EABA™

no boundaries role playing

BTRC

greg porter

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OTHER CREDITS:
In addition, **EABA** owes a debt to the role-playing games that have gone before. These may have themselves had inspiration from *other* role-playing games, but I'm just crediting the ones that inspired *me*.

Dungeons & Dragons®(1974), by Dave Arneson and Gary Gygax, for starting the idea of formal role-playing systems, as well as for some of the most fundamental game mechanics like attributes, skill rolls, and so on. Every role-playing game owes something to **Dungeons & Dragons**.

Champions®(1981), by George MacDonald and Steve Peterson, for internally consistent and intuitive game mechanics, point-based adventurer creation and attribute-based defaults. From beginning as a superhero game it has morphed into the **Hero System®**(1984), a quite good universal system.

Call of Cthulhu®(1981), by Sandy Petersen, for making a story-driven horror system that has taken on a life of its own. The depth and detail of the support material is a benchmark that all role-playing games should strive for.

GURPS®(1986), by Steve Jackson, for being the first "universal system" that didn't have a particular genre welded to it, and for making a strong effort to have rules that matched reality where reality was needed. **GURPS** has more licensed fictional gameworlds than any other role-playing game, and that it works fairly well for all of them is a testament to the utility of its game mechanics.

Over the Edge™(1992), by Jonathan Tweet and Robin D. Laws, for blurring the categories of adventurer abilities and encouraging a free-form play style less dependent on having a rule-book sitting in front of you.

TimeLords™(1987), **3G^3™**(1988) and **CORPS™**(1990), by Greg Porter. These are my own designs, and concepts I originated for these games and those inspired from the above systems are part of **EABA**.

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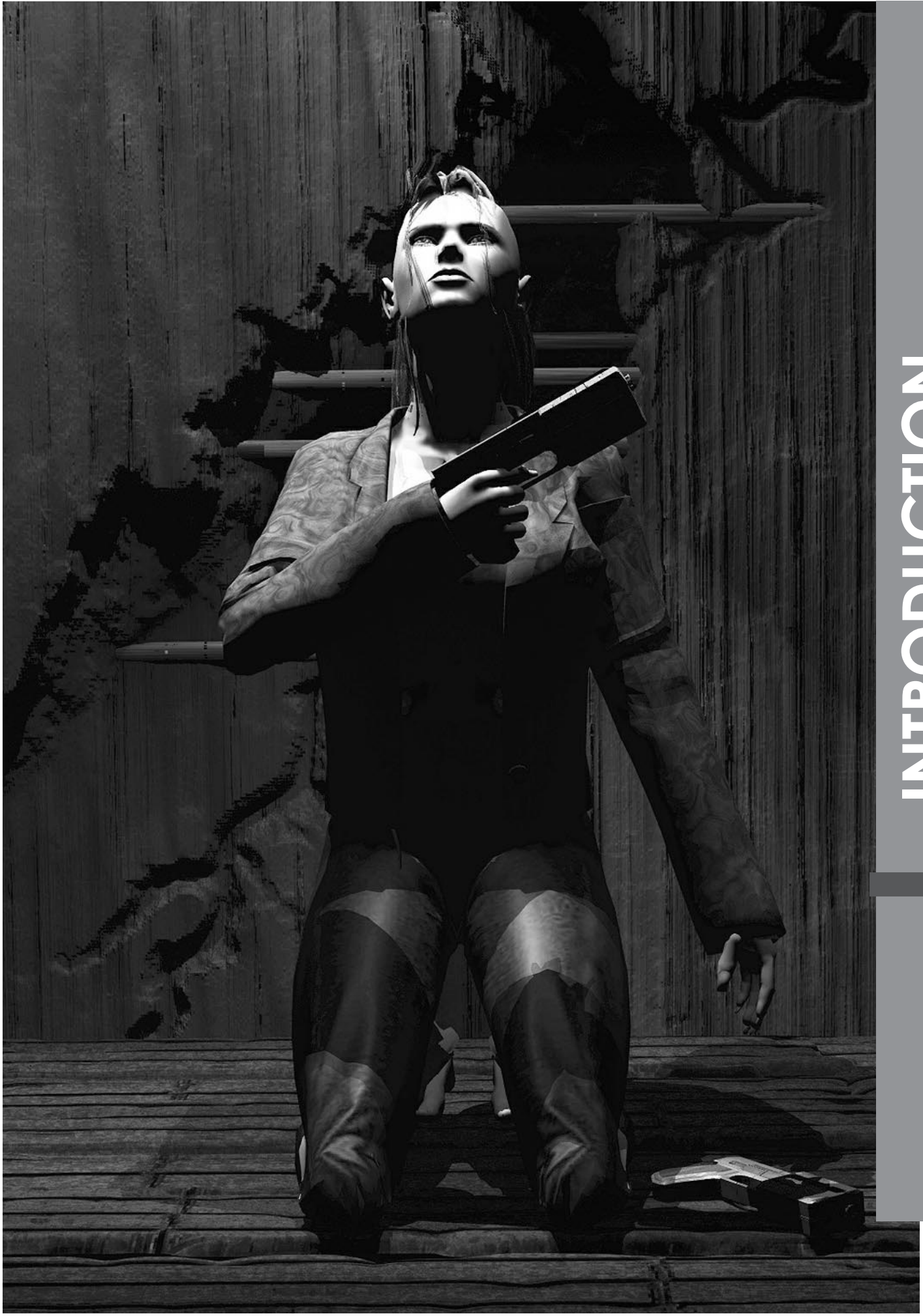


INTRODUCTION

EABA is a role-playing system for the new millennium. Maybe not for the next thousand years, but for enough of it for your purposes. I've tried to put everything I've learned about game design and everything I've loved about game play into **EABA**, from the way it looks on the page to the sweaty feel of dice in your hands when you know it all hinges on one die roll...yours. **EABA** will give you the ability to be heroic and get away with it, tempered by the realization that it's still realistic enough to get you hurt if you're stupid or careless.

INTRODUCTION - EABA (*pronounced ee-buh*) is short, sweet and to the point. Once you read the rules, they should come naturally to you, and most of the rules you will need will end up on your character sheet.

You can use **EABA** like you would *any* generic system, or you can modify it to fit any genre you want. It will play modern espionage as well as high fantasy or superheroes. Larger than life characters can play in the same world as those only slightly better than the average Joe, and both can have a good time.

GAME CONCEPTS - The **EABA** rules are designed around a handful of simple concepts:

1. Dice rolling is fun. Tossing a handful of dice and not knowing what's going to come up can be exciting. Ask any casino. You can have too much of a good thing, though. **EABA** gives you a couple reasonable levels of dice rolling, for whatever floats your boat.

2. It's cool to be heroic. The damage system in **EABA** makes it harder and harder to take a person out as they are injured. You can get horribly beat up and still stay on your feet. Adding trauma to an already battered body has less and less effect.

3. Variety gives character. **EABA** adventurers don't all look alike in terms of skills and abilities. There is sufficient depth to the system to generate a world of unique adventurers.

4. No risk, no reward. **EABA** is heroic, but you can still blow a roll and get killed, or go into shock and die before help arrives to patch you up. If there was no real risk of your character getting killed, the adventure wouldn't be half the fun.

5. Story, rules. The **EABA** rules should be the last thing on your mind when you play. So, they're easy to learn and remember. What you need should be on your character sheet.

WHAT YOU NEED - To get started with **EABA** you need a handful of things:

1. Dice. The **EABA** system runs exclusively on six-sided dice, usually called "d". If the rules say to roll 2d, you roll two six-sided dice and add the results together. If the dice type has a number after it, add that amount to the total. If the rules say to roll 2d+1, you roll two six-sided dice, add the results together and then add 1. You will seldom need more than six dice.

2. Pencil. To mark up your character sheet with. An eraser would be nice, too.

3. Printer. You have to print off or photocopy the character sheet and any other bits you want to hand out. Please don't pirate this game. It's cheap enough that your friends can afford their own copies. It's the damn best rpg you're going to find, so encourage us to keep it available...

WHAT IS A ROLE-PLAYING GAME? - Role-playing is two things:

One, it's a game. A less athletic version of the games you played as a little kid, but a game nonetheless. Today, it might be valiant rebels fighting an evil interstellar empire. In other generations it might have been caped crusaders vs. masked villains, axis vs. allies, cowboys vs. indians, probably going all the way back to homo sapiens vs. neanderthals ("It's my turn, *you* got to invent the wheel *last* time!").

A role-playing game just formalizes the rules of that play. Instead of "bang! you're dead!" we have rules for rolling dice. Instead of physically wrestling your friends to the ground we have numbers on a page that say who is stronger or faster. But the idea is the same. It's entertainment, with added aspects of competition, cooperation and creativity. You are pretending to be someone else, in a different time and a different place. You temporarily leave the mundane world behind and become someone larger than yourself, in stature and power if not in imagination. In this alternate world you adventure and do things impossible or impractical in the real world, and you have the luxury of risking death in the name of heroism...because in the end it's just a game and no one really gets hurt.

Two, it's a story. There is no way to tell if storytelling is older than game-playing, but they are both ancient. Stories in understandable written form go back almost as far as writing itself. The epic of Gilgamesh contains all the elements of a great story and dates back almost five thousand years. The Lascaux cave paintings might well have been a story or an aid to storytelling, and date back over seventeen thousand years!

Something in us is inherently enthralled by stories, because there is always something that appeals to our desires which someone else can give a new perspective on. Different cultures will have different outlooks, but everyone can be captivated by a good story, a captivation that lasts into adulthood, as evidenced by the continued popularity of movies, plays, and novels. Even card games and video games are adding sophisticated storylines to set themselves apart from the rest.

A role-playing game is not just a game, or the telling of a story, but both. One person is the creator of the story and arbiter of its changes, who is usually called the **gamemaster**. Everyone else is the **players**, those who take on the roles of the heroes in the story. We will call those heroes "**adventurers"**, but they can be called characters, actors, avatars or other terms in other games. The gamemaster may create a plot as fine or coarse as they can manage, but the gamemaster does not *dictate* how the story unfolds. Instead, they guide it, herd it, shape it.

As do the adventurers. As the gamemaster describes the setting and what is happening, the players describe what their adventurers do in response. This could be anything that would happen in a story, novel, movie or other narrative. It could be basic, but require a particular adventurer's talents, like investigating a crime scene or searching dusty libraries for clues to ancient treasure. It might also involve talents like picking locks or sneaking past sentries, and of course it can involve physical combat, like a dogfight, or a martial arts challenge.

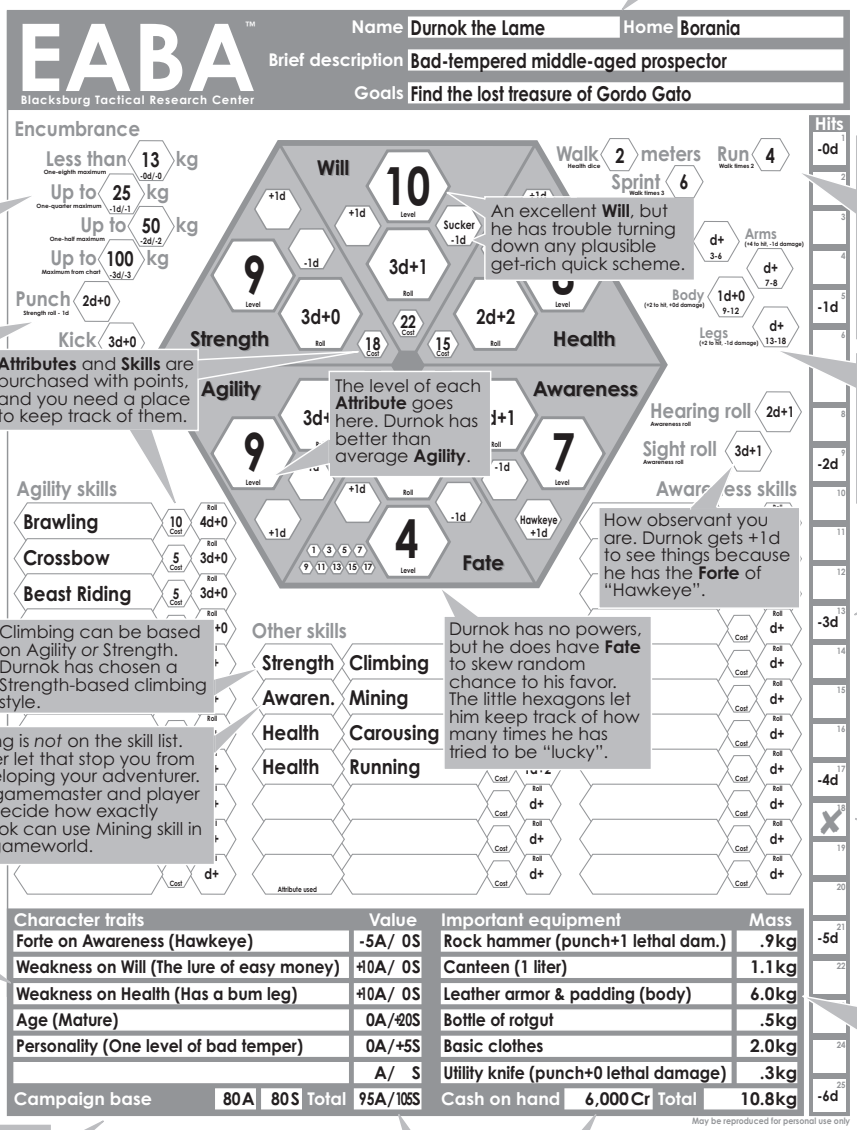
No lone adventurer is likely to have all the talents needed to overcome the obstacles the gamemaster presents. Different adventurers have different strengths, and together they can overcome obstacles that no one of them could overcome alone. You have to cooperate to have a chance of succeeding, each adventurer using their strengths as best they are able, and counting on the other adventurers to do the same. The plot of an adventure is like the plot of a movie or novel, but there is no guarantee that all the adventurers will make it to the end of the plot, nor any certainty that the good guys will win in the end.

And that is the challenge.

The story never ends. When an adventure is completed and a plot resolves, everyone picks up the pieces and moves on. The villain may have been defeated, but escaped in the end, to plot new mischief. One evil ruler may be deposed, but somewhere else a new one arises. That plot may be over, but the adventure is not. And as long as people enjoy telling stories and playing games, it never will be.

- Greg Porter

This section should not only be descriptive, the description should include things pertaining to your **Traits**. We know Durnok has the **Weakness** "Lame", that he has an **Age** of "Mature" (not *quite* Middle-aged), his **Motivation** relates to "Finding treasure" and that he has a **Personality** relating to his temper.



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How much you can carry and how much it bogs you down.

How hard you can hit someone.

Attributes and **Skills** are purchased with points, and you need a place to keep track of them.

The level of each **Attribute** goes here. Durnok has better than average **Agility**.

An excellent **Will**, but he has trouble turning down any plausible get-rich quick scheme.

How far you can walk, run or sprint in a turn goes here. Durnok has a 2d+2 **Health** roll. He normally gets to walk 2 meters, but he is Lame, so he takes -1d on Health rolls for movement. But he also has Running skill, which gives him +1d, so his base move is still 2 meters.

Armor stops damage, but too much weighs you down. Durnok wears a leather vest with some padding behind it. The numbers below the armor are the 3d roll for that hit location.

How observant you are. Durnok gets +1d to see things because he has the **Forte** of "Hawkeye".

This is where you keep track of any damage your adventurer has taken.

Climbing can be based on Agility *or* Strength. Durnok has chosen a Strength-based climbing style.

Durnok has no powers, but he does have **Fate** to skew random chance to his favor. The little hexagons let him keep track of how many times he has tried to be "lucky".

Mining is *not* on the skill list. Never let that stop you from developing your adventurer. The gamemaster and player will decide how exactly Durnok can use Mining skill in this gameworld.

If you take equal or more damage than your Will plus Health, you pass out. The player has this spot marked so they can see it coming...

Write down the most important ones here. There's room on the back for more.

Durnok owns a lot more than six items. These are just the most important ones to him, the ones he wants to have handy whenever possible. If we add it up, we can see that his normal carried stuff does not encumber him.

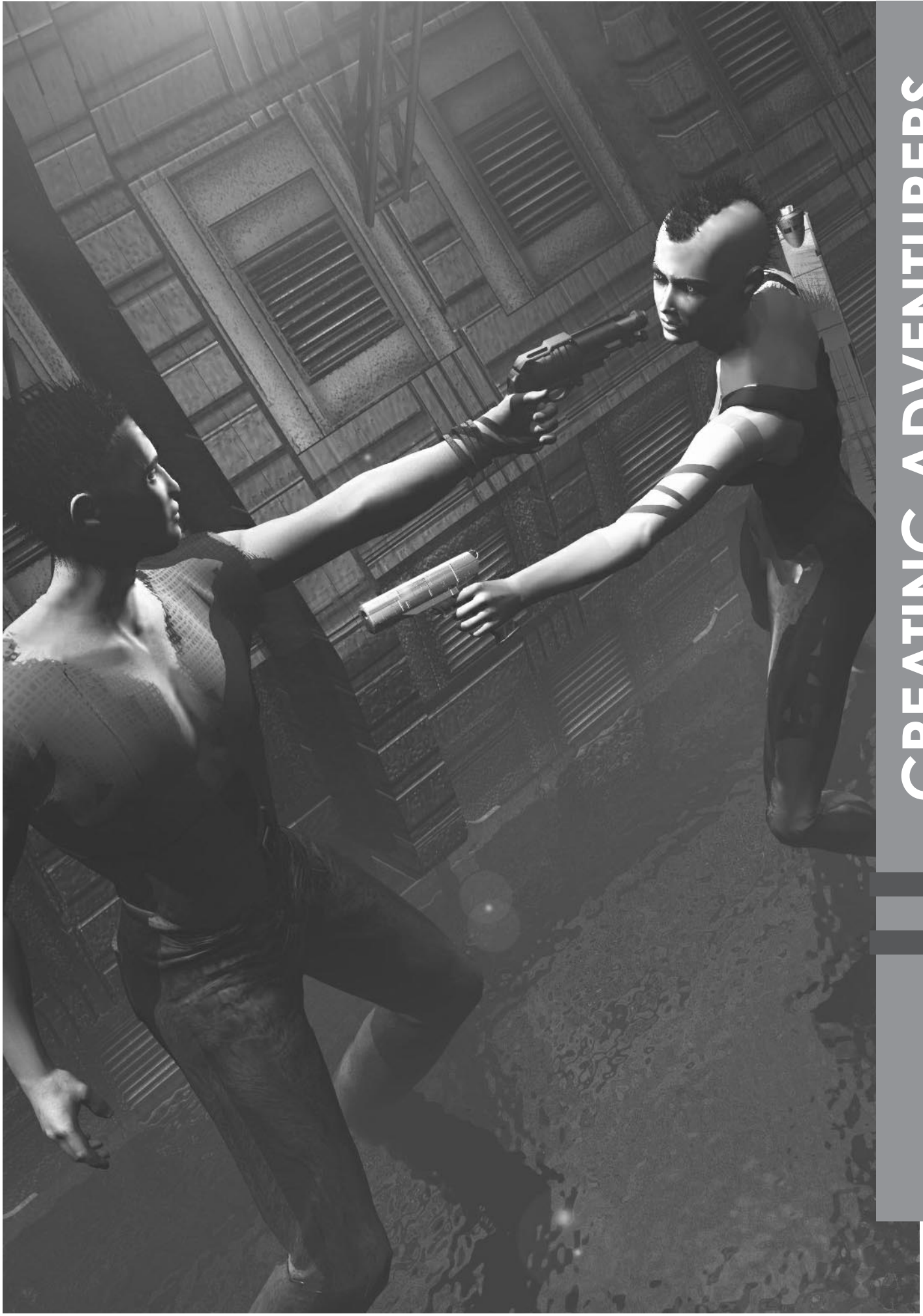
The initial supply of points for creating your adventurer. More points means more heroic adventurers. Durnok is built on the point level of an above-average person.

You can gain or spend points on character traits, as long as you don't spend more than you have. Durnok has spent 90A and 95S so far on Attributes, Skills and Traits, so he has 5A and 10S left over, which the player could use to adjust Attributes or get more Skills or Traits with.

A "Cr" is a Credit, a generic unit of money about equal to a dollar in puchasing power. How much Durnok starts play with is based on his skills and a random roll.

SAMPLE ADVENTURER - This is what a typical adventurer looks like. Don't be overwhelmed, he's actually pretty simple to understand. Once you read the rules on the next few pages you'll know exactly what everything means as well as you know your reflection.

Who is he? - Durnok the Lame is a grizzled, bad-tempered prospector living on the fringes of the Jiirto Wastes, looking for remnants of lost civilizations. He lost his job after a mining accident crippled a leg many years ago. Since then he has lived on the fringes, learned a lot of things and has dozens of tales to tell, but he has never struck it rich. But he has a few new ideas. Buy him a drink, maybe he'll tell you how you can get a piece of the action...



CREATING ADVENTURERS

Every adventure needs an adventurer. That is the role you will take on, that of a figure as large or larger than life, created from your imagination for the sole purpose of fighting injustice, winning glory, seeking treasure, or just plain kicking ass. An adventurer can be your alter ego, someone you would like to be, someone you think it would be interesting to portray, but especially it is someone you will have a fun time adventuring with. Your adventurer is worth as much or as little as you put into it.

INTRODUCTION - Adventurers are just concepts, driven by your creativity and personality, but to keep things consistent and fair, who and what that adventurer is needs to be created from a set of guidelines that *all* the players have to follow. Adventurer design consists of three things:

1. Attributes. Characteristics defined by your genetics and experience, like how strong you are.
2. Skills. Training that enhances the usefulness of your Attributes. Anyone can throw punches using their natural agility, but a trained fighter will have an advantage over an untrained one.
3. Traits. Things that you know or things that have happened to you that may modify your lifestyle, your **Attributes** or **Skills**. Being deaf is a trait. So is being filthy rich. So is being hunted by a vengeful clan of ninja.

Attributes, **Skills** and **Traits** are purchased with points. Points for **Attributes** are marked "A", like 5A, while points for **Skills** are marked "S", like 10S. **Traits** may have a cost in either, depending on the **Trait**, and some **Traits** give you points rather than costing them. **Skill** points may only be applied to purchase of **Skills** and some **Traits**, and **Attribute** points may only be applied to the purchase of **Attributes** and some **Traits**.

Note - Point-based adventurers are *not* realistic. The world doesn't work that way. Some people are rich, strong, smart *and* highly skilled, while others are poor, weak, stupid *and* inept. Buying adventurers with points *is* equitable. It means that all players start on an equal footing, and where they go from there is based on luck and how well they play.

POINT RANGES - How many A and S points you get to purchase a character with depends on the type of campaign the gamemaster is running. This is sometimes referred to as the "power level" of a campaign, like "who wants to make adventurers for a heroic swashbuckling campaign?"

Campaign	A	S
Low normal(6)	60	60
Normal(7)	80	80
Heroic(8)	100	100
Grand Heroic(9)	120	120
Superheroic(11)	150	150
Grand superheroic(13)	200	200

The more points, the more powerful adventurers will be, and the more powerful you can expect your foes to be as well. The number in parentheses is the *average* level in each **Attribute** that you could get with that amount of points, bearing in mind that adventurers will often have **Traits** that give extra points to put in **Skills** or **Attributes**. For reference, an average person has around a level of 7 in most **Attributes**, and a level of 11 in an **Attribute** would be in the top one percent of human potential. Even a normal-level adventurer can still be exceptionally good at one or maybe two things (you *can* make an Olympic athlete from a "normal" adventurer's points). Note that more primitive gameworlds, especially ones with slow travel or communications, are often skill-poor as well. Adventurers for such worlds have half the number of skill points listed.

ATTRIBUTES - Adventurers will have six **Attributes**, which are the foundation for their **Skills** and some **Traits**. The Attributes are **Strength**, **Agility**, **Awareness**, **Will**, **Health** and **Fate**. The "average" person has around 65A, which is enough to purchase a 7 in all the **Attributes** except Fate, which is probably a 3 or 4 in the "real world" or in campaigns without many magical or other paranormal powers.

Note! - "Human" adventurers should not have a spread of more than six points between their highest and lowest **Attributes** (not counting Fate). This limit can be bypassed by being **Gifted** (page 2.13).

Attributes can be improved with training (like weightlifting), but are more inherent to an adventurer than Skills. You can be dextrous without being an Olympic gymnast, or smart without being a Nobel Prize winner. **Attributes** are general in application, and while a good **Attribute** will help you be more skilled, a person who is highly skilled will be better off than a person who is just relying on natural talent.

An **Attribute** will be a number, like a Strength of 7. That number will give you a "default roll", which is 1d for every 3 points in the **Attribute**, and a +1 for each leftover point. So, An Agility of 7 gives you a "default Agility roll" of 2d+1. The default roll is used for tasks using the "pure" Attribute, like "use your default Agility roll to avoid slipping on the ice". It also represents raw talent or life experience as a basis for skilled tasks, like an Agility-based skill for using a sword and shield. An adventurer who has no formal training in a skill uses their default roll minus 1d. Note that some "skilled" tasks may have *no* "default roll".

EXAMPLE: The adventurer with an Agility of 7 has a 2d+1 roll to use their basic Agility, but only a 1d+1 roll to do a *skilled* task they have no training in. A gamemaster could say anyone could throw a punch using their default Agility minus 1d, but they would probably *not* be able to do an acrobatic routine or pilot a helicopter with their default Agility roll, regardless of how good it was. A high Agility would make them better at it once they got some training, but without training they would be as clueless as everyone else.

Note - The term "default roll" will be used a lot in **EABA**. It always means the dice you roll for your level in an Attribute, and this is listed on the adventurer sheet next to the Attribute. Looking at the Durnok the Lame (page 1.4), you see that his Health is an 8, and his default Health roll is 2d+2.

You do not have to provide a justification for the level you decide to purchase in an **Attribute**, though it adds depth and background if you explain why you are exceptional one way or the other. Having a high **Attribute** makes it possible to have higher levels of any **Skill** that is based on that **Attribute**, so if you have a specific idea for an adventurer in mind, plan the **Attributes** first.

Strength - Brute physical power. An average healthy adult man has a Strength of 7 to 8, and an average healthy adult woman has a Strength of 6 to 7. A record-setting weightlifter would have a Strength of around 12, while a frail old man or small child might be a 4. Most people will fall in the 5 to 9 range. *An adventurer's kick damage is their default Strength roll (non-lethal damage). The damage done with a punch is 1d less than kick damage.*

An adventurer's Strength determines how much they can carry, and how much they can carry with no penalty. The maximum amount in kilograms that an adventurer can lift off the ground, throw over a shoulder and stagger off with is below. A Strength of 6 (average) has a lifting capacity of 50 kilograms. Each 3 points of difference in Strength doubles or halves this amount.

Strength	Lifting	Kick damage	Rating
1	16kg	0d+1	Abysmal
2	20kg	0d+2	
3	25kg	1d+0	Feeble
4	32kg	1d+1	
5	40kg	1d+2	Low average
6	50kg	2d+0	
7	63kg	2d+1	Average
8	80kg	2d+2	
9	100kg	3d+0	High average
10	126kg	3d+1	
11	159kg	3d+2	Exceptional
12	200kg	4d+0	
13	252kg	4d+1	Barely human

Strength is important not only for how much damage you can do with a punch, kick or sword, but also for how much you can carry before being weighed down. The thresholds on the adventurer sheet are based on fractions of your maximum lift (as shown above). Any fractional amounts round up to the next kilogram (in the adventurer's favor). The penalty listed (like -2d/-2) is the penalty you take on physical Attribute rolls or skill rolls, like -2d to Health for running speed or a -2 penalty on your Sword skill. For reference, you can get half the maximum load (-2d/-2 penalty) over your head, and controlled situtations like weightlifting or a *cooperating* load will double the amount that can be lifted/moved.

Note! - If you noticed that you can take a higher penalty than your level in an Attribute, this does not mean you can no longer do things like walk, etc. It means that any task which would *require* an Attribute roll is going to fail. If you are overburdened and you step onto a patch of ice, you *will* slip. However, you *can* do things to give yourself positive modifiers to offset these zero or negative rolls, like taking extra time (stepping *very* carefully onto the ice). You *might* still slip, but you have a *chance* of pulling it off.

Agility - How nimble and dextrous you are. A person who has a job based on an Agility skill or who enjoys a lot of Agility-based recreation will be higher than average, but the run-of-the-mill person will be in the 6 to 8 range. *If you are trying to dodge attacks, the maximum amount you can increase an opponent's difficulty is +2 per full 1d in your default Agility roll.* Also see **Dodging** (page 4.4).

Awareness - Combines aspects of intelligence and perception. People in academic or leadership fields will usually be above average, as will people whose livelihood or survival depends on a keen eye and sharp wits. It would be impossible to get training equal to a university degree unless an adventurer's Awareness was at least a 6. With no other mitigating factors, most people will fall into the 5 to 9 range. Some skills based on Awareness *cannot* be used without at least +0d training.

Health - Your endurance, recuperative ability and resistance to disease. It also sets a limit past which injuries cause you to fall into shock rather than simple unconsciousness. Outdoors types, athletes and anyone who engages in hard labor for a living will be above average, while the elderly or sedentary will probably be below average. Your base movement is the number of dice in your default Health roll. For instance, a Health roll of 1d+2 would be a base walking movement of one meter (because you only rolled one die). Your unskilled running speed is double your walking distance. Most people will fall into the 6 to 8 range, based on their occupation and age.

Will - Forcefulness of personality and your ability to make your willpower override temptations and physical discomfort. Avoiding unconsciousness or shock from injury is based on Will. Fighters or anyone whose occupation puts them in harm's way or in adverse conditions will be above average, while those who have never endured hardship will be below average. Most people will fall into the 5 to 9 range, based on occupation and upbringing.

Fate - The ability to twist the natural order of things to your will. Unlike the other attributes, Fate is genre-specific. In a campaign with no unusual abilities, it would be "luck". In a game with magic, it would be "power", while in a game with psychic abilities it would be "psi". In general, it is used to represent some inherent personal characteristic that is specific to a game world and *independent of the adventurer's physical condition*. For instance, if your family honor is an inherent and vitally important facet of your life, then you could take out Fate, and put "Honor" in this slot. It wouldn't matter how badly you were injured, your Honor roll would stay the same and in fact could have the same uses as Fate in some situations.

Note - Making Fate a flexible attribute slot lets a gamemaster configure an **EABA**-based campaign to fit virtually any genre. Obviously, there are some limits. If you use the slot as "Honor", then it is not available for things like magical power.

The default use of Fate is for an adventurer to be "lucky". It is a way for a player to slightly twist fate when they need to for their adventurer's sake. You could call it a unfocused magic, a guardian angel, latent psi or whatever you want.

The way it works is that you have a default roll with Fate just like for every other Attribute. Each *adventure* (which may be *several* game sessions) you may invoke Fate whenever you want to add or subtract 1d from any dice *you* are about to roll or which are about to be rolled against *you*. You choose to use Fate *before* the die roll is made.

EXAMPLE: Your adventurer has no armor and just got shot by a 2d+1 bullet. You decide that they will be "lucky" and reduce the damage by 1d, so 1d+1 is rolled instead of 2d+1. You could have also used Fate to reduce their chance to hit you.

The first time you use Fate in an adventure, it's Automatic(roll your default Fate dice to match or beat a total of 1). The second time, it's Very Easy(3), the third time it's Easy(5) and so on, continually increasing. You can only invoke Fate once per die roll, whether it succeeds or not. After each attempt to use Fate this way in an adventure (successful or not), cross off the lowest of the tiny hexagons in the Fate section of your adventurer sheet. Using Fate *does not* decrease the Attribute, it just increases the number you have to match or beat with the default Fate roll. The penalties on using Fate to be lucky reset at the end of each adventure.

EXAMPLE: An adventurer's ability to dodge bullets has been called upon twice already, and it looks like they need it again. They've used Fate twice already, so now it's an Easy(5) task, the Fate roll having to match or beat a total of 5. If you succeed, you can get 1d of effect. Otherwise, you don't, and *either way* you cross off the hexagon. The next time your adventurer tries to use Fate it will be an Average(7) check they have to match or beat.

Since we haven't actually explained skills and dice rolls yet, just take our word that if you want to be lucky, magically strong or psionically powerful, you want a high level in Fate.

PURCHASING ATTRIBUTES - **Attributes** cost points based on the level you want the adventurer to start the game with. This level gives you a default roll. This is the roll for use of the raw attribute, or the roll if you try to attempt a **Skill** you don't have training in.

Attributes cost points equal to the level, plus the level minus 3, plus the level minus 6, etc. Or, say that to raise an Attribute three points increases its cost by the new level in the Attribute. The default roll is a number of dice equal to one-third the level in the **Attribute**, with leftover points being a +1 or +2. You can extend the scale as far as you want.

EXAMPLE: An Agility of 10 costs 22A. This gives you a default Agility roll of 3d+1, either to keep your balance as a raw use of Agility, or to drive a speed-boat if you had no training with that type of vehicle, since that is an Agility-based skill.

Attribute	Cost	Default roll	Rating
1	1A	0d+1	Abysmal
2	2A	0d+2	
3	3A	1d+0	Feeble
4	5A	1d+1	
5	7A	1d+2	Low average
6	9A	2d+0	
7	12A	2d+1	Average
8	15A	2d+2	
9	18A	3d+0	High average
10	22A	3d+1	
11	26A	3d+2	Exceptional
12	30A	4d+0	
13	35A	4d+1	Human limit
14	40A	4d+2	
15	45A	5d+0	Legendary
16	51A	5d+1	
17	57A	5d+2	Superheroic
18	63A	6d+0	
19	70A	6d+1	Superheroic+
20	77A	6d+2	
21	84A	7d+0	Godlike

EXAMPLE: A Strength level of 7 costs 7 + 4 + 1 = 12A. A level of 10 is three points higher than 7, so a Strength of 10 costs 10A more than a Strength of 7. An Agility of 24 costs 24A more than an Agility of 21, so an Agility of 24 costs 108A and has a default roll of 8d+0.

Though *all* **Attributes** are important, most **Skills** are going to be based off of Agility or Awareness. Raising **Attributes** with game experience is far more expensive the their initial purchase, so decide your starting Attribute levels carefully.

SKILLS - Training in a Skill adds one or more dice to the default roll of an **Attribute** when applied to a *particular* endeavor, like driving a car or shooting a gun. A +0d skill costs 5S, and just lets you use your default roll for that skill instead of default roll minus 1d (since you now have *some* training).

EXAMPLE: An adventurer with an Agility of 6 has a 2d+0 Agility roll for the Attribute, but only 1d+0 for Agility skills. They get "Skiing" at +0d. This means their skiing roll is now their default Agility roll, or 2d+0.

Each extra +1d doubles the skill cost. The biggest *overall* skill *bonus* you can get is equal to the default roll for that **Attribute** (specialized skills can boost this by +1d). For instance, for an **Awareness** roll of 2d you could not buy any **Awareness** skill at more than +2d.

Many skilled tasks are going to be at Average(7) or Challenging(9) difficulty, which means you have to match or beat the number in parentheses to succeed. This means an average person with a 2d+0 **Attribute** roll and a +1d **Skill** roll has about a 75 percent chance of succeeding at a Challenging(9) task. Most professionals will want at least a 4d+0 total roll, which gives them almost a 90 percent chance of succeeding in a Challenging(9) task. These chances drop dramatically if an adventurer is injured or there are other modifiers, so figure the skill levels you want accordingly. The best skill roll an "exceptional" human can have is 9d+1 (3d+2 Attribute, +1d Forte, +(3d+2) skill, +1d specialization).

Skill *bonus*	Cost	*Total* roll	Qualifications
+0d	5S	≤1d	Inept
+1d	10S	2d	Marginal
+2d	20S	3d	Amateur
+3d	40S	4d	Professional
+4d	80S	5d	Expert
+5d	160S	≥6d	Elite
+1	+25%		
+2	+50%		

EXAMPLE: Your adventurer has an Agility of 7, for a 2d+1 default Agility roll. For 20S, you purchase an *additional* +2d in "Firearms", giving the adventurer a *total* die roll of 4d+1 for using Firearms. Looking at the chart, you can see that this is a "professional" level of skill. This adventurer could have up to a 2d+1 skill bonus, which would cost 25S and give them a total skill roll of 4d+2.

When you purchase a **Skill**, put the cost for the skill in the space provided, then put the *total* skill roll (default **Attribute** roll *plus* skill bonus) in the space next to it. That way you will always immediately know how many dice to roll for that **Skill**. Improving skills with experience costs the difference between the old level and the new level.

Note! - Non-humans may have exceptionally high skill levels to represent *inherent* abilities, almost always in *non-combat* skills like movement. For instance, a horse has Running(x3). The "x3" means that each die is three times as effective as it would be for a person. A horse with +1d Running skill would get 3 meters of extra movement, not just 1 meter. However, each -1d penalty will have three times the effect on its base speed. If a horse takes a -1d injury, its base speed drops by 3 meters, not just 1 meter. With the gamemaster permission, adventurers may have such a multiple if they spend the points to be **Gifted** (page 2.13) in that way. In this case, the base Gifted (10A) would grant a x2 multiple for a skill bonus, and each additional 3A would increase the multiple by 1, the gamemaster having final say on the maximum multiple allowed.

Specialized skills - You may buy *exactly* +1d in a specialized aspect of a **Skill** for 10S. You can normally have only one specialization on a particular **Skill**, and a specialized skill requires at least a +0d in the overall skill. A specialized skill can also be *required* for some tasks. For instance, one can say magicians require the overall skill "Sorcery"(magical training), but *each* spell is a specialized skill (and you *can* get several). In this case, they are +0d specialized skills for 5S instead of 10S. A +0d provides no bonus, but allows use of the specialized ability (the spell). This could be increased to +1d for a total cost of 10S.

EXAMPLE: You also buy your adventurer a +1d in Pistols for 10S. Their *Firearms* skill roll is 4d+2, but their skill with *Pistols* is 5d+2. The skill with Pistols is now as high as it can get. If their Agility rose to 9, the default Agility roll would go to 3d+0, so their Firearms roll would be 5d+1 and their roll with Pistols a 6d+1. And, they could upgrade the overall skill to a +3d bonus.

The list of **Skills** that follows has some common specializations, but each genre will have its own priorities. Specializations are a good way for a gamemaster to put their own spin on a campaign, or for the players to individualize their adventurers.

With gamemaster permission, one or two very common specializations may be bought at a +0d level for only 1S. This lets the adventurer use *that* specialization as though they had an overall +0d skill. For instance, a +0d in "automobile driving". The adventurer has +0d skill with normal autos, but only their default roll with motorcycles, large trucks, etc. This specialization cannot be improved to +1d until the *overall* skill of "land vehicles" is actually learned to at least a +0d level. With gamemaster permission, adventurers can "boot camp" for a month to get 1S for a +0d skill necessary for an adventure (page 8.9), like operation of a *specific* weapon or vehicle. Also see **Advanced Topic: Skill Packages**.

ADVANCED TOPIC: ADVANCED SKILLS

Paying for a skill at one row higher than the bonus it gives may give a +1d bonus to the same or a different **Attribute** when you are using the skill as one of your actions in a turn. This is called an **Advanced Skill**. An example would be Martial Arts, which lets you add +1d to your **Strength** for doing damage after a successful strike with this skill. Another example is Enchantment, which lets you add +1d to your **Fate** for determining the power of a magical object you are creating. A +0d Martial Arts or Enchantment skill would cost 10S instead of 5S. A specilization on an Advanced Skill costs the same as for a normal skill.

Advanced Skills can *never* be used unless you have actually spent points on them. You could not use a default Agility roll as a Martial Arts roll, for instance.

ADVANCED TOPIC: SKILL PACKAGES

Sometimes a narrow cluster of skills is learned as a group. These skills are usually related in a practical or thematic way. The end result usually meets a very specific need, but lacks the flexibility of the overall skill the individual skills are drawn from. For instance, if one joins the army, you don't learn the skill "Firearms", you learn a narrow skill regarding the specific firearms your army uses. Using anything else would be at your default (i.e. unskilled) roll.

If a player or gamemaster wants to set up a skill package, they can assign one or more points to each of up to five skills. A +0d skill roll for this *package* costs 5S, and it would be improved like any other skill. If at some later time an adventurer wants to broaden their horizons, they can add to a specific skill or skills in that package until they get 5S, at which point they can split it off as a separate skill.

EXAMPLE: A military package might be: Leadership (1S), a specific pistol (1S), a specific rifle (1S), a specific machinegun (1S) and punching (1S). For 5S an otherwise untrained adventurer could have a +0d skill in all of the above. Pistol and rifle both fall under the skill heading "Firearms", for 2S out of the skill package. The adventurer can spend 3S later to make the total 5S and get an overall +0d skill in "Firearms". These skills would then be split out of the package and improved separately from the other package skills. Note that pulling skills from the package does not decrease the cost of improving the remaining skills.

SKILL LIST - A skill list is usually dependent on the genre of the campaign. A sword and sorcery game has no need for an Astrogation skill, while a science fiction campaign is unlikely to have applications for Thaumaturgy. In a modern era gameworld it would be appropriate to have Rifle and Pistol as available specializations of Firearms skill, and have a general Melee Weapons skill, but a fantasy campaign might have each type of melee weapon as a skill unto itself. The skill list that follows is a general one and covers the basic skills for a number of genres. Specialized skills will be listed where appropriate and you can add your own when needed. Since **EABA** can be used to replace just about any other game system, you can also just transplant that game's skill list into **EABA**.

Just because a skill isn't on the following list does not mean it isn't available. If an adventurer needs to have "snowboarding" as a skill, buy it. It's easy enough to figure that it is an Agility skill and rolls of varying difficulty are required to do the maneuvers. Similarly, Xenoarchaeology would be an Awareness skill that is used like other academic skills, and so on.

If a skill can be based off of more than one **Attribute**, you choose which one during adventurer creation, and this determines the style in which you use the skill. For instance, a **Strength**-based climbing style as opposed to a **Agility**-based one. Situational modifiers may favor one over the other on occasion, but the way the skill works remains the same.

Your adventurer sheet will list spaces for skills based on all the **Attributes**, though some **Attributes** will have very few. It just gives you the flexibility to add them for unusual genres or perhaps skills only appropriate for non-humans.

Complementary Skills - Some skills are not all that useful by themselves, but assist *other* skills. Such skills will be called "complementary skills". If you have a complementary skill roll within 1d of the skill it complements, you get a +1d to the complemented skill roll in situations where *both* can apply.

EXAMPLE: If you have Scrounging *and* a local Area Knowledge, you will do better than someone with just Scrounging. However, you do *not* get the extra bonus outside the area you are familiar with.

If appropriate, the complementary skill bonus does apply for determining income (but not starting cash and goods).

FREE SKILLS - All adventurers automatically get some skills as part of their background for no cost. These are counted as +0d skills, just as though the adventurer had spent 5S each on them:

Their native language	+0d
Their native culture	+0d

Native language is the major language group in the region where the adventurer grew up (and learned to speak). Native culture includes basic knowledge of legal and moral codes appropriate to that area, as well as low-level technology use. An adventurer from a modern gameworld will know about light switches and indoor plumbing, while a medieval adventurer knows how to saddle a horse (if they are wealthy enough to own one) and cook over an open fire. Note that two adventurers from the same part of the world might have *different* "native" skills because of differences in status or wealth. A culture skill only needs to be rolled against if doing something more difficult than normal, like replacing a blown fuse or using an unfamiliar saddle type. The gamemaster may give other free skills if they seem reasonable for the gameworld. Improving these free skills would cost the difference between a +0d skill (5S) and the level desired.

Optionally, the gamemaster can use the **Advanced Topic: Skill Packages** (page 2.6). The adventurer can have up to five skills that the average person in the culture *where they grew up* would have. These are all very specific skills. They are treated as being at the +0d level for free. Raising them past this level will first require buying them at a general +0d level (which would cost an extra 4S per skill). A typical free skill package for a 21st century North American adventurer might be:

Conversational English(1S)	+0d
Popular culture(1S)	+0d
Automobile driving(1S)	+0d
Personal computer use(1S)	+0d
Local geography(1S)	+0d

This could be altered for adventurers from other regions, times or cultures as needed, and also give the gamemaster a convenient base for what the "average" person knows how to do.

AGILITY SKILLS (Combat)

Archery - Use of any sort of bow. The techniques may also be applicable for firing a slingshot.

Blade - Use of a light, usually balanced weapon like a knife or sword. This or *any* weapon skill may be taught with a shield as defense, which allows the adventurer to fully utilize a shield in combat. In a fantasy-oriented game world, there would be at least two *separate* skills for knives and longer bladed weapons (Short Blade, Long Blade). *Specializations: Knife, Shortsword, Longsword.*

Brawling - Semi-trained unarmed combat, including punching, kicking, biting, head butts and eye-gouging. *Specializations: Punch, Kick, Grab.*

Club - Use of any unbalanced weapon like a club or axe. *Specializations: Mace, Flail, Axe.*

Firearms - Use of any sort of self-powered ranged weapon appropriate to the genre. Note that in a gameworld *without* firearms, this skill would probably be called "Crossbow". *Specializations: Pistol, Rifle, Grenade Launcher, Crossbow.*

Heavy weapon - Use of large military weapons appropriate to the genre. *Specializations: Cannon, Machinegun, Rocket Launcher, Catapult.*

Martial Arts - Formal training in efficient or esoteric unarmed combat. This an **Advanced Skill**. It effectively increases kick and punch damage by +1d. *Specializations: Punch, Kick, Grab.*

Polearm - Use of any unbalanced weapon like a pike or halberd. These weapons usually require both hands and preclude use of a shield.

