-4) The Disrupt Spell total is the magic skill roll total. If the Disrupt Spell total is equal to or higher than the target spell’s spell difficulty total, the spell is broken.

Fighting Tree (25)

Strife (7)

Target: 1 target (0)

Components: Incantation(-1), Gesture(-1), Material(-4)

Casting Time: 1 round (+12)

Range: 10 meters (0)

Effect: Animates a tree to attack (4D6 attack and damage) in a 9 meter radius (+31)

Duration: 1 hour (+5)

Description: The channeler points (-1) his holy symbol (-4) at a tree (-1) and demands “Attack!”

(-2) Through this prayer, the channeler 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 any target within a 9 meter radius.

Spiritual Bolt (13)

Strife (7)

Target: 1 target (0)

Components: Incantation(-1), Gesture(-1), Material(-4)

Casting Time: 1 round (+12)

Range: 100 meters (+3)

Effect: Energy bolt that does 4D6 damage (+12)

Duration: Instant (-3)

Description: The channeler points (-1) his holy symbol (-4) at a target and demands “Divine strike!” (-2) A bolt of spiritual energy shots forth to strike at the target. The target is hit if the magic control total is equal to or greater than the target’s defense.

Undead Warrior (21)

Strife (7)

Target: 1 target (0)

Components: Incantation(-4), Gesture(-1), Material(-9)

Casting Time: 1 minute (+10)

Range: 100 meters (+3)

Effect: Reanimated corpse with 4D6 in fighting and lifting; 1D6 in running (+25)

Duration: 1 week (+10)

Description: This rite causes any one dead creature to reanimate to serve as a soldier bonded to the channeler. The channeler touches the corpse (-5) on the head (-1) with her holy symbol (-4) and commands “RISE AND OBEY!” (-4)The reanimated being cannot think for itself, so it ignores all Wound level and does not need to check its Willpower to resist spells or abilities that target Willpower. It does whatever the channeler demands, until the invoker tells it to stop or the duration ends. At the end of the duration or if the channeler sends it out of range, the creature falls down in a heap. The channeler can add other skills, each additional 1D6 skill raises the difficulty by 3 points. The channeler can also increase the duration by 1 week which raises the difficulty by 5 points for each week of increase.



Appendix Two

Appendix Two: Optional Rules

Alternate Die Rolling Options

Some Game Masters prefer rolling fewer dice. A die code simplification chart has been included below. It offers two solutions for reducing the number of dice while retaining some of the randomness of rolling dice.

The first way is to find the die code of the skill, attribute or other value. Now either roll 5D6 plus Epic Die and add the number under the 5D column, or roll just the Epic die and add the number under the Epic Die column.

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 "Epic Die" column, subtract 1 from the die code and multiply the number by 3.5. Round up.

Die Code	5D	Epic Die	Die Code	5D	Epic 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

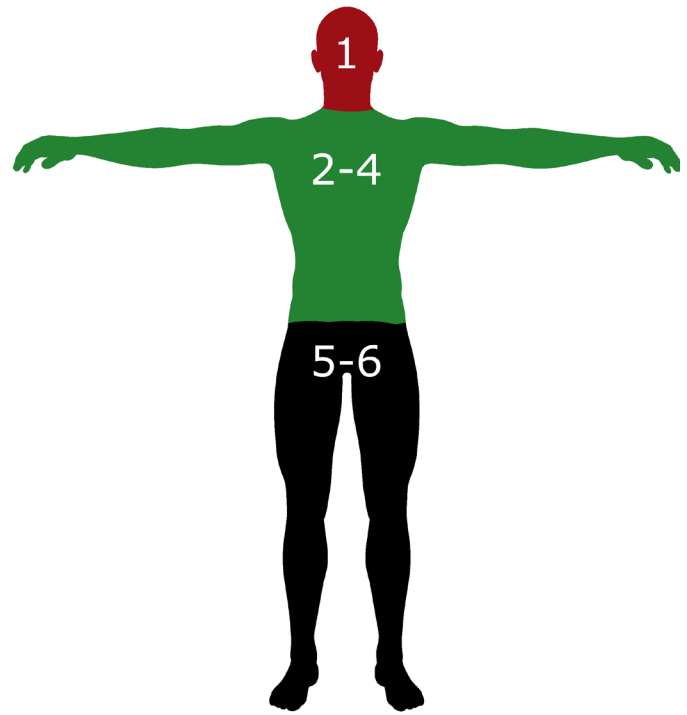
Die Code	5D	Epic Die	Die Code	5D	Epic Die
24D	+67	+81	49D	+154	+168
25D	+70	+84	50D	+158	+172

For converting die codes in the middle of a game without referencing the table, multiply Die Code by 3 for tasks that ought to fail (such as the attack roll 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.