Sling - Or any skill for an unusual weapon, which is not appropriate as a specialization of an existing skill. *Examples: Sling skill, Bola skill, Nunchaku skill.*

Staff - Use of any balanced blunt weapon like a staff or balanced bladed weapon like a spear. These usually require both hands and preclude use of a shield. *Specializations: Spear, Quarterstaff.*

Throwing - Using weapons like a thrown axe, or lobbing things over obstacles to land in a particular spot. *Specializations: Grenade, Knife, Axe, Spear.*

Wrestling - Any combat style primarily concerned with controlling the actions of your opponent, such as Judo, Juijutsu, or Chute Fighting. Wrestling is an **Advanced Skill**. It effectively adds +1d to Strength for grappling, throwing or damage purposes, depending upon the specific maneuver attempted. *Specializations: Grab, Hold, Throw.*

AGILITY SKILLS (Transport)

Beast riding - The ability to ride and maintain the transport animals appropriate to the genre. *Specializations: Horse, Camel, Dragon.*

Air vehicles - The ability to pilot the air vehicles appropriate to the genre. *Specializations: Ultralight, Light Plane, Glider, Jet, Helicopter, Flying Carpet, Jetpack.*

Land vehicles - The ability to drive the land vehicles appropriate to the genre. *Specializations: Auto, Motorcycle, Tank, Hovercraft, Chariot, Wagon.*

Water vehicles - Ability to pilot water vehicles appropriate to the genre. *Specializations: Sailing ship, Minisub, Powerboat, Freighter, Oared Galley.*

Space vehicles - Ability to pilot the space vehicles appropriate to the genre. *Specializations: Work pod, Interceptor, Shuttlecraft, Freighter.*

AGILITY SKILLS (Other)

Climbing - Techniques for scaling cliffs, walls, trees, etc. May also be based off **Strength**.

Security systems - The ability to bypass locks and alarms. Based on **Agility**, it is a mechanical skill, like lockpicking and traps. As an **Awareness** skill it will usually deal with electronic alarms. *Specializations: Lockpicking, Traps, Alarms.*

Sleight of hand - The ability to perform certain types of magic tricks, con games and, of course, pickpocketing. In the latter case it is a task against the target's Awareness roll, modified by the ease of getting at the object to be pilfered. *Specializations: Pickpocket, Magic Tricks, Con Games.*

Stealth - The ability to sneak, either to hide yourself, or prevent someone else from detecting that they are being followed. Successful use of **Stealth** increases the difficulty on the **Awareness** rolls of someone trying to spot that person. It is increased by one level on an Average(7) task, two levels on a Challenging(9) task and so on.

Trades - A number of professions can be based off **Agility**, and are genre-dependent. Each trade is a separate skill, and each of the skills might have a specialization. Examples might be Blacksmithing, Carpentry, Jeweler or Stonemason, or entertainment skills like Dancing, Juggling, Acrobat, etc. Artistic trades like Painting, Sculpting or skill with a musical instrument may be based on **Agility** or **Awareness**.

AWARENESS SKILLS (Academic)

Chemistry - Knowledge of how to make various chemical mixes known and useful in that genre. It might be called Alchemy in fantasy genres. *Specializations: Poisons, Pharmacy, Explosives.*

History - Knowledge of things past, including wars, people of note, legends and geographical tidbits. *Specializations: Ancient History, Military History, Legends.*

Language - An adventurer needs a roll of 2d+0 to be reliably understood in a language (3d+0 to be fairly fluent), *and* this roll requires at least a +0d skill level (you cannot use default Awareness). In largely literate societies, +0d skill represents basic literacy, while in largely non-literate ones, +1d skill is needed to be able to read *and* write a language.

Note! - A fun way to use languages *other than your native tongue* is to say that *players* can only use and understand words of *one* syllable at a skill roll of 2d, and one extra syllable for each extra die in the roll. For instance, an adventurer of 2d skill (say 2d+0 Awareness and +0d skill) trying to find the "temple by the river" would have the *player* ask "where is place where you pray to gods near big stream?" It conveys the awkwardness of partial fluency very well.

Sciences - Theoretical/practical knowledge applicable to a specific field, the usefulness of which varies with the genre. Examples might be Aerospace Engineering, Archaeology, Biochemistry, Electrical Engineering, Mechanical Engineering or Warp Drive Engineering. *Each* of these might have its own specializations. The more tangible sciences allow you to *design* things, but not necessarily how to construct them (see **Technician**, page 2.10).

Law - Knowledge of the genre's legal system, usually from a standpoint of attempting to free someone accused of an offense under that system, or how to do something unethical without it being illegal. The difficulty of the task varies with situation. A layman's knowledge of what is and isn't legal is assumed as part of the **Native Culture** skill.

Medicine - Knowledge of how to diagnose and treat injuries or illnesses or appropriate to a particular type of biology, like "mammals". This is an **Advanced Skill**, and a successful use adds +1d to the patient's Health for recovery purposes. The techniques/tools will be appropriate to the genre. At gamemaster option, the specializations *may* be separate skills. *Specializations: Paramedic, Surgery, Veterinary.*

Religion - Knowledge of a set of religious tenets in the genre, including philosophical concepts. This skill is usually dedicated to one religion. It would be less useful for questions relating to other faiths.

Programming - Knowledge of how to write and manipulate any programmable system appropriate to the genre, usually computers.

Psychology - Knowledge of the human (or other) psyche. To unravel the motivations of an individual or turn them to your way of thinking would be a roll against their **Awareness** or **Will**, modified for situation. This skill can also be based on Will. *Specializations: Con Artist, Seduction, Intimidation, Analysis.*

AWARENESS SKILLS (Magic)

Sorcery - The basic knowledge of how to work spells, detail varying with genre. *Specializations: Spells of a particular element, particular spell types, particular spells.*

Enchantment - Similar to Sorcery, but used with specialized spells that allow you to cast magical effects into items for later use. This is an **Advanced Skill**. *Specializations: Potions, Scrolls, Amulets.*

AWARENESS SKILLS (Other)

Area Knowledge - A catch-all skill that covers memorized rather than analytical knowledge of a particular group of people (mobsters), a large place or group of small places (Paris), or a category of things (mythical beasts). **Native Culture** is an area knowledge. A successful use of the skill means you remember something useful about the subject when needed, and you also know where to look for information that you can't recall at this time. The broader the area knowledge, the more difficult it is to remember or find *specific* information.

Armorer - The knowledge of how weapons and armor of a particular technology range work, and how to maintain and repair them. *Specializations: A weapon type or armor type.*

Bribery - A subtle blend of psychology and diplomacy. The adventurer knows various ways to encourage people to look the other way or perform illegal or unethical actions, and can also judge how likely a given person will be vulnerable to these techniques. The difficulty of a task will depend on culture, the action desired and how much incentive can be applied. *Specializations: Extortion.*

Diplomacy - The ability to blend in with social groups other than your own, say the right things, smooth over minor social gaffes, and so on. This skill could also be used to deliberately offend if that was an adventurer's intent.

Technician - Technician is a *class* of skills, like Trades, but usually Awareness-based instead of Agility-based and often dependent on technology. An electronics tech is a "tech", as is a bomb disposal tech, reactor operator, auto mechanic or an air traffic controller. A tech has knowledge of the tools and systems appropriate to their skill, but usually *only within the framework of that skill*. Both an air traffic controller and a reactor operator use computers, but neither will be any better off than the average person in front of the other's console. A tech skill will let you repair or construct something from plans or copy an existing object (within limits), but does *not* convey the skills needed to design it.

Scrounging - The ability to find something where other people cannot. This could be rooting through dumpsters for electronic parts, or rooting through the dirt to find edible grubs. You pick a *specific* type of scrounging when you purchase the skill, and you may have several types of scrounging skill. Examples of this skill might be Wilderness Survival, Database Mining or Junkyard Connoisseur. The difficulty of scrounging for food and water depends on the environment. Natives living in a severe environment would naturally learn this skill to a level that lets them survive there. Their average skill roll would reflect the difficulty outsiders would face.

EXAMPLE: If an average bushman has a skill roll at "Desert Scrounging" of 3d+0, his average roll will be between 10 and 11. So, it stands to reason that the difficulty of finding sufficient food and water each day away from reliable sources is a little less than this, perhaps a difficulty of 9.

Tracking - The ability to trace a path previously taken by someone else, usually in the wilderness. The difficulty varies with conditions, but the default should be in the Average(7) to Challenging(9) range. If appropriate to a genre, the skill could instead apply to operating advanced sensors or tracing someone through an electronic network. The default time increment for no time penalty will vary with the type of tracking. For following someone through the woods, it might be an hour, but for following someone through a computer network it might only be a few seconds. The difference between the default time and the actual time will be an adjustment to the difficulty of the task (use the **EABA Universal Chart** on page 3.4). This skill can also be used to cover a trail, in which case the tracker and trackee roll against each other, with appropriate time and condition modifiers.

EXAMPLE: If the default time was *one* hour, and the tracker shows up *two* hours after the tracks were made, then the modifier will be the difference on the chart, or 2 points more difficult than normal.

WILL SKILLS (Other)

Leadership - The focus and talent required to run an organization or get others to follow you. This skill is used to convince others to follow any unpopular decisions you might make, and is compared to their **Will** rolls, modified by circumstances like danger, rank or status, potential gain and past experience.

Focus - This is the ability to harness your will to gain some passive physical benefit. It might be called "gathering chi" or "biofeedback". It is an **Advanced Skill**, and the user chooses one other **Attribute** to be affected when the skill is purchased. Successful use of Focus skill as a major action (page 4.2) is usually an Average(7) task and grants a +1d to the other **Attribute** until the end of the turn. Applying it to Health might be a meditative trance that speeds healing. Applying it to Awareness might grant heightened senses or insight, and so forth. Note that trying to *actively* use another skill in the same turn would cause extra action penalties that would probably negate the benefit of focusing.

HEALTH SKILLS (Other)

Running - Running is an **Advanced Skill**. If you have the skill at all, it lets you add +1d to your Health for determining walking, running or sprinting speed. The skill is only rolled in contests between people with equal movement, like to see who wins a race.

EXAMPLE: An adventurer with a Health of 6 (default roll of 2d+0) and +0d Running skill would have a walking speed of 3 instead of the normal 2 and a running speed of 6 instead of the normal 4.

Swimming - This skill does not add to your base swimming distance per turn, but does improve your Health roll for purposes of staying afloat for long durations or in adverse conditions.

Carousing - The ability to hold your liquor (or anything else), learned from years of experience. Your roll is compared to a difficulty based on the intensity of the carousing. Making the skill roll means you suffer no (or fewer) adverse effects. Failing the roll usually results in non-lethal hits representing drunkenness. *Specializations: A particular vice.*

ADVANCED TOPIC: HOBBIES

For 5S, an adventurer may have a Hobby. This is a *very* limited +1d skill that represents a particular field of interest, which is not usable for generating income or in combat, but which may *sometimes* be useful in adventures. For instance, Video Games, Oriental Kites or dare we say Role-Playing Game Design.

▼ **TRAITS** - Traits fall somewhere between **Attributes** and **Skills**. They may be something you are born with, *or* acquired through life experience, either to your benefit or disadvantage. Some **Traits** will cost as though they were **Attributes**, some as **Skills**, some may be purchased or cost as either. **Traits** fall into three broad categories:

- ● Traits suitable for virtually any campaign or genre.
- ■ Traits suitable for *some* campaigns or genres, and the gamemaster should appraise players on limits or exclusions before adventurers are designed.
- ◆ Traits suitable only for a few genres, are only available with explicit gamemaster permission and with any arbitrary limits the gamemaster desires.

The sum of the points an adventurer can *gain* from **Traits** is a quarter the *total* points given as a base amount. If a Trait like "Age" both adds *and* subtracts points, count the sum of the points from that Trait, not the individual facets.

EXAMPLE: If adventurers were initially based on 100A and 100S, then the sum of points *gained* (the *total* of A and S) from **Traits** can be no more than 50. The Trait of "Extremely elderly" takes away 40A but gives 50S, so this Trait gives the adventurer a net gain of 10 points towards this limit of 50.

If a **Trait** costs or gains an adventurer points, they must be allotted to or from the proper type (A or S). If a **Trait** says the points may be either type, like "5A or 5S", an adventurer may split those points as needed. For instance, a **Trait** that gave "5A or 5S" could give 4A and 1S or 2A and 3S.

● **Age** - Adventurers start somewhere in the lowest adult age range for the game world, usually around 16 years old. Adventurers may gain or lose points if they wish to start the game in a different age range:

Age range (human)	Points		Maximum
Young adult(13-15)	-10A	-10S	9 (3d+0)
Adult(16-20)	+0A	+0S	11 (3d+2)
Physical prime(21-25)	+10A	+10S	13 (4d+1)
Mature(26-40)	+0A	+20S	11 (3d+2)
Middle-aged(41-60)	-10A	+30S	9 (3d+0)
Elderly(61-80)	-20A	+40S	7 (2d+1)
Extr. elderly(81-100)	-40A	+50S	5 (1d+2)

▼ **Note!** - Yes, you *do* get an overall point bonus for being in your physical prime.

The maximums are the highest level a human can have in the *physical* **Attributes** (Strength, Agility, Health) in that age bracket. Aging normally isn't a game concern unless the campaign runs a *very* long time or has long hiatuses between adventures. When adventurers reach these arbitrary breakpoints appropriate to their biology and the game world, apply the point difference between their current age and their previous age. The gamemaster may wish to adjust the points gained and lost for an exceptionally long or short-lived races, or if some technology allows exceptionally extended lifespans.

EXAMPLE: A player wants their adventurer to start as a young adult and says they are 13 years old. The adventurer loses 10A and 10S from their total. If the campaign lasts 3 years, they will get a bonus of 10A and 10S upon reaching adulthood, to spend as they wish.

If an adventurer suffers aging changes during play, points gained on Attributes may be used just like during generation of the adventurer. That is, it doesn't cost extra to increase Attributes with these points. These points may also be used for Traits. Points lost on Attributes are divided between Attributes as desired, or a Trait can be taken that somehow applies to aging, like a **Weakness** (page 2.18). Decreased Attributes *do* drop the maximum level of skill an adventurer can have, and no points are gained if an adventurer loses skill dice from aging effects. Points gained on skills from aging represent general experience, and may be used for any skill or applicable Trait.

◆ **Blessing/Curse** - Sometimes an adventurer's very existence or nature of being is dramatically different than the norm. In **EABA**, this will be a Blessing or a Curse. A Blessing or a Curse is almost always specific to a particular gameworld or genre. For instance, if a vampire bursts into flames if exposed to sunlight, that's definitely a curse. On the other hand, the vampire is immortal and immune to poisons, diseases and the like, which is obviously a blessing. Here are the suggested point ranges for this Trait:

Blessing/Curse	Points	Rarity
Small	+10A/-10A	Uncommon
Medium	+20A/-20A	Rare
Large	+40A/-40A	Very rare

The effects of *blessings* can often be the same as those of a paranormal power, and the power would often be cheaper in terms of points. But, blessings and curses are in a different metaphysical category than powers, and are difficult if not impossible to alter, since they are not a learned power, but a fundamental aspect of being.

Small - A small blessing means the adventurer is partially immune or at reduced effect from things that normally affect everyone else. They might be immune to certain venoms, or be blessed so that undead tend to shy away from them. A creature with four arms might use a small blessing to negate the penalty on taking two major actions in the turn. The game effect is to subtract 1d from the effect, or give +1d to the adventurer's rolls in that situation, whichever is more appropriate. A small curse is the opposite. The adventurer is harmed by something ordinary people mostly ignore, and whatever this is can bypass any *natural* defenses the adventurer has. An adventurer could have skin that bounces bullets, but be allergic to bee stings, and bee stings *would* penetrate that armored skin (though they would not penetrate worn armor). The game effect is to add 1d to the effect, or give the adventurer a -1d on their rolls in that situation, whichever is more appropriate. If the effect is damage, a curse adds *lethal* damage. In a gameworld where there are few or no paranormal abilities, a small blessing or curse would be the most you would expect to see.

Any substance or condition that is related to a curse does not have to be uncommon. It *can* be rare. It can also be a **Secret** (page 2.17). However, it must also be something that an average person can take advantage of, acquire, create, or stumble upon by accident, and must be beyond the cursed adventurer's ability to remove from the gameworld.

EXAMPLE: If a vampire is cursed by sunlight, a normal person might not be able to *create* sunlight, but they *can* take advantage of it. If a sorceress is vulnerable to weapons made from the extinct banewood tree, she knows that no matter how hard she tries, someone out there will always be able to find some banewood, even if it takes years.

Medium - A medium blessing is a moderate immunity to the effects of a part of the gameworld. This is reflected by subtracting 2d from the effect or giving the adventurer +2d on their rolls, whichever is more appropriate. This could be a broad class of things like "poison", "radiation" or "steel". It can also represent an advantage that normal people lack, like extreme longevity, regeneration of lost body parts at the normal rate of healing, or not requiring a bodily function such as sleeping, breathing or eating. A medium curse is the opposite. A normally innocuous substance adds 2d to its effect or gives the adventurer -2d on their rolls, whichever is more appropriate. This might be something like "sunlight", "cold iron" or "holy symbols". It could also represent a shorter than normal lifespan or double the normal requirement for a particular bodily function. Medium blessings/curses are sufficient for the special abilities of most fantasy or horror races and creatures.

Large - A large blessing means the adventurer is almost completely immune to a broad class of hurtful things in the gameworld, such as "physical attacks", or "magic". This immunity would be reflected by subtracting 4d from the effect or giving the adventurer +4d on their rolls, whichever is more appropriate. A large blessing could also represent complete immortality, or an ability to regenerate *any* damage at up to four times the normal rate or dispensing with *all* normal biological functions and needs. A sentient robot, angel or devil might have the latter, for instance. A large curse would be the opposite. Some mundane item or condition is such a bane to the adventurer that its mere presence can cause agony, and its touch can be fatal in seconds. This would be reflected by adding 4d to its effect or giving the adventurer -4d on their rolls, whichever is more appropriate. A large blessing or curse can cover the effects of several lesser ones, but such a trait should be reserved for very high powered campaigns or those rare entities in other campaigns that require such advantages or limitations.

The actual implementation of a blessing or curse depends on the effect the gamemaster or player wants to see. A being with a 4d immunity to physical damage isn't bulletproof, but bullets of 4d or less have no apparent effect. If the blessing was on a spirit, the bullets might just pass harmlessly through them. If it were a corporeal being, the bullets might blast through in a spray of gore that instantly heals up with no ill effect. The damage is reduced by 4d in either case, but the way in which it *appears* to happen will differ.

■ **Enemies** - People who don't like you and who are in a position to do something about it. A *minor enemy* gives you 5A or 5S and also gives the gamemaster free rein to cause *minor* complications in your life an average of once per adventure. Minor enemies can be temporarily disrupted or intimidated by characters. A *major enemy* is worth an *additional* 5A or 5S. They will tend to cause major disruptions in your life, capable of removing you from an adventure if successful. Major enemies cannot be intimidated, but they can be avoided. Minor enemies may be major enemies with a limited geographical reach. *Powerful enemies* are worth an *additional* 5A or 5S. This represents an enemy major or minor that has a lot more resources than you, with a longer reach and a greater ability to find ways to make you miserable, or able to make you miserable in a permanent fashion.

EXAMPLE: That pesky armed robbery conviction from ten years ago makes the police your minor enemy. Every time you apply for a job or get pulled over at a traffic stop, you can expect questions and raised eyebrows. This worth 5A or 5S.

EXAMPLE: Guido is unhappy. You disrupted his cousin's racket of using nuns to sell dope to school-children, and he is important in his organization. Guido wants you to be made an example of, but his reach and sources of information are limited. Guido is a minor enemy (major, but limited in range) but powerful. If his goons get a hold of you, expect serious hurt. Guido's organization is worth 10A or 10S.

An Enemy can be *anyone* who has the power, official or otherwise, to make your adventurer's life miserable. Most employers can be considered an Enemy, and government employers can be *major* or even *powerful* enemies. An employee who is insubordinate can get fired. However, a soldier who is insubordinate can get *jailed*. Employers who are powerful enough to be Enemies are usually also Friends, but at one level less.

■ **Experience** - Experience is part of your life or training that allows you to negate 1d (or one row on a table) of a particular type of *external* penalty on an *Attribute*. For instance, a knight could have experience at fighting in heavy armor, and takes -1d less penalty from encumbrance on their physical Attribute rolls. A Sherpa's experience at high altitude may mean they take one row less effect for exertion in such conditions, etc. Any given experience can only be bought once (gamemaster may make exceptions). An environmental Experience usually costs 5A, while a training or hard-knocks Experience usually costs 5S. In either case, the player must describe how the adventurer came to acquire it.

■ **Forte** - A Forte is something inherent that makes an Attribute better in a *limited* set of situations (usually a +1d bonus to the **Attribute** in that situation). No **Attribute** can have more than one Forte, and a Forte costs 5A. Fortes can be as creatively named and useful as the gamemaster allows. You could have "Fast healer" for +1d Health when recovering from lethal injury, or "Thighs like tugboats" for +1d to Strength for kicking someone. Fortes *do* affect skill rolls, but *do not* affect the maximum level of a skill that can be acquired. The small hex with "+1d" next to the **Attribute** on your adventurer sheet can hold a one word description of the Forte for easy reference, like "Kicks" or "Healing". Full ambidexterity is a Forte *and* an Experience (natural aptitude *plus* training).

Fortes are important enough that we will list some useful ones (which you still need to get gamemaster approval on). Feel free to come up with others, but get the gamemaster to approve them as well.

Forte	Effect
Triceps	+1d Strength for punches
Grip	+1d Strength for grabbing things
Aptitude	+1d Agility for one type of skill
Nimble	+1d Agility to keep your balance
Fast healer	+1d Health for healing
Sprinter	+1d Health for running
Mage	+1d Fate for spellcasting effects
Lucky	+1d Fate for being lucky
Tough	+1d Will to avoid stun or knockout
Stoic	+1d Will to avoid distraction
Keen eyes	+1d Awareness to spot things
Aptitude	+1d Awareness for one type of skill

EXAMPLE: Your adventurer has "Endurance", a +1d Health for running. Their walking speed is the same, but they add +1 to their movement when running, on top of any addition for Running skill.

■ **Friends** - People who like you aside from the other adventurers. Friends cost a minimum of 5A or 5S, and like **Enemies** can be minor, major or powerful. Friends do you favors rather than make your life miserable. Unlike **Enemies**, your Friends also expect you to do them favors in return, appropriate to your adventurer's skills, abilities and status. An adventurer can call on a friend for help whenever needed, and the adventurer can expect to have the friend ask for a favor on a fairly frequent basis. Not so much as to disrupt the campaign, but often enough to be an inconvenience or an occasional focus for their adventures. An adventurer who does not help their Friends can expect the gamemaster to downgrade or even end the friendship. Friends are above and beyond basic organizational ties. Friends will bend the rules for you, because they are friends.

◆ **Gifted** - The adventurer has potential beyond those of lesser mortals, and pays 10A or more for the privilege. If no mystical/unusual powers are gained, the adventurer can buy one or more of the physical attributes (Strength, Agility, Health) above levels allowed to average people (see **Age**, page 2.11), *so long as all Attributes are balanced* (a spread of no more than six from highest to lowest). For 10A, an adventurer with all Attributes within human limits could have an *unbalanced* spread of Attributes (like a disabled genius with high intelligence but low physical Attributes). For 10A,an adventurer can buy one skill with a x2 multiple on its effect (page 2.6). For a cost of 20A, the adventurer can have one or more physical Attributes above human norms, *and* unbalanced as well (like Strength 21, Health 15, Awareness 9).

This aspect of being Gifted is only applicable to campaigns where such high or disparate Attribute levels are *unusual*. If *everyone* is playing mutant cyborgs, obviously this doesn't apply.

The second way of being Gifted is that for 10A the adventurer has a *non-transferable* knowledge of technology one era ahead of the rest of the world. The adventurer can design, build and repair gadgets that no one else can even figure out, but they have to build them one at a time. Because no one else can understand it, the knowledge cannot be passed on to anyone else.

The last way of being Gifted is to have unusual powers. Until you have read the **Powers** chapter, you will not be able to design a *particular* gift or ability, but you *can* set aside points for it and work it out later. For 10A *per power* the adventurer may be *permanently* bestowed with the effects of a power with a "cost" of 20 points or less. A power's "cost" may be raised by 10 points for each +3A spent.

EXAMPLE: For 16A, the power may have a total "cost" of 40 points instead of 20 points. "Cost" is a bookkeeping term and is *not* a cost in A or S points.

This gift would *always* include a special "state-based duration" modifier (until the adventurer dies), but *may* have limits that turn the power on and off outside their control. The power is considered to be cast upon the adventurer on a continuous basis. It is not something that the adventurer has any conscious or aiming control over, nor can it be taken away in most cases. Being four meters tall is being *gifted* (so being a dwarf or giant could use this Trait). Shooting energy beams from your eyes is a *power*. If there is a variable effect, it is based off the default roll for the adventurer's Fate. See the **Powers** section (page 6.1) for detail on constructing the effects.

EXAMPLE: Ergon, son of the gods, wants to turn aside damage with supernaturally tough skin. Powers start at zero cost. Ergon's power: "Prevents damage" (+30), "Lethal damage"(+40),"State-based duration" (+15), with the limits "On self only"(-5), "Cannot be altered"(-10), and "Requires minimum Fate of 8"(-10). This is a total "cost" of 60. The base "Gifted" Trait is only worth 20 of these points, so Ergon will have to spend a total of 22A for this Trait (the base of 10A, +12A to get the extra power cost). If Ergon had a Fate of 8 (default roll of 2d+2), he could subtract 2d+2 of damage from any damage striking him. But, if for some reason his Fate ever dropped below 8, the gift would deactivate and make him vulnerable until it rose back up to 8 or more, when it would automatically kick back in. He is allowed to have a power that can turn on and off, because he cannot control when this happens.

◆ **Larger than Life** - The adventurer is somehow able to bend the normal laws of the universe. While most adventurers will use the "best three" of their die rolls (keep only the highest three die results), an adventurer who is larger than life will use the "best four" or even more. Each 40A spent on this trait increases the number of dice they can utilize by one (see **Best Three**, page 3.2). This is an *extremely* powerful trait, and is limited strictly to gameworlds where adventurers can routinely violate the normal laws of nature. By this, we do not mean things like magic or psionics, but things like skilled tasks that simply should not be possible for *anyone* (those that require difficulties of 21 or more to accomplish), or attribute rolls beyond all reason, like reading newsprint from across the street, or hearing a pin drop a block away. The main genre that will use this trait is superheroes. Extremely skilled but otherwise human heroes might have one level, your four-color superheroes might have two, and some extremely powerful beings might have three.

At gamemaster option, an adventurer can have this trait on *one* attribute and its related skills (rather than *all* attributes and skills) for 10A per level. This will still give the adventurer the potential to be legendary, like the world's best marksman, fastest runner, most talented wizard or luckiest man alive. *Any* levels of this Trait are available *only* with the gamemaster's permission.

● **Looks** - All adventurers have an appearance. Generate a few words to describe what others see, like "black-haired roguish-looking fellow", or "blond, muscular valkyrie". Normally, Looks will be worth no points. If an adventurer's appearance is so unusual it causes a reaction in those around them, it would be a **Forte** or **Weakness** on your Will, like being so ugly you get +1d to intimidate people.

● **Motivation** - All adventurers have a motivation. It's why they get involved in adventure rather than tilling the fields or working in a cubicle somewhere. It could be simple. A secret agent's motivation might be "patriotism". It could be complex. A warrior's motivation might be to "overthrow the kingdom whose soldiers pillaged his farm and killed his parents". Normally a Motivation is worth no points, but one which is sufficiently interesting to the gamemaster is worth 5A or 5S because it makes it easier for them to design adventures. In addition, most motivations are worth an occasional bonus (or penalty!) to die rolls. The secret agent is less likely to betray his country, but the warrior is less likely to turn down a chance for revenge.

◆ **Mythic Archetype** - This is not a modifier for *one* adventurer, it is a set of Traits for an entire *group* of at least Heroic level adventurers. Each adventurer becomes an archetype common to stories and adventures dating as far back as we have recorded legends. These roles have limitations, but also some unique benefits. But, a group of players has to play the archetypes as a whole, each player taking on one of the traditional roles. If even a single player chooses not to join in, then *no one* can have *any* part of the package. You don't have to have enough players for *all* the archetypes, and you *can* have more players than the number of archetypes, since some of the roles can have more than one player in that role. A group may also have more archetypes than there are players, players taking turns with the extra adventurer. The archetypes are:

The Hero - The Hero is in transition. He or she is becoming something more than what they ever thought they could be. The Hero is dedicating their life to something bigger than themselves. Giving birth is a heroic act in this context. The Hero does not have to be a big hulking man. The widow who leads her family across the country by covered wagon is as much a Hero as any dragonslayer. The Hero *is* the undisputed leader of the adventurers, so any group can only have one Hero. Any adventurer who doesn't like it can leave and not come back. This doesn't mean the Hero can order the other adventurers around, but it does mean that when the Hero has made up their mind, that's the way things are going to be, for right or wrong.

The Hero is *required* to have the best Strength or Agility of all the adventurers, superior by at least 1d to anyone else. Whichever of these Attributes is not the best must be at least as good as the second best in the group. If most conflict uses Attributes other than Strength or Agility, the gamemaster can choose two other Attributes instead, keeping in mind that the Hero is supposed to be the *best* in the group in terms of combat or conflict. The Hero must be Adult or Physical Prime for Age (normal points), and must purchase at least two skills appropriate for conflict at +2d or more. No other adventurer can begin play with a higher *total skill roll* in that field of endeavor than the Hero (a "field of endeavor" is something like "melee combat"). The Hero also has to take two levels in each of two different "heroic" Personality Traits (normal points). These will vary with the type of Hero and genre, and must be approved (or are mandated) by the gamemaster. Because of these requirements, the Hero must be designed first, and other adventurers must work around the result.

What the Hero gets for this is the ability to be heroic. The Hero can use their Fate in the normal way for "luck", but can also use it to be "Larger than Life", just as if they had that Trait. This is treated just like a luck roll, except instead of getting an extra 1d to roll, they get to use "best four" instead of "best three". If the Hero already has "Larger than Life", the ability *is* cumulative, but the ability cannot be used more than once on any given die roll. In addition, the Hero automatically gets one level of limited Status for free. When the adventurers enter a room, people automatically know who's in charge.

It might seem easy to be the Hero, but the role can be quite constraining.

The Mentor - Gives the Hero an emotional center to work from. The Mentor does not show the truth, they show the *way* to the truth. The Mentor could be the elderly sword master, the kindly but gruff old magician, a tribal shaman, the grandfather who raised you after your parents died, or maybe even an old Hero whose time of fame and glory has long since passed. There is only one Mentor.

The Mentor is required to be old. Their Age must be Elderly or Extremely Elderly (normal points). The Mentor's Strength or Agility must be second only to the Hero if possible, and if not, must be the maximum for their age, with a Forte appropriate to the skills they are best suited for mentoring. The Mentor is supposed to be wise and skilled. Their Awareness must be the highest in the group by at least 1d. The Mentor must pay for some type of ancient wisdom, philosophy or general inscrutability skill of at least +2d, and pay for two combat or conflict skills at the maximum allowed for their physical abilities.

The Mentor gets certain intangibles for this role. While the Hero has Status, everyone except the Rogue recognizes that the Mentor is the wise one. The cynical Rogue just thinks the Mentor is a crazy old coot. The Mentor knows the way to the Truth. Instead of using it for a die bonus, the Mentor can make a luck roll to "get a clue". If the situation seems unresolvable, the Mentor can get an idea of some physical, emotional or other direction to head in order to find a solution. It may not be *the* solution or the *best* solution, but it will be *a* solution.

EXAMPLE: Trapped in an enemy stronghold, the adventurers don't know which direction to go in order to escape. The Mentor doesn't know either, but the player successfully makes a "luck" roll and the gamemaster has to give a suggestion that will help them figure the way out. Note again that the gamemaster *does not* point the way out, they just point to a way in which the adventurers can figure their own way out.

The Mentor can also be a martyr. In a hopeless situation, the Mentor can call on reserves that even they were unaware of. If they choose this path, they gain the "Larger than Life" Trait on a "luck" roll, just like the Hero. However, if the Mentor fails *any* of these "luck" rolls, the consequences are fatal. That last action counts as if the roll were successful, and while the action performed might be key to the survival or success of the other adventurers, the Mentor will suffer mortal injury or death as a result. If by some stroke of mercy or luck the Mentor is kept alive, they will permanently lose three points of Fate.

If any adventurer is going to be shared among the players, it should be the Mentor. Traditionally, it is the Mentor who dies heroically to allow the Hero the ultimate victory.

The Rogue - The Rogue is the Hero without a cause, the Mentor in the making, the Companion who still looks out for himself. The Rogue is flawed and proud of it. There can easily be more than one Rogue in a group, though there is no guarantee they will get along with each other.

The Rogue defies social convention and may be an outcast. They have one level of negative Status to reflect this (normal points), and also at least the minimum amount of a far reaching Enemy (normal points). The Rogue must have all Attributes within four points of each other, and purchase at least +1d in four separate skills which are either outright illegal or frowned upon in the region of the campaign. The Rogue also has one or two levels of the Personality Trait "cynical" (normal points). The Rogue thinks the worst of any person, motivation or situation, since they always see others as they see themselves.

The Rogue has a heart of gold, though they seldom show it. While they may perform any number of anti-social acts, inside they are a decent person who doesn't show it very often for fear of being taken advantage of. Any time the Rogue makes a luck roll in a situation where they go against their cynical judgement and "do the right thing", they get +2d instead of +1d on a successful roll. Normal use of luck gives the normal +1d.

The Rogue is the easiest archetype to play, since it is closest to the way most adventurers are designed and played to begin with.

The Companion - The Companion is the Hero's true friend, sounding board and absolute confidant. The Companion will always be just one step away from the eternal glory and fame that will hopefully accrue to the Hero, but is never jealous or envious because of it. A group *can* have more than one Companion, but it is not recommended.

The Companion is required to be competent. If possible, they can have *no* Attribute at a level of less than two points below the average for the power of the campaign (see page 2.2), and must purchase at least four skills useful in an adventuring sense at a level of +2d or more. This makes them flexible and talented, but the point cost of the required skills makes it more difficult for them to purchase high levels in any other skills.

The Companion gets the Forte of "Loyalty" for no cost. This is +1d to Will when trying to avoid or withstand any situation where they would be forced to betray the Hero or anyone else they care about. But, the Hero trusts the Companion implicitly. So, if the Companion *is* somehow subverted, the Hero will never suspect it. The Companion also has the ability to "loan" their skill. For any skill which the Hero and Companion share, the Companion may "loan" +1d of skill to the Hero in any cooperative endeavor. The Hero and the Companion work so well together that the Companion can anticipate the Hero's needs and work to increase the Hero's chance of success.

The Companion is tough to play because the Hero is always the one to get the glory. Companions may someday move on and become a Hero in their own right, but not for several years.

The Goddess - The creative force personified, she transforms those she touches, protects those she loves, is ruthless to any who would harm those in her care. While the Mentor has insight into the esoterica of their field, the Goddess has practical know-how. Alone among the archetypes, the Goddess *must* be a *female* adventurer and there is only one Goddess.

The two highest total skill rolls of the Goddess must be in skills of a nurturing or healing nature. This is also the nature of her personality, though she can be formidable in combat if wronged.

For taking these limits, once per adventure the Goddess can be "Larger than Life" in a nurturing, healing or growth-related task. This may require extensive preparation or rare materials, but it is an ability outside the bounds of normal medicine, science or magic. Also, once per adventure the Goddess can be the "Vengeful Goddess", and be "Larger than Life" for any combat skill or task.

Despite its few limits, the Goddess is not an easy role to play, but those who choose it can often do it well. It is an understated role that is often of great importance.

● **Pain Tolerance** - This Trait represents a person or creature who has the ability to ignore minor amounts of damage. This could be from very thick muscles, a layer of fat, a hairy hide or anything else that might give this effect. It costs 5A, but lets the adventurer ignore non-lethal damage of up to the *number* of their full Will dice. This is slightly different from armor and acts independently from it.

EXAMPLE: An adventurer with a Will of 6, 7 or 8 has a full 2d in their default Will roll (2d+0, 2d+1 or 2d+2), so they can ignore the first *two* points of non-lethal damage from any hit.

This Trait conveys no protection against lethal damage or side effects of lethal damage (like a poisoned dart), but it will prevent the non-lethal part of half-lethal damage.

● **Personality** - This is any learned or acquired behavior. It costs you 5S or is worth 5S per level of difficulty it makes things better or worse for you. Anyone who is by most measures "sane" can have a maximum of two levels shift per situation, but you could have more than one situation be in effect at once (locked in a tiny box full of spiders...). When the adventurer is confronted with a situation that matches the trait, they either add levels of difficulty to what they are doing, or offset penalties as appropriate (that's *different* from getting a bonus!). They also make it a priority in their lives to avoid the bad and enhance the good.

For instance, a "racist" might be at increased difficulty when using any social skills with a member of the race they didn't like, making it difficult to gain acceptance or cooperation. A "claustrophobe" would take a penalty to actions done in a confined space, and would avoid such spaces when possible. A "cynic" would have problems with "people" skills, matters of trust or judging someone's motivations. On the other hand, "acrophiles" *love* heights. They negate penalties normal people take for vertigo, are comfortable in high, exposed places, and probably spend a lot of time climbing, parachuting, bungee-jumping and so on.

▼ **ADVANCED TOPIC: GLOBAL TRAITS**

Certain cultures may have global personality traits, which the gamemaster will have to decide on. Anyone who does not "conform to the norm" will usually take a penalty in interacting with "normal" people. In addition, it costs an adventurer points to *not* have that trait. If *everyone* believes in gods, it *costs* an adventurer to be an atheist.

■ **Secret** - There's something about the adventurer that you don't want the world to know about. *Trivial* secrets are worth 5A or 5S, *minor* secrets are worth 10A or 10S and *major* secrets are worth 15A or 15S. *A Secret must be worth the points you get*. To put it in perspective, if the secret is revealed, the adventurer must take on another **Trait** to reflect this revelation and its side effects. For instance, a major secret is the same amount of points as a major, powerful Enemy. The penalties that happen if it is revealed will encourage the adventurer to protect the secret. A player can suggest a Secret, but the gamemaster ultimately decides what it is worth in points.

■ **Status** - A adventurer's default status is average for the game world, typically the equivalent of a middle-class citizen in terms of their rights, duties and privileges. There will usually be two levels of status below this, and four levels above it. Each level of "globally recognized" status is worth 10A or 10S, lower levels gaining points, higher levels costing points. Status adjusts the difficulty for any social interactions that cross status lines. The full effect of status applies to one culture in a society, but have *some* effects elsewhere. Kings treat other kings with courtesy befitting their station, and beggars get kicked everywhere they go. The cost to the adventurer represents its effect in *one* culture, *not* the game world at large.

Status	Cost	Effect
Slave	gain 20A or 20S	two levels harder
Serf	gain 10A or 10S	one level harder
Freeman	0A or 0S	no change
Knight	pay 10A or 10S	one level easier
Earl	pay 20A or 20S	two levels easier
Duke	pay 30A or 30S	three levels easier
King	pay 40A or 40S	four levels easier

▼ Obviously, not everyone can be king, even if all the adventurers have paid for it. The gamemaster will need to approve status and make sure that everyone knows its benefits and limits.

Limited Status costs 5A or 5S per level, and Very Limited Status only costs 2A or 2S per level. This is for forms of status that are not applicable everywhere in the culture, or for types of status that have lots of privileges but few powers or responsibilities. A gang leader, policeman, "Hollywood royalty" or a soldier would have limited forms of Status, to represent their leadership, authority, fame or rank, all of which have their own particular effect on a set of social interactions.

EXAMPLE: When an officer says "jump!", the soldier says "how high?". Ditto for a Hollywood star and a hotel clerk, but the Status for each doesn't cross to the other.

If limited forms of Status are used, those from differing "status backgrounds" will usually respect your status at one level less, more if your status is more limited than theirs. They recognize your status, but they do not give it equal weight as their own.

If status conveys *real* power, it also carries *real* responsibility. A policeman's status grants certain privileges (like being able to carry a firearm) but also responsibilities (catching criminals). While a status difference is usually worth a change in the difficulty of social or legal dealings, it is only to the extent that society allows. **Wealth** is not equal to Status, but they are often associated and in some cultures equal levels of the two may be required. In highly status-divided cultures, each level of Status counts as a +1d/-1d to skill level for determining weekly wages.

◆ **Toughness** - This Trait really only applies if you are using the "Hit Brackets" advanced rule (page 2.19). Each 10A put into this Trait will increase the hit bracket for that adventurer by 1. This can make an adventurer or creature of otherwise normal ability much harder to incapacitate or kill. It is up to the gamemaster to decide whether this Trait is allowed and how many times it can be taken.

EXAMPLE: An adventurer has werewolf blood in their family tree somewhere and buys a level of Toughness. Half the average of their (Strength + Health) is 4, so they would normally be at a -1d penalty for each 4 hits taken. The level of Toughness changes this to a -1d penalty for each 5 hits taken.

◆ **Unusual Background** - This is a catch-all Trait that the gamemaster can ask players to take for an adventurer that has some ability or characteristic that is unusual for the gameworld, the type of adventurer, or both. It costs 5A.

EXAMPLE: In a "monster hunter" campaign, a player wants an adventurer who has werewolf blood in his family tree so they can justify purchasing the Trait of Toughness. The gamemaster says that the adventurer must pay 5A for this. The player takes a major Secret of his "family past" for 15A, enough to pay for both the Unusual Background(5A) and one level of Toughness(10A).

■ **Weakness** - Weakness is the opposite of a Forte, and nets you 10A. Limits are the same, and you *may* have a Forte *and* a Weakness on the *same* Attribute. A Weakness is normally limited to a -1d penalty. With gamemaster permission, an adventurer can have a "crippling Weakness" that *completely* negates one aspect of an Attribute's use (it can *never* be used). This is worth 20A. Examples might be adventurers who were blind (no sight Awareness), parapalegic (no Health score for walking movement), and so on.

■ **Wealth** - Wealth goes in two directions, and has two forms. You can be wealthy or poor, and your adventurer can either be in total or limited control of their financial status. Each 10S spent doubles your adventurer's starting money, goods and income, and 10S is gained for halving the starting money, goods and income. If the adventurer only has limited control of their financial situation, this is reduced to 5S. If an adventurer's increased Wealth comes just from being good at their job, they can have no more than two levels of it, nor more than one level of decreased Wealth for being a slacker or in a dead-end job. Otherwise, your adventurers can have as many levels of wealth or poverty as they want, with either direct or indirect control of different levels, so long as they aren't trying to be wealthy and poor at the same time.

EXAMPLE: Your adventurer is reasonably well off, and spends 10S for one level of Wealth. They also spend 5S for wealth which they do not totally control. This doubles their money and goods again, but this excess represents equipment on "permanent loan" from the secret government agency they work for, and their "special expense account". Sure, the adventurer could empty the expense account and keep the stuff right before they quit work, but someone would come looking for you. But, your adventurer doesn't plan on doing that, so they gain the extra wealth benefits as long as they remain in good standing with the organization.

EXAMPLE: Your adventurer has been blacklisted in the Asteroid Belt. Everyone knows that she is jinxed because of that mine accident, even though the Board of Inquiry cleared her. It has cost her dearly. The adventurer gets 5S, but halves her starting money, goods and income. Her income will stay halved for any job in the Belt. Sure, she *could* leave the Belt and get a normal job back on Earth, but that's not what she wants to do with her life.

Levels of altered wealth can be part of an overall cultural package. An oppressed minority might have a permanent penalty on wealth, because regardless of how skilled a person might be, the entrenched power structure makes it harder to get and keep money for members of that minority. Or, a minority of "invader overlords" might naturally have increased wealth because of their plundering of a conquered territory's resources.

That's it! Aside from your starting money and goods, your adventurer is done! Grab some gear from the equipment list and you're ready to play.

CASH AND GOODS - Take your best *employable* skill roll, and roll (and count) *all* the dice for it. Multiply the total result by the number of dice you just rolled, and then times 100 credits. You have this much "in the bank", which you have to leave there until the game starts, and five times this in gear, investments, or property that is not quickly or easily turned into cash. Your *weekly* wage (if you start play employed) is one tenth the money in the bank *for the average roll of the employment dice*. If you *are* working, the skill you rolled is what you are working at.

EXAMPLE: You have a total Pilot skill of 5d+1. You roll 5d+1 and get 18. Multiply this by 5 and then by 100 and you get 9,000Cr. You have 9,000Cr in cash, 45,000Cr in equipment and you make 875Cr a week.

To represent the lower amounts of "stuff" people owned in the past, the gamemaster may divide an adventurer's starting wealth *and* goods by a factor of four for *each* era before the Atomic Era (see **Tech Eras**, page 7.2). Also, in some cultures adventurers may *possess* more than they *own* (like a house with a mortgage or an auto loan). Any unpaid amount on a long-term loan is divided into two hundred equal monthly payments, and short term loans are due in fifty equal payments. In gameworld with low interest rates, the payments are based on one-and-a-half times the borrowed amount. In medium interest conditions, the payments are twice the loan amount, and for high interest rates the payments are for three times the loan amount.

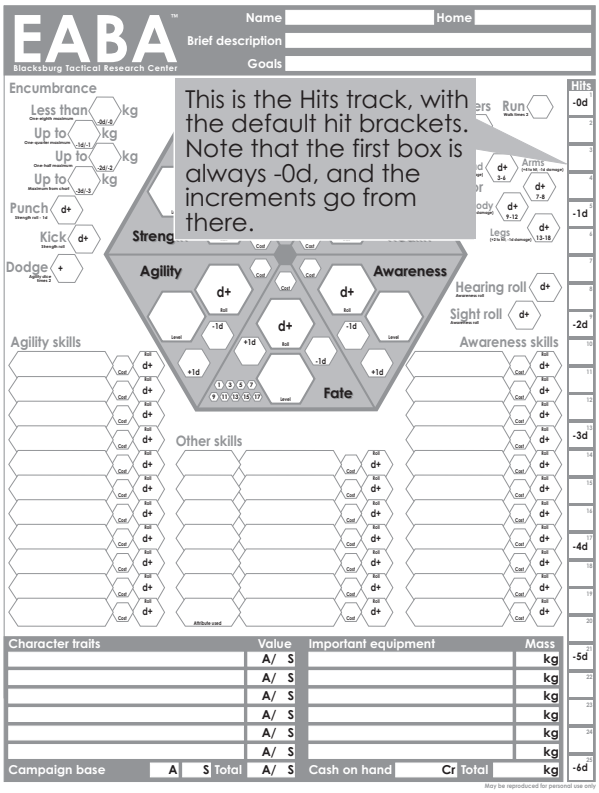
EXAMPLE: An adventurer starts play with a farm, which has a value of 100,000 Credits. This has a long-term loan in medium interest conditions, so twice the loan (200,000 Credits) is split into two hundred equal monthly payments of 1,000 Credits each.

Falling behind two or more payments leaves the item open to repossession by the lender by the means used by that lender and gameworld. This could be repossession of a car in the middle of the night, being served an eviction notice by the local sheriff, or having Guido's goons come around to collect your organs for resale on the black market.

LEFTOVER POINTS - Generating adventurers is *not* an exact science. It is permissible to have a few A or S left over. These are counted as experience towards improving abilities later (page 8.9). Note that Attributes are much harder to improve *after* you start play than they are when generating an adventurer (five times normal cost), so if you must have leftover points, skill points are to be preferred.

ADVANCED TOPIC: HIT BRACKETS

Take a look at your adventurer sheet. On the right side there is a column called "Hits". The basic adventurer sheet has numbers like "-0d", "-1d" and so on at regular intervals down this track. As your adventurer takes damage, the number of hits they have taken determines the dice penalty on their skill and Attribute rolls. The default spacing of these penalties is -1d every four hits, which works for most adventurers. If you want to add the detail, you can use the adventurer sheet where these penalties are missing. The spacing will then be -1d each number of hits equal to one quarter of (Strength plus Health), rounding fractions nearest. An adventurer with a total of 14 to 17 in Strength+Health will still be normal. Those higher than this will be harder to injure, while those lower will be easier.



If you're comfortable with it, this rule can also be applied to creatures great and small. A dog would have smaller brackets than a horse, and the horse smaller brackets than an elephant. Some paranormal creatures could have an increased bracket to represent an insubstantial nature or partial immunity to mundane weapons (also see **Toughness**, page 2.18, and **Blessing/Curse**, page 2.11). Also *at gamemaster option*, paranormal powers that affect Attributes can also affect these brackets while the power is in operation.

If you're not comfortable with the extra paper-work, it isn't necessary and can be added later with little problem if you change your mind.

PUTTING FLESH ON THE BONES - Once you've reached this point, you have a bunch of numbers on a page and some short notes dealing with various Traits your adventurer might have. This can often be enough. But, you probably have some ideas about who or what your adventurer is and what they want to be. Go through the following topics and see what the answers are to make the adventurer a little more real. You'll benefit and so will the gamemaster.

What do you eat? Are you a vegetarian, or do you think vegetables are only suitable for fattening up your meat animals? Does the local cuisine suit your taste, or are you constantly complaining that you can't get any good Bogosian Ale around here? Is your stomach made of steel and your taste buds burned off, or can other people see that you have a refined palate and can appreciate the finer things?

What do you wear? What is your station in life, your status and your job, and how does this affect the way you dress? Does your rough attire mean you have to sit and wait for service while better dressed patrons are served immediately? Does your bearskin cloak make you stand out in a crowd? Do you routinely avoid official buildings and their metal detectors because you carry an illegal concealed weapon? Does that court finery you are so fond of make you a beacon for pickpockets? Does your skintight superhero costume leave too little to the imagination?

Where do you live? Are you in town for the long haul, or just passing through? A new arrival, or lived here all your life? Staying in a flophouse and paying by the week, or living on the ancestral family estate? Do you have to carry everything you own with you because there's no place secure to store your things, or does your penthouse apartment have guards and a security system?

Who do you know? No one is *truly* alone. Who is there in the world that you know by name and is useful or memorable? Your brother who still lives in the mother country? The weasel at the desk of the flophouse you live in? The flunky who screens the supplicants to the high priest? The gate guard you routinely bribe when sneaking out of town at night?

Who knows you? Who knows you by name and thinks it worth remembering, even if you don't know them? The bartender at that place where you were tossed through the front window? The loan shark you finally paid off? The detective who questioned you about some shady goings on in the warehouse district?

Why are you here? You're in the area for *some* reason. It could be as simple as a mundane full-time job. Are you here for the annual faire? Is this area the headquarters for your organization? Has your mercenary troop set up camp outside the walls while the captain negotiates a contract?

What do you like? Name five things that you like. Little things, big things, it doesn't matter. Particular foods, countries, people, animals, colors, whatever. What are the things that you would tend to care for, both emotionally and physically? Does your warrior have an emotional attachment to their sword because it is a family heirloom, or is it just another sword? Does your cat burglar have a fondness for Ming pottery? Things like this give the gamemaster ways to make an adventurer's life (and thus the adventure) more interesting.

What do you dislike? - Name five things that annoy you. Little things, big things, it doesn't matter. What kind of people just rub you the wrong way? What colors or clothes would you not be caught dead wearing?

What do you want to do with your life? - Short *and* long term. Give the gamemaster and yourself something to go on. What are you doing *today*? What do you plan on doing *tomorrow*? Next week? Next month? What are your long term goals? Where do you want to be a year from now? *Five* years from now? Does your adventurer even think that far ahead, or do they look no farther in the future than their next payday, next score or next battle?

Answer (or at least think about) all these questions and you will improve your adventurer immeasureably, and the gamemaster will have a much better idea of how to create scenarios that will draw the adventurers together.

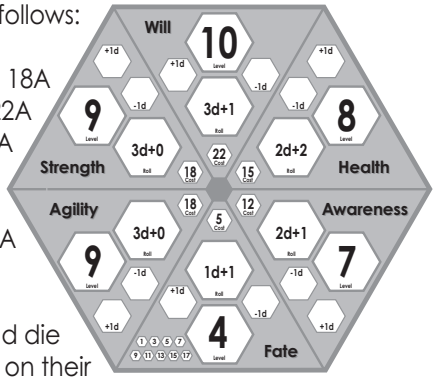
DURNOK THE LAME - We're going to go through most of the sample adventurer you were introduced to on page 1.4.

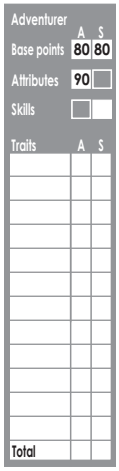
Background - The very first thing the player needs to know is the background of the world that Durnok exists in. The gamemaster describes a world on the verge of the Industrial Revolution, but also a world that is desperately short of industrial metals. So short, in fact, that things like copper and iron are used for high-denomination coinage. This makes things like metal armor, swords or guns the playthings of the wealthy. Everyone else has to make do with creative use of more primitive materials like wood, leather, stone and various types of glass. The gamemaster says there is no real magic, but there are alchemists who can make various potions whose effects are not yet explainable. Politics is generally some mish-mash of early parliamentary government and hereditary nobility, and varies from place to place.

Armed with this basic outline, the player makes Durnok a former miner turned prospector. He hopes to someday find the lost city of Gordo Gato, where the rocks were so rich with iron you could taste the rust, and copper was as common as dirt.

Points - The gamemaster sets a campaign base of Normal, for 80A and 80S, with the possibility of getting up to a total of 40A or S from various traits. Durnok gets attributes as follows:

Strength 9, cost of 18A
Will 10, cost of 22A
Health 8, cost of 15A
Awareness 7, cost of 12A
Fate 4, cost of 5A
Agility 9, cost of 18A

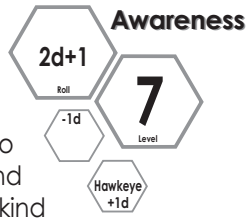


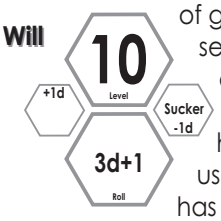


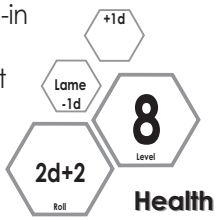
The player writes down the costs and die rolls for all of these on their adventurer sheet, and uses the spot on the back of the sheet to record the campaign base and points spent so far. We can see that Durnok is 10A over his starting points, so he'll have to pick up the difference in Traits.

Next, we'll work on Traits, since these can affect Durnok's secondary characteristics like running speed, perception rolls, and so on. Durnok has one Forte, and two Weaknesses, each of which will affect his Attribute rolls in particular circumstances.

The Forte of "Hawkeye" means that Durnok has keen vision. Seeing things is normally an Awareness roll, which would be 2d+1. However, the Forte means that when Durnok has to roll to see something, he gets +1d and rolls 3d+1 instead. Durnok is also the kind of guy who wants to get rich quick, though he seems to be taking a while to do it. He is drawn like a magnet to "the big score", and sometimes this lure gets in the way of his common sense. This sort of temptation is usually a Will roll of some kind to resist. Durnok has a pretty good Will roll of 3d+1, but when confronted with this Weakness, he only gets to roll 2d+1. Last, Durnok is lame. He decided to get out of the hard part of mining after a cave-in nearly killed him, and left him with a permanent limp. Walking movement is based on Health, which is 2d+2, but for determining Durnok's movement speed, this Weakness makes his Health roll count as only 1d+2.







Durnok has two other Traits. He is not a spring chicken anymore. Not as spry as when he was a young man, but not yet suffering debilitating effects of age. He has an Age of "Mature", which is worth 0A and +20S, and also means he cannot use later experience to improve his Strength, Agility or Health past a level of 11. Durnok is also ornery. He has a bad temper, so any social skills he uses are a level of difficulty harder (+2 to difficulty).

These Traits total up to +15A and +25S, which add up to the maximum of 40 points in Traits allowed for Normal adventurers. This gives Durnok a total of 95A and 105S, so he has 5A leftover at this point and 105S unspent. *Let's see what we can do about that*.

Adventurer	A	S
Base points	80	80
Attributes	90	
Skills		
Traits	**A**	**S**
Forte	-5	
Weakness	+10	
Weakness	+10	
Age		+20
Temper		+5
Total	95	105

Most skills are going to be based on Agility or Awareness. Remember that largest skill bonus you can get is equal to the full dice in the Attribute that skill is based on. With an Agility of 3d+0 and Awareness of 2d+1, the biggest skill bonus Durnok can get is +3d for Agility skills and +(2d+1) for Awareness ones. This means his highest possible Agility skill roll is 6d+0 and his highest possible Awareness skill roll is 4d+2.

The player decides to round out Durnok with a selection of skills befitting his background, along with some rough-and-tumble experience he picked up once he started working on his own. Durnok gets the following skills:

Agility-based
Brawling: +1d, cost of 10S
Throwing: +0d, cost of 5S
Club: +0d, cost of 5S
Crossbow: +0d, cost of 5S
Beast Riding, +0d, cost of 5S

Awareness-based
Mining: +2d, cost of 20S
Demolitions: +1d, cost of 10S
Area knowledge (local mtns), +1d, cost of 10S
Scrounging (mtn survival), +0d, cost of 5S

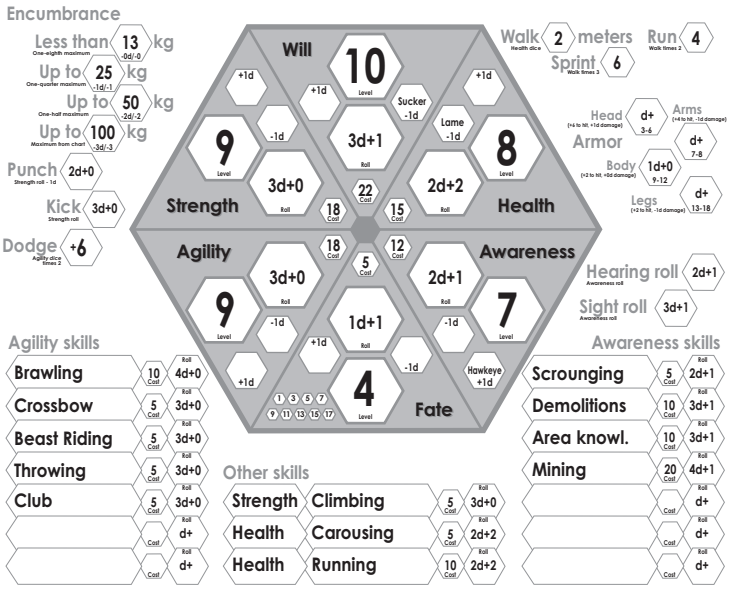
Strength-based
Climbing: +1d, cost of 10S

Health-based
Running: +0d, cost of 10S
Carousing: +1d, cost of 10S

This has a total cost of 105S, exactly what Durnok has available. With this, we can fill out the secondary characteristics on the front of the adventurer record. In particular, Running skill gives a +1 to movement rate, which counters out the -1 Durnok takes from being lame. He can hobble along as fast as a normal person, but *not* as fast as a normal person who is a good runner.

Details - We can figure out Durnok's carrying capacity from either the table on page 2.3 or the Universal Chart on page 3.4. We can see the various penalties to physical tasks or skill rolls when he is weighed down. For instance, if he is carrying over 13 kilograms, he will take a -1d penalty to Attribute rolls, and a -1 to skill rolls. So, if weighed down this much while firing a crossbow, he would roll 2d+2 instead of 3d+0.

Durnok also has to figure his starting wealth and goods. Durnok's obvious income-generating skill is Mining, which is a 4d+1 skill roll. The player rolls 4d+1, getting a 15, then multiplies this by 4 and then by 100 to get 6,000 Credits in currency, and multiplies this by 5 to get 30,000 Credits in goods. Durnok is feeling flush, until the gamemaster decides that the lack of industrialization makes manufactured goods more expensive. All starting wealth is divided by four, leaving Durnok with 1,500 Credits in cash and 7,500 Credits in goods. Using the regular guidelines, Durnok can expect to make about 150 Credits a week if out on his own or doing work for hire for someone else.



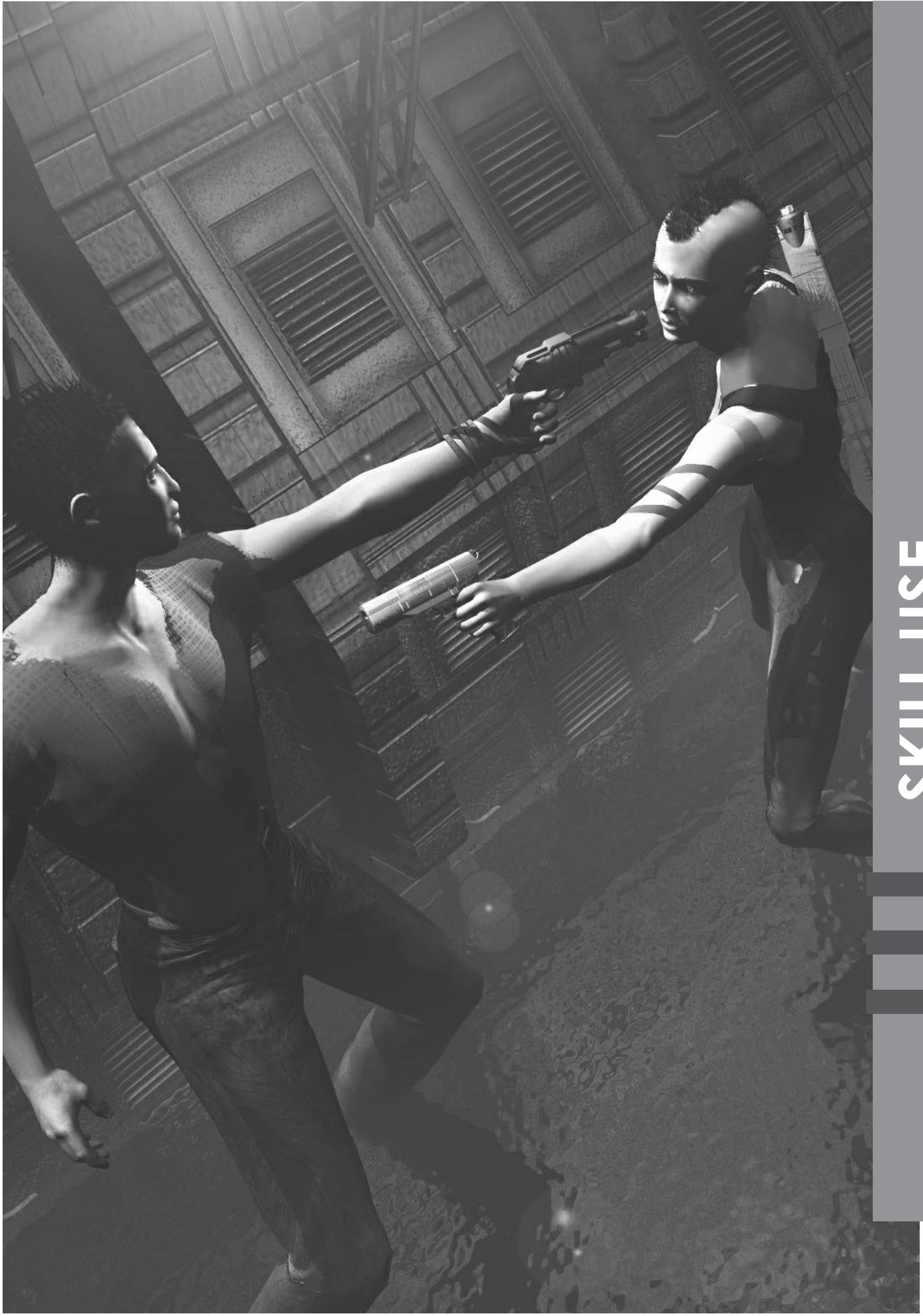
The gamemaster is not using the Hit Brackets rule, but if they were, Durnok would fall in the standard bracket.

Last - The gamemaster has the player answer the questions on page 2.20 to flesh out Durnok. Durnok is a meat & potatoes kind of guy. He likes lots of calories, lots of salt and lots of fat. It served him well in his mining days, and he still has a lot of muscles to feed. He tends to wear well-worn work clothes, with some leather reinforcement here and there. He has to deal with rough critters and the occasional rough person, so he covers his innards with a padded leather cuirass, and has a rock hammer on one hip and a utility knife on the other.

Durnok doesn't really live anywhere, but he spends his time on the fringes of the Jirto Wastes, tracing lost legends among the shifting sands, and hiring out his knowledge to mining concerns large and small. He technically owns a little spread *somewhere*, but he is hardly ever there.

Durnok knows just about everyone, and just about everyone knows him, but that is as far as it goes. He has no powerful friends, and no powerful enemies. He likes his climate dry, his liquour straight, unambiguous women, a good game of cards, and while he would never admit it, sunsets. He hates skunks, boiled vegetables, busybodies, people who sing off-key and official paperwork. He's not sure he ever really wants to retire, but the thought of being rich enough to do so in style has a certain appeal.

And that's Durnok.



SKILL USE

Any adventurer can attempt to do anything. Their chance of succeeding is another matter. **EABA** tries to break things down the way you would: Things you are sure you can do, things you're not sure about, and things that you know are impossible. You are sure you can walk and chew gum at the same time. You are equally sure that you cannot leap over tall buildings in a single bound. Neither of these is very important to an adventurer. The drama and suspense comes from that big grey area in between...

INTRODUCTION - Whenever something happens that isn't a foregone conclusion, someone will have to roll dice to see if the action is successful.

BEST THREE - That's all you need to remember when making an **Attribute** or **Skill** roll. Your total is the sum of the best three die results, plus any fractional bonuses. If you are rolling three or less dice, you simply use all of them. *You may also forego rolling **one** die to make a +0 or +1 into a +2.* In fact, if you are rolling more than four dice, it is usually to your advantage to do this, since you only keep the best three anyway (for instance, the average of 3d+2 is higher than the "best three" average of 4d).

EXAMPLE: If your adventurer has an Awareness roll of 2d+1 and they're trying to spot something, you just roll 2d and add +1. If the dice came up 4,6, your total would be 11 (remember the +1). For a Firearms roll of 5d+0, you roll 5d and keep only the best three results. For instance, if you rolled 2,3,5,4, and 1, you would keep the 3,5, and 4 for a total of 12. You could also decline to roll all your dice, and roll as if your adventurer's skill was 4d+2 instead of 5d+0.

The "best three" applies to *any* task in **EABA** that is *competitive* or tasks where you are figuring a chance of success. Sometimes you just use the total of all dice. For instance, the damage you do with a kick is your default Strength roll, using *all* the dice.

In order to succeed at a task you have to reach a total number with your "best three". Things *outside* your adventurer affect the total number they have to reach. Things *inside* the adventurer affect the number of dice they get to roll. *Go back and read that again. It's important*. Slick mud may affect the total your adventurer needs to reach with an Agility roll, but that slick mud *affects everyone equally*, so it increases the difficulty that has to be reached. However, having a sucking chest wound will affect the number of dice the adventurer gets to roll, and *only affects the adventurer*. Damage penalties generally affect *all* skill or Attribute rolls, but other penalties may be limited in scope, and this is a gamemaster call if there is any question.

EXAMPLE: If your adventurer were carrying enough gear that they were taking a -1d penalty from encumbrance, then their default Agility roll would be reduced by -1d, but this would not penalize their Awareness rolls.

DIFFICULTY - This is the number you need to match or beat with your die roll. An "average" task is a difficulty of 7, meaning that your "best three" total needs to equal or exceed 7 in order for the task to be completed successfully. The average person with no skill has a little bit better than 50-50 chance of successfully completing an Average(7) task. If you have to arbitrarily decide how difficult something is, that's your guideline.

Task	Difficulty	Average chance
Automatic	1	0d+1
Very Easy	3	1d+0
Easy	5	1d+1
Average	7	2d+0
Challenging	9	2d+2
Hard	11	3d+0
Formidable	13	4d+0
Heroic	15	5d+1
Superheroic	17	6d+2
Impossible	19	8d+2

The "average chance" is about the **Attribute** or **Skill** roll needed to have around a 50-50 chance of succeeding at a task of that difficulty.

EXAMPLE: If your adventurer's skill roll is 5d+0, you know they can reliably complete tasks that are Formidable(13), and have a reasonable chance at Heroic(15) ones. If your adventurer only has a skill roll of 2d+0, you know they can never succeed at a Formidable(13) task, because you can't roll a total of 13 or more on only two six-sided dice.

Sometimes the difficulty of a task is based on a characteristic of the object of your attention. In this case the difficulty is the value of that characteristic. For instance, trying to punch someone. Odds are they are going to try and dodge your fist. In this case, the difficulty for *you* is the result of *their* Agility or skill roll. Or, if you try to sneak by someone, the chance is *your* ability to sneak vs. the result of *their* Awareness roll. The rules will usually tell you which way to do things if there is any question.

Modifiers - Increasing the number of people on a cooperative task by a factor of two, or changing the time spent on a *non-combat* skill by a factor of two alters the difficulty by one row. Taking twice as long to pick a lock, for instance. *This is limited to a four point change in difficulty*. For tables, numbers are sometimes easier to use than words, so if a table says "+2", and the text says "one level", it means the same thing. If a difficulty goes "one level" from Average(7) to Challenging(9), you are increasing the number you have to match or beat by +2.

Modifier	Difficulty	Makes task
Minus two rows	-4	Very likely(≈90%)
Minus one row	-2	Likely(≈75%)
Normal	+0	Average(≈50%)
Plus one row	+2	Unlikely(≈35%)
Plus two rows	+4	Very unlikely(≈10%)
Plus three rows	+6	Extr. unlikely(≈2%)

The table above gives some sample modifiers. The "makes task" column is an indicator of what that modifier would do for an adventurer who had an *average* chance before applying the modifier. The *actual* percentage varies with the number of dice being rolled.

EXAMPLE: If shooting a target at a certain range was normally Hard(11), it would be about a 50-50 chance for an adventurer of 3d+0 skill. If it were a small target (plus one row of Difficulty), the chance would drop to around 35%.

Modifiers on die rolls are deliberately set at two point increments. This gives room for the players and gamemaster to come up with situational modifiers that are not worth a full row shift, but which *are* worth one point of difference in the final Difficulty. *And that one point can make all the difference.*

If an adventurer ever has a total modifier on their *die roll* of +3 or more, convert each +3 into +1d until the total modifier is +2 or less. For instance, a roll of 3d+4 would actually be rolled as 4d+1.

THE CHART - Many of the rules in **EABA** can be applied with this chart. It has a few simple rules:

1. Attribute cost is the level in the Attribute, plus its level minus 3, plus its level minus 6, etc., down to zero. *An Attribute level of 7 costs 7 + 4 + 1 = 12A.*
2. Lifting ability for Strength doubles every three levels. *An adventurer with a Strength of 9 can lift twice as much as an adventurer with a Strength of 6.*
3. Damage done by Strength is a number of six-sided dice equal to the level divided by three, with remainders adding to the damage. *A Strength of 8 does a kick damage of 2d+2.*
4. All other measurements double every two levels. *Something with a Size of 12 is twice as big as something with a Size of 10.*

While the rules will elaborate on the numbers on this chart, the basic idea is that the units on the columns to the right can be turned into the levels on the left, and added or subtracted to get another useful number.

EXAMPLE: An adventurer with a Strength (for punches) of 9 can throw a 25 kilogram object (mass level of 3) a distance of 9 (Strength) - 3 (mass) = 6. A distance level of 6 is 3 meters.

EXAMPLE: Turns in **EABA** are one second long, a time level of 0. A person shooting at range of 32 meters (distance level 13), shooting at a person (size level 0) and taking 1 second (time level 0) for the shot has a target number for their skill of 13 (distance) + 0 (size) - 0 (time) = 13. If they took 2 seconds (time level 2) to aim, their target number would be 13 (distance) + 0 (size) - 2 (time) = 11.

EXAMPLE: An information content of 32 (this game) can be read by an adventurer with an Awareness of 8 in 32 (information) - 8 (Awareness) = a time level of 24, or 1 hour.

EABA will often use results in multiples of 2, to correspond with the difficulty scale on the previous page, but the gamemaster can use the more detailed numbers on "the chart" if they want.

Note! - While the chart is *very* useful, please remember that it is a generalization based on a mathematical progression that doesn't perfectly match the real world. For instance, *don't* use numbers that aren't on the scale, like trying to see how far you could throw something with a mass level of -20.

EABA Universal Scale

Level	Attribute cost	Lifting capacity	Kick damage	Distance	Size or movement	Time	Money	Information
-10	-	1.3 kilograms	-		-	-	30Cr	-
-9	-	1.6 kilograms	-		-	-	45Cr	-
-8	-	2 kilograms	-	-	.12 meters	-	65Cr	-
-7	-	2.5 kilograms	-	-	.18 meters	-	90Cr	-
-6	-	3 kilograms	-	-	.25 meters	-	125Cr	-
-5	-	4 kilograms	-	-	.35 meters	-	175Cr	-
-4	-	5 kilograms	-	-	.5 meters	-	250Cr	-
-3	-	6 kilograms	-	-	.7 meters	-	350Cr	-
-2	-	8 kilograms	-	-	1 meter	.5 seconds	500Cr	-
-1	-	10 kilograms	-	-	1.4 meters	.7 seconds	700Cr	-
0	0A	13 kilograms	0d+0	-	2 meters	1 second	1KCr	1 word
1	1A	16 kilograms	0d+1	-	3 meters	1.4 seconds	1.4KCr	
2	2A	20 kilograms	0d+2	-	4 meters	2 seconds	2KCr	2 words
3	3A	25 kilograms	1d+0	1 meter	6 meters	3 seconds	2.8KCr	
4	5A	32 kilograms	1d+1	1.4 meters	8 meters	4 seconds	4KCr	5 words
5	7A	40 kilograms	1d+2	2 meters	11 meters	6 seconds	5.6KCr	
6	9A	50 kilograms	2d+0	3 meters	16 meters	8 seconds	8KCr	10 words
7	12A	63 kilograms	2d+1	4 meters	23 meters	11 seconds	11KCr	
8	15A	80 kilograms	2d+2	6 meters	32 meters	16 seconds	16KCr	20 words
9	18A	100 kilograms	3d+0	8 meters	45 meters	23 seconds	23KCr	
10	22A	126 kilograms	3d+1	11 meters	64 meters	30 seconds	32KCr	40 words
11	26A	159 kilograms	3d+2	16 meters	90 meters	45 seconds	45KCr	
12	30A	200 kilograms	4d+0	23 meters	125 meters	1 minute	64KCr	80 words
13	35A	252 kilograms	4d+1	32 meters	175 meters	1.4 minutes	90KCr	
14	40A	318 kilograms	4d+2	45 meters	250 meters	2 minutes	125KCr	160 words
15	45A	400 kilograms	5d+0	64 meters	350 meters	3 minutes	175KCr	
16	51A	504 kilograms	5d+1	90 meters	500 meters	4 minutes	250KCr	320 words
17	57A	636 kilograms	5d+2	125 meters	700 meters	6 minutes	350KCr	
18	63A	800 kilograms	6d+0	175 meters	1 kilometer	8 minutes	500KCr	640 words
19	70A	1.0 tons	6d+1	250 meters	1.4 kilometers	11 minutes	700KCr	
20	77A	1.3 tons	6d+2	350 meters	2 kilometers	15 minutes	1MCr	1,250 words
21	84A	1.6 tons	7d+0	500 meters	2.8 kilometers	23 minutes	1.4MCr	
22	92A	2.0 tons	7d+1	700 meters	4 kilometers	30 minutes	2MCr	2,500 words
23	100A	2.5 tons	7d+2	1 kilometer	5.6 kilometers	45 minutes	2.8MCr	
24	108A	3.2 tons	8d+0	1.4 kilometers	8 kilometers	1 hour	4MCr	5,000 words
25	117A	4.0 tons	8d+1	2 kilometers	11 kilometers	1.4 hours	5.6MCr	
26	126A	5.1 tons	8d+2	2.8 kilometers	16 kilometers	2 hours	8MCr	10,000 words
27	135A	6.4 tons	9d+0	4 kilometers	23 kilometers	3 hours	11MCr	
28	145A	8.1 tons	9d+1	5.6 kilometers	32 kilometers	4 hours	16MCr	20,000 words
29	155A	10.2 tons	9d+2	8 kilometers	45 kilometers	6 hours	23MCr	
30	165A	12.5 tons	10d+0	11 kilometers	64 kilometers	8 hours	32MCr	40,000 words
31	176A	16 tons	10d+1	16 kilometers	90 kilometers	11 hours	45MCr	
32	187A	20 tons	10d+2	23 kilometers	125 kilometers	16 hours	64MCr	EABA rules
33	198A	25 tons	11d+0	32 kilometers	181 kilometers	1 day	90MCr	
34	210A	32 tons	11d+1	45 kilometers	250 kilometers	1.5 days	125MCr	160,000 words
35	222A	41 tons	11d+2	64 kilometers	362 kilometers	2 days	175MCr	
36	234A	50 tons	12d+0	90 kilometers	500 kilometers	3 days	250MCr	320,000 words
37	247A	65 tons	12d+1	125 kilometers	725 kilometers	4 days	350MCr	
38	260A	82 tons	12d+2	181 kilometers	1000 kilometers	5 days	500MCr	640,000 words
39	273A	100 tons	13d+0	250 kilometers	1450 kilometers	8 days	700MCr	
40	287A	126 tons	13d+1	362 kilometers	2000 kilometers	11 days	1000MCr	1,250,000 words
41	301A	159 tons	13d+2	500 kilometers	2830 kilometers	16 days	1400MCr	
42	315A	200 tons	14d+0	700 kilometers	4000 kilometers	22 days	2000MCr	2,500,000 words

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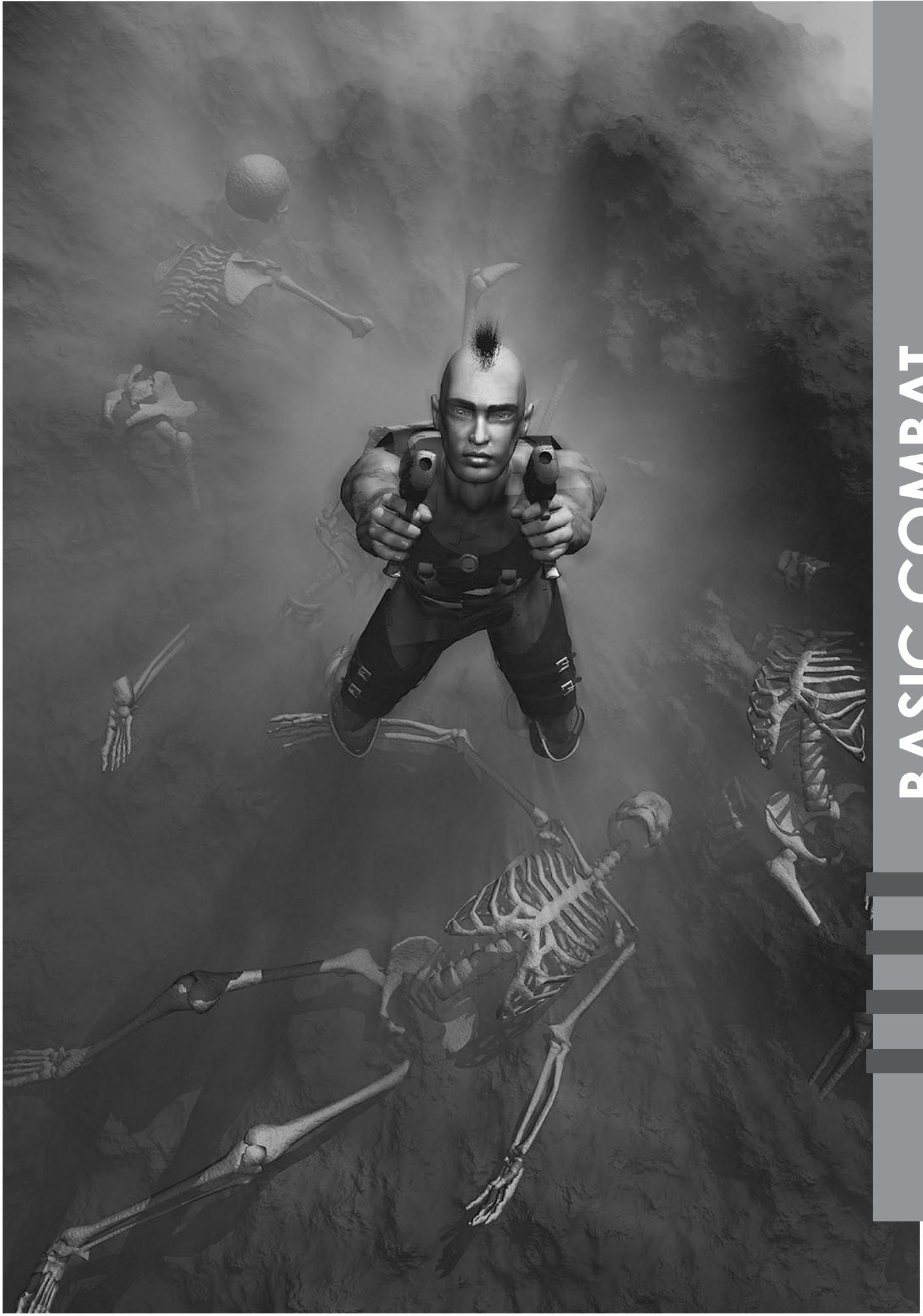


BASIC COMBAT

Not all adventure involves combat. But there does seem to be an awful lot of it on occasion. Combat never determines who is right or wrong, it just decides who gets the spoils and writes the account of what happened. Sometimes it can be avoided, sometimes it can't. We generally root for the "good guys", or maybe the "not quite as bad as the other guys". In a role-playing campaign, this is the adventurers and their friends.

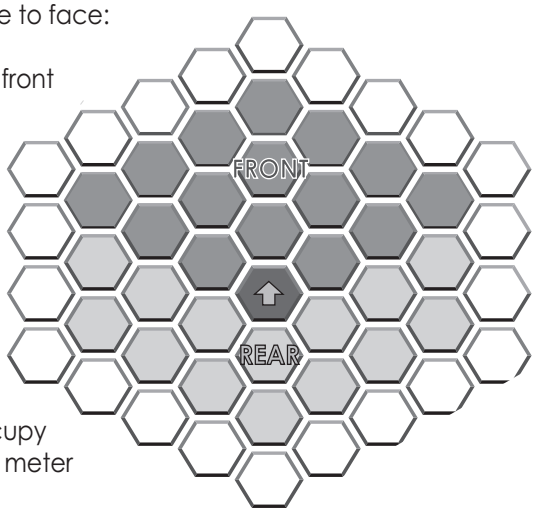
INTRODUCTION - Combat and conflict in **EABA** is straightforward, and we'll just hit each concept in appropriate order.

SCALE - Any combat involving adventurers will usually operate on the following scales:

Time - A turn in **EABA** is one second. Whenever you see a time mentioned in turns, you know it means the same number of seconds. What you can do in a turn should match what you can do in the real world: Take a step or two, say a few words, or pull a trigger, throw a punch or toss something.

Distance - All distances in **EABA** are measured in meters. If you are metrically impaired, you can use yards and the game results will be about the same.

Mapping - We recommend using paper with a hexagonal grid, each hexagon being one meter across from face to face:



If it matters, the front 120° arc is an adventurer's front. Everything else is the rear arc, which may be split into right and left sides if needed. Normally, one person can occupy a hexagon one meter across.

ACTIONS - During a turn an adventurer can perform one major action *and* one minor action without penalty. A **major action** is usually something that requires a skill or Attribute roll, like making an attack, using a power, or moving at any speed faster than a walk. A **minor action** is something like taking a few steps, shouting a few words, blocking, dodging, defending against an attack and so on.

SEQUENCING - At the start of each turn, each adventurer decides what they are going to do as their **major action**. If they want to do something else as a **minor action**, like shout, look around, take a few steps, etc., they may, and when it comes time to act, they can decide if the minor action happens before or after the major one. Minor actions *may* affect the chance of success of your major action, but doesn't affect its timing. For instance, walking while shooting is no slower than standing still and shooting, but it *will* be less accurate.

Everyone rolls appropriate dice for the action they are taking. Adventurers then act in order of the dice rolls (remember that this is "best three"). Ties act at the same time. Higher rolls *may* choose to wait for something to happen and act in response, either the major action, minor action or both. When an adventurer acts in response to something else happening, the actions are considered to be simultaneous, with any conflicts of timing going to whoever had the highest initiative roll. Sequencing rolls are *not* the use of the skill, just a way to decide who goes first.

EXAMPLE: Two martial artists face off in an alley, one with a skill of 4d+1, the other with a skill of 5d+0. Both secretly decide what they plan to do before rolling. Whoever rolls higher goes first. Whoever goes first can attack and move, move and attack, attack and wait for the opponent to act before moving, or move and wait for the opponent to act before attacking. For instance, waiting for an opponent to move so that you could either close with them if they moved away, or move away if they got too close to you.

In short: 1. Decide what you want to do
2. Roll dice based on **Skill** or **Attribute**
3. Act in order of die rolls, high to low

Using dice for determining initiative adds some variability, but also takes extra time. If you don't want to do it that way or don't like having to determine your action ahead of time, just go in order of highest skill roll or highest Attribute roll.

ADVANCED TOPIC: MULTIPLE ACTIONS

An adventurer *may* perform more than one major or minor action in a turn. This is something internal to the adventurer (it only affects them), so penalties affect the dice they get to roll, *not* the difficulty of any task they are trying to accomplish (see page 3.2). If an adventurer takes multiple major actions, they take a penalty of -1d on their sequencing and skill rolls for *each* extra *major* action they intend (*each* action takes the penalty, not just the second or later ones). Adventurers may also perform more than one minor action (except for movement). Each *minor* action *after* the first applies a cumulative -1d to any rolls for *later* minor actions (*not* all of them).

EXAMPLE: If an adventurer wanted to walk and make two attacks, this would be two major actions and one minor action. The major actions would *each* be at -1d to any rolls required, but the minor action is unaffected. The roll for sequencing would also be at a -1d penalty. If the adventurer wanted to make one attack, *then* had to block two attacks, the attack (major action) would take no penalty. The first block (first minor action) would also take no penalty, but the second block (second minor action) would be at a -1d penalty.

ADVANCED TOPIC: SEQUENCE MODIFIERS

What an adventurer is using in a turn and other modifiers can affect sequencing. This will typically add to or subtract from the number of dice you roll.

Situation	Sequencing roll
Using a ranged attack	+1d
Kick or unbalanced weapon	-1d
Longer reach	+1d/-1d
Surprised/attacked from the rear	-1d
Overcome tactical disadvantage	-2d

Longer reach? If you have a long weapon and a foe has to get well within reach of yours before they can attack with theirs, you get a bonus. If your foe closes to the optimum range for their weapon and it is shorter than yours, you take a penalty.

Unbalanced weapon? If your weapon is an unbalanced one (see **Gear**, page 9.4) it is more unwieldy and slower to bring into play than a balanced weapon of the same length.

Tactical disadvantage? If someone is holding a gun on you and you want to knock it out of their hands before they can pull the trigger, then you're at a tactical disadvantage. Even if you're more skilled, it is much harder to do your action first.

MOVEMENT - As a minor action, an adventurer has a base move (in meters) equal to the dice of their Health roll (*not* a roll of the dice, just the number of them). Running skill at +0d will increase your *base* move by 1 (higher than +0d skill only serves as a tie-breaker). You can change the way you are facing to any direction as part of this movement.

EXAMPLE: If your adventurer's Health roll was 2d+1, they could step two meters as a minor action, since you normally roll two dice.

Moving more than this counts as a major action. The distance an adventurer can run in a turn is twice their base move. After one turn running, adventurers can sprint, which gives a total move of triple their base move. There's a spot on the adventurer sheet to write these distances down for easy reference. Movement-related Agility rolls are at -1d if running, and at -2d if sprinting. Movement-related *skills* are not penalized by running or sprinting, but may require an Agility roll first. When running or sprinting, an adventurer may only change facing once in a turn, by sixty degrees (one hex facing). If the gamemaster does not allow multiple major actions, assume any movement faster than a walking pace is an adventurer's major action for the turn.

EXAMPLE: If your adventurer's Health was 2d+1 and they had at +0d Running skill, they could walk three meters in a turn as a minor action, run six meters as a major action, or if they were already running, sprint nine meters as two major actions. Any **Skill** or **Attribute** rolls they have to make while running would be at -1d penalty, since that roll would be a second major action. Tasks would be at -2d penalty if sprinting.

In general, adventurers swim a movement level of Health *dice* minus 3 (like movement level -1 for a Health of 2d), do a running jump to a level of Health dice, a standing jump to a level of Health dice minus 2, and a vertical jump (body over obstacle) to a level of Health dice minus 4.

ADVANCED TOPIC: MOVEMENT PENALTIES

Encumbrance or injury penalties (page 4.7) will drop an adventurer's Health roll for base movement, down to a minimum of one meter per turn. That is, taking a -1d penalty from being wounded or weighed down drops their base movement speed by one meter. This affects the doubling or tripling of speed for running or sprinting. Even if completely loaded down, an adventurer can still walk one meter per turn, run two meters per turn or sprint three meters per turn. However, an adventurer who is somehow burdened to more than a -3d penalty cannot normally move at all (like being pinned under something).

Dodging - An adventurer seldom has to stand defenseless for an attack, *even if someone else is acting first*. A dodge is a *minor* action that can be done in response to any attack *the adventurer can perceive*. The dodge *does* apply vs. that attack, *even if the attack is sequenced before it*. Getting out of the way of things that might hurt you is an instinctive reaction. Once done, a dodge lasts until the end of the turn or until the adventurer is stunned or knocked out, whichever comes first...

For each *full* die that you *set aside* from your *current* Agility roll, you can increase the difficulty for a *specific* attacker by +2 (an active dodge), and for *all* attacks and attackers by +1 (passive dodge). Dice set aside this way cannot be used for other Agility rolls, or applied towards Agility-based skills. This increase in difficulty applies to ranged attacks *and* melee attacks, and if useful, a dodge can move you up to one meter away from an attack. You *can* get the passive dodge bonus against opponents you don't know about or attacks that are outside your abilities to detect. You *might* get an active dodge vs. an archer, since you *can* see an arrow coming at you, but only a passive dodge vs. a gunman (unless you can see bullets in flight). You get +3 effect to dodge thrown items that you can see coming, but you have to set aside at least 1d of Agility to get this bonus.

EXAMPLE: An adventurer with an Agility of 2d+1 sets aside 2d when they dodge. This gives a specific opponent +4 difficulty to hit them, and all other opponents +2 difficulty to hit them. But, this 2d set aside towards dodging cannot be used for other purposes that turn. So, if an adventurer had a Blade skill of +2d, their skill roll would only be 2d+1 (Agility of 2d+1, +2d for the skill, -2d for the dodge).

Penalties an adventurer takes on Agility will affect their maximum ability to dodge (it reduces the dice available for dodging). This is certainly the case for injury and encumbrance.

EXAMPLE: An Agility 2d+1 adventurer with a -1d encumbrance penalty can only set aside 1d for dodging (their modified Agility roll is only 1d+1).

You actually only dodge *once* per turn, but any attack after the first you apply the bonus to counts as a minor action, making multiple dodges 1 point cumulatively less effective (down to zero bonus).

Note! - Generic "dodging" is a use of Agility, and an agile adventurer can be hard to hit even without any real skill. Being able to block or parry attacks is a function of the skill the adventurer uses, and they could have a specialization that applies only for blocking, parrying or use of a shield.

MELEE COMBAT - If your adventurer has nothing but hands, feet or a melee weapon, *they* are in melee combat, even if their opponent has a gun.

To hit someone with a melee attack, you roll the attacker's skill against the the defender's skill. *These don't have to be the same skills*. A person with a blade could fight a brawler, and each uses their respective skills to see who gets a hit. If a defender has *no* skill, they attack and defend with an unskilled Agility roll. If they are surprised, or choose not to use a roll (and a minor action) to defend themselves, it is just an Easy(5) task to hit them. An attack counts as a major action for the attacker and any dice roll used by the defender is a minor action (who may usually move up to one meter per turn as part of their defense). If the attacker's total *beats* the defender's total, they deliver a hit against defenses. Each defense roll after the first in a turn counts as an extra minor action. Remember that a dodge (if used) applies in some part against *all* attacks. A dodge can be done *without* using a defensive skill, in which case it just adds to the Easy(5) difficulty.