Hit Location Option

Some Game Masters prefer rolling fewer dice. A die code simplification chart has been included below. It offers two solutions for reducing the number of dice while retaining some of the randomness of rolling dice.

Die Roll	Hit Location
1	Head
2-4	Torso/Arms
5-6	Legs



Appendix Three

Medieval Thief

Templates

Character Name:	Species:
Occupation: Generic Thief Medieval	Gender:
Age: 18	Height: 5' 8"
	Weight: 140

Advantages	full ambidextrous

Physique Damage	+2D6
Epic Points	2
Progression Points	
Move	10
Health Point Total	25

Wound Level	Health Range
Light	
Moderate	
Heavy	
Incapacitated	
Mortal	
Dead	-(5+Physique Die Code)

Disadvantages	Vengeful lvl 3

Armor	3(3)
Base Defense	10
Stamina Points	12
Initiative Bonus	+5

Coordination	
Knife Throwing	4D+1
Lock Picking	5D+2
Missile Combat	4D+1
Pick Pocket	6D+2
Riding	
Sleight of Hand	5D+1
Throwing	5d+2

WILLPOWER	
Bargain	4D
Charm/Flirtation	4D
Perform	4D

Equipment	Weight
Leather Vest	
Clothing	
Short Sword+Scabbard	
4 Daggers	
Short Bow	
Quiver (20 arrows)	
Rope	
Grappling Hook	
Thief Kit	

INTELLIGENCE	
Disguise	3D+2
Hide	3D+1
Streetwise	3D+1

REFLEXES	
Acrobatics	4D+1
Contortion	4D+1
Counter-Tracking	
Dodge	4D+1
Stealth-Urban	4D+2

PERCEPTION	
Forgery	4D
Notice	4D
Search	4D

PHYSIQUE	
Climb	4D+2
Jump	4D
Running	4D

Social Interaction	
Non-player character	Interaction Total

Weapon	Lethal Rating	Dmg	Range
			S/M/L
Short Sword	1	1D+2	
Dagger	1	1D	
Arrow	1	1D	10/60/200

KNOWLEDGE	
Business	3D
Read/Write	3D
Trading	3D
Traps	3D

Armor	Armor Rating	Armor Strength
Leather Vest	3	3

Mount/Vehicle	Move Rate

Appendix Three

Modern Thief

Character Name:		Species:		Advantages	
Occupation: Generic Thief Modern		Gender:			
Age:25	Height:5' 9"	Weight:150			

Physique Damage	+1D6	Wound Level	Health Range	Disadvantages			
Epic Points	2			Light			
Progression Points				Moderate			
Move	10			Heavy			
Health Point Total	21			Incapacitated			

Coordination	3D	WILLPOWER		Armor		2(2)		
Driving	5D			Bargain	3D+1	Base Defense		8
Lock Picking	5D+1			Bluff/Con	4D	Stamina Points		12
Marksmanship	5D			Charm/Flirt	4D	Initiative Bonus		4
Pick Pocket	5D			Persuasion	3D+1			

REFLEXES	4D+2	INTELLIGENCE		Equipment		Weight	
Acrobatics	3D+1			Disguise	3D+2		Black clothing
Dodge	3D+1			Hide	3D+2	Black running shoes	
Fighting	3D+1			Know-How	3D+2	50' Rope	
One handed combat	3D+1			Mechanical Repair	3D+2	Grappling hook	

PHYSIQUE	3D	PERCEPTION		Leather Jacket			
Climb	3D+1			Forgery	3D+1		
Jump	3D+1			Gambling	3D+1		
				Notice	3D+1		
				Search	3D+1		

KNOWLEDGE	5D	Social Interaction		Weapon		Lethal Rating	Dmg	Range	
Computer Hacking	5D+2			Non-player character	Interaction Total	.38 revolver	2	4D+2	15/50/120
Computer Programming	5D+1								
Demolitions	5D+1								
Electronic Security	5D+2								

Armor		Armor Rating	Armor Strength
Leather Jacket		2	2

Mount/Vehicle		Move Rate

Appendix Three

Modern Police Officer

Character Name:		Species:	
Occupation: Modern Police officer		Gender:	
Age:24	Height:5' 10"	Weight:180	

Advantages	

Physique Damage	+2D6
Epic Points	2
Progression Points	
Move	10
Health Point Total	26