EXAMPLE: Two boxers face each other, each with skill rolls of 5d+0. One rolls 5d+0 to attack, the other rolls 5d+0 in defense. Later in the turn, it goes the other way. Each has used one major action (attack) and one minor action (defense). If one tried to punch the other one *twice* in one turn, *each* of the attacks would drop by -1d, but only the defender's *second* block would drop by -1d.

EXAMPLE: A gutterthief steps silently behind an adventurer and tries to stab them. The adventurer was totally surprised, so the thief just needs to roll an Easy(5) task to hit. If the adventurer *wasn't* surprised but had no skill, the thief would have to roll against the adventurer's Agility roll, or an Easy(5) task plus any dodge bonus the adventurer uses.

Doing damage - If you get a hit in melee, you apply damage (page 4.6) for the weapon and your Strength. Your punch damage is the default Strength roll with a -1d penalty. Melee weapons and attacks will usually be rated by how they modify your *punch* damage. If a weapon's damage bonus makes a roll have a +3 or more, each +3 is replaced with +1d.

EXAMPLE: A shortsword does "punch damage +1". For a Strength of 8, the default Strength roll is 2d+2, for punch damage of 1d+2. So, in this case, a shortsword does 1d+3, which goes to 2d+0.

RANGED COMBAT - If your adventurer is using any sort of weapon or effect that can project force at a distance beyond a few meters, odds are it is ranged combat. This can also include "magic" or other unusual effects. To hit a target with a ranged attack, you roll your adventurer's skill vs. a difficulty based on the range to that target.

Range	Example	Difficulty
0-1 meters	point blank	3
2-3 meters		5
4-7 meters	a car length	7
8-15 meters	across a street	9
16-31 meters	across a highway	11
32-63 meters		13
64-124 meters	length of soccer field	15
125-249 meters	length of nuclear sub	17
250-499 meters	length of aircraft carrier	19
500-999 meters		21
1-2 kilometers		23

etc.

Note - These numbers are just taken from the distance part of 'the chart', corresponding to entries on the difficulty scale (i.e. easy, average, challenging, etc.). See pages 3.2 and 3.4 for details.

Accuracy - Ranged weapons have Accuracy, which for hand-held weapons goes from 0 to about 7. Accuracy negates *up to* its value in difficulty for range *if the adventurer takes a major action to aim*. *Accuracy never reduces the penalty for range to below zero*. An adventurer may take a major action on second and later turns to increase Accuracy by the time level spent, up to 3 or double its value, whichever is *larger*. All but 1 point of Accuracy is lost if the adventurer is stunned or distracted from aiming, moves, dodges, or uses a weapon with recoil. Any weapon which has an Accuracy of more than 4 should be assmuned to have some sort of telescopic sight or aiming aid more sophisticated than open sights. An adventurer *may* aim to gain an Accuracy bonus *and* fire in the same turn, if they are willing to take a second action penalty (page 4.3).

EXAMPLE: A sniper with a skill roll of 6d+0 takes a shot at a target 250 meters away. This range is a difficulty of 21 (impossible for *anyone* using "best three"). Using one turn to aim with a rifle having an Accuracy of 6 drops difficulty from 21 to 15, quite doable with a 6d+0 skill roll. If the sniper had to hit a small target, they might aim for eight more turns (time level of 6) to double the Accuracy, dropping the difficulty from 21 to 9, but it would also go up a few rows of difficulty because of the called shot.

Movement - If a target or attacker is moving, it becomes more difficult to hit them. *Count each movement separately*. *Any* movement will increase the difficulty by at least +1.

Movement	Example	Difficulty
1 meter	a slow walk	+1
2-3 meters	a fast walk	+2
4-7 meters	a run	+4
8-15 meters	a sprint	+6
16-31 meters	racehorse to cheetah	+8
32-63 meters	highway traffic	+10
64-124 meters	a jet at takeoff	+12
125-249 meters	an arrow	+14

etc.

EXAMPLE: If the sniper's target was moving at 3 meters per turn, you would increase the base difficulty from 21 to 23. If the sniper's target was a plane that was moving 50 meters per turn (or if the sniper was on a plane moving 50 meters per turn), the difficulty would increase from 21 to 31.

Note - Again, these are just taken from "the chart" and listed in multiples of +2 difficulty.

Movement is also relative, *and* relative to the distance. A target moving directly towards or away from you would not count as much as one moving sideways. Similarly, something far away does not move as fast across your sights as something close. You can *usually* (but not always) say the maximum *target* movement penalty is half the difficulty for range.

If a target or shooter was moving on the *previous* turn, they are considered to still be moving at the same rate on the *current* turn *until* their action comes up and they have a chance to change that status. Coming to a stop from any movement greater than a walk will always count as at least one meter of movement *on that turn* for calculating combat penalties.

Doing damage - Once you get a hit with a ranged weapon, you roll its damage and apply it to the target. Ranged weapons like guns have a fixed damage, like a pistol that does 2d+1. Ranged weapons like bows also have a fixed damage, but this rating is *also* the minimum punch damage needed to use or prepare the weapon. Also see **Military Innovation: Crossbows** (page 7.2).

EXAMPLE: A bow that did 2d+0 of damage would require a punch damage of 2d+0 or better to draw it. Someone of less Strength (or someone who had Strength reduced by injury) would not be able to use the weapon at all. Someone of greater Strength would still only do 2d+0 damage with it.

ADVANCED TOPIC: CALLED SHOTS

The default for **EABA** combat is usually to aim at a target the size of a person. Bigger or smaller targets change the chance of hitting them.

Target is	Example	Difficulty
Tiny	Hand or foot	plus four rows (+8)
Extr. small	Head	plus three rows (+6)
Very small	Arm or leg	plus two rows (+4)
Small	Torso, legs	plus one row (+2)
Normal	Person	default (+0)
Large	Horse, auto	minus one row (-2)
Very large	Truck, tank	minus two rows (-4)
Huge	Large truck	minus three rows (-6)

For ranged combat this is just a simple alteration in the difficulty of the shot. For melee combat against an unresisting target, it is the same. For melee combat against an opponent who is rolling their skill to defend against you, you have to succeed in hitting them by the amount the difficulty was changed. Size modifiers can be combined if needed.

EXAMPLE: A range of 10 meters is normally a Challenging(9) difficulty for ranged combat. If the target were a car (large), the difficulty would only be a 9 minus 2, or Average(7).

EXAMPLE: To punch a non-defending person in the stomach would be an Average(7) task, raised one level from Easy(5) because you are aiming at a smaller target. To punch someone in the stomach in normal melee combat you would have to exceed their defense roll by more than +2. To swing a sword at the head of a dragon the size of large truck would be -6 difficulty because of the dragon's size, but +6 difficulty because the head is a small part of it, for a total change in difficulty of zero.

Missing an attack aimed at a target of *any* size usually means you miss the whole target, with some common sense exceptions. If you miss the porthole of a ship, you probably still hit the ship.

At gamemaster option, *if* a target has gaps or chinks in its armor, these may be targeted as an Extremely Small target (+6 difficulty). A successful hit reduces the armor of the target by -1d for that hit only.

DAMAGE - All weapons and damaging effects in **EABA** will have a rating in some combination of six-sided dice and bonuses, just like **Skill** or **Attribute** rolls. For instance, the damage you do with a punch is your default Strength roll with a -1d penalty. Damage is always *all* the dice, *not* the "best three". Damage is rated as non-lethal (like punches), half-lethal (like a club) and lethal (like cuts, gunshots, etc.). Half-lethal damage rounds fractions *and* odd numbers of dice to non-lethal damage.

EXAMPLE: An adventurer hits with a weapon doing 3d+2 of half-lethal damage. A half-lethal hit with a 3d+2 attack would do 2d+1 non-lethal and 1d+1 lethal damage.

Each point of damage is a "hit", and each time you take a hit you mark off a box on the "Hits" track on the right side of your adventurer sheet, starting at the top and working your way down.

EXAMPLE: If your adventurer rolled 2d+1 damage for a total of 7, whoever they hit would take seven hits, marking through the top seven unmarked boxes on that track.

Hits can be lethal or non-lethal. Punches are non-lethal, for instance, while bullets are lethal. Non-lethal hits are marked with a slash (☑), while lethal hits are marked with an x (☒). If an adventurer marks off more non-lethal hits than their Health from a single blow, half the *excess* (round down) is considered lethal hits instead of non-lethal hits. Imagine being punched by someone who was *literally* strong as an ox. At some point, things will stop being bruised and start being broken.

Lethal hits go on top of non-lethal hits *unless delivered by the same attack*, and lethal hits ignore non-lethal hits when figuring diminishing returns from damage (page 4.7)

EXAMPLE: If the 1d+2 half-lethal attack in the first example did one lethal and four non-lethal hits, an adventurer would mark off one lethal hit(☒), *then* four non-lethal hits(☑), since they were all delivered by the same attack. If the adventurer then took three lethal hits from *another* source, the first three of the non-lethal hits would be turned into lethal hits.

During combat, the difference between lethal and non-lethal hits is minor, since the penalties you take are the same. But afterwards, lethal hits heal much slower than non-lethal ones.

INJURIES - Take a look at the Hits track. You see some of the boxes have a dice penalty in them, like "-1d". Earlier we said that conditions outside the adventurer affected difficulty, but things internal to the adventurer affected their dice totals? Well, this is how it happens. Whenever you cross out such a threshold, you take an injury penalty. All **Attribute** and **Skill** rolls (except Fate) are reduced by that amount unless a rule specifically tells you otherwise. Each box also has a small number in one corner. Normally, if you cross out the box whose number is equal to your Health *plus* your Will, your adventurer will pass out. If the number of boxes you cross off with *lethal* damage equals or exceeds your Health plus your Will, your adventurer will die.

EXAMPLE: When an adventurer takes their fifth hit, you cross out the box with the "-1d" in it. If their Firearms skill roll was 4d+0, it is now 3d+0. If their Awareness roll was 2d+1, it is now 1d+1. If their Health roll was 3d+0 and gave them a walking movement of three meters per turn, it is now a roll of 2d+0 and they can only walk two meters per turn.

Note! - Injury is bad. Penalties you take because you are hurt will crimp your style a lot more than external factors. An average person who has taken a -2d penalty is probably incapable of succeeding at *any* task on their Attributes, and will find their ability to use skills *severely* hampered.

Diminishing Returns - There is a silver lining to the dark cloud of taking damage. As your adventurer takes more and more injury, their body notices it less and less. If their arm is broken, breaking it again won't decrease its usefulness all that much... The penalty an adventurer takes on their **Attribute** and **Skill** rolls also acts as armor, subtracting from damage they take. However, adventurers always take a minimum of one hit from any attack that penetrates real armor.

EXAMPLE: A Strength of 7 gives a kick damage of 2d+1. That adventurer kicks someone who is wearing 1d+0 armor and has already taken ten hits, which counts as another +2d of armor (because they have taken a -2d injury penalty). This would normally be no effect (2d+1 damage vs. 3d+0 "armor"), but since the attack is larger than their *actual* armor, your adventurer does one hit to them.

You can render someone incapable of fighting effectively with one or two attacks, but killing or knocking them out can take significantly longer.

If you use the Hit Locations rule (page 4.8), you might decide to *not* apply diminishing returns to head hits or hits to any other location where lethal damage has a chance of being immediately fatal. Depending on how much recordkeeping you want to do, you could also say that diminishing returns only apply to further hits to the *same* body area. In this case, a hit to the leg would *not* give diminishing returns to an arm hit.

If it ever comes up, almost anyone can deliver a mortal wound to a helpless foe. All it requires is a few turns, a vulnerable point and a weapon sufficient to the task.

Note! - As a last note, adventurers with the Trait of **Pain Tolerance** (page 2.17) apply the Trait *after* reducing damage effects because of prior injuries.

ADVANCED TOPIC: STUNNING

The **EABA** damage track can be used for more interesting damage effects than unconsciousness or death. Any time an adventurer's hits make them cross a dice threshold, they have to make an Easy(5) Will task to avoid being stunned. Use the largest of the thresholds if more than one is crossed at once. Yes, adventurers will have to make an Easy(5) Will task to avoid being stunned after taking the very first hit (when they cross the -0d threshold). A stunned adventurer does not get to perform any declared but uncompleted action on that turn, and has to declare a Will roll as a major action on the next turn (clearing their head). *They do not have to succeed at the roll, they just have to waste time to make the attempt*. After this, they may perform other major actions if they are willing to take the penalty on them (page 4.3). Being stunned also disrupts aiming (using the Accuracy of a weapon), preparation of paranormal powers, and dodging bonuses go to zero until *after* they clear their head. All in all, it's a bad thing to have happen to you.

EXAMPLE: An adventurer who had taken no previous damage is hit for 11 points by a crossbow bolt. This makes them cross a threshold at 1 hit (-0d), 5 hits (-1d) and 9 hits (-2d). They have to make an Easy(5) Will task to avoid being stunned, but they lose -2d off of their default Will roll *before* they roll. If they *are* stunned, they would use a Will roll on the next turn to clear their head (sequenced with the -2d penalty), after which they could do something else.

Note! - This is where the **Hit Brackets** optional rule (page 2.19) comes into play. If it takes more (or less) damage to reach these required rolls and their corresponding penalties, it makes it easier or harder to stun someone.

ADVANCED TOPIC: KNOCKOUTS

If an adventurer has crossed off hits equal or greater than their Health plus Will, they are not *automatically* killed or knocked out. However, when they cross the *next* damage threshold, the Will roll is not to avoid being stunned, but to avoid being knocked out. Adventurers who have taken *lethal* hits equal or greater than their Health plus Will will roll to go into shock instead.

EXAMPLE: An adventurer with a Health of 7 and Will of 7 is shot twice, and takes a total of 15 lethal hits. The next damage threshold is at 17 hits, which will be a Will roll with a -4d penalty. If the adventurer takes 2 more hits and fails that Will task (pretty likely, since they have a 2d+1 Will roll and a -4d penalty on it), then they will pass out and go into shock.

Unconscious adventurers can attempt an Easy(5) *Health* task to come around at the end of each *turn* after they are knocked out. Adventurers in shock can try to make an Easy(5) task on *Health* at the end of each *minute* to regain consciousness. Staying conscious through pain is a Will task, but *regaining* consciousness is a Health task. Applying first aid allows adventurers to use the aiding person's skill instead of their own Health for these rolls. Failing three *shock* recoveries means the adventurer has died from complications of their injury. Once an adventurer comes out of shock, they are safe until they cross another damage threshold.

EXAMPLE: The previously shot up adventurer is mortally wounded. Unless their default Health roll is 4d+0 or more, even using Fate is not enough to let them recover from shock. Fortunately, before the third roll needs to be made, a medtech with a skill of 5d+0 arrives and delivers some quick emergency care. Even if the care is not the totality of what the adventurer needs, the fact that something is being done allows the Easy(5) shock roll to be made vs. the medtech's skill instead of the adventurer's Heath. With the -4d penalty this roll is only 1d+0, but the adventurer can use Fate to make the roll 2d+0, and since the medtech is involved, they could conceivably use *their* Fate to increase the roll by +1d to 3d+0.

ADVANCED TOPIC: BLEEDING

An adventurer who has taken *lethal* hits from any piercing, cutting, bruising or similar attack must make one Easy(5) task with their Health each *minute* to stop bleeding (regardless of the number of bleeding wounds). Failing the task means they take 1 extra lethal hit, which may force them to make shock or unconsciousness rolls. Spending a minute to apply first aid lets an adventurer or medic use their *adjusted* skill roll instead of Health to stop the bleeding (it's easier to have *someone else* bandage you up).

ADVANCED TOPIC: HIT LOCATIONS

Normally, armor is assumed to apply to the whole body, or to the important bits in the middle where people tend to aim. This armor rating would be marked on your character sheet in the hexagon labeled "Body armor". Look at your adventurer sheet. There are *other* armor locations, and you can wear different armors on them. There are three ways to decide where someone is hit with a weapon:

1. Assume they are hit in the body (and body armor) unless an aimed shot is made. This is the default case.
2. Roll 3d+0 and compare the total to the small numbers at the bottom of the hexagons for each body location.
3. Successfully make an aimed shot at a specific body area, and then apply the armor listed for that area.

EXAMPLE: A crossbow bolt flies out of nowhere and strikes your adventurer. The gamemaster rolls 3d+0 and gets a total of 8. A roll of 7 or 8 is an arm hit, so your adventurer takes the damage to their arm, and only armor on their arm will apply against the damage.

In addition, the actual damage a weapon rolls against an adventurer depends on the hit location.

Hit to	Effect
Arm or leg	-1d damage, maximum of 3d+0
Body	normal, maximum of 5d+0
Head	+1d damage, maximum of 7d+0

Arm or leg hits generally will not outright kill an adventurer, but would drive them into shock instead (see **Knockouts**, page 4.8).

So, if your adventurer were hit in the leg by a weapon that did 5d+2 damage after armor, the gamemaster would only roll 3d+0 to see how many hits were marked off. If the adventurer had already taken hits that put them in the -1d damage range, the gamemaster would only roll 2d+0 to see how many hits were marked off. That adventurer might also try to use Fate to reduce it even further, down to 1d+0.

You should take at least one hit to an arm or leg if armor is penetrated by an attack, but this is up to the gamemaster. If you don't, once a -1d injury penalty is reached, then damage of 1d+0 or less to an arm or leg would be completely ignored. *Heroic or realistic?* It's your call...

ARMOR - Armor protects against damage to varying degrees. Armor *cancels* dice from attacks. These are removed *before* they are rolled by the attacker and only what is left will hit the defender. If an armor has a fractional ability, you *only* apply it to cancel out fractional amounts of damage. If an armor has more dice than an attack, it cancels out any fractional damage in the attack. If an attack is half-lethal, the damage is split into lethal and half-lethal *after* armor is applied.

EXAMPLE: If your adventurer uses a 2d+2 half-lethal weapon and hits someone with a 1d+0 armor, then you only roll 1d+2 instead of 2d+2 to see how many hits you do, and these will be 1d+1 non-lethal hits and 0d+1 lethal hits. If the armor was 1d+2 against a 2d+1 attack, the "+2" in the armor would cancel the "+1" in the attack, and you would only do 1d+0 hits (*not* 1d-1). If the armor was 3d+0, it would completely cancel the 2d+1 attack, and if the armor was 2d+0 against a 2d+1 attack, the attack would do exactly 1 hit of damage.

The total value of any armor you wear is usually listed in the hexagons labeled "Body armor".

Layers - An adventurer can sometimes wear more than one type of armor at a time. Common sense applies, and the layering is usually in the form of a light underlayer and a heavy outerlayer, like a knight wearing a padded vest under heavy armor. If armor has multiple layers, the second best layer is halved, the next best layer is quartered, and so on. For rounding, a +1 or +2 becomes a +1, and an odd die becomes a +2 (but a +1 halved twice becomes +0). For instance, an armor of 3d+2 would be halved to 1d+3 (which would become 2d+0). Halving it again would make it 1d+0. Layering also applies to any situation where an adventurer is attacked through something while wearing armor.

EXAMPLE: Your adventurer ducks behind a door as a bandit lets fly with an arrow. The door has an armor of 2d+0 and the adventurer is wearing armor with a rating of 1d+0. The armor (the smaller of the two) is halved to 0d+2. The combination of the armor and the door is 2d+2 protection.

EXAMPLE: Your adventurer is in an armored vehicle with a protection of 8d+0, and is wearing a 5d+0 armor. The vehicle is hit with a rocket, and the damage hits the adventurer through the armor. Their protection is the vehicle's armor (8d+0) plus half their body armor (2d+2). So, they are counted as having 10d+2 of protection.

RECOVERY - Lethal and non-lethal damage recover at different rates, non-lethal hits recovering significantly faster. If your adventurer suffers ill effects from being exhausted, not getting enough sleep and so on, this is non-lethal damage and heals up just like bruises and minor scrapes.

All healing or recovery is based on Health, *after* being modified for injury. Non-lethal hits recover at the rate of your *modified* Health *dice* per hour. Rest and comfortable surroundings are *each* good for +1d Health for this roll. Having *both* automatically allows recovery of 1 non-lethal hit per hour, no matter how badly off the adventurer is. So, an adventurer with a Health roll of 3d+1 (three dice) who had a -1d exertion penalty would recover 3d (Health dice) -1d (penalty) for 2 non-lethal hits per hour.

EXAMPLE: Utterly exhausted, a Health 7 (2d+1) adventurer with -3d of bruises rests under a shading tree. This gives them 2d (Health dice) +2d (rest and shade) -3d (injury) for a recovery of 1 non-lethal hit per hour. Even if the adventurer had taken a -4d penalty or only had a 1d+0 Health roll, the fact that they have both rest and comfortable surroundings means they get back 1 non-lethal hit per hour.

Note! - The worse off you are, the slower you recover. Resting before the penalties become too severe is better than pushing yourself to exhaustion. Of course, sometimes you don't have a choice.

Lethal hits are recovered one per *day* in the same fashion. Crippling hits (see page 5.8) are recovered one per *four days* in the same way. You never get to *automatically* recover lethal hits (unless the gamemaster allows it). If an adventurer has non-lethal hits that will not recover (like from hunger), then lethal hits are "healed" to non-lethal hits. A doctor can substitute their skill roll for the patient's Health roll, but the maximum effective Health roll is double the patient's *uninjured* Health. Hospital care can add up to +1d to a patient's Health roll per Tech Era (page 7.2) *past* the Basic Era. If a patient with lethal injuries has a *negative* total for recovery, they will *lose* hits instead of recovering them.

EXAMPLE: A Health 7 adventurer with -3d in injury penalties would recover 1 lethal hit per day if treated by a physician of 4d+0 skill. If the adventurer only had a *pre-injury* Health of 5, the doctor could only boost the roll to a Health of 10, which is a 3d+1 roll instead of 4d+0. Lacking other modifiers, this gives the Health 5 adventurer a recovery of 3d (doctor-adjusted Health dice) -3d (injury), so they will not recover *any* lethal hits until conditions improve. However, since their recovery is not negative, their condition is at least stable.

SAMPLE COMBAT - Ricci and Dalt are having a difference of opinion, and decide to settle it in a duel with single-shot flintlock pistols, ten paces, turn and fire. Ricci and Dalt both have a 4d+0 skill roll with pistols. Neither cheats. They make it to ten paces before anything happens.

First turn - Ricci declares his action for the turn as "turn and fire", while Dalt declares "turn and aim". Since who does what is fairly important, if these were players duelling each other, the gamemaster would have them write down their actions on a slip of paper rather than making one person declare action after knowing what the other intended.

Each of these is one major action (aim or fire) and one minor action (turn in place), so there are no penalties for sequencing. Both roll 4d+0 Pistol skill to see who goes first. Ricci's roll of 6,3,3,2 gives him a "best three" of 12, while Dalt's roll of 4,4,2,1 is only worth 10. Ricci goes first.

The gamemaster decides that ten paces each is about 20 meters, which is a difficulty for ranged attacks of 11. Ricci's turning in place is judged to be a movement, which increases the difficulty to 12. Ricci does not get his pistol's Accuracy since he is not aiming, but he does call on Fate for the first time this adventure, so it is an Automatic(1) Fate task to get a skill roll of 5d+0 instead of his normal 4d+0 skill roll. Ricci decides to roll 4d+2 instead of 5d+0. Ricci's roll is 6,4,3,1, for a "best three" total of 15 when the +2 is taken into account, two more than what he needed to hit Dalt.

Ricci's pistol does 2d+0 damage. Dalt uses *his* Fate for the first time this adventure and drops the damage to 1d+0. Ricci's damage roll is 3, so Dalt takes three lethal hits, not enough to alter his skill rolls. Dalt still has to make an Easy(5) Will task (at no penalty) to avoid being stunned and losing his action, but he makes it handlily. Dalt winces as the bullet grazes a rib, but he toughs it out and gets ready to take his turn.

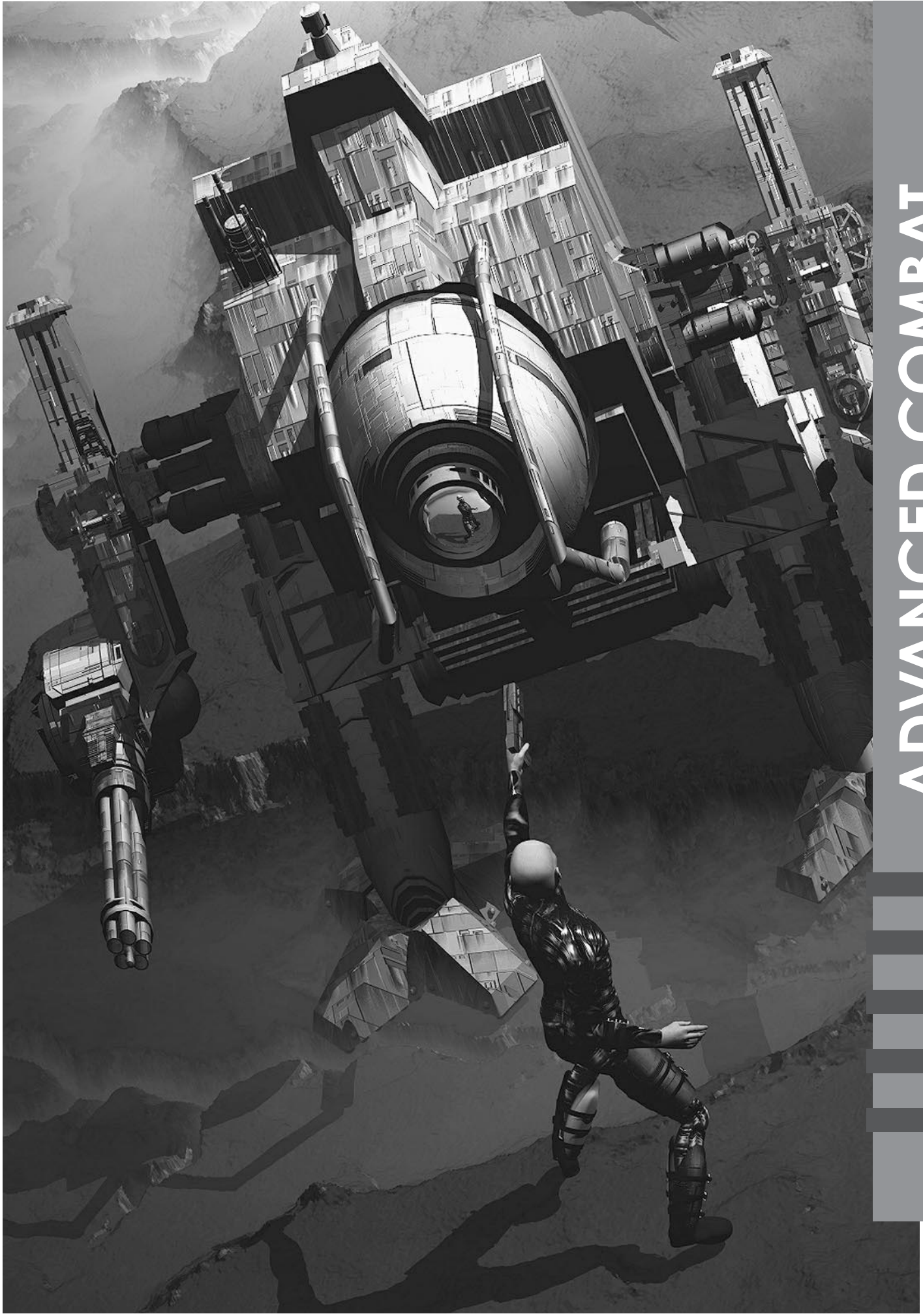
Now it is Dalt's turn. He turns and aims. Next turn he will get his weapon's Accuracy (which is a 1), and he won't take any penalty for movement.

Second turn - His honor at stake, Ricci stands his ground rather than trying to dodge to disrupt Dalt's aim. Dalt declares he is firing. The sequencing does not matter since only one person is acting. The base difficulty is 11, just like for Ricci. This is dropped to 10 because of the Accuracy of Dalt's pistol. Dalt gets a gleam in his eye and points the pistol very carefully, raising the difficulty by +6 to aim at a very small target. This makes his final difficulty a 16. He chooses to try and use Fate again, this time a Very Easy(3) task. He makes it, and gets an extra die for his Pistol skill, giving him 5d+0. He chooses to roll 4d+2 as well, getting 5,3,4,5 for a total of 16, exactly what he needed. There is a loud report and a puff of smoke when Dalt fires, and a splintering of wood and metal as he shoots the pistol from Ricci's hand.

Dalt is injured, but his panache convinces the onlookers that he is the winner, since he could just as easily have put the bullet right between Ricci's eyes (since a head shot is *also* +6 difficulty). Their differences somehow settled by this strange social ritual, Dalt and Ricci shake hands, get bandaged up and go out together for a drink.

Alternate second turn - Ricci decides that not getting a roundball between the eyes is more important than looking tough. He can't dodge an individual bullet, but he *can* make himself harder to hit. Since this isn't melee combat, it doesn't increase his defense roll, it increases the difficulty of Dalt's shot. Ricci's Agility is 3d+0, so he can increase Dalt's difficulty by 3 (1 point per full die). The difficulty for range is 11, the dodge increases this to 14, but Dalt's aiming drops it to 13. If we use Dalt's previous roll (a 16), he still hits. The gamemaster decides that since Ricci is dodging, a random hit location is in order. The gamemaster rolls 3d and gets a 9, which is still the body and no special effect. Dalt gets ready to roll 2d+0 for weapon damage, but Ricci decides some more Fate use is in order. He needs to complete a Very Easy(3) Fate task to do this. His default Fate roll is 1d+1, and he rolls a 2, for a total of 3, exactly what he needed. The bullet's damage is reduced by 1d, down to 1d+0, and Ricci gets lucky in that a 1 is rolled. He is barely grazed, and easily makes his Will roll to avoid being stunned.

To the onlookers, there is no clear winner this time. Both scored hits, and while Ricci didn't take it like a man, he *did* score the better hit. Either way, the two of them have satisfied honor by risking death, so whatever slight caused this duel is considered resolved and hopefully won't happen again.



ADVANCED COMBAT

There are exceptions to every rule, but not rules for every exception. That would make the rules far too thick. The basic combat chapter outlines the great majority of violent things adventurers will tend to do to each other and their environment, and lists a handful of the most commonly used advanced topics. In most campaigns that is all you will need, and you can reliably figure out most exceptions to the basic system on your own. This section is for the ones you can't and to give you ideas on how to work out anything else you might think of.

INTRODUCTION - Advanced combat covers things that happen fairly often in *particular* genres, but are not common in general. All genres have ranged weapons. Far fewer have machineguns. Everything in this chapter is an Advanced Topic. Pick and choose what you want to use...

ADVANCED TOPIC: GIMMES

This has been indirectly mentioned already. A "gimme" (pronounced gih-me) is something that affects a Skill or Attribute roll less than a full row of difficulty (+1 or -1 to difficulty). The typical use is for a player to say "I need to find something to gimme a bonus".

Gimmes are fairly common and encourage players to think about their environment and the situation. For instance, bracing a weapon while aiming it would be a gimme in the adventurer's favor, while a little smoke in the air might be a gimme that worked against them. An adventurer might take their sword to a master bladesmith to have it balanced, which could give *that* adventurer a permanent gimme when using that blade, or a gun with damaged sights might be a gimme against them until they can get it repaired.

ADVANCED TOPIC: "REALISTIC COMBAT"

Combat in **EABA** and most role-playing games is a flurry of carefully considered actions with no delay in game time for uncertainty and sizing up the tactical situation. Sometimes this really is the case, but a lot of the time combat is just doing nothing but trying to figure out what is going on, what your opponent is trying to do, what your friends are up to, and so on.

There are a number of ways that this can be forced upon the adventurers in terms of Attribute or Skill rolls, collecting "action points" and so on, but the easiest way to reflect the chaos of combat and the need for pauses to coordinate actions with your friends is to drop it back into the real world. If an adventurer is in a fight, then they can say one or two words as a minor action. The *player* can only say one or two words during their turn to act, and *none* during any other part of the turn! If a couple adventurers need to make a short plan in the middle of a fight, then they should find some cover and make the plan. This takes the adventurers as long as it takes the *players*, during which they can perform minor actions or hold actions in case something happens, but their major action is talking.

EXAMPLE: Player #1 says "I'm going left, you cover me." Player #2 replies "Do it!". This takes about 3 seconds for the players, so it takes the adventurers that long as well, during which they can look around, put new clips in their weapons and get ready to act. It would be foolish to try this if they did not have some cover to hide behind.

Note! - Players may have to talk, but "talking" is any form of communication. Military teams may have a combat sign language, mages might use telepathy, etc. The end result is the same.

This is where teamwork, knowing how your friends act and experience pay off. This real world timing system only works if it is both strictly enforced by the gamemaster, *and* is strictly used by the gamemaster. Enemies who want to make a plan *also* have to take the time to do it, possibly giving the adventurers time to make theirs.

ADVANCED TOPIC: SIZING UP THE OPPOSITION

In any sort of competitive skill vs. skill contest like melee combat, an advantage can be gained or a disadvantage negated by taking cues from an opponent's actions. If you use a major action to observe an opponent, you roll skill as though making a normal attack, but no attack takes place. This could be a subtle change in stance, a feint, or a slight movement. You *act* to see how your opponent *reacts*, and this knowledge may help you when you finally do commit to the attack. If your skill roll would have hit, you get a +1d bonus on your skill roll on the *following* turn (both for attack *and* defense). This bonus is cumulative up to a maximum of +3d, if you succeed in using one bonus to gain a further bonus on the next turn and the turn after that. But, if your opponent does the same thing and succeeds, they cancel out 1d of your bonus. Being attacked while you are "sizing someone up" does not affect it. Your defensive actions on that turn simply become part of the process.

EXAMPLE: A pair of brawlers with 5d+0 skill circle each other as the crowd takes bets. They begin to size each other up, doing little feints and jabs, stepping lightly from side to side. Eventually the first gains a bonus and the second fails to cancel it out. Then the first gets a +1d on the brawling skill roll and can roll 6d+0 on the following turn's attack instead of 5d+0, or roll 6d+0 to try and gain a total +2d bonus on the turn after that. However, a number of things can happen. If they fail this second attempt, they will lose their first bonus, and if the opponent makes *their* attempt, this will cancel out the first bonus, even if the first brawler makes their second "sizing up" roll. The worst case would be for the first brawler to fail their roll and the second to make theirs. Then the first brawler would go to zero bonus and the second would get a +1d on *their* next turn.

This +1d bonus is significant, and helps to offset aimed shots, get by better defenses and so on. Imagine equally matched opponents with shields. The shields improve their defense, and dodging can make it even harder to hit. Getting a bonus from setting up a feint-step-strike might be the only way to delivering a solid hit. Of course, your opponent can be trying to do the same thing.

ADVANCED TOPIC: ALL OR NOTHING ATTACKS

A melee attack can be made without any thought to defense or survival. Such a desperate attack is either be made with a +1d bonus to skill on the attack, *or* a +1d bonus to Strength for purposes of damage done. *No* defense is allowed.

ADVANCED TOPIC: BLOCKS & PARRIES

The skill roll used in a melee defense normally represents all the tools at an adventurer's disposal. The effects of dodging have already been covered. If an adventurer wants a stylistic distinction between blocking and parrying, they can. A successful melee defense that includes +1 or more from dodging means the attacker simply failed to connect. "Blocks" are handled by a normal defense roll that has no dodging component. If an opponent fails to beat a defense roll, the attack is blocked. The attacking weapon or attack does its normal damage *minus 1d* to whatever is being used to block with, like a weapon or shield. The exception is in purely unarmed combat, where successful defense means no hit is delivered and no damage is taken. A "parry" attempt uses the defense roll minus 1d. If the attacker fails to beat this roll, the attack is parried. The attacking weapon or attack does normal damage *minus 1d, and further minus the parrying penalty* to whatever is being used to parry with (so taking a 1d parrying penalty reduces the damage done to your shield or weapon by 2d). This may be done cumulatively, reducing the chance of a parry by 2d or more to reduce the damage taken by what is doing the parrying by 3d or more. Parrying does *not* require a weapon. One could use a "parry" with a light shield to prevent it being bashed in, or parry with bare hands.

ADVANCED TOPIC: BLOCKING DAMAGE

Anything used to actively defend with in a melee combat will be struck by or deflect the attacking weapon *if the defender is not dodging or the attacker hits an Easy(5) difficulty*. If you're blocking with your arms and the other guy has a sword, this *would* be a problem. Parrying can be used to reduce this, as mentioned above. Imagine a martial arts master deflecting sword blows with their bare hands. Difficult, but possible. It also goes the other way. An attacker can lose -1d from their attacking skill roll to avoid having a *defense* item damage the *attack* item. Imagine the same martial arts master attacking someone who intends to block with a sword...

ADVANCED TOPIC: SHIELDS

A shield improves an adventurer's roll to avoid being hit, but does not affect their chance to hit. The size of the defensive bonus is based on the size of the shield, and would be listed in the equipment description. It can eventually be battered through and be damaged or destroyed (page 5.5). Its armor does not normally help an adventurer, but it may help against ranged attacks if the adventurer can hide behind it (normally protects against attacks from one 60 degree arc).

ADVANCED TOPIC: ENHANCED WEAPONS

Any ranged weapon (or attack) with an Accuracy of more than 4 has some sort of telescopic sight or other aiming aid. An Accuracy of 4 is a limit on unbraced hand-eye coordination for humans. Other species with higher or lower average Agility may have higher or lower limits on Accuracy. Weapons without such aiming aids can mount them for a bonus. This will add some weight and bulk to the weapon. It typically adds 1 to the normal Accuracy for a cost of around 200Cr. A high quality weapon sight will add 2 to the Accuracy weapons whose normal Accuracy is 3 or morre. This will be considerably more expensive, perhaps 1,000Cr, or more if the sight includes an ability like night vision.

No enhancement can improve Accuracy to more than one and a half times its base amount (rounding up), with the exception that you can always improve an Accuracy 0 up to Accuracy 1.

ADVANCED TOPIC: ADVANCED TARGETING

EABA is a role-playing system that uses a "people" scale, not a "vehicle" scale. For roleplaying, a hand-held weapon Accuracy of up to 7 gives good results, allowing a good shot with a good weapon to hit a person-sized target out to several hundred meters, and further if the weapon is braced. Starting in the early Atomic Era, technological targeting aids become possible, allowing direct fire to ranges far beyond those possible for an unaided human.

These aids will take two forms. The first is an *extremely high* Accuracy stat. This represents a very precise aiming system, but the weapon still requires aiming in order to gain this Accuracy.

Era	Accuracy limit
Primitive	4
Basic	7
Industrial	11
Atomic	18
Post-atomic	29
Advanced	47

The second is one or more levels of the Trait **Larger than Life** (page 2.14), only usable for that particular weapon. Post-Atomic Era weapons can have one level of this Trait, and Advanced Era weapons can have two levels. The full benefit of these technologies is only available for vehicular weapons, but Accuracy of perhaps half the maximum can be had for hand-held weapons to reflect extremely advanced sighting aids. Both of these additions really only apply to ground or atmospheric vehicles. Space combat takes place at a distance and time scale outside normal **EABA** combat (a time level of about 16 per turn and distance level of about 38 per hexagon).

ADVANCED TOPIC: ROTTEN CONDITIONS

Adventurers don't always get a warm clear day in which to have their fights. Sometimes it's dark, cold, wet or worse. Apply the following as required. For ranged combat, it just alters the final difficulty. For melee combat, the penalties add to the difficulty you must reach to get a hit. Foes are similarly impaired when trying to hit you.

Conditions	Difficulty
Poor lighting	increase by 2
Very poor lighting	increase by 4
Just plain dark	increase by 6
Poor footing	increase by 2
Restricted movement	increase by 2

EXAMPLE: If engaged in a knife fight in a slimy (+2), dimly lit alley (+4), an adventurer would add +6 to their opponent's skill roll before comparing it to their own, as would their opponent. This makes it more likely that neither of them will hit the other.

ADVANCED TOPIC: CONTINUOUS DAMAGE

Some types of attacks continue to hurt long after the attack is over. Fire or acid would be examples. If the attack is truly continuous, just keep applying it. The reduced amount the target takes as damage accumulates will handle the effects.

If the continuing damage is a type that will wear out over time, reduce the damage by a point per turn, just like you were dropping down the scale of die rolls. For instance, a 3d+1 attack would drop to 3d+0, then to 2d+2. The reduced effect caused by existing damage to the target will also apply.

EXAMPLE: While struggling with an intruder at a laboratory, an adventurer is doused with acid. The gamemaster decides this is a 1d+1 lethal attack that eventually wears out on its own. The first turn the adventurer takes 1d+1 for a total of 4 lethal hits and no injury penalty (but gosh it stings!). The next turn the damage drops to 1d+0 and the adventurer takes 3 lethal hits. This drops them to a -1d injury penalty. The third turn the acid damage would be 0d+2, but after the -1d injury penalty they only take 1 lethal hit. The fourth turn the acid does 0d+1 for 1 lethal hit and after that there are no more effects. The adventurer has taken a total of 9 lethal hits from this acid bath and is not feeling very good at all...

This rule is a generalization and might not apply perfectly to every type of continuing damage. The gamemaster should make adjustments as needed.

ADVANCED TOPIC: BREAKING STUFF

Adventurers have Armor and Hits. So can their stuff. Items never take non-lethal hits, but can take the lethal part of half-lethal damage. If an item takes total damage equal to its Hits, it is broken for good. The Gear chapter lists the Armor and Hits of your stuff. To see if an item still works after taking being damage, it gets a 1d+0 Health roll for each *full* 3 Hits it has, with a minimum roll of 1d+0. It has to succeed at an Easy(5) Health task, modified by the hits it has taken, just like an adventurer would.

EXAMPLE: Your adventurer's rifle has taken a shrapnel hit. The gamemaster says the rifle took 3 hits and it has a Hits of 6, which is a Health roll of 2d+0. If the rifle makes an Easy(5) Health task with this roll, it still works. If not, the rifle isn't working, but it is repairable. If it had taken 6 hits, this is equal to its Hits total and it would be destroyed.

An item that is *destroyed* may still have usable bits that can be used as parts for other items, so it is possible that two or more destroyed items can have enough good parts to rebuild one more or less intact item. Otherwise, a destroyed item cannot be rebuilt by technology or paranormal powers.

ADVANCED TOPIC: GRABS AND HOLDS

These are melee attacks that do no damage. On a successful "hit", the attacker gains a hold on their target. Both grabber *and* grabee have their Agility dice and skill rolls reduced by as many Strength dice as the grabber wishes to apply.

EXAMPLE: A bouncer with a Strength of 9 grabs your adventurer in an arm lock. He applies all 3d+0 of his Strength to keeping you from doing anything, giving you a -3d to your Agility, attack and defense. He takes the *same* penalty if he tries to punch you, but he just wants to hustle you out the door.

Any movement done by wrestling adventurers requires a Strength roll between the two. High roll gets to choose the direction and amount of movement, up to their normal walking distance. This is a major action, so trying to move someone at more than a walk would be a -1d on their roll (because it would be a second major action).

EXAMPLE: The bouncer rolls 3d+0 for Strength, your adventurer has a Strength of 7 and rolls 2d+1. The bouncer wins, and moves the adventurer towards the door. If the bouncer had tried to move the adventurer at a run, the bouncer would take a -1d penalty, making it 2d+0 vs. 2d+1 instead.

Whoever is grabbed may try to break free as a major action. This is a roll of Strength versus Strength. High roll wins. The grabber either maintains the grab, or the grabbee breaks free.

EXAMPLE: Your adventurer tries to break free, rolling 2d+1 against the bouncer's 3d+0. The adventurer loses (again), and stays grabbed.

A grabber may make an *automatically* successful attack as a major action, once per turn. This does half-lethal damage equal to their punch damage with a *further* -1d penalty.

EXAMPLE: Deciding someone is getting feisty, the bouncer painfully twists your adventurer's arm. His Strength of 9 gives him a punch damage of 2d+0. The arm twist is a further -1d penalty, so your adventurer takes 1d+0 half-lethal damage, which because of the way half-lethal damage rounds will be 1d+0 non-lethal hits.

ADVANCED TOPIC: BASHING/FALLING

This is any sort of attack where a very large and blunt object is used to attack with. This could be the shield of a knight, the hood of a car or the surface of the earth after your adventurer falls off a roof. The only real requirement is that the bashing object be perhaps half or more the size of the target.

A bash does half-lethal blunt trauma damage of 1d+0 for an attacker movement of one meter, +2 each time the distance is doubled, with maximum damage to a person-sized target of 7d+0. As a melee attack, it requires a major action to perform. The bashee takes full damage and the basher takes half damage, odd dice becoming a +1. The table lists examples and bash damages for varying distances moved in a turn. For most purposes, height fallen and distance moved are interchangeable.

Distance	Example	Damage
1 meters	Shield bash	1d+0
3 meters		2d+0
8 meters	Horse bash	3d+0
23 meters		4d+0
64 meters	Speeding car	5d+0
175 meters		6d+0
500 meters	Free fall	7d+0

EXAMPLE: An knight on horseback charges a foe. The horse is moving at 8 meters per turn, and does a bash for 3d+0 half-lethal damage. The horse takes 1d+1 half-lethal damage from the attack.

Jumping rather than falling lets an adventurer subtract 1d from falling damage. Good conditions *and* preparations (sturdy boots, soft soil) *may* subtract another 1d, and landing in water subtracts 3d.

A "charge" with a melee weapon like a knight's lance or cavalry saber will just do +1d damage for that weapon. If used at full force, it might break the weapon and still not do much more than +1d. A running kick, flying tackle or other unarmed attack just does +1d damage. Any sort of successful bash attack will require the target to make a Strength or Agility roll (best three) against the bash damage (best three) of the attack. Failing means the target is knocked down and (optionally) thrown a distance level equal to the difference between the rolls.

ADVANCED TOPIC: THROWING THINGS

This is a ranged attack and is considered to have an Accuracy of 0 (possibly less than 0 for cumbersome objects). The maximum range is limited by an adventurer's Strength. Your normal throwing range is the distance corresponding to your Strength *for punches*, minus the mass of the object thrown, with an upper limit of a distance level equal to your best possible "best three" roll.

EXAMPLE: A Strength of 7 can throw a mass of -6 (3 kilograms) a distance of 4 (punch Strength) minus -6, or 10. A distance level of 10 is 11 meters.

A thrown attack may be aimed to offset range penalties (up to 3 points), and up to 1 point of "winding up" can be used to throw *further* rather than throw *better*.

EXAMPLE: An adventurer with a Strength of 7 (a roll of 2d+1) also has an absolute maximum throwing distance of 13 (the best result of 2d+1), or 32 meters. If they wound up for a powerful throw (add 1 point to their effective Strength), they could increase their maximum range to a distance of 14, or 40 meters.

If you look at the numbers, this makes the maximum possible throwing range for *anyone* to be a distance level of 20, or 350 meters (since throwing range uses "best three"). This is for someone with a Strength of 10 or better who winds up for the throw (the world record for a spear thrown with an atl-atl is about 260 meters). It isn't worth the extra detail to take aerodynamics and object type into account just to get the numbers to match exactly...

ADVANCED TOPIC: AUTOFIRE

Some weapons fire more than once when you pull the trigger, like machineguns. To see if an autofire attack hits more than once, add one row (+2) to the difficulty *after* the first shot hits. If the same roll would *still* hit, then a second shot hits. Keep increasing the difficulty until you miss, or you reach the number of shots fired. Most autofire weapons can fire up to ten shots per *turn*, most of which will miss. A*utoburst* weapons can fire three shots as a *major action*.

EXAMPLE: An adventurer fires a ten shot burst at a difficulty of 13. If the adventurer's skill roll was 15 they would hit twice, once for success at a difficulty of 13, and once for success at a difficulty one row higher (a 15). The rest of the shots miss.

These autofire rules assume there is a fraction of a second between each shot. If an attack has no recoil (like a laser) or from a weapon whose cyclic rate of fire is over 3000 shots a minute, then treat the attack as a shotgun attack (page 5.6). Remember that if a weapon has recoil, take into account that all but 1 point of Accuracy is lost after the first shot.

ADVANCED TOPIC: SHOTGUNS

Shotguns are weapons that may fire a single large projectile (a slug), or several smaller ones (shot) that do less damage. Other weapons or attacks may be listed as having a shotgun effect and would use these rules as well. Shotguns are similar to autofire, but since all the shots are fired at once rather than one at a time, it is handled slightly differently.

An attack by a shotgun blast will do damage based on what it could do if it were a single large attack. For instance, a regular shotgun might fire a slug that did 3d+0. If using a shell that fires multiple smaller attacks, you add +1d, then split the total number of dice between the number of attacks *and* the *full dice* in damage each one does, rounding any fractional amounts up.

EXAMPLE: If a shotgun did a damage of 3d+2 for one slug, you would use 4d+2 as a base for a shotgun shell firing shot. This could be two attacks at 2d+1 each or three at 1d+1 each, so long as the total of (hits plus dice *per* hit) for each hit is four, since we used 4d+2 as a base (2 hits plus 2d+1 damage each equals four, 3 hits plus 1d+1 damage each equals four and 4 hits plus 0d+1 damage each equals four). One roll is made to hit, and either all the shot hits, or all the shot misses.

At close range, a shotgun normally hits with *all* the shot fired, and lower amounts at longer range. However, as the pattern of shot widens, it becomes more likely that *some* of the shot will hit at longer ranges. A shotgun firing shot loses one of the attacks for each range band past 4 meters (see page 4.5), but it also gains 1 point of Accuracy for each range past 4 meters (but no more than 1 per attack lost, with a maximum of +3).

EXAMPLE: If the shotgun in previous example were aimed at a target 15 meters off while firing three attacks of 1d+0 shot, the shotgun would have +1 Accuracy but only get two hits of 1d+0.

These rules can also be used for certain types of extremely rapid autofire weapons. In this case, you just use the normal damage of the weapon for *each* potential hit, and apply reduced number of hits and Accuracy bonuses as needed for range.

EXAMPLE: A high tech assault rifle fires extremely rapid three round bursts. A hit at short range will hit with all three rounds. A hit at 15 meters (the 8-15 meter range band) would hit with only two rounds, but attack with +1 Accuracy. Remember that this bonus to Accuracy only applies if the weapon is aimed. Unaimed fire loses attacks with range but gains *no* bonus to hit.

ADVANCED TOPIC: AREA EFFECTS

Some types of attack or ways of dealing damage fill an area rather than being aimed at an object. A dragon's breath is area effect, as is a flamethrower. An area effect attack is aimed like a regular ranged attack, but as though the target were the size of the area effect (see **Aimed Shots**, page 4.6), with the *edge* of the area being the range you use.

EXAMPLE: Your adventurer tosses a molotov cocktail (a flaming bottle filled with gasoline), and the gamemaster says it will fill an area the size of a car. The size of the "aimed shot" makes it minus two rows of difficulty (-4), so for a range of 15 meters (normally a difficulty of 9), the actual difficulty would be a 5. On a success, the effect engulfs whatever item the adventurer meant to hit, and if the skill roll actually met the difficulty *before* taking the area effect into account, then the flaming bottle hit the target dead on!

If you are not using hit locations, area effects apply to Body armor. If you are using hit locations, use the average armor on the four locations (head, body, arms, legs), ignoring fractional protection and rounding to the nearest full die of protection.

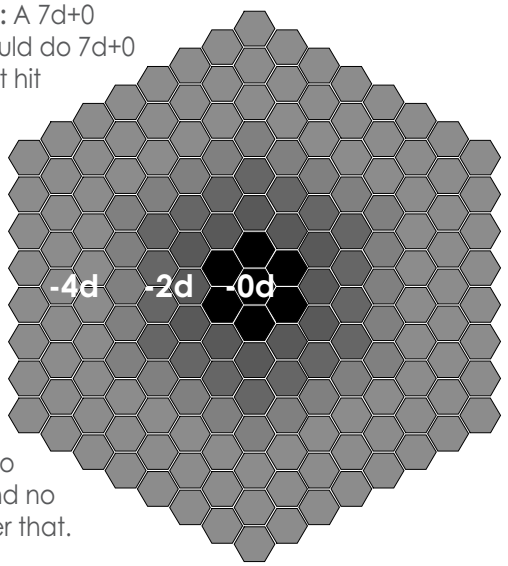
EXAMPLE: If using hit locations, an adventurer with a 2d+2 Body armor would get 1d+0 protection from area effects (2d+2 divided by four locations is a little more than half a die, so it rounds up to 1d+0).

ADVANCED TOPIC: EXPLOSION EFFECTS

This is a subset of area effects where the damage drops as you move away from the source. A stick of dynamite is an explosion effect. So is a grenade. If a damage is just blast, it is usually half-lethal. A stick of dynamite would be half-lethal. If it is full of fragments, it is lethal damage, but likely has fewer dice. A grenade would be about 3d+0 lethal damage. Explosions do full damage to whatever they hit (and the surrounding hexagons), and lose -2d of damage at each range band corresponding to those for ranged attacks.

Very large explosions (≥20d+0) will lose -8d of damage each *three* range bands instead of -2d of damage each range band. Damage vs. armor is applied as for area effects.

EXAMPLE: A 7d+0 explosion would do 7d+0 to whatever it hit (within one meter), then it would do 5d+0 to anything within 2 to 3 meters, then 3d+0 to anything from 4 to 7 meters, then 1d+0 to anything from 8 to 15 meters, and no damage after that.



In general, every time you double the amount of an explosive you add +1d to its effect. If one stick of dynamite did 3d+0 damage, then two would be 4d+0, and four would be 5d+0. If an explosive is touching something when it goes off, whatever it is in contact with takes +1d damage, and if explosives are well secured against something or backed by a heavy weight of earth, add an extra +1d damage.

EXAMPLE: If a stick of dynamite did 3d+0 and it went off in an adventurer's hand, it would do 4d+0 to their arm. If they tucked it under their arm it would do 5d+0 to their body. If using the crippling injuries rule (page 5.8), this is easily enough damage to blow off a hand or arm or kill an adventurer outright.

Note - Just so you know, a ten kiloton atomic bomb is about 28d+0 half-lethal explosion damage, and could possibly kill (7d+0 damage) out to around 500 meters. Not a perfect simulation, but role-playing shouldn't involve atomic bombs that often...

ADVANCED TOPIC: ARMOR TYPES

An armor's protection can be reduced by specific types of attacks. **EABA** calls this "inappropriate armor", or attacks which are designed to cause this effect are called "armor-piercing" or "blunt trauma", depending on the special effect of the weapon.

Inappropriate armor is a situation where the armor was not designed to handle a particular type of attack. This could be because that attack hadn't been invented yet. For instance, medieval plate armor is inappropriate for stopping modern bullets. It could also be a technological limitation. For instance, a flexible bulletproof vest is inappropriate for stopping knife attacks or punches. It could also be a special effect. For instance, "armor-piercing" bullets.

In general, flexible armors are inappropriate for stopping blunt attacks like fists or clubs, and may be inappropriate for certain puncturing attacks like arrows, stilettos or icepicks. Most armors are usually inappropriate for stopping an attack that hadn't been invented before the armor. The gamemaster is the arbiter for deciding if armor is inappropriate, based on the genre and their own knowledge of weapons and armor.

Inappropriate armors lose -1d of protection vs. anything they are not designed to protect against. This *can* make the armor have zero effectiveness.

EXAMPLE: An adventurer wearing chain mail and padding worth 2d+0 is hit by a 3d+0 crossbow bolt. Their armor is reduced to 1d+0 from this type of attack, so they take 2d+0 lethal hits. If they had been hit by a club with a half-lethal damage of 3d+0 (1d+0 lethal, 2d+0 non-lethal), 2d+0 also gets through. In this case, it becomes 1d+0 lethal and 1d+0 non-lethal damage.

EXAMPLE: An adventurer with a Strength of 7 (1d+1 *punch* damage) strikes a person wearing a 2d+0 bulletproof vest. The bulletproof vest is reduced to 1d+0 vs. a 1d+1 attack, so the wearer still takes 1 non-lethal hit from the punch.

ADVANCED TOPIC: CRIPPLING INJURIES

Most effects of injury have already been covered, but not those of catastrophic injuries. If an adventurer takes lethal hits of their Health or more from a *single* attack (not Will *plus* Health, just Health), it is certain to have nasty side effects. If not using hit locations, the adventurer is automatically knocked into shock.

If using hit locations, the part of the adventurer hit cannot be used at all. For a hit to the Body, the adventurer falls and cannot get up. For an Arm or Leg hit, it cannot bear any weight or be used to grab, lift or carry anything. For a Head hit, this much damage results in automatic shock and a good chance of death in a matter of minutes. If the gamemaster feels it is appropriate, the body part affected may be irreparably damaged, like having an arm or leg cut off (ouch!).

EXAMPLE: An adventurer hits a monster with a two-handed sword and does a staggering 10 lethal hits. The monster only has a Health of 9. The gamemaster rolls dice for hit location and gets "Head". Now headless, the monster crashes to the ground.

Keep track of the hits done by the attack. Hits from a crippling attack heal slower. A gamemaster can set a rule that crippling attacks leave scars and permanent side effects. If an adventurer does not have a Weakness on an Attribute, they might gain one, like "Limps" (a -1d to Health for movement).

ADVANCED TOPIC: RECOVERY MODIFIERS

Lethal hit recovery is increased by skilled or technologically sophisticated medical care, and impaired by poor care or surroundings. If technology and quality of care are not equal, use the average and round against the person treated.

Era or surroundings	Effect on Health
Primitive	-1d penalty
Basic	+0d bonus
Industrial	+1d bonus
Atomic	+2d bonus
Post-atomic	+3d bonus
Advanced	+4d bonus

These bonuses or penalties for technology will affect the adventurer's Health or the physician's skill roll, whichever is in the best interest of the patient. The bonus for hospitalization cannot exceed the physician's own skill *bonus*. Note that at Post-Atomic and later eras, medical equipment may have an artificial intelligence with *inherent* skill levels.

EXAMPLE: It takes a physician with a +4d Medicine skill (not skill *roll*, but skill *bonus*) to use Advanced Era equipment to its *full* potential.

POWERS

Many backgrounds for adventure have some unknown quantity that lies barely within human ken. It could be a dualistic force that pervades the universe, like deities representing good and evil, order and chaos, or simply a neutral form of energy that is shaped for good or ill by its users, and which shapes those users in turn. It could lack a metaphysical basis and rely solely on yet unknown powers of the mind, or in a lesser sense, those abilities which we all have but few of us can tap into.

INTRODUCTION - EABA uses the generic term "power" to represent any type of game effect not readily explainable by science. The most common types of "power" in a game world will be psionic, magic and superpowers, but there can be others, like a dolphin's sonar or an electric eel's shock. These natural abilities would be purchased as a power. Using the material in this chapter will have far-reaching effects on any gameworld, and is something you can have a lot of fun with. It is not so much a list of powers as it is a toolkit for making powers. While we include a number of pre-designed powers as "magic spells", this is just a guide to get you started on designing your own powers, whether magic, psionics, gadgets, superpowers or whatever.

Powers can be dangerously unbalancing to a gameworld. Just like a person with a gun can intimidate more people than the gun has bullets, so can those with powers overwhelm a defenseless population. Any gameworld with powers needs to have a safety mechanism to prevent their abuse, not only by adventurers, but by anyone else in the gameworld that has them. If powers make their users powerful enough, then the world *will* be ruled by those that have them (or those that can control them). If paranormal powers can only make someone as powerful as a skilled person with a weapon, then skilled people with weapons can take on people with powers and have a reasonable chance of coming out on top. The **EABA** system gives you powers, and frameworks for applying them, but making sure that everything balances in the end is the *gamemaster's* responsibility.

You will soon find out that **EABA**'s powers are a "meta-system". You do not buy pre-defined powers from a list, you make up *every* facet of the power from scratch. Even something as simple as an "energy blast" is defined by the type of damage, its range and so on. This gives the system a *lot* of flexibility, but *does* require more work to begin with.

In general, unusual powers will fall into three broad categories:

Psionics is a catch-all term for mental powers that do not rely on any outside force or intervention. The adventurer generates the effects by will alone. It may require intense training and maybe even some aids to concentration, but the power is not bestowed or under the control of any outside agency and the effects are usually repeatable and measurable, even if not completely understood.

Magic is metaphysical, somewhere between an art and a science. Complex gestures, arcane diagrams, weird components mixed and burned, appeals to deities and forces unknown. A priest who prays to their god for intervention, a mage who reads mystic runes from a scroll and watches them ignite as each syllable is pronounced, an alchemist stirring a bubbling cauldron and adding wing of bat and eye of newt, this is magic. Each culture has its own magical lore and legend, and the **EABA** system should let you reproduce any that you wish to.

Superpowers are both and neither. They are often powers bought as part of the **Gifted** (page 2.13) Trait, but the basis for these powers can be anything appropriate to the genre. It could be meta-human genetics, alien biology, technological power gauntlets or whatever.

Rules applicable to one type of power use generally *do not* apply to others. That is, each type of power cannot *directly* affect powers operating under a different metaphysical framework. A mage who has the ability to "dispel magic" would have no ability to take away superpowers or disrupt psionics. However, a magical energy bolt *would* be stopped by a psionic force shield, since the powers themselves are not the target.

Powers are always visible to the naked eye and audible to the normal ear unless specified otherwise. A sonic, visible and metaphysical aura extend from the user of the power to the target of the power. These can be negated if the power has a "special effect" modifier for that purpose (page 6.12).

POWER USE - Using most powers is a three-part process. A power is activated with one roll, targeted with another, and then the effects are a third roll. This is similar to combat (attack roll plus a damage roll). If a power is easy enough to activate and the user has sufficient skill, dice rolling is not needed (but activating the power still counts as an action). For instance, a power that is Easy(5) will always be successfully activated by someone with a skill roll of 3d+2 or more (which has a minimum result of 5).

Powers based on being Gifted (page 2.13) may turn on and off *automatically*, but under conditions outside the adventurer's control. To *voluntarily* activate a power requires a skill roll appropriate to the power type, like Sorcery for magic effects, Psionic Discipline for psionic powers and so on. This skill may be defined in the gameworld as being a *particular* type of magic, like a total of +2d skill in Fire Magic, or whose subsets are based off a generic Sorcery skill, like +2d Sorcery, and +0d specialization in Fire Magic. Or, each spell could be a skill by itself. You could have a default Awareness roll of 2d and have "Firestorm" at +2d, "Levitate" at +1d and "Wall of Frogs" at +1d. In this case, each is a single skill to activate a single spell. It all depends on how the gamemaster wants powers to work.

We recommend that any particular power should have an activation skill specific to the type of power (like "Sorcery"), purchased as normal, plus *each* particular ability should cost 5S or 10S, for which the adventurer gets a +0d or +1d specialization skill for using that power. Requiring a basic skill *and* a special skill for a particular power means that one must have overall training (e.g. Sorcery) before a power can be used at all, and then each power is learned separately. Those without the skills can't even attempt to use powers, giving the gameworld a clearcut "power user/non-power user" distinction.

An adventurer may usually alter the difficulty of the activation task by +4 to get a +1d in the final effect, or by -4 to get a -1d in the final effect (or ±2 difficulty for ±1 final effect). *Why make a power less effective?* A common case is an injured adventurer may want to drop the difficulty of using a power at full effect because of penalties on their skill roll.

EXAMPLE: A mage has a "Sorcery" roll of 4d+1. They know a "fireball" spell with a normal difficulty of Challenging(9). They do normal fireball damage by activating the power at a difficulty of 9, at +1d damage by activating it at a difficulty of 13, or at -1d damage by activating it at a difficulty of 5.

When a power is successfully activated, it then needs to be targeted. If the target is the adventurer activating the power or a target within touching range, this is usually automatic. For other ranges, a ranged combat skill roll is made using the same skill as used to activate the power. This second roll uses all normal ranged combat modifiers, but is not adjusted for any decreased or increased effect.

EXAMPLE: Our mage activates their fireball spell. Regardless of the difficulty or skill used in activating it, they use their 4d+1 "sorcery" roll to aim it. This roll *can* lose dice due to injury, previous actions, etc.

If the same skill is used to activate *and* target a power, the sequence of activation+targeting counts as *one* major action (*not* two). Use of a device linked to a power is usually a *separate* major action. If a power *actively* targets several separate things, each one after the first is a major action to target it (see page 4.3). Powers with melee range are assumed to be Automatic(1) to hit a person-sized target.

EXAMPLE: If you were using a bow and cast a spell on it as a major action, firing the bow on that turn would be *another* major action.

For the third roll, the effects of most powers are based off an adventurer's default Fate roll. For instance, with a Fate of 9, a successful task would generate an effect that rolled 3d+0. The default Fate roll can be adjusted by the power itself or voluntarily taking a modifier to its difficulty as mentioned earlier. This may be done as many times as your adventurer thinks they can manage. The final effect is the "adjusted Fate roll".

What the Fate dice do depends on the effects and modifiers you place on the power. The default is a power that works out to melee range (a meter or two), and which can affect a target the size of an adult human. Ranged powers are aimed with the same skill used to activate it, which is a *separate* roll if the activation is successful. Like Traits, the power effects are classified by how easily they can cause problems for a game world, ● for those which almost any game world can use, ■ for those where some thought should be given, and ◆ for ones which can be unbalancing in many situations. *Any* power can be abusive if used incorrectly or without safeguards, but some can be more abusive than others.

EXAMPLE: A spell that conveys movement can lift foes up into the air and drop them. This isn't very sporting and there isn't much a non-magical person can do about it, but it is not that magically difficult. In response, a gamemaster might decide that certain spells must have "resisted" or "thresholded" modifiers to give non-mages a fighting chance.

BUYING POWERS - To purchase a paranormal power, a player simply chooses the parameters they want from the list on the next page, and add up the total cost. The difficulty to use the power (the roll they have to make on their skill), is the Attribute level that could be bought with this many points (see the **EABA Universal Chart** on page 3.4). This always rounds up to the next highest level. The relevant numbers are repeated below for your convenience.

Cost	Difficulty	Cost	Difficulty
≤0	0	23-26	11(Hard)
1	1(Automatic)	27-30	12
2	2	31-35	13(Formidable)
3	3(Very easy)	36-40	14
4-5	4	41-45	15(Heroic)
6-7	5(Easy)	46-51	16
8-9	6	52-57	17(Superheroic)
10-12	7(Average)	58-63	18
13-15	8	64-70	19(Impossible)
16-18	9(Challenging)	71-77	20
19-22	10	78-84	21(Divine)

EXAMPLE: A power ends up with a total cost of 32. This is *more* than needed for an Attribute of 12, but *less* than that for a 13. Since it rounds up, the difficulty to use this power is a 13.

Note - Remember that this cost is *not* a cost in A or S points. It is just a temporary bookkeeping number that allows us to use a wide range of power variables and still keep the difficulties within a reasonable bound.

A power usually just does one thing, but this is only for convenience. If a player wants to design a power that simultaneously lets them fly and talk to dogs, they can. It will just be more difficult to use than a power which did just one or the other. If a power does more than one thing, its gets its default dice separately for each effect.

Note - If you just checked the table above, you might have noticed that 77 points gives an Attribute of 20, and 20 is the highest roll possible with any "best three" roll after you add in a +2 (like 3d+2). So, no power usable by a human can have a total point value of more than 77. This gives the option of powers that exist, but which cannot be used by mere mortals. One must have the "Larger than Life" Trait (page 2.14) or the "jointly activated" power modifier (page 6.28) in order to have a chance of using such an ability. So, you could have something like "elf magic" which has spells that only be learned by those with a Larger than Life ability on Fate, which is part of the Trait package for elves in that gameworld.

POWER DESCRIPTIONS - What follows are all the details on the previous modifiers and effects. Remember that all powers have a normal effect of the default Fate roll of the user. Exactly what this roll does depends on the modifiers used. A power will consist of several modifiers, and the effects can be quite complex depending on the modifiers used. Examples of powers that certain modifiers are useful for follow most modifiers. You can use these sample powers as a jumping off point for designing your own more complex and easier to use powers. You might not understand all the sample powers the first time through, but as you see the ways the modifiers are combined, you'll see how the system works and be able to use it as a jumping-off point for your own ideas. ***Remember that all powers start at a base cost of zero points and work their way up or down from there.***

WHAT A POWER IS - One last topic before we get to the various powers and power modifiers. There is no "default" power, but all powers have some default characteristics. The gamemaster can add extra default characteristics in the form of mandatory power modifiers, but lacking this, remember the basic parameters of *any* power:

Powers are noticeable - Unless a special effect is added, powers can be seen and heard, and if one is the target or in an area of effect, felt, smelled and even tasted. A mage might be able to tell what spell was cast in an area just by the sensory residues. Even a power with a special effect so that it is not detectable with the normal senses can still be detected with other powers.

Powers have a duration - This can be as short as an instant (zap!), but powers must exist in defined increments of time.

Powers have a range - Unless increased, powers normally only operate to slightly beyond touching range (melee combat). Maximum range is defined when the spell is created. It is theoretically unlimited, but gets impossibly difficult at great distances.

Powers have a target - Unless modified, powers affect a single target. As long as this target is not too much larger than a person, no modifiers are needed regardless of the type of power. A power that shoots a lance of fire, one that affects the target's Health or one that generates a mental illusion, all would be the same. Only when a target is very large would the latter two cases need special attention.

Power Modifiers

Type	Effect or modifier	Cost
●	Non-lethal damage	+20
●	Half-lethal damage	+30
■	Lethal damage	+40
●	Blunt trauma/armor-piercing	+10
■	Shotgun damage	+10
◆	Autofire damage	+20
■	Specialized damage	+20
●	Prevents an effect	+30
■	Reverses an effect	+30
●	Channeled damage	-15
●	Additional 1d effect	+10*
●	Reduced 1d effect	-10*
●	Melee range	+0
●	Ranged effect	+5*
●	Accuracy of +2	+5*
■	Sensory targeting	+20
◆	Extraordinary range	+20*
■	Special effect	+10
●	Resisted power	-10
●	Thresholded power	-5
●	Only very small targets	-10
●	Only small targets	-5
■	Fills an area 0-1m radius	+10*
■	Fills an area 2-3m radius	+20*
■	Fills an area 4-7m radius	+30*
■	Fills an area 8-15m radius	+40*
■	Area is a line	-10
■	Area is a cone	-10
■	Explosion effect	-10
■	Boundary effect	-10
■	Affects single large object	-20
■	Acts as natural phenomenon	+5
■	Acts like an Attribute	+30
■	Conveys movement	+5*
■	Adds to/subtracts from Attribute	+30
◆	Subverts Attribute	+40
◆	Creates mundane item	+40
◆	Creates living item	+10
◆	Conveys information	+15
■	Alters form of item	+15
■	Uncontrolled power	-10
◆	Triggered power	+10
■	Lasts as caster wills	+15
●	Lasts an instant	+0
■	State-based duration	+15
●	Lasts 1 turn	+5
●	Lasts 6 seconds	+10
●	Lasts 30 seconds	+15
●	Lasts 3 minutes	+20
●	Lasts 15 minutes	+25
■	Lasts 90 minutes	+30
■	Lasts 8 hours	+35
■	Lasts 2 days	+40

Type	Effect or modifier	Cost
◆	Requires minimum Fate of 5	-5
◆	Requires minimum Fate of 8	-10
◆	Requires minimum Fate of 11	-15
◆	Requires minimum Fate of 14	-20
●	Requires total concentration	-10
●	Requires gestures or vocalization	-5
●	Works on self only	-5
●	Requires spellbook or focus	-10
●	Requires consumed focus	-20
◆	Independent focus	+60
●	Password	+5
●	Damages user's Attribute	-10
■	Can be jointly activated	+5
◆	Can be loaned to others	+40
●	Side effect	-20
●	Requires mundane skill to use	-5
●	Power cannot be altered	-10
●	Hierarchic power structure	-5
■	Power costs +3A	-10
●	Takes 6 seconds to activate	-5
●	Takes 30 seconds to activate	-10
●	Takes 3 minutes to activate	-15
●	Takes 15 minutes to activate	-20
●	Takes 90 minutes to activate	-25
■	Takes 8 hours to activate	-30
■	Takes 2 days to activate	-35
■	Generic bonus	+1 to +20
■	Generic penalty	-1 to -20

*difficulty modifier varies. See text for details.

● **Non-lethal damage**(+20 cost) - The power does or restores non-lethal damage. If a damage spell is powerful enough to do more non-lethal damage than a target's Health, whether or not the excess is treated as half-lethal damage depends on the nature of the power. A physical stunning blow might crack ribs if powerful enough, but a mental one might leave no physical marks regardless of its power.

Sample powers

Water jet:	*Non-lethal damage*
(difficulty:15)	*Ranged effect (15 meters)*
	Acts as natural phenom.
	Lasts a turn
Second wind:	*Non-lethal damage*
(difficulty:16)	*Reverses an effect*
	State-based duration
	Req. total concentration
	Takes 6 seconds to use

Note! - Mundane weapons do damage based on what they are. Powers designed to *enhance* the damage of the weapon must include the modifier for the damage type of the weapon. For instance, a magical sword might be "special damage" *and* "lethal damage", while a magic mace might be "special damage" *and* "half-lethal damage".

● **Half-lethal damage**(+30 cost) - The power does or restores half-lethal damage. Lethal dice are always the lower fraction. So a 3d+2 attack would be 1d+1 lethal and 2d+1 non-lethal damage, as would be a 3d+2 healing spell with this modifier.

Sample powers

Power word Wound:	*Half-lethal damage*
(difficulty:15)	*Ranged effect (31 meters)*
	Lasts an instant
	Requires vocalization
Minor restoration:	*Half-lethal damage*
(difficulty:17)	*Reverses an effect*
	State-based duration
	Requires gestures
	Requires vocalization
	Takes 30 seconds to use

■ **Lethal damage** (+40 cost) - The power does lethal damage, much like a blade, bullet or arrow.

Sample powers

Flame touch:	*Lethal damage*
(difficulty:17)	*Melee range*
	Power lasts as caster wills
Major restoration:	*Lethal damage*
(difficulty:17)	*Reverses an effect*
	State-based duration
	Requires consumed focus
	Takes 30 seconds to use

● **Blunt trauma damage**(+10 difficulty) - The power does damage with the special damage effect of blunt trauma *or* armor-piercing (page 5.8), which may work better against some types of armor. Blunt trauma may be non-lethal or half-lethal, and armor-piercing effects are usually lethal damage. In any case, if the armor is affected, it causes the first 1d of the target's armor to be ignored.

Sample powers

Crushing grip:	*Half-lethal damage*
(difficulty:17)	*Blunt trauma damage*
	Ranged effect (15 meters)
	Power is resisted
	Power lasts as caster wills
	Requires gestures
Stone rain:	*Half-lethal damage*
(difficulty:15)	*Blunt trauma damage*
	Reduced 2d effect
	Power is uncontrolled
	Ranged effect (63 meters)
	Area effect (7 meter radius)
	Duration of 30 seconds
	Requires consumed focus
	Requires gestures
	Requires vocalization
	Damages user's Attribute
	Takes 6 seconds to use

■ **Shotgun effect**(+10 cost) - The power gets several attacks made off the same skill roll. The Fate of the caster is increased by +1d, but the attack is then split into two, three or more parts that affect the target separately. Each part has to have at least 1d of effect, and fractions round up. It is treated exactly like any other shotgun attack (page 5.6). For instance, a 3d+1 final effect would drop to a pair of 1d+1 attacks. If the attack is ranged, it gets the aiming bonus and loses attacks based on range like any other shotgun attack.

Sample powers

Mystic darts:	*Non-lethal damage*
(difficulty:15)	*Shotgun effect*
	Ranged effect (15 meters)
	Lasts an instant
Poltergeist:	*Acts as Attribute(Strength)*
(difficulty:16)	*Shotgun effect*
	Takes 6 seconds to use
	Duration of 30 seconds

◆ **Autofire effect** (+20 cost) - The power acts just like a weapon doing an autofire attack (page 5.6). Each level of difficulty the skill roll is made by will generate an additional attack at full effect. This skill roll is the one used to hit the target, *not* the one to activate the power. This modifier is not appropriate for most non-damaging powers. If it was used, the effect generated would tend to be the *best* of the user's die rolls, *not* each one applied separately.

EXAMPLE: If a mental compulsion were both resisted and autofire effect, then the user would get several "hits", but the target would only resist once vs. the best roll.

At gamemaster option, autofire effect can generate hits based on the success of the *targeting* roll with "misses" simply not existing, potential hits based on the success of the *activation* roll (one extra generation of the power effect for each two points the activation roll is made by), or both. In the last case, you can't get more hits than you had power effects, but effects that miss still end up going *somewhere*...

Sample powers

Roman candle:	*Half-lethal damage*
(difficulty:16)	*Autofire effect*
	Ranged effect (31 meters)
	Lasts an instant
	Requires consumed focus

■ **Specialized damage**(+20 cost) - The special effect means an attack does no *normal* damage, but can do damage in a way that mundane effects cannot. *It only does damage appropriate to the special effect*. Most of the time, a barrier whose nature is not affected by the power will *completely* block it. For instance, if a power can affect purely spiritual beings, you could not affect a spirit hiding behind a sheet of paper. A spell that damages (dispels) other spells has no effect on spirits or the material world and could be blocked by either. You would have to open a box to dispel a magic item within the box. Usually, a very tenuous "barrier" like air or microbes doesn't count. It is often the case that a specialized damage *will* affect a target that is directly manipulating something that the power would not normally penetrate. In this case, the barrier is treated as though it weren't there.

EXAMPLE: A spirit animating a suit of armor is still vulnerable to a magic spell that only affected spirits, and a person in armor would still be vulnerable to a spell that only affects living creatures. A gun that only worked against electronics would still be able to wreck the cyberware that was shielded inside an adventurer's brain.

▼ **Note!** - Raw power (or magic or psi) is not "damage", so it does not need a damage type to count as specialized damage.

Specialized damage could also be used to represent attacks with some additional effect, like automatically counting as crippling injuries. For instance, a "stunner" might do non-lethal damage, but it could incapacitate someone if the damage exceeded their Health, and the non-lethal Hits would recover at a quarter the normal rate.

Specialized damage is used to replicate any effect which can dissipate or "dispel" another power of the same type. Powers *do not* take damage like people. An effect is dispelled or dissipated if *both* the *adjusted* difficulty of the attacking power *and* the Fate dice roll of the attacking power meet or exceed the difficulty of generating that effect. On success, the effect is disrupted. If not, there is no effect. See page 6.3 for notes on increasing power difficulty to get increased effects. The "reverses an effect" modifier (page 6.9) can generate a similar "dispel" effect, but the effect only lasts for the duration of the power.

EXAMPLE: An adventurer is under psychic siege from a long-duration effect that was Challenging(9) to generate. A friend has a "Psych Disruptor" ability that is normally Average(7) difficulty, but they choose to add +4 to the difficulty to both get an extra die of effect and make the difficulty higher than the one they are trying to disrupt. If the "Psych Disruptor" activates, then a roll of 9 or more on its effect dice would dissipate the effect, but rolls of 8 or less would do nothing. A power defined as "reverses an effect (psi)" does not challenge the hostile effect, it just mitigates it. However, the hostile effect comes back in full force once the "reverses an effect (psi)" wears off.

In general, if an adventurer wants to make an effect hard to get rid of, they need to make it hard to generate in the first place.

A power with both a duration *and* an area can be used to *continually* attempt to dispel any other power originating in that area. For powers with a duration of "lasts an instant", the dispelling effect would make its attempt immediately after the other power is activated. If the dispelling is successful, the other power fails to do anything.

EXAMPLE: A "permanent dispel" is cast on an area with 3d+0 effect, and the difficulty of the spell was Hard(11). Whenever any other spell is cast in that area, the dispel will activate if the difficulty of the new spell is Hard(11) or less. Since the dispel was already successfully cast, this part is automatic. Then, it rolls its 3d+0 roll against the difficulty of the new spell, and if this result is also equal or greater than that spell's difficulty, the casting or the target spell will fail.

Sample powers

Dispel magic:	*Specialized damage*
(difficulty:14)	*Ranged effect (31 meters)*
	Lasts an instant
Infected blade:	*Lethal damage*
(difficulty:18)	*Specialized damage*
	Melee range
	Requires a focus
	Uses a mundane skill
	Duration of 30 seconds

- **Prevents an effect**(+30 cost) - The power acts like armor, protecting a target from damage, or reducing the dice of a particular special effect, or preventing some other interaction between the target and the real world. This last case can cover a multitude of effects (remember that in **EABA**, you can often design a particular effect in *several* ways).

EXAMPLE: "Teleportation" is a movement power with a special effect of "extraordinary range". On the other hand, the ability to "walk through walls" could be a movement power with "prevents an effect (interacting with environment)". In this case, the adventurer compares their default Fate roll to the armor of an object. If the Fate roll is equal or higher, the adventurer can pass through the object as if it weren't there. This power would *not* prevent damage from attacks, but might reduce damage from falling or having things fall on you.

If there is a damage type prevented, this cost is paid *in addition to* the "prevents an effect" modifier. For instance, for a power which prevents damage, a type of damage (non-lethal, half-lethal, lethal) is specified when the power is created, and the power must pay the cost of that damage type. However, preventing damage of a given type automatically extends to lesser damage of the same type.

EXAMPLE: Magical armor to stop bullets, swords and the like would be "prevents an effect" and "lethal damage". It would also act to prevent half-lethal and non-lethal damage as well.

EXAMPLE: A power to protect against mental attacks would be "prevents an effect" as well, but would only work against mental attacks and would be listed as "prevents an effect (mental)". If it also had the "non-lethal" modifier, it would act against non-damaging effects and those that did non-lethal damage (it prevents "mental effects" and "non-lethal mental effects"). If it had *no* damage type specified, it would only work against mental attacks that had *no* damage type (like compulsions).

A power that prevents magical damage also protects itself from damage, and would be harder to disenchant than normal. Its "armor" would subtract from the Fate dice in the dispel's effect. If you think of the power as a piece of worn armor of the appropriate type, it may be easier to understand.

A type of prevented damage interacts with the "damage" modifiers in several ways. Raw power is *not* damage, so a power that just has "prevents an effect(magic)" reduces the effect of non-damage spells, but not ones doing damage (it just prevents "magic").

A power with "prevents an effect" and "lethal damage" will stop both mundane and magical *damaging* effects (it prevents "lethal damage"), but will not stop non-damaging magical effects. A spell that "prevents an effect(magic)" and "lethal damage" would stop all forms of magic, but would not stop *mundane* damage from getting through (it prevents "magic effects" and "lethal magic effects"). Like armor, this power is subject to layering (page 4.9). In addition, the defense provided by this power is assumed to be appropriate only versus attacks known to the creator of the effect. This can cause the protection to be diminished against certain attacks.

EXAMPLE: A "magic armor" spell of 2d+0 protection layered on top of a 2d+0 plate armor would only have a total protection of 3d+0, and for any special effect purposes, the outer layer that is provided by the spell is 2d+0 of that protection.

EXAMPLE: A "Magic shield" spell from a fantasy world would be an inappropriate armor against modern bullets, just as a regular shield would be. If the "Magic shield" spell came from a game world that also had guns, then it would not be penalized.

The protection afforded by this power effect is permeable in the direction of the user's choice, but this is specified during *creation* of the power, not when it is activated.

EXAMPLE: A "Pentagram" spell with a "prevents an effect(magic)" modifier could provide protection from anything "magical" *outside* its area of effect, yet still allows the caster of the spell to summon something to a place *outside* the pentagram. A "Pentagram" spell could also create a pentagram that prevents magic *inside* it from getting out, yet allows the caster of the spell to summon something to appear *inside* the pentagram. These would be two *separate* spells, despite having the same names and similar effects. Note also that the pentagram only protects against raw magical energy that crosses the threshold. It would stop or slow down a purely magical being, but it would do nothing to stop a magically thrown rock, a magical fireball, a psi blast or a bullet from a gun. But, a "protective circle" power *could* be developed that would work against all of these simultaneously. It would just be a lot more difficult to cast (it would be "prevents an effect", "lethal damage", "prevents an effect(magic)", and "prevents an effect(psi)" (read this as "prevents lethal damage", "prevents magic", "prevents lethal magic", "prevents psi", and "prevents lethal psi")).

Sample powers

Mystic armor:	*Lethal damage*
(difficulty:17)	*Prevents an effect*
	Power lasts as caster wills
	Requires gestures
	Requires vocalization
	Damages user's Attribute
	Takes 30 seconds to use
Pentagram:	*Lethal damage*
(difficulty:17)	*Prevents an effect(magic)*
	Fills an area(3 meter radius)
	Boundary effect
	Duration of 15 minutes
	Req. total concentration
	Requires gestures
	Requires vocalization
	Requires consumed focus
	Damages user's Attribute
	Takes 15 minutes to use

■ **Reverses an effect**(+30 cost) - The power *undoes* an effect. It is similar in concept to "prevents an effect", but it has extra burdens. Like "prevents an effect", it is usually combined with a damage type it can reverse. For instance, a power that restored exertion or other non-lethal hits would be "reverses an effect" and "non-lethal damage". But, without a duration, damage would only be healed for an instant (not too useful). So, it almost always needs a "state-based duration" modifier, e.g. the healed person *stays* healed, but they can still be injured again by someone else, and the traces of magical effect disappear after an amount of time that is appropriate to normal healing. Note that a state-based duration like this is only effective if the source of what is being reversed is no longer there.

If used on a living thing, this power can restore lost non-lethal or lethal hits (as appropriate) up to the adjusted Fate roll. It does *not* undo underlying problems. It may restore the hits of an adventurer who was poisoned, but will not remove the poison from their system.

▼ **Note!** - Since non-lethal damage only applies to *living* things, a power that *only* restores non-lethal damage cannot have "works only on living things".

If used on an item and is capable of restoring lethal hits, it will restore lost hits to the extent that any *remaining* pieces can be rejoined, so long as those pieces are larger than dust. Any special functions or contents lost when the item was damaged are *not* restored. For instance, a broken magic item will be restored to an intact *non*-magical item.

Sample powers

Restore stamina:	*Non-lethal damage*
(difficulty:16)	*Reverses an effect*
	Melee range
	State-based duration
	Requires gestures
	Takes 30 seconds to use
Minor healing:	*Half-lethal damage*
(difficulty:16)	*Reverses an effect*
	State-based duration
	Requires gestures
	Requires vocalization
	Takes 30 seconds to use
	Only on living things
Restore item:	*Lethal damage*
(difficulty:16)	*Reverses an effect*
	State-based duration
	Requires consumed focus
	Takes 30 seconds to use
	Only on non-living things

● **Channeled damage**(-15 cost) - The ability of the power to generate dice of effect for good or ill is limited to a maximum number of dice equal to that of an *existing* source of that effect inside the range of the power. Energy redirected from elsewhere is targeted just as though it originated at the caster.

EXAMPLE: A mage has a spell that allows them to channel fire out to a range of 124 meters. The maximum number of dice they can roll for damage is the dice that would be done by a fire the mage can see (or sense the precise location of) within 124 meters. If there are *no* fires, the mage can do *no* damage. If there is a 6d+0 bonfire, the mage can roll their default Fate dice for damage, and if their default Fate roll is less than 6d+0 (pretty likely), they may increase the difficulty of the spell to get more damage, up to a maximum of 6d+0. This channeled fire would be aimed with whatever skill the mage used to cast the spell, and the range to the target is measured from the mage, not from the fire they are channeling from.

Sample powers

Channel fire:	*Half-lethal damage*
(difficulty:15)	*Channeled damage*
	Ranged effect (124 meters)
	Lasts an instant
Reflect damage	*Lethal damage*
(difficulty:16)	*Channeled damage*
	Ranged effect (31 meters)
	Only affects v.small targets
	Triggered effect
	Power lasts as caster wills
	Takes 30 seconds to use

● **Additional 1d effect**(+10 cost) - This is the same as increasing the difficulty by 4 to get an extra die of effect, but is made as part of the power's cost instead of a decision made when the power is used. If used for creating or summoning a living being, you get 2d of Attributes for each time this modifier is applied. Figuring it this way can be useful for some types of power effects, for instance if the difficulty needs to be a certain level because of a "side effect" modifier. Also, having the extra dice of effect built into the power can be easier than trying to add them at the time the power is used.

A power with additional dice of effect may not be altered at activation to have reduced dice of effect, though it can be altered to have more dice of effect. If needed as an effect, a power's effect in dice can instead be a bonus of +1 to alter a difficulty modifier. For instance, a power that mimics a pair of binoculars might have "adds to an Attribute", but instead of granting extra dice, it offsets range penalties.

EXAMPLE: A power with a "cost" of 18 (difficulty of 9) takes an additional +1d of effect which makes the "cost" 28 (difficulty of 12). This is one point of difficulty easier than it would have been to add that extra die of effect when the power was used. When the power is activated, the person could increase the difficulty from 12 to 16 for *another* extra die of effect, but they could *not* drop it from 12 to 8 to get a die of effect *less* than normal.

● **Reduced 1d effect**(-10 cost) - This is the same as decreasing the difficulty by 4 to lose a die of effect, but is made as part of the power's cost. If used for creating or summoning a living being, you lose 2d of Attributes for each time this modifier is applied. Figuring it this way can be useful for some types of power effects and it is also useful to bring a more powerful effect within the range of usability.

A power with reduced dice of effect may not be altered at activation to have increased dice of effect, though it can be altered to have even more reduced dice of effect. If the gamemaster wants a particular power to have an upper limit on its effect, regardless of the Fate of the user, this limitation can be applied for -20 cost to create a "power ceiling" of a fairly low amount, typically 1d+0 or 2d+0. This is also a way to *universally* limit powers so that they never overshadow things like primitive weapons and armor.

If a power has multiple effects and additional or reduced dice are only supposed to apply to *part* of the effect, the modifer may be taken at half value (+5 or -5 cost) with gamemaster permission.

● **Melee range**(+0 cost) - The power can be used only on targets within 1 meter of the user and will automatically hit targets of human size or greater (but targets with a shield may elect to take it on the shield if the attack is from the front). Small targets add the difficulty for an aimed shot (page 4.6) to the difficulty of using the power. If the power is designed to mimic a melee weapon in effect or concept (like touching someone with a magic wand), it needs to have the modifier "requires mundane skill to use". Otherwise, it is effectively just a ranged ability with an extremely short range and automatic targeting.

Sample powers

Mystic sword:	*Lethal damage*
(difficulty:16)	*Melee range*
	Requires a mundane skill
	Power lasts as caster wills
Flame strike:	*Lethal damage*
(difficulty:14)	*Melee range*
	Power lasts an instant

● **Ranged effect**(+5 or more cost) - The power can have effect at range. It is usually aimed at a target with the same skill used to activate the power, as though it were a ranged weapon with an Accuracy of 0. The maximum range of the power is one range band for each +5 cost, as per the ranged combat difficulty table (page 4.5).

Range	Example	Cost
0-1 meters	point blank	+0
2-3 meters		+5
4-7 meters	a car length	+10
8-15 meters	across a street	+15
16-31 meters	across a highway	+20
32-63 meters		+25
64-124 meters	length of soccer field	+30
125-249 meters	length of nuclear sub	+35
250-499 meters	length of aircraft carrier	+40
Each doubling		+5
"Technological range"		+25

EXAMPLE: Added only once (+5 cost), a "ranged damage" modifier lets the user attack out to the 2 to 3 meter range band. If added four times (+20 cost), maximum range is the 16 to 31 meter range band.

"Technological range" is for any power that really is a gadget of some kind, and is used *instead of* a fixed range. Its maximum range is the same as other gadgets of that kind and it suffers any and all of the "real world" penalties that type of gadget would have.

If a power drops in effect with range, or has special effects associated with range, the cost for a ranged effect is altered. If the power drops by 0d+1 per range band past 0-1m (or -1d per three range bands), the cost of the effect is reduced by -5. This may be taken multiple times for further reductions in cost. This modifier can be applied to start at any point within the power's range. A power could be weak at close range and most powerful at maximum range, or be most powerful in the middle of its range and get weaker at minimum *and* maximum range. A power has to have more than one range band to use this modifier.

EXAMPLE: A power which loses 1d of effect per range band and which has a maximum range of 124 meters, would have a cost modifier of +15.