Wound Level	Health Range
Light	
Moderate	
Heavy	
Incapacitated	
Mortal	
Dead	-(5+Physique Die Code)

Disadvantages	

Armor	0(0)
Base Defense	6
Stamina Points	12
Initiative Bonus	5

Coordination	3D+2
Driving	4D+2
Lock Pick	4D
Marksmanship	5D
REFLEXES	3D
Block	3D+1
Fighting	3D+1
One handed combat	3D+1
Stealth-Urban	3D+1
PHYSIQUE	3D
Break	3D+1
Climb	3D+1
Lift	3D+1
Running	3D+1
Jump	3D+1

WILLPOWER	4D+2
Bluff/Con	5D
Command	5D
Intimidation	5D+2

INTELLIGENCE	3D+1
Damage Control	3D+2
Hide	3D+2
Steetwise	4D
Streetwise	3D+2

PERCEPTION	4D
Forgery	4D+1
Investigation	5D
Notice	4D+1
Search	4D+1

Equipment	Weight
Police Uniform	
Handcuffs	
Police baton	

KNOWLEDGE	4D
Bureaucracy/ Diplomacy	4D+1
Computer Programming	4D+1
Cryptography	4D+1
Electronic Security	4D+1
Law	5D
Military Science	4D+1
Read/Write	4D+1
Security	5D

Social Interaction	
Non-player character	Interaction Total

Weapon	Lethal Rating	Dmg	Range
			S/M/L
9 mm pistol	2	5D	15/50/120

Armor	Armor Rating	Armor Strength

Mount/Vehicle	Move Rate

Appendix Three

Medieval Ranger

Character Name:		Species:		Advantages	
Occupation: Medieval Ranger		Gender:			
Age:24	Height:5' 10"	Weight:180			

Physique Damage		Wound Level		Health Range	
Epic Points	2	Light			
Progression Points		Moderate			
Move	10	Heavy			
Health Point Total	30	Incapacitated			
		Mortal			
		Dead		-(5+Physique Die Code)	

Coordination	4D+2
Charioteering	5D
Knife Throwing	3D
Missile Combat	5D
Riding	5D
REFLEXES	4D+2
Block	5D
Camouflage	5D
Dodge	5D
Riding	5D
Stealth Wild	5D
1-H Combat	5D
PHYSIQUE	4D+1
Climb	4D+2
Jump	4D+2
Running	5D
Stamina	4D+2
Swim	4D+2

WILLPOWER	4D+2
Bluff/Con	5D
Command	5D
Intimidation	5D+2
INTELLIGENCE	3D+1
Damage Control	3D+2
Hide	3D+2
Steetwise	4D
Streetwise	3D+2
PERCEPTION	4D
Forgery	4D+1
Investigation	5D
Notice	4D+1
Search	4D+1

KNOWLEDGE	3D
Healing	3D+2
Law	3D+2
Navigation	4D
Trading	3D+2
Traps	3D+2
Military Science	4D+1
Read/Write	4D+1
Security	5D

Social Interaction	
Non-player character	Interaction Total

Equipment		Weight
Cloak and hood		
Clothing		
Boots		
Long sword		
4 knives		
shortbow		
Quiver/20 arrows		

Weapon	Lethal Rating	Dmg	Range
			S/M/L
Long Sword	2	+2D+2	
Knife	1	+1D	5/10/15
Shortbow	1	+1D	10/60/250

Armor	Armor Rating	Armor Strength
Chainmail	4	6

Mount/Vehicle	Move Rate

Appendix Three

Medieval Constable

Character Name:		Species:	
Occupation: Medieval Constable		Gender:	
Age:24	Height:5' 10"	Weight:180	

Advantages	

Physique Damage	
Epic Points	2
Progression Points	
Move	10
Health Point Total	25

Wound Level	Health Range
Light	
Moderate	
Heavy	
Incapacitated	
Mortal	
Dead	-(5+Physique Die Code)

Disadvantages	

Armor	4(6)
Base Defense	6
Stamina Points	16
Initiative Bonus	5

Coordination	4D
Charioteering	4D+1
Lock Picking	4D+1

WILLPOWER	3D+1
Animal Handling	3D+2
Bluff/Con	3D+2
Command	3D+2
Intimidation	4D+1
Persuasion	3D+2

Equipment	Weight
Cloak and hood	
Clothing	
Boots	
Long sword	
Manacles	

REFLEXES	3D+2
Block	4D
Counter Tracking	4D+1
Dodge	4D
Riding	4D
Stealth Urban	4D
1-H Combat	4D
Tracking	4D+1
2-H Combat	4D