If the power *only* works in a specific range band or range bands, the cost is +5 per range band. This is *instead of* the normal ranged effect cost.

EXAMPLE: A power that *only* works against targets from 32-124 meters away would have a cost modifier of +10 (+5 for each of two range bands).

● **Accuracy of +2**(+5 or more cost) - A power with ranged ability is treated as though it were a ranged weapon with an Accuracy of 0 unless this modifier is taken. This may be taken multiple times, and any Accuracy of 4 or more relies on something in the power other than or in addition to mundane senses, much like an Accuracy of 4 or more on a weapon means the weapon has a telescopic sight or other aiming aid. An aiming aid of Accuracy 4 or more must be defined by the creator of the power. It need not be scientfic. It just has to be clear enough that the gamemaster can see the type of situations where it would not work.

EXAMPLE: A mage has a "Mental Blast" spell with an Accuracy of 8, and defines this very high accuracy as being able to home in on the aura of the target. If the target had some way of shielding their aura, this would limit the Accuracy of the spell to 3.

Sample powers

Laser blast:	*Lethal damage*
(difficulty:15)	*Ranged effect (124 meters)*
	Enhanced accuracy (+4)
	Power lasts an instant
	Requires gestures
	Requires consumed focus
	Damages user's Attribute

■ **Sensory targeting**(+20 cost) - The power is used on an item, a person or an area, and it has its effect on anyone or anything that becomes *directly* aware of the target of the power. Conversely, it has absolutely no effect on anyone who does not become (or let themselves become) directly aware of the target of the power. The very specific limit of this type of targeting is that it is based on a *single* sense (unless you apply the modifier multiple times), and the effective Fate of the power is reduced by 2 for each range band past zero meters. To allow any power with "sensory targeting" to affect targets that become *indirectly* aware of the target of the power would be an extra modifier for "extraordinary range".

EXAMPLE: Medusa had the power to turn those who looked at her to stone. It did not matter if she was looking at them, the victims had to look at her (become *directly* aware of the target of the power). If Medusa had an effective Fate of 19, her power's effect against someone 16 meters away (four range bands) would be as though her Fate were 11, for a roll of 3d+2 instead of 6d+1. If Medusa's power also had "extraordinary range", the power would have worked even if someone only saw her reflection (become *indirectly* aware of the target of the power).

▼ **Note!** - While the effectiveness of a power like "invisibility" will go down by 2 per range band to the viewer, the viewer is also taking +2 difficulty to spot the person, canceling out the loss of effect and generally giving a power like this unlimited line of sight range (you're invisible at *any* range). Thus, a power with "sensory targeting" is not required to buy a ranged effect! If a power like invisibility is *supposed* to have a short range or limited area of effect, it could instead be bought using the "area effect" and "single large object" modifiers (the power makes only one target invisible, and only to those *in* the area of effect).

Like all other power modifiers, it is possible to creatively abuse this one and the gamemaster should think about the effect that is generated and its appropriateness to the gameworld.

Sample powers

Invisibility:	*Subtracts from Attribute*
(difficulty:16)	*Sensory targeting(sight)*
	Power lasts as caster wills
	Takes 30 seconds to use
	Requires gestures
Gaze of Medusa:*	*Alters form of item*
(difficulty:24)	*Sensory targeting(sight)*
	Power duration of "forever"

**the difficulty is left unreachable because involuntary alterations of form are at gamemaster discretion only.*

◆ **Extraordinary range**(+20 or more cost) - The power has some ability to transcend the normal limitations of space, range or visibility. This modifier is *very* specific and is strictly defined when the power is purchased. This can include but is not limited to:

Into a *specific* alternate dimension, such as speaking with the dead or communing with a deity.

To bypass a *single* mundane barrier as though it did not exist *or* bypass *all* barriers of a particular type. Examples might be to see through walls, teleport or an attack that ignores the first barrier of *any* kind it encounters or bypasses *all* stone walls it encounters.

To cross the lines of time. The default time for one use of this modifier is one day. Each time the "extraordinary range" modifier is taken, the time is multiplied by a factor of eight.

Time	Difficulty
1 day	+20
1 week	+40
2 months	+60
17 months	+80
11 years	+100
90 years	+120

This modifier or *any* effect involving manipulating or transcending time will *always* be subject to the gamemaster's approval.

EXAMPLE: A psychic has a mental blast that does physical damage to living things, but is less affected by armor. They purchase the power with "extraordinary range", and define this as the ability to transcend *one* mundane barrier. So, a person wearing armor (or layers of armor) would have it completely ignored by this power, or a person who was hiding behind a wall would have no protection. However, an armored person hiding behind a wall or a shield would be partially protected, since the power can only transcend *one* mundane barrier.

Sample powers

Prophecy:	*Conveys information*
(difficulty:19)	*Extraordinary range(11 yr)*
	Lasts an instant
	Needs total concentration
	Takes 15 minutes to use
	Requires focus (stone altar)
X-ray vision:	*Acts as an Attribute*
(difficulty:18)	*Extraordinary range(barrier)*
	Power lasts as caster wills
	Takes 6 seconds to use
Magic bullet:	*Lethal damage*
(difficulty:19)	*Ranged effect (124 meters)*
	Extraordinary range(barrier)
	Powers lasts a turn
	Requires mundane skill
	Requires consumed focus

■ **Power has special effect**(+10 cost) - The power has some effect beyond that of mundane damage or other listed modifiers. This is an important, but also extremely broad modifier, and a particular power could have multiple special effects of *different* types. The most important "special effect" is "invisible power". Invisible powers can't be detected by the mundane senses, but may be detected with other powers or specialized equipment. It can, of course, be detected by secondary effects if the power has them. Any power that does damage will be noticed, because things are being damaged. At first, people won't know where the damage is coming from, but they *can* make assumptions about it.

EXAMPLE: An invisible "radiation" power could be detected with a power that grants extraordinary Perception (seeing radiation), or with equipment that has the same ability (a geiger counter).

EXAMPLE: An invisible damaging attack that is digging gouges in the north side of a wall will be assumed to be coming from somewhere on that side of the wall. People may not know from *exactly* where, but they will know that the south side of the wall is a safer place to be. With time, they can start making educated guesses about the exact direction the attacks are coming from and likely places the shooter could be hiding along that path.

Many subtle mental powers will want to have an "invisible" modifier so that the target of the power is not aware they are being targeted. A power that has the inherent effect of removing the ability to see it does not need this modifier. A person who is invisible cannot be seen as the target of a power. They could, however, be seen as the target of a power while *preparing* it ("there was this flash of green light, and then he disappeared...").

Sample powers

Hypnotic gaze:	*Subverts Attribute(Will)*
(difficulty:15)	*Ranged effect (15 meters)*
	Special effect(invisible)
	Power is resisted
	Requires gestures
	Takes 6 seconds to use

- **Power is resisted**(-10 cost) - If the power is a type in which the effect can be resisted by an Attribute of the target, then the target rolls their appropriate dice and subtracts their result from the attacker's result. For instance, a mental attack where the target rolls and subtracts their default Will dice from the effect. The result is how much effect they take, if any.

EXAMPLE: A shove might do damage equal to the difference if the target were shoved into an object, or thrown a distance appropriate to the level of the difference. A mental attack might do damage equal to the difference, or be a penalty on an Attribute, skill or action ("drop the gun!").

The Attribute used to resist the power is chosen when the power is designed and is either Will or the Attribute affected by the power. For instance, a mental blast might be resisted by Will, but a telekinetic shove might be resisted by Strength.

Sample powers

Shove:	*Acts as Attribute(Strength)*
(difficulty:13)	*Ranged effect(15 meters)*
	Power is resisted
	Power lasts an instant

- **Power is thresholded**(-5 cost) - A power cannot be resisted *and* thresholded. A thresholded power is resisted by an Attribute of the target, but if the effect roll for the attacker *exceeds* the defender's roll, the target takes the *full* damage or effect, not just the difference. Instead of dice of damage, the threshold could generate some other on/off effect that isn't damage, but is still useful. For instance, a muscle spasm could be a threshold effect. If successful, the target drops what they are holding (while a *resisted* effect might just give a penalty). A gust of wind could knock someone down if they failed to meet the power's threshold.

Note - Both resisted and threshold effects can have Skills, Fortes or Weaknesses affect the target's die roll. An adventurer with extra arm Strength would get that die to avoid dropping something, or an adventurer with Tracking skill would get those dice to spot a magically hidden trail. Also, any continuous resisted or thresholded effect usually only gives targets a new roll when conditions change in their favor.

EXAMPLE: If a thresholded "invisibility" spell were in operation, people would either see the wizard clearly or they wouldn't, without any grey area in between. If the spell's effect roll was more than a target's Awareness roll, invisibility; if not, *full visibility*. Any targets would get a roll when they first "see" the wizard, and would only get a new roll if they left line of sight and returned, or if overall visibility improved enough to make the roll against the wizard easier. Simply changing the range would not be sufficient to grant a new roll, but being alerted that there was a hidden intruder would be sufficient.

Sample powers

Icy footing:	*Subtracts Attribute(Agility)*
(difficulty:15)	*Ranged effect(7 meters)*
	Fills an area(7 meter radius)
	Boundary effect
	Power is thresholded
	Duration of 30 seconds
	Damages user's Attribute
	Requires consumed focus
	Requires gestures
	Requires vocalization

- **Power affects only v.small targets**(-10 cost)
- **Power affects only small targets**(-5 cost) - A power that affects only small targets can either be for a single target of less than human size, or it affects only small targets but over any area that the power fills. Small targets might be the size of dogs or children. Very small targets are things the size of a dagger, arrow or pistol. This modifier can be applied to defensive powers, like those with the "Prevents an effect" modifier. This would mean that the power only prevents an effect from sources of that size or less.

EXAMPLE: A windstorm might be designed to pick up and hurl only small items. This would be an area effect, but which only affects small targets in that area. An armor spell might protect only vs. very small targets. It would stop damage from an arrow, but not from a boulder or cauldron of boiling oil.

Sample powers

Windstorm:	*Acts as Attribute(Strength)*
(difficulty:16)	*Ranged effect(63 meters)*
	Fills an area(7 meter radius)
	Acts as natural phenom.
	Affects only v.small targets
	Damages user's Attribute
	Duration of 30 seconds
	Requires consumed focus
	Side effect
	Requires gestures

- **Power fills an area 0-1m**(+10 cost)
- **Power fills an area 2-3m**(+20 cost)
- **Power fills an area 4-7m**(+30 cost)
- **Power fills an area 8-15m**(+40 cost)
- **Power fills an area 16-31m**(+50 cost) - The power's effect fills an area with this *radius* instead of hitting a single target. Everyone and everything capable of being affected by the power takes the effect generated by the user, rolling effect dice for each target as appropriate. Either paranormal or real, the energy to affect an area is astounding compared to that needed to affect a single target like a person. Because of this and the inherent ability to hit many targets at once, this is an *extremely* expensive power modifier for some types of powers.

If the power is an information gathering effect, one that acts as an Attribute *other than Strength* or some other effect that does not involve large amounts of physical energy, the modifier is as listed. If the power does or heals non-lethal damage, acts as Strength or conveys movement, the modifier for the effect is an *additional* +10. The modifier is an *additional* +15 for half-lethal damage or for powers that add or subtract to Attributes, and an *additional* +20 for lethal damage or for powers that subvert Attributes. Effectively, it increases the modifier for the damage or Attribute effect by fifty percent.

EXAMPLE: A fireblast that did lethal damage to an area 30 meters across (radius of 15 meters) would have an area effect modifier on cost of +60. If it were a mental blast that only did non-lethal damage, the modifier would only be +50. When you consider that the user of the power probably wants it to have a range of at least 15 meters (another +15 to cost) *and* you have to add the modifier for damage (+20 to +40 cost), you can see that lobbing fireballs is *not* a trivial proposition (the lethal fireball with 15 meter range has a cost so far of +115!).

Powers that fill any area normally only affect the part of the area which the user can perceive and which the nature of the power has access to. An area effect blast of fire would not materialize in a sealed building even if the building was surrounded by the effect. If a power has the "acts as a natural phenomenon" modifier, the area of effect may be self-modifying. Imagine a fireball confined to a corridor. It will fill about the overall area of effect, but will extend up and down the corridor far beyond its designed radius of effect.

If an area effect only *bounds* the area listed, the cost is reduced by 10 points, with a minimum area cost of 0. For instance, a sheet of flame or a wall of force. Effects of the power are only felt by things that contact or try to cross the boundary. See the "boundary effect" modifier on page 6.15.

Area effect powers have certain benefits, mainly that they cannot be dodged very well. A one meter area can be dodged normally, but anything larger requires that the target act *before* the attack in a turn and use a movement ability in response to the effect being targeted on or near them.

EXAMPLE: If your adventurer were acting first in a turn and a foe lobbed a hand grenade their way, the adventurer could respond by moving away from where the grenade looked like it was going to land. The same idea would apply if a wizard lobbed an area effect blast of fire. If the adventurer's move was enough to get them out of the area of effect, they're fine. If not, or if the adventurer was slower than the wizard, then they are going to be hit.

Sample powers

Flame bomb:	*Half-lethal damage*
(difficulty:15)	*Ranged effect(15 meters)*
	Fills an area(3 meter radius)
	Power lasts an instant
	Requires gestures
	Damages user's Attribute
	Requires consumed focus
Mass sleep:	*Subtracts from Attribute*
(difficulty:17)	*Ranged effect(15 meters)*
	Fills an area(7 meter radius)
	Duration of 15 minutes
	Requires gestures
	Side effect
	Requires consumed focus
	Damages user's Attribute
	Takes 6 seconds to use

ADVANCED RULE: OTHER AREA SHAPES

The normal area of effect is a dome shaped volume at ground level or a sphere (depending on the power effect). Other areas are possible, and the exact size will vary with the shape.

Shape	Result
Cube	Sides are radius x 1.5
Half-circle	Increase bought radius by x 1.25
Pyramid	Sides and height are radius x 2
Ellipse	Length is radius x 1.5, width is x .5
Triangle	Use "cone effect" modifier
Line	Use "line effect" modifier

If you want to be a math wizard, the volume of a spherical area effect is about 4.2 times the radius times the radius again. An **EABA** hexagon has a volume of about .75 cubic meters per meter of height. These two figures should let you accurately fill any custom volume with power effects.

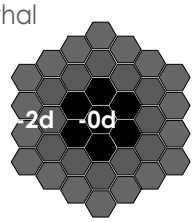
■ **Power acts like a line**(-10 cost)
■ **Power acts like a cone**(-10 cost) - These are area modifiers, making a power fill a non-circular area. *The power has to fill an area before that area can be modified*. These modifiers *can* be used in any combination with explosion effects.

A line effect is 1 meter wide and some part of it should be within touching range of the user. You pick a length up to the *maximum* radius of an area category, but pay as though on the row above it (usually -10 to cost). For instance, a flamethrower effect 15 meters long and 1 meter wide would be a +30 cost instead of +40 cost (using the *maximum* for the 8-15m area).

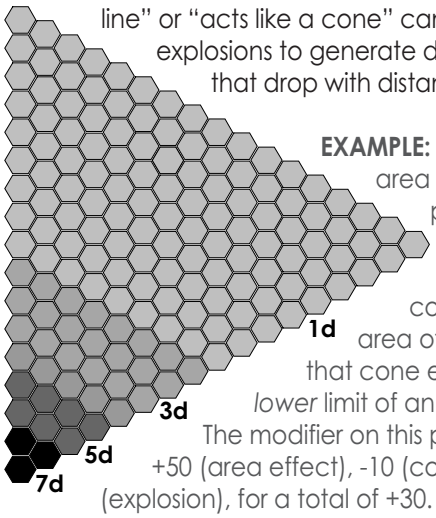
A cone effect is a 60° spread starting at the user. You pick a length up to the *minimum* radius of an area, but pay as though on the row above it (usually -10 to cost). For instance, a flame wave 8 meters long in a 60° arc would be a +30 cost instead of +40 cost (using the *minimum* for the 8-15m area).

■ **Power acts like a explosion**(-10 cost) - This treats an area effect like an explosion (page 5.6) in the way the dice of effect drop with distance. The power must *also* fill an area. The absolute maximum extent of an explosion effect is the edge of that area.

EXAMPLE: A power that did 3d+0 lethal damage as an explosion would have the damage drop like in the diagram to the right. This would be just right for an area effect of up to 3 meters in radius. There is no radius for -4d, since this would cancel out the damage of the power and have zero effect.



The modifiers on area effects of "acts like a line" or "acts like a cone" can be used with explosions to generate directional effects that drop with distance.



EXAMPLE: This is the full area covered by a power that acts as a 7d+0 explosion with cone effect and area of 16-31m (noting that cone effects use the *lower* limit of an area modifier). The modifier on this power would be +50 (area effect), -10 (cone effect), -10 (explosion), for a total of +30.

■ **Boundary effect**(-10 cost) - As mentioned earlier, if a power only affects the edge (or planar surface) of an area rather than filling it, the cost for the effect is reduced. Normally, the effect works on both sides of the boundary but the gamemaster can grant flexibility and allow a boundary to be free from the effect for things crossing in one direction. Both a wall of fire or a sheet of ice would be "boundary effect".

■ **Spell affects single large object**(-20 cost) - If a power is designed to affect the *entirety* of an object, *usually* larger than a horse (about a ton) and *not* the area it occupies, it uses this modifier. For instance, a movement spell on a ship would require that the spell be able to fill an area bigger than the ship, but would then take the "single large object" modifier. Such a spell would affect the ship, but not anyone on it or next to it. The modifier *does not* apply to a power that affects a large object by disrupting a tiny portion of it (like a bullet). It *does* apply to powers affecting Attributes or which are somehow resisted with Attributes (like reducing the Strength of an elephant). If a power can affect more than one discrete object in an area, the modifier is reduced by -10 each time the number of objects is doubled.

Sample powers

Tractor beam:	*Acts as Attribute(Strength)*
(difficulty:19)	*Ranged effect(124 meters)*
	Fills an area(3 meter radius)
	Affects single large object
	Power lasts as caster wills
	Requires gestures
	Requires focus (big device)
	Needs total concentration
	Damages user's Attribute

■ **Acts as natural phenomenon**(+5 cost) - The power mimics a natural phenomenon. This gives it extra flexibility and perhaps some inherent special effect approved by the gamemaster, chosen when the power is designed. However, the user gives up any degree of fine control over the power's effect.

EXAMPLE: A "Tidal Wave" spell may do damage, but also mimics all the effects of a tidal wave. It gets things wet, knocks them over, puts out fires, etc.

Sample powers

Plague of rats:	*Half-lethal damage*
(difficulty:17)	*Ranged effect(31 meters)*
	Fills an area(7 meter radius)
	State-based duration
	Acts as natural phenom.
	Requires consumed focus
	Total concentration
	Gestures & vocalization
	Damages user's Attribute
	Takes 30 seconds to use

■ **Power acts like an Attribute**(+30 cost) - If the power has an effect that mimics an Attribute's effect on the real world, it takes this modifier. The dice rolled become the default roll for that Attribute, and the level of the Attribute is three times the number of dice plus any fractions. For instance, a Fate roll of 2d+1 could generate a Strength roll of 2d+1, which could also count as a Strength of 7. The effect may be split between multiple Attributes in a fixed way if that is part of the power design. If the power's Attribute is actively resisted, the target uses their own Attribute to "break" the effect. This does not require the "resisted" modifier.

This modifier also includes indirect effects like allowing a target to use their own Attributes in a special way, up to the dice in the effect. These effects are defined when the spell is created.

EXAMPLE: A spell acting like Strength could lift things up or knock them down, a normal use of Strength. A person grabbed by this Strength could try to break the spell using their own Strength. A spell acting like 2d+0 of Awareness could let others use *their* Awareness in special conditions, like lighting up the darkness in an area so people can use up to 2d+0 Awareness to see things, or giving second sight to someone so that they could use 2d+0 Awareness to see invisible things, or 2d+0 Awareness that let a person think like (and communicate with) horses.

Sample powers

Telekinesis:	*Acts as Attribute(Strength)*
(difficulty:16)	*Ranged effect(15 meters)*
	Power lasts as caster wills
	Damages user's Attribute
See spirits:	*Acts as Attribute(Awaren.)*
(difficulty:14)	*Power lasts as caster wills*
	Works on self only
Create light:	*Acts as Attribute(Awaren.)*
(difficulty:17)	*Fills an area(7 meter radius)*
	Explosion effect
	Duration of 15 minutes
	Damages user's Attribute
	Requires vocalization
	Takes 6 seconds to use

This modifier cannot be used to create a Fate higher than that of the adventurer generating the effect, with the exception that Enchantment skill allows an enchanted item to have an effect of 1d more than the creator's Fate (see **Advanced Skills**, page 2.6).

Note! - In general, no power or modifier should let an adventurer cumulatively raise their own Fate or anyone else's Fate for purposes of power effects, as they could then use this increased Fate to raise their Fate even more, and so on and so on...

■ **Power conveys movement**(+5 or more cost) - A movement power is just a power with a prerequisite "acts like an Attribute(Strength)" modifier, plus extra cost to generate the distance moved. As long as the Strength is sufficient to lift the object's mass, each time the "movement" modifier is applied to the power the object can be moved a distance equal to one band on the ranged combat table. A movement of zero to one meter simply gives an object or person the ability to hover or descend, but not move laterally except at a crawl. A movement of zero to one meter is also suitable for powers that let someone "walk through walls".

Movement	Example	Difficulty
0-1 meters	a slow walk	+5
2-3 meters	a fast walk	+10
4-7 meters	a run	+15
8-15 meters	a sprint	+20
16-31 meters	racehorse to cheetah	+25
32-63 meters	highway traffic	+30
64-124 meters	a jet at takeoff	+35
125-249 meters	an arrow	+40

etc.

EXAMPLE: A spell with 3d of effect is first bought with "Acts like an Attribute", which in this case is a Strength of 3d times 3 = 9. It also has three levels of "Conveys movement" for +15 cost. If use of the power is successful, the mage can levitate any item up to 100 kilograms (Strength 9) up to a distance of 7 meters per turn.

A power that conveys a *special* movement like teleportation must also have the "extraordinary range" modifier, and is +20 to cost.

A movement power can *add* to the *normal* mode of movement of an object, like a running person or the flight of an arrow. In the first case, the two movements just add to each other, but the person loses 1 from their Agility to avoid obstacles and make sharp turns for *each* range band of added movement. An accelerated object like an arrow gains 0d+1 damage for each range band of added movement, up to double its normal damage. This particular type of damage enhancement does *not* require also using the modifier for the damage type of the weapon.

EXAMPLE: An "Accelerate" spell that gives a movement of 15 meters (fourth row on the table) could *add* 15 meters to a person's running speed, at a 1d+1 *penalty* to Agility (-1 per row). Cast on an arrow, it would add 1d+1 damage (+1 per row).

Sample powers

Walk on water:	*Acts as Attribute(Strength)*
(difficulty:15)	*Movement (3 meters)*
	Generic limit (water only)
	Power lasts as caster wills
Teleport:	*Acts as Attribute(Strength)*
(difficulty:17)	*Movement(124 meters)*
	Extraordinary range
	Power lasts an instant
	Damages user's Attribute
	Requires consumed focus
Speed arrow(+2d):	*Acts as Attribute(Strength)*
(difficulty:14)	*Movement(63 meters)*
	Only v.small targets
	Power lasts one turn
	Damages user's Attribute
	Requires gestures

■ **Power adds/subtracts Attribute**(+30 cost) -The power adds to *or* subtracts from an Attribute of the target, not both. This simply changes the dice total for the default roll on that Attribute and does not grant any special abilities to the Attribute. A +1d effect on a person with a 2d+1 default Strength roll would give them a 3d+1 Strength roll. Both the Attribute or Attributes affected and the direction of change are chosen during design of the effect. The maximum effect of the power on the *entirety* of an Attribute is half its normal level, rounding the amount of effect up. If multiple Attributes are chosen, the total effect is split between them, based on the largest Attribute affected, with smaller fractions applying to the lower Attribute.

EXAMPLE: Using this modifier on a Strength of 3d+1 could increase it to 5d+2 or decrease it to 1d+0 (half of 3d rounds to 2d, half of +1 rounds to another +1). In both cases, the effect is 2d+1, so the user of the power cannot generate more than 2d+1 effect, though they could generate less. If the power reduced Strength and Agility, and the target had Strength of 3d+1 *and* Agility of 2d+1, it would split the maximum 2d+1 effect and reduce Strength by 1d+1 and Agility by 1d.

If only a *subset* of an Attribute is affected or only part of the target has that Attribute affected, then the gamemaster *may* allow the maximum effect to be the *entire* Attribute. This may have side effects which the gamemaster can have free rein with. For instance, an average melee weapon is likely to break the first time you use with double your normal Strength.

EXAMPLE: It would *not* be appropriate to have a spell paralyze a person by subtracting *all* their Strength because that affects the *entire* Attribute. It *would* be allowable to make a spell that completely paralyzes an arm, or subtracts from Health to affect running speed or slows natural healing. All of these would allow for a maximum effect that drops the Attribute to 0d+0 for that *specific* purpose. Likewise, an effect could enhance the Strength of an arm, or Health for running speed, with a maximum effect that doubles the Attribute for that purpose. But at some point the monstrously strong arm is attached to a normal strength body, and the superhealthy legs are fed by an overworked normal heart.

▼ **Note** - The main reason for this limit is that this modifier has the same cost as half-lethal damage, but can be far more effective, since it is not affected by armor or mundane defenses.

Using this modifier on an *item* never improves or degrades it more than half, just as for an entire attribute. A bullet could do more damage, a blade could be made magically sharp or armor made magically tough.

This modifier cannot be used to *improve* the Fate of the adventurer generating the effect, nor can it be used to improve Fate *for power use* by anyone else. An adventurer could make a "luck spell" to enhance the Fate of friends in trouble (up to double its base amount), but it would never improve their own. They could make a "mana drain" spell to *reduce* Fate for power use, which could be used on anyone, even themselves.

Sample powers

Hero's strength	*Adds to Attribute(Strength)*
(difficulty:15)	*Duration of 15 minutes*
	Takes 30 seconds to use
Stumble	*Subtracts Attribute(Agility)*
(difficulty:16)	*Ranged effect(15 meters)*
	Power lasts one turn

◆ **Power subverts Attribute**(+40 cost) - The power gives the user a number of dice of control of the Attribute or Attributes in question, and may use them as though they were their own. This is one of two forms, decided on when the power is designed: The user of the effect either gains the subverted Attribute in their own body and the target loses it, *or* the user of the effect gains control of that many dice of effect in the target's body. If this effect is invisible (a special effect), the target may be unaware of the subversion unless the user is overt about the control or takes *all* the target's Attribute. Any subversion effect implies a limited two-way communication between the caster and target appropriate to the nature of the subversion.

EXAMPLE: A "Steal Strength" spell might take Strength from a victim and give it to the caster, and if the effect were greater than the casting mage's Strength, the mage would become stronger for the duration of the spell. A "Puppet" spell might subvert Agility within the body of the victim, giving the mage some control over their target's movements.

What happens when *complete* control of an Attribute is gained depends on the Attribute:

Strength: The target of the power is effectively paralyzed. If the target still has control over Agility, they can prevent the attacker from using Strength in any *skilled* way, but the attacker can prevent the victim from doing any form of physical action.

Agility: The target of the power cannot perform any action requiring coordination or physical skill. They might be able to use raw Strength to bash themselves around, but fine motor control is entirely in the hands of the attacker.

Awareness: The target is effectively asleep and someone else is at the wheel. If Awareness is totally subverted, the target will probably just look like they are in a trance or dazed. The target's thought processes shut down and even if they did not, they would not have access to their physical senses. The target may half-remember events like an old dream. While Awareness grants no control over physical actions (aside from eye movements), the attacker *can* access the target's memories. But, without the target's consciousness as a guide, finding a particular piece of information may take a while.

Will: This is *the* important Attribute for mental control. Control of Will means that mental orders can be given, and the target will obey them as though they were their own thoughts (partial control means "orders" are "suggestions" that can be resisted with remaining Will). While this has the greatest flexibility, it also makes any mental orders subject to vagaries of the target's psyche. Commands to kill oneself would take a penalty because of self-preservation instincts, for instance. Will does not give access to memory. However, commands to remember and reveal something will be obeyed *as best they can*.

Health: Taking control of a target's Health does not really do much, since Health is not something the target has much control over. You *could* make someone hold their breath until they pass out.

Fate: Controlling someone's Fate means only that the attacker could choose the situations in which the target chose to use Fate to assist die rolls. *Remember that Fate cannot be stolen to increase someone else's Fate for power use.*

If Attributes are taken from a target and given to the user of the power, secondary effects of the transfer *do* apply. A person with more Health runs faster, recovers quicker and optionally has larger hit brackets (page 2.19). A person drained of Health moves slower, recovers slower and is easier to injure.

If the dice in a subverting effect are equal or greater than the target's, complete control is gained, otherwise the effect is limited to denying the target use of the number of effect dice or "suggesting" the Attribute be used in a certain way an appropriate fraction of the time. For instance, a "Telepathy" spell could let the caster see through the senses of the target. If the effect was 1d+0 and the target had a 3d+0 Awareness roll, then the target's Awareness would only be 2d+0, but the target would also have control of where they looked and so on. Or, the caster could use all 3d+0 of the target's Awareness, but only be accessing this Awareness about a third of the time ("*no you fool! look over there!*"). Note that this effect only subverts *Attributes*. Any *skilled* actions requires the user's skills, not the target's.

A "subverts Attribute" effect with the "special effect" of invisible effects means that not only is the power invisible, the target of the power does not necessarily realize they have been affected. One might see through their eyes and they would not realize it, or make them sleepwalk and have no recollection of where they went or what they did.

Note - A "generic limit" is appropriate with the adds/subtracts/subverts modifiers to limit or alter the way an Attribute is subverted, and allows very specific types of effects if you are creative about it.

Sample powers

Mind control:	*Subverts Attribute(Will)*
(difficulty:17)	*Ranged effect(15 meters)*
	Special effect(invisible)
	Duration of 15 seconds
	Damages user's Attribute
	Generic limit(eye contact)
Hawk's vision	*Subverts Attribute(Awaren.)*
(difficulty:16)	*Reduced 2d effect*
	Ranged effect(499 meters)
	Generic limit(only on birds)
	Power lasts as caster wills
	Takes 6 seconds to use
Steal Strength	*Subverts Attribute(Strength)*
(difficulty:16)	*Ranged effect(15 meters)*
	Power lasts as caster wills
	Damages user's Attribute
	Requires a focus

◆ **Power creates mundane item**(+40 cost) - The power creates a physical object of some type. This object can be up to a mass that could be lifted by a person with a Strength level of six points less than the Strength equivalent of the Fate roll (or about one-quarter the lifting capacity of the Strength level equivalent). See page 3.4 for a lifting capacity table.

EXAMPLE: To make that clearer, a Fate roll of 1d is the roll for an Attribute level of 3. If this power were used at a level of 1d, this is a level of 3, so the size of the item created would be up to what a Strength of 6 less than this (or a Strength of -3) can lift. A Strength of -3 can lift up to 6 kilograms, which is also one-quarter what a Strength of 3 can lift.

The object so created cannot have inherent properties that would let it somehow do more *total* damage than the *total* effect dice in the power. So, you could *not* say "I want a barrel of dynamite with a lit fuse", but on a 4d+0 effect you might be able to say "I want a grenade with 4d+0 damage" or "I want a rifle with 4d+0 damage". For *multiple* effects, subtracting 1d from the effect generates twice as many effects. Instead of "I want a rifle with *one* bullet at 4d+0 damage", you could say "I want a pistol with *four* bullets at 2d+0 damage". The gamemaster will be the arbiter of odd effects. For instance, if the power to create an object has no range, do bullets from a created gun disappear once fired?

EXAMPLE: A superhero named Creo gained the ability to materialize objects out of thin air after an accident at a particle accelerator. His Fate roll is 3d+0. This is equal to a Strength of 9, which goes to a lifting capacity for a Strength of 3. He can materialize any object with a mass of equal or less than what a Strength of 3 can lift (25 kilograms), and this object lasts as long as the duration placed on the power.

By nature, a mundane item requires a mundane skill to use, and may *not* take a "requires mundane skill" power modifier. Mundane items cannot be created in such a way as to bypass defenses (you cannot materialize guacamole inside an opponent's skull!), and a gamemaster can retroactively limit or adjust this ability if it seems appropriate.

Sample powers

Concealed sword:	*Creates mundane item*
(difficulty:15)	*Reduced 2d effect*
	Duration of 15 minutes
Wizard's repast	*Creates mundane item*
(difficulty:13)	*Reduced 2d effect*
	State-based duration

◆ **Power creates living item**(+10 cost) - The power creates, summons or otherwise causes to appear a creature or being with free will and all the attributes of an adventurer, but *generally* subservient to the creator's will. The being must have at least 1d in their default rolls for *each* Attribute, and each of these dice is part of the spell effect (a die may be split into *two* +1 additions to a die). There are six Attributes. So, to create anything, the power has to be used with at least 6d of effect (which generates a being with a level of 3 in all Attributes). Each 40S in skills or 20A in *Traits* costs 1d in effect. A creature so created can have its own Traits that can be used to adjust its Attribute levels or Skills even more.

▼ **Note** - As a rough tool for gamemasters and players, a user with a Fate of 9 (default roll of 3d+0) would use this modifier (+10 cost) and fourteen extra dice of effect (+70 cost) to create a living item with the capabilities of an average person (15d split into six Attributes (average of 2d+1 each) and 80S in skills). This is *before* any other modifiers to difficulty that make it easier or harder to cast. With modifiers, such power is quite within the grasp of adventurers, if the gamemaster can be convinced to grant the adventurers access to ◆-level modifiers.

At gamemaster discretion, a living creature can be a "spirit", having only Awareness, Will and Fate. It can be seen and heard, but cannot affect or be affected by the material world unless it has powers of its own, and these powers must have the special effect (+10 cost) of "affects the material world". This is how you would represent a ghost or other being that is unaffected by mundane attacks.

Sample powers

Summon spirit:	*Creates living item*
(difficulty:16)	*Extra 4d effect*
	State-based duration
	Takes 3 minutes to use
Clone	*Creates living item*
(difficulty:19)	*Extra 20d effect*
	State-based duration
	Works on self only
	Requires gestures
	Requires vocalization
	Requires focus (spellbook)
	Damages user's Attribute
	Takes 90 minutes to use

▼ **Note!** - Take into account the intangibles. For instance, can one create a being having knowledge that its creator lacks? There is also a vast difference in how it is implemented if created beings are automatically *subservient*, or automatically *hostile*. The latter case is appropriate for "demon summoning", requiring protective spells and coercive measures to get any useful service from the being so summoned.

◆ **Power conveys information**(+15 cost) - The power allows the caster to learn something about the target. The exact type of information is listed when the power is created, and must be fairly specific in nature. It *can* reveal hidden or obscure information (without needing "extraordinary range"), but it is not a "mind-reading" effect. For purposes of getting information from a living being, assume this modifier is limited to making external observations.

EXAMPLE: A power to show an image of the last person to enter a room is appropriate, or to get that person's name. Getting their life history or what they had for lunch the day before is *not* appropriate, but if a power was defined as such, you *could* identify the nature and age of food stains on their clothing.

To gain information across an interval of time requires the extraordinary range modifier. That chart is reprinted here for your convenience.

Time	Difficulty
1 day	+20
1 week	+40
2 months	+60
17 months	+80
11 years	+100
90 years	+120

EXAMPLE: Casting a spell on a footprint to see who left it there would also require an "extraordinary range" modifier to determine how far back the spell could look for the information.

It is worth noting that information from the future is not *totally* accurate since there are *many* futures, only *one* of which will actually be experienced.

The number of dice in the effect are a skill roll vs. what is normally a Hard(11) task *or* the difficulty for any mundane skill that could have been used. This task is based on the point of view of the target of the spell, as though the target were an average person. It is *not* telepathy, and cannot find information that couldn't be discovered through detailed mundane observation and deduction.

EXAMPLE: Casting a spell on a footprint to see who left it there would take a penalty if the person left the footprint at night or if they were invisible at the time, or were masked to conceal their identity.

Information effects can be *extremely* powerful and potentially unbalancing to a gameworld, and should be limited by the gamemaster appropriately.

Sample powers

Aura reading:	*Conveys information*
(difficulty:8)	*Power lasts an instant*

■ **Power alters form of item**(+15 cost) - The power alters the size of any item and the difficulty to see or target it, but not any other characteristic it has. It stays as strong, smart, tough and powerful as it was before the size change. *Living things can only be altered with their full, uncoerced consent unless the gamemaster specifies otherwise!* Each full 2d in effect can generate a major change in appearance *or* the mass of the object may be altered by up to a factor of four, which changes its height by about a factor of one-and-a-half (it varies with the form of the item). One major change of appearance will leave many original traits intact, including speech and ability to gesture. The change leaves the target recognizable as their former self, though altered. Two major changes make the change complete. It is at gamemaster discretion whether worn items are altered by this effect.

EXAMPLE: To turn a person into a person-sized frog would be *two* major changes of appearance, or an effect of 4d. To turn a person into a large (≈5 kilogram) bullfrog would be an effect of 8d (4d for appearance, 4d for one-sixteenth mass). Note that it would be a kick-ass strong bullfrog.

Alterations of form will grant mundane abilities inherent to the form, but will not grant any skills required to use these abilities, nor will it allow use of the target's abilities that are inappropriate to the new form.

EXAMPLE: A person turned into a statue is tough as stone, but also as rigid. A person turned into a bird can fly, but unless they have "fly like a bird" skill, they will be like a fledgling leaving the nest for the first time...

Each *two* times the size is changed (or possibly each *one* time appearance is altered) generally counts as one row of difficulty change for targeting purposes. Bigger things are easier to hit, smaller ones are harder, uglier ones have difficulty getting dates, and so on. Special effects may also apply. For instance, an enlarged human with a sword will have longer reach than a normal human with the same sword, which will affect sequencing rolls. A larger sword will be heavier and longer, but will do more damage. If physical size is permanently altered (like being **Gifted** (page 2.13) with giant size), then food, water and other needs will also be permanently changed. If you choose to change Strength with size, about a 1d change per doubling or halving of mass is about right. This is a powerful modifier and should be used with caution.

Sample powers

Shrink me:	*Alters form*
(difficulty:11)	*Power lasts as caster wills*
	Works on self only
Camouflage	*Alters form*
(difficulty:11)	*Power lasts as caster wills*
	Works on self only

■ **Power is uncontrolled**(-10 cost) - The user creates an effect with the power, but has no control over where it goes or what it does, save that it has to occur within the normal range of the power. For instance, summoning a monster that goes on a rampage or creating weather but being unable to determine where it goes or how long it lasts. This limitation is not appropriate for many powers and the gamemaster will be the final arbiter in such situations.

Sample powers

Fog:	*Subtracts Attribute(Aware.)*
(difficulty:15)	*Fills an area(31 meter radius)*
	Acts as natural phenom.
	State-based duration
	Uncontrolled
	Requires gestures
	Requires consumed focus
	Damages user's Attribute
	Takes a 30 seconds to use

◆ **Power is triggered**(+10 cost) - The user of the power rolls for activation and sets a certain condition for the effect to trigger on. The power must also have a duration, in which case the power triggers each and every time the condition is met during that duration, or "state-based duration" (page 6.23), in which case the power lasts until it triggers *once*. A trigger can be as complex and conditional as the gamemaster allows. The power can trigger at any time during the power's duration but unless a special effect is added, the trigger condition must be one which the user of the power could detect if they were there. Think of the default trigger as a tiny version of the user of the power, with normal senses and a fixed 120 degree arc of vision.

EXAMPLE: A power can trigger when an object is stepped on, which would work regardless of who stepped on it (a weight range could be specified). A power that triggers when someone walks by would not trigger for an invisible person unless the power also had "acts as an Attribute", to "see the invisible".

An adventurer cannot have more triggered powers "waiting" than the full dice in their default Fate roll. The conditions under which a triggered power can be "dropped" are decided by the gamemaster. Suggestions might be to "recast" the power to undo it, or that a new triggered power displaces a previous one. A person with a triggered power will know if the power is triggered, dispelled or otherwise ceases to be. An item created as an "independent focus" (page 6.24) with the triggered modifier *does not* count towards the number of triggered powers that can be held in readiness.

EXAMPLE: An adventurer with a Fate of 7 can have no more than two triggered powers active at any given time (two dice in their Fate roll (2d+1)).

The basic roll for any *targeting* of the power is that which would normally occur at the time the preparation for the power is complete. The actual targeting is done when the effect *resolves*. The difficulty of this roll will be based on conditions at that time, but the dice rolled are based on when the effect is *prepared*.

EXAMPLE: An adventurer prepares a triggered combat spell when they are uninjured. When the spell triggers, the adventurer rolls dice as if they were uninjured, regardless of their *actual* condition.

Once prepared, a triggered power "waits". It can be detected or affected by other powers, but is not normally visible and has no game effect. The power automatically triggers when appropriate. Usually, any side effects of using the power happen when it is initially prepared, *not* when it triggers.

Note that while the trigger may sit indefinitely, the power that is triggered may require a separate duration of its own. For instance, a spell that delivers a message upon being triggered has to last long enough to convey the information.

If the power triggers more than once per turn, it takes a -1d on any appropriate skill roll for each attempt after the first. At gamemaster discretion, the power effect *can* act to negate what triggered it, like an armoring ability triggering to stop damage that just struck the adventurer. It is more appropriate to make the trigger any form of attack which the power detects *before* it hits. A power that could see incoming arrows coming in might not see incoming bullets and almost certainly could never see an incoming laser beam. In a handful of circumstances a triggered power can automatically affect a target other than the user of the power.

EXAMPLE: A superhero has an "Electrified body" power, triggering when she is struck for 1d or more damage. An unlucky thug takes a swing at her and connects. She rolls for activation of the power and succeeds, so the thug automatically takes damage. If hit locations are being used, this is to his arm.

The main limitation on *any* "triggered" power is that it cannot have a triggering condition based on *another* "triggered" power.

EXAMPLE: A magical armor spell could be triggered by "an attack of 2d+0 or more", but not by "an attack of 2d+0 or more and if the other magical armor spell is gone". This keeps mages from layering themselves in interlocked triggered spells.

Sample powers

Psychic ambush:	*Non-lethal damage*
(difficulty:16)	*Ranged effect(31 meters)*
	Triggered(mental probes)
Message capsule	*Conveys information*
(difficulty:16)	*Triggered(recipient's touch)*
	State-based duration
	Duration of 30 seconds

■ **Power lasts as user wills**(+15 cost) - This is the first of the duration modifiers on powers. The power lasts as long as the user remains conscious, maintains line of sight and desires the effect to continue. If *any* of these conditions is not met, the power effect ends. Otherwise, the use of the power is just a tickle in the back of the user's mind and does not greatly interfere with other activities. The gamemaster *may* apply a -1d penalty to all *actions* (*not* all die rolls) *for each maintained power* if they feel it is warranted to reflect the concentration needed to keep such a power going. It is usually a minor action to deliberately turn off a power with this modifier.

If the reason for the power is not evident or the user has a Trait that would affect it, it might slip their mind and dissipate without the user realizing it. The gamemaster is within their rights to secretly make an Average(7) Will roll each hour to see if this happens, as appropriate.

EXAMPLE: A mage who was "Absent-minded" wouldn't forget to maintain an armoring spell *during* a fight, but might do so afterwards. A mage who was "Paranoid" might not forget the armoring spell, but *would* suffer the effects of being paranoid.

Once a power with a single target is successfully targeted, no further rolls are needed to maintain the effect originally generated, or reroll dice of effect as conditions require. For instance, a mental control would not check for control each turn unless it had been broken, but a wind gust would try to knock down any adventurer who tried to stand after being previously bowled over and a damage causing effect would roll new damage dice each turn.

"Lasts as user wills" used with "triggered" would be a power that is triggered on a certain condition and is then maintained as long as the "as user wills" criteria are met. For instance, a protective spell that generates a magical armor the first time the mage is hit by an attack, or a magical grenade that goes off a turn after a command is spoken by the person holding it. This is like "state-based duration", but with the limit of staying conscious, etc. to maintain the power. If a "state-based duration" power seems unbalanced, substitute "lasts as caster wills" instead.

● **Power lasts an instant**(+0 cost) - The power's energy lasts for just long enough to do a single thing, though the effects of that thing may linger. A spasm spell could make someone pull a trigger or drop an item. A firebolt could sizzle its way into flesh and the damage to the target would remain even after the firebolt was gone. For game purposes, an "instant" is enough time to perform (or last through) *one* major action. An example might be a triggered spell that adds to the Strength of a bow the instant the arrow is released. The effect lasts just long enough for the arrow to be launched at the greater strength. Or, an armoring power that lasts an instant will protect against all attacks delivered from *one* source as a major action. It would stop all pellets in one shotgun blast or all pellets from an autofire shotgun blast, but would only stop one of two blasts from two *different* sources. Since this modifier gives no alteration to the cost of a power, if a power has no duration listed, it can be assumed that it has an instant duration.

■ **State-based duration**(+15 cost) - The power's duration is determined by conditions specified when it is designed and which are usually outside the user's control. A "state-based duration" is usually *instead of* a conventional duration. As you might expect, it's useful for changing the "state" of an item.

EXAMPLE: A "repair spell" reverses the effect of damage. An item is either in a repaired state, or it isn't. A "state-based duration" effectively says "the item stays repaired until you break it again".

A "state-based duration" must be reasonable, and approved by the gamemaster. Since the cost of this modifier is the same as the cost for a duration of 30 seconds, it is a *very* powerful modifier and its use against *unwilling* targets should be *closely* scrutinized for game balance.

EXAMPLE: A "Turn to Frog" spell could last until the victim was kissed by a princess. A "Geas" could last until the action specified is accomplished, but the action must be one the target can reasonably be expected to accomplish. Both have precedent, but they are extraordinarily powerful for a +15 cost.

Many state-based durations are those occurring naturally, or as a normal side effect of the power. A meal could last "until digested", or a fog could last "until it naturally burns off". If there is any question, you can sometimes answer it by adding "acts as natural phenomenon" (+5 cost). For instance, healing spells are usually "state-based duration", but if the gamemaster thought this was too easy, they could add "acts as a natural phenomenon(healing)" to make such effects slightly more difficult.

To get a triggered spell that can wait for its activation and then last until *another* condition is met, use "triggered" *once* and "state-based duration" *twice*. This combination *can* be unbalancing.

EXAMPLE: A power that was triggered by falling from a height, and which lasted until the power's target touched the ground would have "triggered" once and "state-based duration" twice. The spell lasts *passively* until the first condition is met, and the effect lasts *actively* until the second condition is met.

State-based durations should not be abused as substitutes for a very long duration. A summoned creature that lasts "until killed" may be reasonable, or maybe not. "State-based duration" would mean it vanishes the instant it is killed, while a long duration would have the remains hang around a while.

- **Power lasts 1 turn**(+5 cost)
- **Power lasts 6 seconds**(+10 cost)
- **Power lasts 30 seconds**(+15 cost)
- **Power lasts 3 minutes**(+20 cost)
- **Power lasts 15 minutes**(+25 cost)
- **Power lasts 90 minutes**(+30 cost)
- **Power lasts 8 hours**(+35 cost)
- **Power lasts 2 days**(+40 cost) - The power has a duration that lasts regardless of the location or status of the caster. Sufficient energy has been invested that even if the user is dead or not in line of sight, the effect continues. *This modifier is simply the time level plus 5*. Times longer or intermediate to those listed can be bought, each +5 multiplying time by a factor of *about* 6. Lasting for "life" is generally at +60 cost and "forever" is at +70 cost. The "State-based duration" of "life" is only allowed for powers bought with the Trait of being **Gifted** (page 2.13). The abuse potential of "state-based" lifelong effects is offset by the relative ease of using powers to dissipate them.

At gamemaster option, even powers with an independent duration can have adverse effects on the user. Typically, *each* power running is a +1 to the Difficulty of using *other* powers or of any Awareness task because of the mental distraction. This keeps mages from layering themselves in "lifetime" powers, and keeps them from setting up a business by selling hundreds of long-term spells. Powers put into items should not have this effect on their maker, but of course, items can be stolen...

- **Requires minimum Fate of 5**(-5 cost)
- **Requires minimum Fate of 8**(-10 cost)
- **Requires minimum Fate of 11**(-15 cost)
- **Requires minimum Fate of 14**(-20 cost) - The power cannot even be attempted unless a user has sufficient reserves of energy or raw talent. If the user drops below this threshold, they can't use the power. It is gamemaster option whether or not a Forte on Fate can apply to reach this threshold, or whether such Fortes only count for effects. This modifier is good for effects the gamemaster wants to restrict to talented power users, but it should be limited to worlds where there are ways of reducing a person's Fate for power use purposes, such as the "subtracts Attribute" effect (page 6.17). Otherwise, the modifier may just be a convenient dodge to reduce the cost of powers for already powerful adventurers. This modifier is also good for "normal" gameworlds where very few people have "magic" simply because all spells have a Fate requirement that very few people ever reach. This can be done one of two ways. The first is that anyone who reaches this threshold has *full* use of any powers they develop. The other way is to say the limit is a universal subtraction to Fate for purposes of power effects. For instance, a "minimum Fate of 5" could mean a person with a Fate of 8 would only have effects like a Fate of 8-5=3.

● **Requires total concentration**(-10 cost) - The user of the power can focus on nothing else while they activate *or* maintain this power. The duration is "as long as they concentrate on nothing else". They do not defend in combat, nor perceive anything not related to the power's target. Anything successfully distracting them will terminate the power or ruin the casting attempt. A Will roll of at least Easy(5) difficulty is required for any non-damage distraction, and an Average(7) one if damage is taken or any harm inflicted on the user. Powers without this modifier allow the user to ignore minor distractions, damage requires only avoidance of being stunned, and the user may engage in other actions to the extent their skill allows. Powers only requiring total concentration while they are prepared are at -5 cost instead of -10.

A different version of the modifier would be to count use of the power as two major actions while preparing and using it. If you only allow one major action per turn, this means the adventurer can do nothing except minor actions. If adventurers *can* perform multiple major actions, a major action other than maintaining the power takes a penalty of at least -2d on its die roll. The gamemaster will decide which is most appropriate to the gameworld.

● **Requires gestures** (-5 cost) - The user must have *both* hands free and unencumbered to use the power. The power may not be used at all unless the conditions are met. The user may be holding a wand, dagger, gun, spellbook, any power focus or a mundane small item in one hand. Crippling injury (page 5.8) to *either* arm will render them unable to use the ability until it has completely healed. A power requiring both hands to be unencumbered by *any* items would have an extra -5 to cost as a "generic penalty". Mundane gestures can use the "mundane skill" modifier at the same difficulty as the power, and could represent something like playing a musical instrument.

● **Requires vocalization** (-5 cost) - The user must have nearly complete use of their natural voice so that they can recite mystical syllables, sing or chant. This *may* be inside a helmet. The power may not be used at all unless these conditions are met. Any sort of choking gas or smoke would require a Will task of some difficulty to avoid coughing during an attempt to use the power. A crippling head injury might cause damage that prevents clear vocalization until it is fully healed. A power that requires vocalization of some quality would require a "mundane skill" like singing in addition to the vocalization modifier, at a difficulty equal to that required for the power. Note that a power *can* require more than one mundane skill and can have that modifier multiple times. It could require singing to help cast it, and if cast on a weapon, require a weapon skill to hit the target.

● **Works on self only**(-5 cost) - The effect of the power is only usable on the person who is generating it. The user of the power is always the target of the power and the power's effect. This would be fine for armor, but lousy for increased Strength. It generally works better with passive effects than active ones.

Sample powers

Levitation:	*Movement (1 meter)*
(difficulty:8)	*Power lasts as caster wills*
	Works on self only

● **Requires spellbook or focus**(-10 cost)
● **Requires consumed focus**(-20 cost)
◆ **Independent focus**(+60 or +30 cost) - There are three different types of foci for powers in the **EABA** system, a "focus", a "consumed focus" and an "independent focus". These can combine in various ways to get particular effects.

A basic "focus" (-10 cost) is something that is *required* for the user of the power to generate the effect. This object does not have to have any inherent properties except its presence, which is usually in contact with the adventurer generating the power. A spell that requires reading from a spell-book uses the spellbook as a focus, even if the book is nothing but a mundane item. A focus can even represent a psychological need. If your superhero doesn't think they can activate their "superluck" without their "lucky rabbit's foot", then this focus is required, even if it is all in the adventurer's head. A focus *can* have inherent power (the "independent focus" modifier). A focus can also represent some sort of technology-based power that has the limit of being based in a real-world item, even if that item is integral to the adventurer and cannot easily be removed or stolen. For instance, "cyberware" would have a "focus" limitation, and this *could* be part of some types of a **Gifted** (page 2.13) ability.

At gamemaster option, a regular (i.e. non-consumed) focus can be *optional* for a power use, an aid that is very helpful but not required. In this case, the value of the modifier is halved to -5, and if the focus is not available the final difficulty of using the power is increased by +2.

EXAMPLE: If a mage uses a spellbook as an aid to spellcasting, but it is not required, then the power only gets a -5 modifier to cost. The spell can be cast without the book, but at +2 to the normal difficulty. For instance, if the difficulty were normally an 11 when the mage has the book, the difficulty is 13 without it.

A focus which is non-trivial to replace may be a "consumed focus" (-20 cost). A scroll whose runes burst into flames when used would be a consumed focus. A consumed focus is utterly destroyed when the power is used. Like a regular focus, a consumed focus does not have to have any inherent properties except some degree of difficulty in replacing. For instance, if your psionic talents require taking an exotic black market drug to activate them, or if a magic spell requires a lock of the target's hair.

A consumed focus can have more than one use, or be made in batches of several single uses. Imagine a disposable multi-shot rocket launcher, or a batch of potions. The modifier is reduced if the focus is usable more than once.

Uses	Modifier	Uses	Modifier
1	-20	9-11	-2
2	-15	12-16	-0
3	-12	17-23	+3
4	-10	24-32	+5
5-6	-7	33-40	+8
7-8	-5	41-64	+10
easily replaceable charges			+10

If the gamemaster allows, lost charges can be recovered like remaking the item at a difficulty of 4 less than normal, or at the same difficulty but in one-quarter the time. If all an item's charges are used, it is consumed beyond re-use. If an item's consumed charges can be easily replaced and independent of the focus itself, the cost is increased by +10 and the time is halved or the difficulty reduced by 2. The clip of a gun would be an example of this.

EXAMPLE: If an item with four charges took 8 days to make and was Difficulty of 13, then replacing one or more lost charges would be a Difficulty of 9 and take 8 days or be a Difficulty of 13 but only take 2 days. This would have a modifier to cost of -10. If the item could use all its charges without being destroyed, and charges could be easily replaced (like batteries or bullets or magic powerstones), then the modifier would be +0 (-10 for four charges, +10 for easily replaced charges). Making a set of these replacement charges would be a Difficulty of 7 and take 8 days, or Difficulty 13, but only take one day.

A power *can* require more than one focus and gain the modifier multiple times, but only if the foci are sufficiently different or interesting enough to the gamemaster. A ceremonial magic that requires both a small focus (a chalice) and a large focus (a stone altar) would be an example.

The size of a regular focus or consumed focus that does not have any inherent power can be a modifier to the cost of the power, at gamemaster discretion. There are optional rules on page 6.41 for the minimum size for an item which has inherent abilities (it is harder to cram expensive effects into tiny items).

Focus	Modifier
Small (easily concealable) **Examples**: Ring, lock of hair, dagger	-0
Medium (barely concealable) **Examples**: Wand, power gauntlet	-5
Large (not concealable) **Examples**: Staff, sword, shield	-10
Very large (encumbering) **Examples**: Suit of armor	-15
Ext. large (effectively immobile) **Examples**: Stone altar	-20

EXAMPLE: If a magical ritual required a special ceremonial dagger *and* the "Altar of Ickiness", then the power would have a total focus modifier of -40 (-10 for each of the two foci, and -20 more because one of them is not going anywhere).

Cyberware is an implanted focus, but there is limited room to cram things into the already-packed human body. In general and for game balance purposes, there is room for one overall "large" focus, two "medium" foci and four "small" foci. That is, there is room for *all* of the above, but you *cannot* trade in smaller foci to make room for an extra one of larger size.

Note! - If you allow extra modifiers for the size of a focus, then anything that follows from this size may not be used a generic limit. For instance, if a stone altar is immobile, you cannot take a further modifier on cost for saying the ritual can only take place at a certain spot (because if the altar is immobile, it must take place at that spot anyway...).

Sample powers

Fire runes:	*Lethal damage*
(difficulty:13)	*Ranged effect(15 meters)*
	Requires gestures
	Requires consumed focus
Summon evil thing	*Creates living item*
(difficulty:14)	*Minimum Fate of 11*
	Increased 12d effect
	Takes 15 minutes to use
	Requires focus(dagger)
	Requires focus(altar)
	Generic limit(sacrifice)

The "independent focus" adds another layer of possibilities to foci. A regular or consumed focus is normally just a channel for the power of the user. For a person who did not buy the power or ability, the focus is useless. If you don't know the magic spell, the lock of someone's hair does you no good. If you have no psionic talents, the rare black market drug does nothing but give you a nosebleed.

However, an item with the "independent focus" modifier is a "magic item", something that is by itself an entire power. A gun is an independent focus. Any fool can pull the trigger and make it work. A magic potion is an independent focus. The liquid contains power, and the power takes effect when the potion is consumed. You can see how the other focus modifiers can combine with independent focus. A gun is a consumed focus with easily replaceable uses, while a potion is a consumed focus with one use (though it could be made with several uses and then bottled in single servings).

Being able to make an independent focus is generally a separate skill from that associated with the power itself, like "Enchantment" skill. There are two ways of doing this. The first is that the skill applies to the making of one particular effect, and the way the power is designed represents the enchantment process for that item.

EXAMPLE: An alchemist with no magical ability has the "enchant healing potion" skill. The power description delineates the exact nature of the power the alchemist brews. The alchemist can take advantage of the potion once brewed, but cannot actually cast a spell that does any healing.

The second way of using the enchantment skill is that the person uses a generic "Enchantment" skill to put a power *they know* into the item. A key point is that the enchanter can add extra modifiers to use the item, but cannot take away modifiers that they themselves need to use. That is, you can't put a power into an item that is *less* limited than you are.

EXAMPLE: An wizard who can teleport by using words of power can use Enchantment skill to make a magic item that allows teleporting. The wizard *could* require that item also requires gestures, but could not make an item that *doesn't* require using words of power.

An independent focus lets someone control a power they do not have. This modifier is *not* required for powers of *constant* effect imbued into items. A wand that shoots fire on command would be an independent focus, while a sword that is always sharp is not.

There is a more detailed section on page 6.42 about making items, but the short form is that the maker can add extra modifiers to the power that represent the manufacturing or enchanting process. These only affect the difficulty of *making* the item, not that of *using* it. Using the item in the sense of activating the power usually has a difficulty that requires a Sorcery or similar skill roll, which at gamemaster option can be a default from an Attribute. Again, think of it like a gun. You don't have to be a machinist (enchanter) in order to use a gun (magic item), but having some familiarity with guns (magic) helps quite a bit. If the manufacturing or enchanting process is successful, the item may be used by anyone who meets the limits imposed during the creation procedure. Again with the gun example, if the gun has a trigger lock, you have to know how to unlock it to use the gun. It is a limit imposed during the creation of the item.

EXAMPLE: A mage enchants a wand with a spell that shoots a firebolt. To counter the difficulty in enchanting it, the mage spends a lot of time, during which they gesture and chant. *In addition*, the mage specifies that the user of the wand *also* must gesture to use it. All of these modifiers apply to the chance of successfully *enchanting* the wand, but once enchanted, only the second "gestures" modifier will apply to someone trying to *use* it.

An item with a power may either be designed to uses the Fate of the person using it for generating dice of effect, *or* it can have its own Fate. If it has its own Fate, this would be the Fate of the item's maker, plus 1d (Enchantment is an **Advanced Skill** (page 2.6), which gives +1d to the Fate of the user on a successful use).

EXAMPLE: The firebolt wand can be in two versions. The first uses the Fate of whoever activates it. A person with a low Fate generates wimpy fireballs... The other version has a built-in Fate. If the enchanter's Fate roll was 3d+1, then the Fate of the item is 4d+1, meaning that it generates 4d+1 fireballs. Regardless of whether a non-mage with a Fate of 6 or a supermage with a Fate of 20 uses the wand, the effect generated is 4d+1.

At gamemaster discretion, the +30 cost is for an item that does not contain a power, but contains *one* other modifier for *one* power (or set of similar powers). This modifier can be a specific modifier, or a conceptual one.

EXAMPLE: If a mage's staff gives +1d of effect on "fireball spells", then the staff would be an item with the "+1d effect" modifier (+10 cost) and the "independent focus" modifier (+30 cost), plus any modifiers to make it easier to enchant. The staff should work with any spell that has the basic effect "shoots a ball of fire". If a mage's staff gives the mage extra range with a "fireball spell", then the staff might be an item with "+20 cost for range" and the "independent focus" modifier. If a mage who knew a fireball spell with a range of 15 meters (a cost modifier of +15) used the staff, then they could shoot fireballs out to a range of 249 meters (a cost modifier of +35). A mage who knew a fireball at a range of 63 meters (a cost modifier of +25) would get their range extended out to 999 meters (a cost modifier of +45). In both cases, they got a +20 to the range modifier they already knew. This "enchant staff" spell would be a separate magic skill. It would be reasonable to say that only one skill is needed, but its effect is only for one spell at a time.

An item *can* have more than one power modifier, but the +30 cost applies to each. Modifiers may add *or* subtract to limits on abilities the user of the item has. One could imagine a "mage collar" that prevents any "teleportation" unless the user had a Fate of 14 or more, or mystic circle of stones that acts as a tremendous range boost for teleportation spells.

Sample powers

(modifers in parentheses are enchanting process)

Firebolt wand:	*Lethal damage*
(difficulty to use:14)	*Ranged effect(63 meters)*
(to enchant:16)	*Requires gestures*
	Requires a focus
	Damages user's Attribute
	(Independent focus)
	(Takes 8 hours to make)
	(Requires gestures)
	(Requires vocalization)
	(Damages user's Attribute)

- **Password**(+5 cost) - If an item with a power requires a secret password in order to work, it is more difficult to enchant or create. The password can be any combination of sounds, gestures or other information that could be perceived with the normal senses, and may also represent technology like a keypad, retinal scanner or other security systems. The difficulty of figuring out a password (by whatever means appropriate) is usually the difficulty involved in making the item. Passwords can also be "inverse" passwords, where you must supply the password to *prevent* an effect from happening for a pre-set duration. A regular power (*not* an item) with a password to end the effect should have a "state-based duration" instead of the "password" modifier (the power ends when anyone says the password).

- **Damages user's Attribute**(-10 cost) - Some effects are physically/mentally draining to generate. *After* successful generation of the effect the user takes 1d "hits" to an Attribute that is chosen during the power's design, or takes 1d non-lethal hits (these hits cannot be prevented). Each hit to an Attribute temporarily drops the level of the Attribute by 1, and the player will need to keep track of these lowered Attributes. Damage to hits is counted as non-lethal damage. Note that once an adventurer takes a -1d penalty from non-lethal hits, further spellcasting just does one hit per use (the -1d penalty subtracts from the damage, with a minimum of one hit). If a power drains the user's endurance, they might damage their Health. If it saps psychic reserves, it might damage their Fate. Attribute damage is recovered as non-lethal damage, and each Attribute affected recovers separately. Taking *lethal* hits instead of non-lethal hits is worth -30 to cost instead of -10. If the damage does not apply until the power effect *ends*, the modifier is only worth half as much.

EXAMPLE: A bruised mage who also lost Fate and Health from spellcasting would make an Easy(5) Health task to recover 1 non-lethal hit point, an Easy(5) Health task to recover 1 point of lost Health from spellcasting, and an Easy(5) Health task to recover 1 point of lost Fate from spellcasting.

Note - Gamemasters can use this as a global power modifier for a game world where all use of powers is physically tiring, taking damage to Health or taking non-lethal hits from power use. We *strongly* recommend this as a good way to keep powers from being used too often. A less taxing version of the modifier would be a -5 to cost for always taking *one* non-lethal hit or -15 for taking *one* lethal hit (instead of 1d hits). Another way to do the mechanic is to make an Attribute roll against the effect of the power, like a Health roll against the dice of effect to avoid being drained. This would be worth perhaps half the normal modifier.

■ **Power can be jointly activated**(+5 cost) - If two or more people with the *exact* same combination of power modifiers and type of effect *also* have this modifier, then they can simultaneously activate the power. The gamemaster may grant some leeway on how exact the correspondence has to be. This modifier comes in two forms, and the form is chosen when the power is designed (though you *could* take the modifier twice and have both forms).

The first form allows the group to generate a greater effect than any member could individually. The person with the highest skill leads the group and makes the roll to activate the power. Everyone else just concentrates on generating the agreed-upon effect. Each doubling of people adds +1d to the Fate in the final effect of the power.

EXAMPLE: A "casting circle" of sixteen mages casts a powerful summoning spell. This is four doublings more than a lone mage, so the effect of the spell is +4d over the leader's Fate. Quite a powerful bonus!

The second form allows the activation difficulty to be reduced. Each time you double the number of people jointly activating the ability, the "cost" of the power is dropped by -5 for the purpose of determining its final difficulty. The actual difficulty to use the power is calculated based on the number of people available to generate the power. Again, the person with the highest skill is assumed to be leading the use of the power. For "dispel" effects, use the base difficulty, not the difficulty that results from multiple users.

EXAMPLE: A "weather control" spell involves far too much energy for any mortal mage to manipulate. We'll say the total "cost" of the spell is 100, for a difficulty of 23. Two mages working together would drop this to a cost (for casting purposes) of 95. Four mages drop the cost to 90, eight mages drop it to 85, sixteen mages drop it to 80 and thirty-two mages drop it to 75, and 75 points makes the spell a difficulty of 20, just *barely* achievable by a skilled mage. If this spell had both types of joint activation, the final effect would be at +5d effect as well!

At gamemaster option, the second form can use passive but willing participants (like devoted worshippers), but one hundred times the number of people are needed. Anyone included in the group who is actively opposed to the power will negate one hundred of the willing participants. That is, the user of the power thinks everyone is willing, but secretly some are not. This could end up as quite a surprise to the person trying to use the power when it comes time to roll for success. *That's why all those nameless evil cults have elaborate loyalty rituals...*

A jointly activated power *does* have drawbacks. If any *active* member of a group is incapacitated or stunned during the activation, the process fails. Any penalties, requirements or side effects will apply to *all* members of the group, so if the power requires chanting, causes a Health loss and has a side effect for failed attempts, then everyone must chant, will lose Health and will suffer side effects if the attempt fails. This applies to passive participants as well, *including* those secretly opposed to the power use.

The benefits of joint activation are obvious. With enough people, you can get huge amounts of dice effect, and/or generate effects impossible for any lone practitioner of a particular paranormal art.

◆ **Power may be loaned to others**(+40 cost) - The user of the power may grant another person the ability to use the power. This is not using the power *on* the other person, but giving them the ability to use it as though *they* were the owner of the power. This means that any activation requirements must be met by the person in control of the power. The transfer of power requires an activation roll just as if the power itself were being used.

EXAMPLE: A superhero has the ability to fly and can loan this ability. When "loaned out", the superhero can no longer fly, but someone else can. All activation requirements and side effects now apply to the person the power is loaned to.

Normally, this modifier is not transferable. That is, the person the power was transferred to may not transfer it to someone else. Unless otherwise specified, the owner of the power may rescind the loan at any time. The "range" of the power is also the range at which the power can be loaned, so if the power has no range (melee range), then the transfer of power must take place at melee range, even if the new user can activate the power elsewhere. The gamemaster may require that the rescinding of a power take place at the same range (or less) as the original transfer. Similarly, it is a gamemaster call as to what happens if either the owner or user of the power is killed. Normally, the power reverts to the owner if a secondary user is killed, and the secondary user loses the power if the owner is killed.

● **Side effect**(-20 cost) - This effect can only be used if the power has a *final* difficulty of at least Hard(11) (a cost of at least 23 points *after* this modifier is applied). If the use of the power fails during its preparation, fails because a thresholded target prevented the effect or for most other reasons, the side effect happens. In severity it is at least as bad as the "damages user's Attribute" taken twice (2d non-lethal damage) or 15A in some sort of detrimental Traits for a duration appropriate to the spell, and side effects should be creatively designed by the gamemaster. Side effects can be of a single, universal type, like "all failed psionic attempts result in taking 2d non-lethal hits". They can also be tailored to the specific power that was botched, like "failed use of the Shapeshift spell means the mage is stuck between forms for an hour".

Sample powers

Giant size:	*Alters form of item*
(difficulty:13)	*Increased 2d effect*
	Power lasts 15 minutes
	Works on self only
	Side effect (uneven growth)

● **Requires mundane skill**(-5 cost) - Once the effect of the power is successfully generated, it requires a skill other than that associated with its activation. Or, the generation of the power requires a mundane skill *in addition to* any paranormal skill required. Or a power could require both. For instance, you could require singing (a mundane skill) to help generate a magical fireball that you also had to *physically* throw (another mundane skill). Or, a spell that required a focus (an arrow), which also had to be shot at a target with Archery skill, or a spell that makes your sword a flaming sword, which has to strike a target to have effect. The power's effect will trigger appropriately upon completion of the mundane skill roll, which needs to be within the duration of the spell. This can be as little as an instant for effects that are targeted and used immediately on activation of the power, but note that if the caster used both the power *and* the mundane skill in the same turn, this would be *two* major actions. If the power had a duration of at least one turn, it could activate one turn, and be used with a mundane skill on the following turn or turns without taking a second action penalty. A power with this modifier *does not* have to be a ranged spell in order to be used against a distant target. One could magic the arrow in the crossbow you are holding (melee range), and then use your Archery skill to have the arrow hit the distant target.

This modifier can also be used on an item with a power, which means that instead of operating on command or the will of the user, the user must make a skill roll appropriate to the difficulty of the task the power represents.

EXAMPLE: If our firebolt wand from the previous example had this modifier and the firebolt spell in the item was normally a difficulty of 13, then the user might have to make a Formidable(13) Sorcery skill roll in order to activate (and fire) the wand. The wand could also have the "mundane skill" modifier, meaning it would take a Formidable(13) Sorcery skill roll to activate the wand, *and* a normal ranged attack using say Archery skill to aim the firebolt.

Sample powers

Piercing arrow(+1d):	*Acts as Attribute(Strength)*
(difficulty:11)	*Movement(7 meters)*
	Only v.small targets
	Power lasts one turn
	Damages user's Attribute
	Requires mundane skill

● **Power cannot be altered**(-10 cost) - Most powers can be modified as the user improves in ability. For instance, a mage may learn a spell early on that takes 6 seconds to cast, because that makes it easier for a mage of low skill. As the mage improves in talent, they may remove this modifier so they can cast the spell much quicker. A power that "cannot be altered" is just that. The way the power is learned is the way it will *always* be. Powers that are put into items are inherently like this and do not take this modifier. At gamemaster discretion, such powers must always be used at their normal difficulty. It cannot be increased to gain extra dice of effect, or decreased to make it easier to use but at reduced dice of effect.

▼ **Note** - This is a useful trick for the gamemaster to put on "found" abilities like a spell in a spellbook. The adventurer who learns the ability cannot adjust it to do things other than the gamemaster's intent.

It may be that *some* parts of a power may be altered, but not others. For instance, a "spell" may require a consumed focus, and while it might be learned so that it can be cast quickly or with many different enhancements, it will *always* require the focus. If one or two modifiers are incapable of ever being changed, the power can have a -5 cost instead of a -10 cost. An item with a focus limitation automatically has this modifier and cannot get a reduction in cost for it. However, the *enchantment process* can be incapable of alteration and *may* take this modifier.

● **Power is hierarchic**(-5 cost) - The power is part of a set of related powers. To learn this power, the user must first learn all the powers or modifiers prior to it in some sort of order. The sequence of powers in the hierarchy is in order of the *positive* modifier totals.

EXAMPLE: A power which had the one modifier "Independent Focus" (+60 cost) would be further up in the hierarchy than a power with several positive modifiers that only added up to +50.

▼ **Note** - This is a good modifier for progressions of magic spells, where the mage *must* learn each new ability in a certain order.

■ **Power costs +3A**(-10 cost) - Powers can require a personal sacrifice beyond the time spent learning arcane skills. This modifier means the user of the power has given up something of themselves to learn it, or at the very least made an effort beyond that of normal "book learning". It is the same cost as getting the **Gifted** Trait (page 2.13) at higher than normal levels. This modifier may be taken multiple times and is the only way that some power effects can be purchased in the **EABA** system.

● **Takes 2 seconds to activate**(-2 cost)
● **Takes 6 seconds to activate**(-5 cost)
● **Takes 30 seconds to activate**(-10 cost)
● **Takes 3 minutes to activate**(-15 cost)
● **Takes 15 minutes to activate**(-20 cost)
■ **Takes 90 minutes to activate**(-25 cost)
■ **Takes 8 hours to activate**(-30 cost)
■ **Takes 2 days to activate**(-35 cost) - A power can normally be activated as a major action. One with this modifier requires longer than normal to use, requiring a major action for *each* turn of the period. This period must be uninterrupted, though *total* concentration is not required and brief distractions (snacking, toilet, etc.) can be tolerated if scheduled and predictable, especially for longer time periods. Note that activating a power is a skill, and you can spend more or less time when *not in combat* to alter the difficulty. For instance, activating a power as a minor action instead of a major action is +2 difficulty. "Not in combat" is a state of mind. Just because no one is trying to kill you *at this instant* doesn't mean you aren't in a combat situation.

If a power has some unusual time-based limit of how frequently it can be used, this is a variant of activation time. If the power can only be used once every certain interval, but does not require longer than normal to activate, cost is dropped by -5. If the power *also* takes extra time to activate, that modifier is dropped by -5 as well. The gamemaster can use the **Universal Chart** to match any needed timeframe (for instance, takes 1 day to activate would be a -33 cost).

EXAMPLE: A player wants their adventurer to have a magic spell that can only be cast once per day. From the previous note, one day to activate is a modifier of -33, so a "once per day" power would be a -28 modifier on cost. If the spell could only be cast once per day *and* took 30 seconds to activate, both modifiers would apply but *each* would take the -5 reduction, making the total difficulty modifier a -33 (-28 for the "once per day" and -5 for taking a minute to activate).

■ **Generic bonus**(+1 to +20 cost)
■ **Generic penalty**(-1 to -20 cost) - These are catch-all modifiers to cover specific situations or to generate effects we haven't thought of. A +10 to cost is roughly the same as a special effect in usefulness, or a +10 might be something that halves the effective targets of a power in a positive way, like an area effect that affects enemies in the area, but not allies. A -5 to cost makes a power about half as useful, for instance an armoring ability might just cover the body hit locations instead of all of them, or it might act like a shield that is wielded in melee combat. A penalty of -10 cost might require that a power be used only in a specific place and a -20 cost would be in a very limited and specific time or way. Generic penalties are a good way to get the cost of a power down a few points to reach a certain activation difficulty.

EXAMPLE: The "once per day" spell from the previous example can only be cast "at sunrise". Since it is *already* once per day, "at sunrise" is less of a limit than it might be. The gamemaster and player haggle and eventually agree on -8 to cost.

▼ **That's it!** Virtually any spell, paranormal effect or superpower can be generated using the previous modifiers by themselves or in combination with being **Gifted** (page 2.13).

▼ **Note** - If you have started trying to make up a power before reaching this point, you've probably seen how easy it is to come up with a power that no one could possibly use (difficulty of 21 or more). It is also easy to place a target outside the range of any marksman, or load a barbell with more weight than anyone could possibly lift. Some combinations of effects will be forever beyond human capability. Only individuals with the Trait of **Larger than Life** (page 2.14) will be able to overcome this limit, and then only to a limited extent. Some extraordinary effects might require a personal sacrifice (the "power costs +3A" modifier), a group effort (the "joint activation" modifier) or even both.

Altering powers - Powers are usually bought as a skill of some kind, either by themselves or as a specialized aspect of a governing skill like "Sorcery". Within this, the power has an overall effect that the player and gamemaster need to agree on when the power is built. This is usually straightforward, like "damage", "mind control", "invisibility" and so on. If a power can be altered, the player may make a change to any *one* power modifier for a cost of 1S, either from saved experience or by spending enough time in training (page 8.9) to generate 1S. A "change" can be altering a modifier within its type, such as increasing the range of a spell, or adding a new modifier, or removing a modifier, As long as the modifier in question can be altered, and does not change the overall effect of the power, the power is altered to the new version. It is usually fairly obvious what the "overall" effect of the power is, but if there are any questions it is up to the gamemaster to decide if the change is permitted. The old version of the power is no longer usable, though if the new version doesn't work out, it can be switched back for another 1S (nothing is free). In this way, an adventurer can start off with easy powers, and as they improve in ability, can adjust their powers to take advantage of higher proficiency.

POWER FRAMEWORKS - Powers can be given global modifiers to reflect their nature, and this allows the gamemaster to create things such as "magical traditions", a short sample of which is below. For frameworks with a time requirement or similar limitation, what is listed should be considered the *minimum* for that framework. For instance, a framework which requires vocalization does not *require* gestures, but it *could* have them. An adventurer may have a Forte or Weakness regarding a particular power framework with gamemaster permission. Usually a Forte in one is offset by a Weakness in some other type.

At gamemaster option, the requirements of a framework *may* give an automatic "power cannot be altered" modifier of -10 to reflect that the power framework itself may never be changed. If the player takes this modifier on the rest of the power as well, that part is worth a -10 modifier as well, for a total modifier of -20.

To match the gamemaster or the player's expectations of what a power can do with a certain level of skill, the gamemaster can also give a "framework bonus". This is an overall modifier to the cost of any power using that framework.

EXAMPLE: The gamemaster is running a superhero game and feels that the cost of powers makes them too difficult to use as superpowers. So, they make a "superhero framework" that gives all superpowers a -20 starting cost instead of a +0 starting cost.

Blood magic - A mage versed in blood magic gives up part of their own lifeforce in order to cast spells. A focus is required, but this is any object with which can be used to inflict a copiously bleeding injury. This usually requires a gesture of some kind.

Type	Requirements	Cost
-	Starting cost	0
●	Requires focus	-10
●	Damages lethal hits	-30
●	Requires gestures	-5
Framework base		-45

EXAMPLE: "Bloodspite". By making a symbolic gash on their body, the caster causes a magnified version of the same type of wound to be inflicted on any living target within 31 meters.

Type	Effect or modifier	Cost
-	Framework base	-45
■	Lethal damage	+40
●	Additional 1d effect	+10
●	Ranged effect(to 31m)	+20
●	Power lasts an instant	+0
●	Power cannot be altered	-10
■	Generic penalty(living target)	-5
Adjusted cost		10
Final activation difficulty		7

Cyberware - Cyberware is implanted technology to generate some effect or personal enhancement. Any effect known to the gameworld's science is possible, but cyberware can be expensive and bulky for powerful effects (use **Gadget** rules, page 6.43).

Type	Requirements	Cost
-	Starting cost	0
●	Requires a focus	-10
●	Needs surgery to implant/remove	-5
Framework base		-15

EXAMPLE: "Dermal armor". The cybered person has plates or flexible bio-polymers layered between their skin and muscles to provide protection. As a **Gifted** Trait (page 2.13), this would cost 21A.

Type	Effect or modifier	Cost
-	Framework base	-15
●	Prevents an effect	+30
■	Lethal damage	+40
Adjusted cost		55
Final activation difficulty		n/a

Mentalism - An adept at mentalism can draw on the normally untapped potential of the mind to accomplish amazing feats. However, the absolute concentration required for this discipline makes the user vulnerable to distractions and rapidly depletes the body's energy reserves. In addition, without a certain level of raw talent, no powers can be used at all.

Type	Requirements	Cost
-	Starting cost	0
●	Requires total concentration	-10
●	Damages non-lethal hits	-10
◆	Requires minimum Fate of 8	-10
Framework base		-30

EXAMPLE: "Levitation". By focusing all their energies inward, the adept can lift themselves into the air and fly at up to 3 meters per turn. They must choose a destination upon activating the power, and concentrate on reaching it for the duration of the power.

Type	Effect or modifier	Difficulty
-	Framework base	-30
●	Acts as an attribute (Strength)	+30
■	Conveys movement (3 meters)	+10
■	Power lasts as caster wills	+15
●	Works on self only	-5
Adjusted cost		20
Final activation difficulty		10

Most frameworks will have some overlap, either in type or method. There are various kinds of "magic", but all of them are "magic", so an ability to shield against magical damage would work against all of them. Psionics is a different beast, and operates on a different metaphysical "frequency". A pentagram wouldn't necessarily stop a psionic blast, nor would a psionic shield stop a magic spell. If the spell was a fireball, and the psionic shield a power that stopped mundane energy, it would work, but there are also cases where it would not. These limitations do not alter the cost of an ability in that framework, it is just something you should watch for if a gameworld has multiple power frameworks operating simultaneously.

▼ **SAMPLE POWER**(Magic) - A player in a fantasy campaign designs an adventurer named Ethan Firehands, who got his name from the ability to shoot white-hot jets of flame from his palms. The player needs to create that ability for Ethan:

Base cost:	Zero
Modifiers:	Does lethal damage(+40)
	Ranged(to 63 meters)(+25)
	Accuracy of +2(+5)
	Lasts an instant(+0)
	Requires gestures(-5)
	Side effect(-20)
	Req. minimum Fate of 8(-10)
	Power cannot be altered(-10)
Total cost:	25
Difficulty:	Hard(11)

All Ethan has to do is take a major action to complete a Hard(11) task on whatever skill the gamemaster deems appropriate for this game world. If he succeeds, he fires a lethal blast with damage equal to his default Fate roll, which he targets with another roll of that same skill (as part of the same major action). If he aims a turn before casting, he gets an Accuracy of 2 on the attack. His fiery blast extends out to a range of 63 meters, and requires that he have his hands free to complete the arcane gestures this spell requires. However, if Ethan fails his casting roll, the energy he summons hits him instead, automatically striking him for 2d non-lethal damage.

▼ **SAMPLE POWER**(Superpower) - A player in a superhero campaign has an adventurer named Solar Samurai, who is doubly formidable when exposed to solar energy. Solar Samurai has a Fate, Health, Agility and Will of 9 for a normal default roll in each of 3d+0. The player decides to purchase a power as the Trait of being **Gifted** (page 2.13).

Base cost:	Zero
Modifiers:	Adds to Attribute(+30)
	State-based duration(+15)
	Works on self only(-5)
	6 seconds to activate(-5)
	Only in sunlight(-5)
	Cannot be altered(-10)
Total cost:	20
Difficulty:	n/a

Solar Samurai pays 10A for being Gifted and gets a +3d boost (his default Fate roll) to split as desired. Since this is a Trait rather than a power, Solar Samurai does not have to roll dice to activate the power or require a skill to use it. It simply "is". The player decides that +1d goes to each of Health, Agility and Will. When Solar Samurai is "energized" (which happens 6 seconds after he is exposed to sunlight), his default Agility, Will and Health rolls are increased to 4d+0, making all his Agility skill rolls and dodging ability higher, he is harder to stun or knock out because his Will roll is higher and he moves faster because his Health roll is higher. If the game-master is using the optional **Hit Brackets** rule (page 2.19), then the increase to Health may increase these as well.

SAMPLE POWER (Psionics) - A player in a science fiction espionage campaign has an adventurer named Jameson Trent who can "scan" enemies, causing internal damage from psychic stress. The adventurer has a default Fate roll of 2d+1. This power gives Jameson a nosebleed, but has the advantage that it is unaffected by armor.

Base cost:	Zero
Modifiers:	Does half-lethal damage(+30)
	Ranged(to 7 meters)(+10)
	Extraordinary range(+20)
	Lasts an instant(+0)
	Total concentration(-10)
	Damages non-lethal hits(-10)
	Only vs. living creatures(-5)
Total cost:	35
Difficulty:	Formidable(13)

If Jameson completes a Formidable(13) skill roll on his psionic ability, he can target a mental blast to a living creature within 7 meters. This requires total concentration on his part. If he hits, he does 2d+1 half-lethal damage. This damage ignores one mundane barrier or any worn armor, but using the power gives Jameson a severe headache. Note that since the power only affects living creatures, two mundane barriers would stop it completely, since it would have no effect against the second barrier or what was beyond it. Unlike the previous two powers, this power *can* be altered later, so Jameson can add new modifiers or alter old ones as his psionic talents increase.

POWER NOTES - The dice of effect anyone gets from a power is based on their default Fate roll. In general, it is cheaper to have a high Fate to get powerful effects than it is to have a high skill and take extra cost penalties. Natural ability plus training beats training alone. **EABA** is different than most role playing games in that all powers cost the exact same amount of points. But, how easy it is to use that power varies, and the only way to make a power inherently easier to use by spending more points is to take the "powers costs +3A" modifier (page 6.30).

Adventurers whose concept doesn't rely on exceptional levels of Fate can compensate in various ways. An adventurer could have a **Forte** (page 2.13) related to power use. This could be +1d Fate for generating effects. If many powers are "resisted" or "thresholded", an adventurer could defend themselves by having a Forte for resisting effects on an Attribute commonly targeted.

EXAMPLE: The gamemaster says that all mental effects are resisted effects that target Will. An adventurer with no mental powers takes a Forte on their Will of "Mental Discipline". This adventurer gets +1d on their Will rolls to resist all mental effects, even though they have no paranormal talents of their own. This could represent training, or some low level of mental shielding that the adventurer is not even aware of.

Defensive powers can be of a low level, yet still be quite effective. For instance, modifiers for "special effect" and "channeled damage" almost cancel each other out. Combine this with "triggered" and a damage effect of some kind, and you're well on your way to a power that reflects attacks back at whoever threw them at you!

However, just like in the real world, some powers are just plain mean and really hard to get around. Sometimes *you* have the advantage, sometimes *your enemies* do. Adventuring isn't always about winning, or standing your ground against all odds. Sometimes you have to know when to cut and run. Go home, lick your wounds and figure out a way to defend yourself. If it was always easy *or* simple to overcome an opponent's edge, the world would be a much different place and roleplaying wouldn't be nearly as much fun.

POWER ECONOMICS - In any gameworld where paranormal powers exist they will be a part of the economy. The most likely case would be mages for hire and enchanters of magical objects. The former case is handled as any other employment, based on the skill of the hired mage, rarity of the service and how dangerous the job is. If there were no rarity factor, hiring a power user of 6d skill for a specific task would probably cost 30Cr per hour, or 250Cr per day, with a minimum "service call" fee of one hour's worth of work (so even the most trivial enchantment will have a monetary cost of one hour's labor). A magical laboratory for creation of enchanted items is five hexagons (a workbench), costs 15,000Cr and takes three weeks to set up. It is required for enchantments, and is worth a -10 to the cost of an enchantment. At gamemaster option, a lab of double the size and cost is worth a -15 on enchantment cost.

Similarly, the creation of magical objects is a matter of skill, and basic supply and demand. All else being equal, an enchanter with a 6d+0 skill roll would charge the following for powers taking the listed amount of time. The level of effect in their work would depend on their Fate, and especially talented enchanters would naturally charge more than this. This is probably the *lowest* pricing for these services. If enchanters are rare, or have banded in guilds or cartels, prices will be significantly higher.

Note that a *player* performing these services has a profit based on this amount *less* other expenses, and a player working for someone else as part of a business or guild will make significantly less after the employer takes their cut, commission or dues.

Enchantment takes	Cost
One hour or less (-24 cost)	30Cr
Three hours (-27 cost)	90Cr
Eight hours (-30 cost)	240Cr
Twenty-four hours (-33 cost)	720Cr
Two days (-35 cost)	1,500Cr
Five days (-38 cost)	3,600Cr
Eleven days (-40 cost)	8,000Cr

The maximum cost power they could reliably succeed at with a 6d "Enchanting" skill roll is about 45 points worth. With those parameters, they could use a lot of modifiers in their favor to make any item they know the actual spell for.

EXAMPLE: An enchanter knows a healing spell *and* has Enchantment skill. They spend two days or so to make up a batch of eight "consumed focus" potions, which they will sell for approximately 200Cr each (1,500Cr divided by eight potions).

SPELL LIST - There are a number of magic spells that are staples of fantasy campaigns. To give you something to work with so that you don't have to design all your spells from scratch, the following list is presented. You can alter the names to whatever flowery or gameworld-specific names you want. All of these have the "fantasy magic" framework:

Type	Requirements	Cost
-	Base cost	0
●	Damages caster's non-lethal hits	-10
Framework base		-10

Spells are physically fatiguing to use, and each spell is a tangle of magical threads that works as a unit. Most of the spells require gestures and chanting of magical syllables, but these are aids that skilled mages can dispense with (by buying the spell without them, or improving the spell at a later date).

Utility spells - Generally useful spells to have in a low tech era. They are not designed for combat use, but may rarely have utility in such situations. They are easy to use, so an apprentice can learn them, or a mage who is impaired can still get them to work in a crisis situation ("we need a fire or we'll freeze!").

Lesser Healing: The mage concentrates for a minute while laying hands on the target. On the resolution of the spell, the mage restores their default Fate roll minus 1d split between lethal and non-lethal hits from injury or exertion. It *does not* restore the hits lost by casting this spell or hits resulting from ongoing lack of food, water or sleep. It *can* speed their recovery once the deficit is eliminated.

Type	Requirements	Cost
●	Half-lethal damage	+30
■	Reverses an effect	+30
●	Reduced 1d effect	-10
●	Requires gestures & vocalization	-10
●	Requires total concentration	-10
●	Takes 30 seconds to activate	-10
■	Power has state-based duration	+15
■	Power only works on living things	-5
-	Framework base	-10
Adjusted cost		20
Final activation difficulty		10

Note - Depending on the gamemaster, players and type of campaign, allowing a mage to use magic to recover hits taken from spellcasting can be too powerful. If this is the case, say that magic can't be used to recover spellcasting hits. This will slow down the rate of spellcasting quite a bit...

Purify Water: The mage chants and waves over a hand-held container of any water-based liquid, which separates into water and a glob of everything else, which may be fished from the mixture before the spell expires. Any world in which this spell is known will use it to distill *very* strong alcoholic beverages (throw away the water and keep the alcohol and flavors). The additional 1d of effect helps lesser mages get the minimum 2d of effect needed.

Type	Requirements	Cost
■	Alters form of item	+15
●	Additional 1d of effect	+10
●	Requires gestures & vocalization	-10
●	Takes 6 seconds to activate	-5
●	Power lasts 6 seconds	+10
●	Power affects only small targets	-5
-	Framework base	-10
Adjusted cost		5
Final activation difficulty		4

Ignite: The mage prepares for ten seconds on a small item within melee range, after which that item is heated to the point of combustion. The spell only does enough damage to ignite things that will burn from application of a mundane flame, but the mage can maintain the effect as long as needed if the material is damp or wet.

Type	Requirements	Cost
■	Lethal damage	+40
●	Requires gestures & vocalization	-10
●	Takes 6 seconds to activate	-5
■	Power lasts as caster wills	+15
●	Power affects only small targets	-5
■	Never does >1d damage	-20
-	Framework base	-10
Adjusted cost		5
Final activation difficulty		4

Aura: The mage just gazes at an object within touching range. On resolution of the spell, the mage can sense inherent or induced conditions about the item in question, like "magical", "undead", "poison" an so on. Information gained is *specific* to the spell, so there would be "sense magic", "sense undead" and "sense poison" spells, but not a spell that does all three. Advanced versions let the mage see this information about everything in their field of vision.

Type	Requirements	Cost
◆	Conveys information	+15
-	Framework base	-10
Adjusted cost		5
Final activation difficulty		4

Combat Spells - These are meant for a more skilled practicioner of the arcane arts. Most can be used quickly or triggered in combat to aid the mage or cause problems for a foe.