INTELLIGENCE	3D
Hide	3D+1
Mechanical Repair	3D+1
Streetwise	4D
Streetwise	3D+2

PHYSIQUE	4D+2
Brawling	4D
Break	5D
Lift	5D
Running	5D

PERCEPTION	4D
Forgery	4D+1
Investigation	5D
Notice	4D+1
Search	4D+1

KNOWLEDGE	3D
Bureaucracy/ Diplomacy	3D+1
Cultures	3D+1
Etiquette	3D+1
Law	4D
Trading	3D+1
Traps	3D+1
Read/Write	4D+1
Security	5D

Social Interaction	
Non-player character	Interaction Total

Weapon	Lethal Rating	Dmg	Range S/M/L
Long Sword	2	+2D+2	

Armor	Armor Rating	Armor Strength
Chainmail	4	6

Mount/Vehicle	Move Rate

Appendix Three

Archer

Character Name:		Species:		Advantages	
Occupation: Archer		Gender:			
Age: 18	Height: 5' 10"	Weight: 150			

Physique Damage		Wound Level		Health Range	
Epic Points	2	Light			
Progression Points		Moderate			
Move	10	Heavy			
Health Point Total	24	Incapacitated			
		Mortal			
		Dead		-(5+Physique Die Code)	

Coordination		3D+1	
Missile Combat		5D	
Throwing		4D	
REFLEXES		3D	
Block		4D	
Dodge		4D+2	
1-H Combat		4D	
2-H Combat		4D	
Tracking		3D+2	
PHYSIQUE		4D	
Climb		4D+2	
Running		5D	
Stamina		5D	
Swim		4D+1	
Running		5D	
KNOWLEDGE		2D+1	
Bureaucracy/ Diplomacy		3D	
Law		4D	
Navigation		3D	
Read/Write		3D	
Trading		3D+1	
PERCEPTION		4D	
Notice		4D+1	
Search		4D+1	

WILLPOWER		3D	
Bluff/Con		4D	
Mettle		3D+2	
Persuasion		3D+2	

INTELLIGENCE		2D+2	
Crafting		3D	
Hide		3D+1	
Know How		4D	
Mechanical Repair		3D	
Tinker		3D	

Social Interaction			
Non-player character		Interaction Total	

Equipment		Weight	
Cloak and hood			
Clothing			
Boots			
Long sword			
Longbow			
Quiver/20 arrows			
Hard Leather Armor		20#	

Weapon	Lethal Rating	Dmg	Range
			S/M/L
Long Sword	2	+2D+2	
Longbow	1	+1D	10/75/325

Armor	Armor Rating	Armor Strength
Hard Leather	3	3

Mount/Vehicle	Move Rate

Coordination		Knowledge		WILLPOWER (cont)	
Charioteering		Astrography		Mettle	
Driving		Bureaucracy/Diplomacy		Perform	
Flying		Business		Persuasion	
Knife Throwing		Computer Hacking			
Lock Picking		Computer Programming		PERCEPTION	
Marksmanship		Cryptography		Forge	
Missile Combat		Cultures		Forgery	
Mounted ranged combat		Demolitions		Gambling	
Musical Instrument		Electronic Deign/Repair		Investigation	
Needlework		Electronic Security		Magic Control	
Parry		Engineering		Notice	
Pick Pocket		Etiquette		Search	
Riding		Healing			
Sleight of Hand		Law		EXTRANORMAL: ARCANE	
Throwing		Medicine		Abjuration	
		Military Science		Apportation	
		Navigation		Conjuration	
REFLEXES		Reading/Writing		Divination	
Acrobatics		Scholar		Enhancement	
Block		Security		Evocation	
Camouflage		Speaking		Transmutation	
Contortion		Tech			
Counter-Tracking		Trading		EXTRANORMAL: MYSTIC	
Dodge		Traps		Divination	
Fighting				Favor	
Gunnery		INTELLIGENCE		Strife	
Mounted one handed combat		Artist		Elemental	
Mounted two handed combat		Crafting		Dimensional	
One handed combat		Damage Control		Spirit	
		Disguise		Enhancement	
Piloting		Firearm Repair			
Ship Pilotry		Gambling		Notes	
Stealth-Urban		Gunnery Repair			
Stealth-Wilderness		Hide			
Tracking		Know How			
Two handed combat		Mechanical Repair			
		Streetwise			
PHYSIQUE		Survival			
Brawling		Tinker			
Break					
Climb		WILLPOWER			
Jump		Animal Handling			
Lift		Baragin			
Running		Bluff/Con			
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Swim		Command			
		Intimidation			



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