Foil: This is a triggered spell that will activate whenever the mage is about to be struck by an attack doing more than 1d damage. The spell negates the mage's default Fate roll in damage from that source, regardless of how the damage is delivered. It does nothing against non-damaging effects. The attack must be something the mage can recognize as an attack. Note that it is the *spell* which triggers itself, not the mage, so it will activate even if the mage is unconscious or the attack is from behind them. It is not meant to be a long-term protection, but rather something to give the mage a second chance if ambushed. The effect lasts as long as a major action, so it will subtract from *each* of multiple attacks coming from *one* source (like a burst of machinegun fire).

Type	Requirements	Cost
■	Lethal damage	+30
■	Prevents an effect	+30
■	Special effect (360° targeting)	+10
◆	Power is triggered	+10
■	Power has state-based duration	+15
●	Requires gestures & vocalization	-10
●	Power lasts an instant	+0
●	Power cannot be altered	-10
●	Works on self only	-5
●	Takes 30 seconds to activate	-10
-	Framework base	-10
Adjusted cost		50
Final activation difficulty		16

Armor: The mage concentrates for a minute while laying hands on the target (which may be themselves). On resolution of the spell, the target gains the effect of the mage's default Fate roll less 1d as armor, which is layered on top of any worn armor using the normal layering rules (page 4.9). Cast by a powerful mage, it makes the target almost impervious to melee or low tech ranged weapons.

Type	Requirements	Cost
■	Lethal damage	+40
■	Prevents an effect	+30
●	Reduced 1d effect	-10
●	Requires gestures & vocalization	-10
●	Takes 30 seconds to activate	-10
■	Power lasts as caster wills	+15
-	Framework base	-10
Adjusted cost		45
Final activation difficulty		15

Firefist: This is a blast of fire capable of great harm to even a well-armored person. The range is very short, but still longer than a sword and a skilled mage can reliably cast it every turn. It requires a quick gesture, a word of power and little more.

Type	Requirements	Cost
■	Lethal damage	+40
●	Ranged effect(3 meters)	+5
●	Requires gestures & vocalization	-10
●	Power lasts an instant	+0
-	Framework base	-10
Adjusted cost		25
Final activation difficulty		11

Thunderclap: This spell is prepared ahead of time for anticipated use, and can either be used in combat by uttering a trigger word, or left behind like a land mine (two different versions). When triggered, a painfully strong shock wave (default Fate roll plus 2d) emanates from from the targeted location. This drops in effect like an explosion, and does non-lethal blunt trauma damage (any armor without pressure sealing is reduced in effect by 1d).

Type	Requirements	Cost
■	Non-lethal damage(area)	+30
■	Blunt trauma damage	+10
●	Additional 2d effect	+20
◆	Power is triggered	+10
■	Fills an area (7 meter radius)	+30
●	Ranged effect (7 meters)	+10
■	Explosion effect	-10
●	Requires gestures & vocalization	-10
●	Side effect	-20
●	Requires total concentration	-10
■	State-based duration	+15
●	Takes 30 seconds to activate	-10
-	Framework base	-10
Adjusted cost		45
Final activation difficulty		15

Roots: With a quick word and gesture, the mage can partially or completely paralyze a foe's legs, rendering them incapable of pursuit and most attacks. It does not cause them to fall unless they were moving at the time the spell takes effect (though this is a matter of personal preference). The effect lasts for half a minute and usually does not affect the mage's concentration for other activities.

Type	Requirements	Cost
■	Subtracts Attribute(leg Strength)	+30
●	Ranged effect(15 meters)	+15
●	Requires gestures & vocalization	-10
●	Power lasts 30 seconds	+15
-	Framework base	-10
Adjusted cost		40
Final activation difficulty		14

Restorative Spells - These are meant for a more skilled practicioner of the arcane arts. Most can be used quickly or triggered in combat to aid the mage or cause problems for a foe.

Heal: The mage concentrates for half a minute while laying hands on the target (which may be themselves). On resolution of the spell, the mage restores their default Fate roll minus 1d of lethal or non-lethal hits from injury or other sources. It does not restore hits resulting from spellcasting, or an ongoing lack of food, water or sleep. It *can* speed their recovery once the deficit is eliminated.

Type	Requirements	Cost
■	Lethal damage	+40
■	Reverses an effect	+30
●	Reduced 1d effect	-10
●	Requires gestures & vocalization	-10
●	Requires total concentration	-10
●	Only on living targets	-5
●	Takes 30 seconds to activate	-10
■	Power has state-based duration	+15
-	Framework base	-10
Adjusted cost		30
Final activation difficulty		12

Repair: The mage lays hands on the remaining pieces of a damaged object no larger than half man-sized an intones a word of restoration. If successful, the damaged item is made whole for as long as the mage stays conscious and wills the effect to continue, provided their adjusted Fate roll restores enough of the lost Hits. A variant of the spell replaces "lasts as caster wills" with "state-based duration" and is more or less a permanent repair. Neither repair will restore lost magical function, lost consumables or replace missing pieces of any significant size. A repaired canteen will still be empty. A broken canteen with no stopper will become a repaired canteen with no stopper.

Type	Requirements	Cost
■	Lethal damage	+40
■	Reverses an effect	+30
●	Only on inanimate objects	-5
●	Reduced 1d effect	-10
●	Power affects only small targets	-5
●	Requires gestures & vocalization	-10
●	Total concentration(during casting)	-5
■	Power lasts as caster wills	+15
-	Framework base	-10
Adjusted cost		40
Final activation difficulty		14

Movement Spells - Generally useful spells for getting from point A to point B. Most will be within the range of lesser mages, especially if less powerful variants are available.

Fly: This spell grants the mage the ability to fly at up to 15 meters per turn. The spell requires the mage have an adjusted Fate roll of a Strength sufficient to lift themselves and any worn, carried or clinging items (3d+0 will suffice for most unencumbered mages). The effect of the spell lasts until the mage lands, so if they are knocked out, they will simply hover in place or drift off on the prevailing winds.

Type	Requirements	Cost
■	Acts as an Attribute(Strength)	+30
■	Movement(15 meters)	+20
●	Requires gestures & vocalization	-10
●	Works on self only	-5
●	Takes 6 seconds to activate	-5
■	Power has state-based duration	+15
-	Framework base	-10
Adjusted cost		35
Final activation difficulty		13

Teleport: The mage simply concentrates on the magical forces that surround them and wills the target of the spell to be at some visible destination within 15 meters. The spell can be used on the casting mage or anyone else they can see within 15 meters, though most unwilling recipients will see it coming and attempt to dodge the effect. This particular spell requires that the mage have a small piece of something from the teleported object, a focus which is consumed when the spell is cast. Note that the adjusted Strength of the spell needs to be high enough to lift the target. If the target is hanging on to something, the excess lifting Strength of the spell has to exceed their "clinging" Strength to pry them loose and teleport them anyway. The spell is useful and common enough that safeguards against it have been developed.

Type	Requirements	Cost
■	Acts as an Attribute(Strength)	+30
■	Movement(15 meters)	+20
●	Ranged effect(15 meters)	+15
◆	Extraordinary range	+20
●	Requires gestures & vocalization	-10
●	Requires consumed focus	-20
●	Power lasts an instant	+0
-	Framework base	-10
Adjusted cost		45
Final activation difficulty		15

Subterfuge Spells - Spells that are designed to bypass barriers, guards or otherwise let a mage do his or her nefarious deeds without pesky interruption.

Invisibility: The mage becomes a blind spot in everyone's vision. The modified Fate roll subverts that much of each viewer's Awareness for "not seeing" the mage. Adjusted rolls of 0d+0 mean the mage simply cannot be seen. Rolls of 0d+1 or more mean that the mage *might* be seen, depending on circumstance, so it still pays to be sneaky. If the casting roll is failed, the mage becomes *more* obvious instead of less obvious for 3 minutes (same cost modifier as "side effect").

Type	Requirements	Cost
■	Subverts an Attribute(Awareness)	+40
■	Sensory targeting	+20
●	Requires gestures & vocalization	-10
●	Side effect	-20
■	Power lasts as caster wills	+15
-	Framework base	-10
Adjusted cost		35
Final activation difficulty		13

Stasis: This spell simply freezes the motion of all inanimate objects in a 3 meter radius, anchoring them with a Strength equal to the mage's adjusted Fate roll. Tripwires don't trip, floors don't squeak, etc. Items worn, carried or used by the mage or anyone else are unaffected, though picking things up in the area of effect can be a problem. Interactions with bullets, arrows or thrown objects is interesting (their damage is reduced, and if reduced to zero, they hang in mid-air until the effect ends). The spell can also freeze doors and locks in place, turn a rope ladder into a solid bridge or other neat tricks. The spell lasts only as long as the mage maintains concentration on it. Most of the time a mage will cast this at a difficulty of 13 and have -1d in the effect.

Type	Requirements	Cost
■	Acts as an Attribute(Strength)	+40
■	Power fills area(3 meter radius)	+20
●	Ranged effect(3 meters)	+5
●	Requires gestures & vocalization	-10
●	Only on inanimate targets	-5
■	Power lasts as caster wills	+15
-	Framework base	-10
Adjusted cost		55
Final activation difficulty		17

Body Spells - Typically used by a mage on themselves, but some have useful application on friends or fellow combatants.

Shapeshift: The mage lays hands on the *willing* target of the spell and intones a chant of change. If successful, the target changes according to the nature of the spell. This is either an alteration of mass by a factor of four (and height by a factor of one and a half), or a change of appearance to a particular other humanoid form (like a werewolf). If the mage has sufficent skill or Fate to generate 4d of effect, the spell can be of a nature to alter both size *and* form, or *completely* alter the form but not the size. Rememberthat the spell conveys no paranormal abilities that may come with a form, nor does it alter the target's Attributes or skills (though it may hamper their use). Natural abilities like flight will work normally, though the shapeshifted person may not have any skill in how to do it... Once the spell is complete, it lasts until the next sunrise or sunset (a "state-based duration").

Type	Requirements	Cost
■	Power alters form of item	+15
●	Additional 1d effect	+10
◆	Requires minimum Fate of 8	-10
●	Requires gestures & vocalization	-10
■	Power has state-based duration	+15
-	Framework base	-10
Adjusted cost		10
Final activation difficulty		7

Fleetfoot: The Health of the target is increased for movement purposes only, significantly increasing their walk and run speed with no extra exertion. Health can be no more than doubled for this purpose. The spell can be used on any creature up to the size of an elephant and lasts as long as the caster wills. These same modifiers can also be used for a spell that increases Health for healing or stamina recovery purposes. It does not recover non-lethal or lethal hits, but it can increase the rate at which they are recovered. Variants of the spell can target multiple individuals in the area of effect (+10 to the cost each time you double the number of targets).

Type	Requirements	Cost
■	Adds to Attribute(Health)	+30
●	Requires vocalization	-5
■	Power fills area(3 meter radius)	+20
■	Power affects single large object	-20
●	Takes 6 seconds to activate	-5
■	Power lasts as caster wills	+15
-	Framework base	-10
Adjusted cost		25
Final activation difficulty		11

Mental Spells - Spells that affect the mind of the target. Often subtle or invisible, the intent is often to leave the victims wondering what happened or to never even know they were the target of a spell.

Daze: This spell is designed to put the target's mind in a mental loop of expected events. To be successful, the spell not only has to hit the target, the mage's default Fate roll must meet or exceed the Awareness roll of the target (counting any Traits that would affect Awareness). If successful, the target will continue doing what they were doing until interrupted, ignoring everything that doesn't cause a major physical or sensory intrusion. A sentry will stand at their post, but ignore people walking by. A security guard will numbly continue to walk their rounds, not noticing damaged or stolen items. The spell lasts until the target loses consicousness or is jarred from their dazed state by outside events. The dazed guard will numbly walk their rounds, but will be jarred into alertness if an alarm goes off... Note that the basic spell is *not* invisible, so unless the target is hit by surprise, they will remember being ensorceled when it wears off (an invisible version is difficulty 15). If the mage is unsuccessful at casting the spell, they daze themselves, and will be out of it until they are snapped out of it by outside events, or until they keel over from exhaustion, hunger or thirst.

Type	Requirements	Cost
◆	Subverts an Attribute(Awareness)	+40
●	Ranged effect(31 meters)	+20
●	Requires gestures & vocalization	-10
●	Side effect	-20
■	Power lasts as caster wills	+15
-	Framework base	-10
Adjusted cost		35
Final activation difficulty		13

Compel: This is a means of causing anything from embarassment to serious grief for the victim. A touch and a magic word plants a hidden command in the victim's mind. When a trigger condition is met, the spell activates just long enough for a single action to be compelled. If the mage's adjusted Fate dice equal or exceed the Will of the target with modifiers for conditions, the person attempts to perform that action, otherwise the spell has no effect at all (it is thresholded). Normally the mage will have some idea of the target's habits and tailor the trigger condition and response to match. A duel could be provoked by a compelled insult or slap to the face. A duel could be compromised by a compelled hesitation or lowering of one's guard "when we turn to fire in the duel, you will not fire until *after* I have fired...". A social *faux pas* could result from a crude remark made in a delicate situation, and so on.

The spell takes half a minute to activate, and requires words and gestures, but it also has the effect of being invisible. The generic bonus is that the gestures and incantation can be worked into a casual conversation, so the spell can be cast in a public place, so long as you can gain the target's attention for a minute or so.

Type	Requirements	Cost
■	Subverts an Attribute(Will)	+40
◆	Power is triggered	+10
■	Special effect(invisible)	+10
●	Power is thresholded	-5
●	Requires gestures & vocalization	-10
■	State-based duration	+15
●	Takes 30 seconds to activate	-10
■	Generic bonus	+5
-	Framework base	-10
Adjusted cost		45
Final activation difficulty		15

Protective Spells - Spells of a specialized nature, designed for a particular warding or protective task.

Pentagram: This is a mystical circle that protects against the direct *or* indirect effects of magic. It will protect against a magically summoned creature, a spell cast by that creature or a sword swung by that creature. It will *not* protect against a submachinegun carried by that creature (damage independent of the creature). When the spell is bought, the mage defines its permeability, if it lets magic in but not out, out but not in, or in neither direction. The spell lasts ninety minutes, allowing it to continue even if left unattended or the mage is incapacitated. If the mage botches the casting, *any* hostile spells cast against the mage for the next ninety minutes add the mage's adjusted Fate roll plus 1d to their effect...

Type	Requirements	Cost
■	Lethal damage(area)	+60
●	Prevents an effect(magic)	+30
●	Additional 2d effect	+20
■	Fills an area(1 meter radius)	+10
■	Boundary effect	-10
●	Requires gestures & vocalization	-10
●	Side effect(vulnerable to magic)	-20
●	Requires consumed focus	-20
●	Requires total concentration	-10
●	Takes an 15 minutes to activate	-20
■	Power lasts 90 minutes	+30
-	Framework base	-10
Adjusted cost		50
Final activation difficulty		16

Mitigate: This spell is cast on anything up to the size of a horse. The effect is to move any adverse environmental conditions towards those the target finds comfortable. The dice of effect offset penalties, damage or levels of effect (one per die) that the environment would cause. A person could walk through fire, hail, or a rain of snapping turtles and not be inconvenienced if the spell were powerful enough. The limit is that it only works against *natural* forces. It would not deflect bullets or even spitballs. The effect lasts eight hours, allowing a mage to work without having to maintain concentration, or sleep without worrying that the spell will dissipate.

Type	Requirements	Cost
●	Prevents an effect(environment)	+30
■	Fills an area(3 meter radius)	+20
●	Affects a single large object	-20
■	Power lasts 8 hours	+35
■	Generic limit(natural sources)	-10
-	Framework base	-10
Adjusted cost		45
Final activation difficulty		15

Enhancement Spells - These are generally spells of long duration that are cast upon an object to make it "enchanted". In a world where mages can be quite powerful, the main use of enhancement spells is to give the non-mages an edge or way to short-circuit many of the better magical protections. Spell requirements that are part of the long-term enchantment process will have a "*".

Spectral Blade: Cast by laying hands and intoning over a melee weapon, it makes part of the weapon's essense ethereal. It is wielded normally, but the weapon ignores the *first* mundane barrier it encounters as though it were not there. The weapon cannot effectively be blocked or parried, but blocks or parries count as the first barrier and would allow armor to act normally. An oft-ignored limitation of a spectral blade is that it cannot harm an unarmed and unarmored person, since that person's body will be the *first* mundane barrier encountered.

Type	Requirements	Cost
■	Lethal damage(enhancement)	+40
◆	Extraordinary range	+20
●	Requires gestures & vocalization*	-10
●	Requires a mundane skill to use	-5
●	Requires a focus*	-10
■	Power lasts 4 days	+37
■	Power takes 1 hour to use*	-24
-	Framework base	-10
Adjusted cost		38
Final activation difficulty		14

Blessing: A blessing is a spell that can enhance Fate to avoid the nasty side effects of being an adventurer. It can improve the Fate roll of the target to up to double its normal amount for luck purposes. The main limit of a blessing is that the caster cannot use it themselves. The other limit of a blessing is that it will go away the first time a luck attempt is failed. A blessing can also be dispelled, and it will also disappear when the caster dies. Blessings for specific aspects of other Attributes are also known.

Type	Requirements	Cost
■	Adds to Attribute(Fate)	+30
●	Requires gestures & vocalization	-10
■	Power lasts for lifetime of caster	+60
■	Power takes one hour to use	-24
■	Generic penalties	-10
-	Framework base	-10
Adjusted cost		36
Final activation difficulty		14

Note! - Any beneficial power with such a long duration should be watched to avoid abuse. Particularly note the last paragraph for the power duration modifier (page 6.23).

Reload: Cast on a crossbow, it gives a Strength of the enchanter's adjusted Fate roll, usable to cock or assist in cocking it (normally an effective Strength of at least 3d+2). It allows an average person to load a powerful crossbow in the time it takes to load a regular one, and it can recock a light crossbow as a major action. Light crossbows so enchanted are often built with a magazine of quarrels that feed one at a time as the weapon is recocked. Note that while creating the enchanted weapon may fatigue the caster, using it requires only pressing a magic rune embossed into the stock of the weapon and saying a command word (since it is self-powered).

Type	Requirements	Cost
●	Affects only small targets	-5
●	Requires gestures & vocalization*	-10
●	Requires gestures & vocalization	-10
●	Requires a focus	-10
◆	Independent focus	+60
●	Password	+5
■	Power lasts forever	+70
■	Power takes 8 hours to use*	-30
●	Requires total concentration*	-10
■	Requires minimum Fate of 8*	-10
■	Requires enchantment workshop*	-10
-	Framework base*	-10
Adjusted cost		30
Final activation difficulty		12
Minimum cost (3.2 kilogram item)		240Cr

Sharp: Cast on an edged weapon, it gives it an armor-piercing effect, reducing the value of armor by 1d unless that armor is more advanced than the weapon or is magically enhanced to prevent this effect. This weapon *will* reduce the value of purely magical protections unless those protections have an extra cost to negate armor-piercing effects. Note that the enchantment has to have damage of the same type as the weapon, though this modifier does not add any extra damage to the effect.

Type	Requirements	Cost
■	Lethal damage(enhancement)	+40
●	Armor piercing damage	+10
●	Requires gestures & vocalization*	-10
●	Requires a mundane skill to use	-5
●	Requires a focus	-10
■	Power lasts forever	+70
■	Power takes 8 hours to use*	-30
■	Requires enchantment workshop*	-10
-	Framework base*	-10
Adjusted cost		45
Final activation difficulty		15
Minimum cost (1.2 kilogram item)		500Cr

Dispel: The mage points at any target within 31 meters while intoning words of unmaking for ten seconds. If the mage manages to hit their target, they compare their default Fate roll to the activation difficulty of *each* magic on the target. If this roll *and* the activation difficulty of the Dispel *exceed* that amount, the target magic is destroyed. If the mage can aim for a turn, they get a +4 bonus to Accuracy. If a mage can see magic, they can target a *particular* spell on a target rather than all of them. A small magic item may be harder to hit in this case.

To get rid of more difficult magics, the normal tactic is to use the same spell, but simply add difficulty to get extra dice of effect (+4 difficulty for +1d effect or +2 difficulty for +1 effect).

Type	Requirements	Cost
■	Specialized damage	+20
●	Ranged effect (31 meters)	+20
●	Accuracy of +4	+10
●	Requires gestures & vocalization	-10
●	Power lasts an instant	+0
-	Framework base	-10
Adjusted cost		30
Final activation difficulty		12

Heroism: Cast by a mage into four separate amulets. Each one retains its magic until invoked, when it adds 1d to each of three Attributes (except Fate) for as long as the user can stay awake to maintain the effect. The three Attributes affected are determined by the particular Heroism spell, and may not be adjusted by the creator unless they spend points to alter the spell. The usual Attributes affected are Strength, Agility and Will, or Agility, Will and Health.

Type	Requirements	Cost
■	Adds to Attribute (pick three)	+30
●	Consumed focus (four uses)	-10
◆	Independent focus	+60
●	Requires vocalization	-5
●	Requires gestures & vocalization*	-10
■	Lasts as user wills	+15
■	State-based duration*	+15
◆	Power is triggered*	+10
■	Power takes 8 hours to use*	-30
◆	Requires minimum Fate of 11*	-15
■	Requires enchantment workshop*	-10
-	Framework base*	-10
Adjusted cost		40
Final activation difficulty		14
Minimum cost *each* (.2 kilogram item)		500Cr

HOW BIG IS IT? - As an optional but practical rule, a magical focus or the target of a continuing power effect will have a minimum size, required to contain the unusual energies invoked. This will normally be about one tenth of one percent of the "lifting capacity" for the cost of the power (as if it were an Attribute), *before* any modifiers associated solely with the imbuement of power. For instance, if the item takes three weeks to enchant and uses incantations, you *do not* take that time modifier, nor take the gestures or incantations into account when figuring the item size. You *do* count the modifier for it being a focus, and if the item required gestures to *use*, you would count that as well. However, if you use this optional rule, you *do not* apply the focus modifiers for the size of the focus (page 6.25). You can figure this quickly on the **Universal Chart**, as it is about 30 levels less than the Strength.

EXAMPLE: A power with a raw cost of 100 points would buy a Strength of 23, for a lifting capacity of 2.5 tons. One tenth of one percent of this (or a Strength of -7, 30 levels less) is 2.5 kilograms. This would be a hefty staff or a crowbar-sized wand.

An enchanter can increase or decrease this mass by using lesser quality or higher quality magical essences or components in the enchanting. This extra cost is in the form of materials, which either become the magical item, or which are somehow incorporated into a mundane item to give it the required magical properties.

EXAMPLE: A magic wand is simply made of enchanted components. A magically assisted crossbow is a mundane crossbow that has inlays of magically enchanted materials (which if removed lose their magical properties).

Each doubling or halving of the enchantment cost will halve or double the size of the materials needed for the enchantment.

EXAMPLE: Let's say the enchanted item in the first example will take 8 hours to complete after all the enchanting modifiers are included, which is a normal cost of 240Cr. If the power is to be in a bracelet, this is much smaller than the 2.5 kilograms this enchantment would normally require. If we say the enchanter uses a gold bracelet and a prize ruby for the enchantment, which cost 16 times more than normal, we can halve the mass of the item four times. This drops it from 2.5 kilograms to .2 kilograms, or a fairly hefty but still wearable bracelet. This still only takes 8 hours to enchant, but costs 240Cr x 16 = 3,840Cr. Note that the crafting of the bracelet is a separate task in terms of the time spent, but the cost of materials is already covered (the enchanter subcontracts the work).

ENCHANTMENT IN DEPTH - The following is just a collection of modifiers and notes for making magical items.

Requirements:

1. **Enchantment skill** (an Advanced Skill). The gamemaster should usually require a separate version of the skill for each specific enchantment. Making an armor piercing sword is a separate skill from making a self-loading crossbow. Remember that as an advanced skill, Enchantment gives the enchanter +1d to their Fate for any effects generated in the enchantment.
2. **An enchantment lab**. This takes up five hexagons and costs 15,000 Credits. It is also good for a -10 to the cost of anything made in that lab. A lab of double size and cost is good for an *additional* -5 to the cost, and if the lab can only be used for a *specific* enchantment, it is good for an *additional* -10 to the cost of any item made or ensorceled there.

The typical modifiers that an enchanter will use to enable crafting of an item are:

Type	Effect or modifier	Cost
◆	Requires minimum Fate of 5	-5
◆	Requires minimum Fate of 8	-10
◆	Requires minimum Fate of 11	-15
◆	Requires minimum Fate of 14	-20

If a power needs a certain end effect to be useful, having a minimum Fate that guarantees that level of effect makes sense. If a power needs 3d+0 of effect so it can add +1d to three Attributes, might as well give the power a minimum Fate requirement of 8 or 11... However, allowing this to be commonly used in enchanting is up to the gamemaster.

Type	Effect or modifier	Cost
●	Requires total concentration	-10
●	Requires gestures or vocalization	-5
●	Takes 6 seconds to activate	-5
●	Takes 30 seconds to activate	-10
●	Takes 3 minutes to activate	-15
●	Takes 15 minutes to activate	-20
■	Takes 90 minutes to activate	-25
■	Takes 8 hours to activate	-30
■	Takes 2 days to activate	-35
■	Takes 11 days to activate	-40

Enchanters don't like to be disturbed while they are working. That's why they have apprentices to handle pesky visitors, remote towers to discourage visitors, and thick doors and walls so they can ignore visitors.

Type	Effect or modifier	Cost
●	Requires spellbook or focus	-10
◆	Independent focus	+60
●	Requires consumed focus	-20

An enchantment is going to require one or more of these. The spell is either cast *on* something like a sword (-10 to cost), or it *is* something like a magic wand (+60 to cost *and* -10 to cost for an enduring magic item). In addition, the enchantment process can *also* require magical consumables. Once might have to enchant some eye of newt, which is then used up during the enchantment process. If an enchantment uses up consumables that were themselves enchanted, the cost of these materials is in addition to the normal costs the enchanter incurs or charges for their work.

Type	Effect or modifier	Cost
●	Damages user's Attribute	-10
●	Side effect	-20
●	Power cannot be altered	-10

Enchanting may leave the enchanter fatigued, and a loss of non-lethal hits is easily appropriate. Failing to successfully cram the magical energies into the focus of the spell can be calamitous, and many times an enchantment effect is fairly straightforward and has no need to be modified at a later date.

Type	Effect or modifier	Cost
◆	Power is triggered	+10
■	Power has state-based duration	+15
●	Power lasts for life of caster	+60
●	Power lasts forever	+70

Powers that put an effect *into* an object (like making a sword armor-piercing) need to have a usefully long duration. Heirloom-quality magic needs to last longer than the mage making it... Powers that are temporary (like potions) last until they are triggered (state-based duration), are triggerable (drinking it, smearing it on yourself of whatever), and then have some duration after they are trigged. For instance, a healing potion would be triggered once and state-based twice. An item which is not going to wear out will either have to have its own Fate (acts as an Attribute) to power the effect (an Independent Focus), or be powered by the Fate of the person using the item. Remember that the difference between a power that lasts "forever" and an enchanted item that lasts "forever" is that the latter does *not* count as a continuing spell that distracts the caster...

GADGETS - While we have used these rules to describe enchanted items, they could also be used to generate the size and cost of gadgets or other mundane items. This is *not* their main intent, but it does provide a "gadget" system consistent with other paranormal powers, especially in a superhero context. There are *significant* differences between gadget-making and enchantment, however. Enchanting is a laborious, continuous process that cannot be interrupted, while gadgets can sit on a workbench until you can get back to them. Basic enchanting requires tons of arcane knowledge, while gadgets can be put together from kits. Magic is a mystical handwaving that you can make an excuse for if there are odd game results. Gadgets are things that you could buy in the store or build in your garage, so the parameters in gadget building are a little touchier than for magic. So, while we are bending the enchantment rules to cover gadgets, the translation may be imperfect.

In particular, gadgets can be built in factories by thousands of workers using prefabricated components built in other factories by thousands of other people. If you think of a car as a "gadget", look at the scope of the work involved, from the mining of various metals, harvesting of rubber, drilling for oil-based plastics, textile manufacture, semiconductor and glass fabrication, and so on. A whole lot more difficult than say, fabricating an iron golem of similar size.

As a result, gadgets can have more points in them than any "enchanter" with a "lab" could hope to accomplish in a lifetime. How long would it take *one* person to build a cell phone from scratch? Not from parts, but from piles of copper, nickel and aluminum ore, sand,a bucket of oil and several vials of trace elements. *That* is the difference between a gadget and an enchantment.

In addition, since there are already rules for certain gadget-like items (like vehicles, some vehicle components and weapons), the gadget rules that follow are really a way of figuring the infrastructure to build a gadget you've already designed elsewhere.

EXAMPLE: If you design a vehicle gun in the vehicle rules (page 7.16) you already know its size and cost. The gadget rules here would just let you figure out how difficult it would be to manufacture.

As such, there will be special modifiers on the enchantment rules to cover the special cases of technological goodies. These rules could be applied to techno-magic or industrial-scale magic, if a gameworld used such.

As for enchantment, the gadget-maker uses their skill against the difficulty based on the points in the gadget, using only the modifiers that the item will use (just as for enchanted items). The roll for the successful completion of the gadget is made at the *end* of the process for a prototype, and halfway through for any item that has already been successfully built in the *exact* same form.

For the chart below, count only the gadget's modifiers, not any of the modifiers dedicated to the construction process.

Gadget points	Diff.	Size	Gadget points	Diff.	Size
0	0	.01kg	188-198	33	25kg
1	1	.01kg	199-210	34	32kg
2	2	.02kg	211-222	35	40kg
3	3	.02kg	223-234	36	50kg
4-5	4	.03kg	235-247	37	64kg
6-7	5	.04kg	248-260	38	80kg
8-9	6	.05kg	261-273	39	100kg
10-12	7	.06kg	274-287	40	125kg
13-15	8	.08kg	288-301	41	160kg
16-18	9	.10kg	302-315	42	200kg
19-22	10	.13kg	316-330	43	250kg
23-26	11	.16kg	331-345	44	320kg
27-30	12	.20kg	346-360	45	400kg
31-35	13	.25kg	361-376	46	500kg
36-40	14	.30kg	377-392	47	640kg
41-45	15	.40kg	393-408	48	800kg
46-51	16	.50kg	409-425	49	1.0ton
52-57	17	.65kg	426-442	50	1.3 ton
58-63	18	.80kg	443-459	51	1.6 ton
64-70	19	1.0kg	460-477	52	2.0 ton
71-77	20	1.3kg	478-495	53	2.5 ton
78-84	21	1.6kg	496-513	54	3.2 ton
85-92	22	2.0kg	514-532	55	4.0 ton
93-100	23	2.5kg	533-551	56	5.0 ton
101-107	24	3.2kg	552-570	57	6.4 ton
108-117	25	4.0kg	571-590	58	8.0 ton
118-126	26	5.1kg	591-610	59	10.0 ton
127-135	27	6.4kg	611-630	60	12.5 ton
136-145	28	8.1kg	631-651	61	16.0 ton
146-155	29	10.2kg	652-672	62	20.0 ton
156-165	30	12.5kg	673-693	63	25.0 ton
166-176	31	16.0kg	694-715	64	32.0 ton
177-187	32	20.0kg	716-737	65	40.0 ton

Obviously, the higher difficulties are impossible to reach, regardless of skill. This is where modifiers come in, for time, assistants or the size of the lab itself, plus some special technogadget modifiers.

This is *almost* identical to that for enchanting items. Note that construction time is *constant* work, much like for enchantments, but gadgets can take breaks in the middle without interrupting the process. A two day building time is forty-eight hours of work, *not* working eight hours a day for two days. No matter how trivial, gadgets usually have a minimum construction time of fifteen minutes and a cost to match.

Gadget tech modifers	Amount
Primitive Era gadget	+20
Basic Era gadget	+0
Industrial Era gadget	-20
Atomic Era gadget	-40
Post-Atomic Era gadget	-60
Advanced Era gadget	-80
Interstellar Era gadget	-100
Early part of an era	+5
Late part of an era	-5
Technologically powered	+0

Gadget effect modifers	Amount
All effects	x2 normal

Manufacturing time modifers	Amount
Time spent:	-level
One second	-0
Six seconds	-5
Thirty seconds	-10
Three minutes	-15
Fifteen minutes	-20
Ninety minutes	-25
Eight hours	-30
Two days	-35
Eleven days	-40
Sixty days	-45
One year	-50
Five years	-55
Thirty years	-60

Manufacturing facility modifers	Amount
Gadget can be built with assistants	-5*
Basic lab (specific to gadget *type*)	-10
Gadget lab can only build *this* gadget	-10
Lab is double normal size	-5*
Staged construction	special
Kit construction	special

Note - If you want to use the **EABA Universal Chart** to figure labor costs, take the money level per hour and apply the (time level spent - 24) and the time level closest to the number of people involved. So, 30 people (level of 10) working for 48 hours (adjusted level of 11) at 32 Credits per hour (level of -10) will have a cost level of 11, or 45,000 Credits.

Gadget labs have a "Fate" for making items of 3d+0. Gadgets with more or less dice of effect can use the "reduced 1d effect" or "increased 1d effect" power modifiers (including +1 or -1 effects) to get the desired amount. The gamemaster should also look at various "gameworld" modifiers to overall power cost for gadgets to make sure that they take the right amount of time, skill or facilities to create.

Tech Era - This is a modifier that makes effects of similar power easier at higher levels of technology. Certain magical frameworks might have their own "tech eras". For instance, "runic enchanrment" might be more advanced than "chanting and waving your arms" enchantment.

Tech era modifiers also assume you have a "gadget lab" appropriate for that tech era. If you are trying to build or repair something with facilities more advanced than the gadget, you get an additional decrease in points of the difference. On the other hand, if the lab is less advanced than the gadget, you add half the difference to the points.

EXAMPLE: If you are using an Atomic Era machine shop to build an Industrial Era firearm, you get a -50 on the cost. (-40 for Atomic Era, another -10 for half the difference between Atomic Era and Industrial Era). If you are using an Industrial Era machine shop to build an Atomic Era firearm, you get -10 on the cost (-20 for Industrial Era and +10 for half the difference between Industrial Era and Atomic Era).

Tech powered - A technologically powered gadget will require an input of Strength to make it work, like a battery or some form of fuel. This will give the gadget an operating life based on the capabilities of this power source, which is in turn limited by the technology available. Not all gadgets require power. A coat doesn't need a battery to mitigate the effects of cold temperatures, nor does a pair of binoculars need to be refueled.

If you want to get picky, you can apply different levels of energy drain based on the utilization of the item. Passive use of an item (a "standby" mode) uses Strength at 2d less than normal.

The standard **EABA** powercell (.1kg) gives the following lifetimes.

Load vs. battery	Battery good for:
-3d	40 hours
-2d	20 hours
-1d	10 hours
+0d	5 hours
+1d	2 hours
+2d	1 hour
+3d	30 minutes
+4d	12 minutes
+5d	6 minutes
+6d	3 minutes
+7d	90 seconds
each ±1	±25% closest value

EXAMPLE: If you have a walkie-talkie with a 1d+0 transmitter Strength and 0d+0 powercell (about right for an Atomic Era powercell), then you have a difference of +1d, good for about 2 hours use. If you said that leaving the walkie-talkie on but not transmitting was a passive, low-power use, you would get -2d on the Strength used, which would be a difference of -1d, good for about 10 hours of use.

Energy sources used for weapons have to consider the difference between constant use and high power energy pulses or concentrations of energy. You would normally add +8d to the gadget's effect if it is a weapon, before comparing it to the table below:

Strength difference	Shots per powercell
+15d	1
+14d	2
+13d	4
+12d	9
+11d	18
+10d	35
+9d	70
+8d	140
+7d	280
+6d	560
+5d	1,125
+4d	2,250
+3d	4,500
+2d	9,000
+1d	18,000
+0d	36,000
each +1	reduce by 25%

EXAMPLE: If you have a 3d+0 laser pistol, then each shot counts as a one second drain at 3d (gadget's effect) +8d (pulsed use) 11d+0 Strength. A single 2d+0 powercell would be a difference of 11d, so this powercell could recharge 11 shots in that pistol.

Powercells will have the following stats for use in handheld gadgets:

Tech Era	Strength	Energy
Early Industrial	*-2d+2*	*6*
Industrial	-2d+0	10
Late Industrial	*-1d+1*	*16*
Early Atomic	*-0d+2*	*25*
Atomic	0d+0	40
Late Atomic	*0d+2*	*65*
Early Post-Atomic	*1d+1*	*100*
Post-Atomic	2d+0	160
Late Post-Atomic	*2d+2*	*250*
Early Advanced	*3d+1*	*400*
Advanced	4d+0	640
Late Advanced	*4d+2*	*1000*

At Atomic and earlier tech eras, the energy in a "power cell" could also represent a fuel charge in a lantern or some other chemical fuel. This would be +2d over the listed Strength for the same mass. So an Industrial Era kerosene lantern would burn four times as long on a unit of kerosene as an equally bright flashlight using an Industrial Era powercell. Of course, the kerosene is flammable, the lantern is not as easy to turn on and off, etc.

Tech gadget size - As for an enchantment, the total points in the gadget can be used to determine its size. Or, if you already have the gadget, you can do it in reverse, taking the gadget's mass and using that to get a number of points that it presumably equals.

For technogadgets, all of the effects in the gadget (not its manufacture) have double value. Ones that make the gadget cost less are worth more, ones that make the gadget cost more, make it cost more still. The tech era modifiers are *not* adjusted.

An important modifier on most gadgets is the "extra 1d effect", which would be a +20 modifier. Remember that +1d in effect can also be turned into a 1 point shift in a particular difficulty modifier. The note on page 6.10 about binoculars is quite appropriate for gadgets. A default gadget effect of 3d+0 could instead be an "accuracy" of 3 to offset range penalties on Awareness rolls.

Many "sensing" gadgets can switch between dice and difficulty modifiers. For instance, your "triscanner" might have a 3d+0 skill roll when set on automatic, or give the user a +3 bonus if it is manually operated.

Miniaturization - Miniaturization affects the final size of the gadget and its cost, but not the difficulty of making it. Each time you double the final cost in Credits, you can halve the size of the gadget. Internediate weights are:

Gadget is	Cost level
double normal size	-2
one and a half times normal size	-1
normal size	+0
half normal size	+2
one quarter normal size	+4
one eighth normal size	+6

Within limits, gadgets can be made bulkier than normal to get a reduced cost, usually not more than double normal size. Usually, items can be lightened once at Basic Era, and once more each Era after that.

Manufacturing time - As for enchantments, the time level spent will be a modifier to the cost and thus the difficulty of successfully making the item or subassembly in that time increment.

Staged construction - This is when an item is built from various subassemblies. A subassembly is when a gadget is too big or too complicated to build in one place. Various bits are constructed in other labs (each with their own time and difficulty), and then assembled in a central location. An automobile assembly line would be an example of numerous subassemblies, as would most electronic goods.

The way you apply this modifier is to take the total number of points involved in the gadget's cost, and subtract 3 from the resulting *difficulty* each time you double the number of labs working on it. Or, you can have the same lab work on the different subassemblies in turn. It costs the same, but takes longer that way.

EXAMPLE: You have a gadget that is a "starship sensor array". This has a huge number of dice to cancel range penalties, plus it acts as an Attribute, conveys information, and can see outside the normal boundaries of human senses. Say it has about 400 gadget points (and thus masses 800 kilograms). This is a difficulty of 48, which you are not going to make on a "best three" roll anytime during your lifetime. On the other hand, we're quite willing to accept a difficulty of 12. if you assume that the components are made in many locations, and each lab has:

Modifier	Level
Specific gadget lab	-20
Lab is eight times normal size	-15
Eight assistants	-15
Two day construction time	-35
Total	-85

Then we have a cost of 400 - 85 = 315, which is a difficulty of 42. If we drop the difficulty ten times (by -30), we have to double the number of labs ten times (to 1024). So, if we have about nine-thousand people involved in the chain of production (one labmeister and eight assistants per lab) from raw materials to finished product, we can build this sensor in two days at a cost of about:

Modifier	Level
48hr labor	+11
1,000 labmeisters	+20
30Cr per hour	-10
Total level	+21 *plus*

Modifier	Level
48hr labor	+11
8,000 lab assistants	+26
15Cr per hour	-12
Total level	+25

equals a cost level of +21(1.4MCr) plus a cost level of +25(5.6MCr), equals 7,000,000 Credits. Now, this is a huge amount of money for a gadget, but consider that it is a high tech piece of avionics that masses nearly a ton, and it doesn't seem so bad. In reality, it would not cost nearly as much, because we would be able to use the kit modifier in there somewhere to get a reduction in cost.

In general, you need to have at least one lab big enough to hold the completed gadget, and make one final "assembly" roll at a difficulty of one subassembly, +1 difficulty for each two times you doubled the number of subassemblies.

EXAMPLE: Our sensor array had a difficulty of 12 for each subassembly, and we farmed it out for ten doublings of labs, so we add +5 difficulty (total difficulty of 17) to assemble the whole thing into one working piece (which also takes two days).

Failing the final assembly roll means wasting time (and money) to try again while you determine which widget was installed the wrong way. You can spend longer than normal to decrease the difficulty of assembling the gadget, but this costs extra to pay the people assembling it.

Kits - A "kit" is a gadget that arrives in your lab in pieces ready to be assembled into a particular gadget. A bicycle that comes in a box that says "assembly required" is a kit. A bunch of electronic parts and a schematic diagram is a normally a set of subassemblies. If you had a pre-made circuit board, case and step-by-step directions on how to put it together, then it would be a kit.

Also, a subassembly or staged manufacture from start to finish assumes that none of the components are "off-the-shelf". For a brand new type of gadget or radical new technology, this might be the case (especially for military goodies), but for most manufactured goods, some components are shared across different types of gadget. A line of automobiles may share electrical connectors, engines, windshield wipers, light bulbs, or seats or radios. These are items already in the manufacturing chain, you just have to order more.

A "kit" doubles the cost (+2) of the gadget in Credits, but drops the difficulty of making it by 6 points. To represent the need for a manufacturing infrastructure, this modifier can be taken once at the Industrial Era, and once more for each era after that. Items before the Industrial Era cannot be built as kits.

EXAMPLE: If we said we could build our Post-Atomic Era sensor array using a combination of sub-assemblies and kit (off-the-shelf) components, we could take the kit modifier three times for -18 to difficulty. This drops the difficulty from 42 to 24. So, we only need to drop the difficulty four times (by -12), and double the number of labs four times (to 16). So, we nowhave a cost of:

Modifier	Level
48hr labor	+11
16 labmeisters	+8
30Cr per hour	-10
Kit modifier x 3	+6
Total level	+15 *plus*

Modifier	Level
48hr labor	+11
128 lab assistants	+14
15Cr per hour	-12
Kit modifier x 3	+6
Total level	+19

equals a cost of +15(175KCr) plus a cost of +19(700KCr), for a final cost of 875,000 Credits.

A gadget that is *just* a kit (no subassemblies) *does not* require a lab to construct. It will require specialized tools appropriate to the nature of the gadget, which will usually have a minimum cost of about a tenth the gadget cost (expensive gadgets need more sophisticated tools to assemble).

EXAMPLE: Let's try a few gadgets that are a little more down to earth. We'll do a kit-built Late Atomic Era "bioscanner" and a Basic Era tinkerer who is trying to make Industrial Era pistols.

Bioscanner Kit: This would look something like this in terms of power effects:

Modifier	Level
Base gadget of effect of 3d+0	0
Late Atomic Era	-45
Acts as an Attribute(Awareness)	+60
Reduced 1d effect	-20
Conveys information	+30
Special effect	+40
Technological range	+50
Technologically powered	+0
Sub-total	115
Base item size	4.0kg
Kit assembly time of ninety minutes	-25
Total	90
Base difficulty	22

For the Atomic Era we can take the "kit" modifier twice, which doubles the cost twice, but drops the difficulty by 12, to 10.

So, what do we have? Our bioscanner has an unattended skill roll of 2d+0, or gives the user a -2 to the difficulty of tasks related to scanning for biosigns. It has a cost like one-and-a-half hours of work at 30Cr per hour, times four for taking the kit modifier twice, for a cost of 180Cr, and an assembly difficulty of 14. The gadget has 120 points, for a mass of 4.0kg. This is a bit steep. We want a handheld item, so we halve the size twice and double the cost twice, to a final size of 1.0kg and a cost of 720Cr. This item has a "Strength" of 2d+0 (Strength level of 6). A Late Atomic Era powercell has a Strength of 0d+2. This gives us a difference of 1d+1 between the gadget and one powercell, which is about one-and-a-half hours. So, if we put in two powercells (+1d Strength), our bioscanner will work for about four hours, and has a total weight of 1.2kg.

If this were a Late Post-Atomic Era gadget (instead of Late Atomic Era), it would be difficulty 13 to assemble, have a mass (with one powercell) of .7kg and would run for about eight hours on that one powercell. Both versions would work about four times as long if we said they were passive devices (simply recieving energy rather than transmitting it), and could be smaller and lighter if we wanted to pay more for them.

Pistol: We start with a Basic Era tinkerer who is Gifted and can use Industrial Era knowledge. He is an armorer, and decides to turn his talents towards pistols. It would look something like this in terms of power effects:

Modifier	Level
Base gadget of effect of 3d+0	+0
Basic Era	+0
Lethal damage	+80
Reduced 1d effect	-20
Technological range	+50
Accuracy of +1	+5
6 easily replaced charges(bullets)	+6
Requires a mundane skill	-10
Sub-total	111
Base item size	4.0kg
Building Industrial Era gadget	+10
Specific gadget lab	-20
Assembly time of 2 days	-35
Total	66
Base difficulty	19

The gadget is far too big for a 2d+0 damage revolver, and the difficulty is too high for even our Gifted artisan to reliably accomplish. So, what we do is make it as four subassemblies for a -6 to the difficulty (reducing it to 13). We also quarter the item mass (to 1.0kg) which quadruples the cost (our Gifted artisan can do this, but lesser folk could only do it once in this tech era).

This gives us a gadget that takes eight days of effort (+15 time at -10 money per hour, +4 for the miniaturization, for a final cost of 23,000 Credits per pistol! The work to make the pistol also creates the six bullets in it. Using the guidelines on page 6.23, replacing the "charges" would take 1 day (24 hours) and would cost 2,800 Credits.

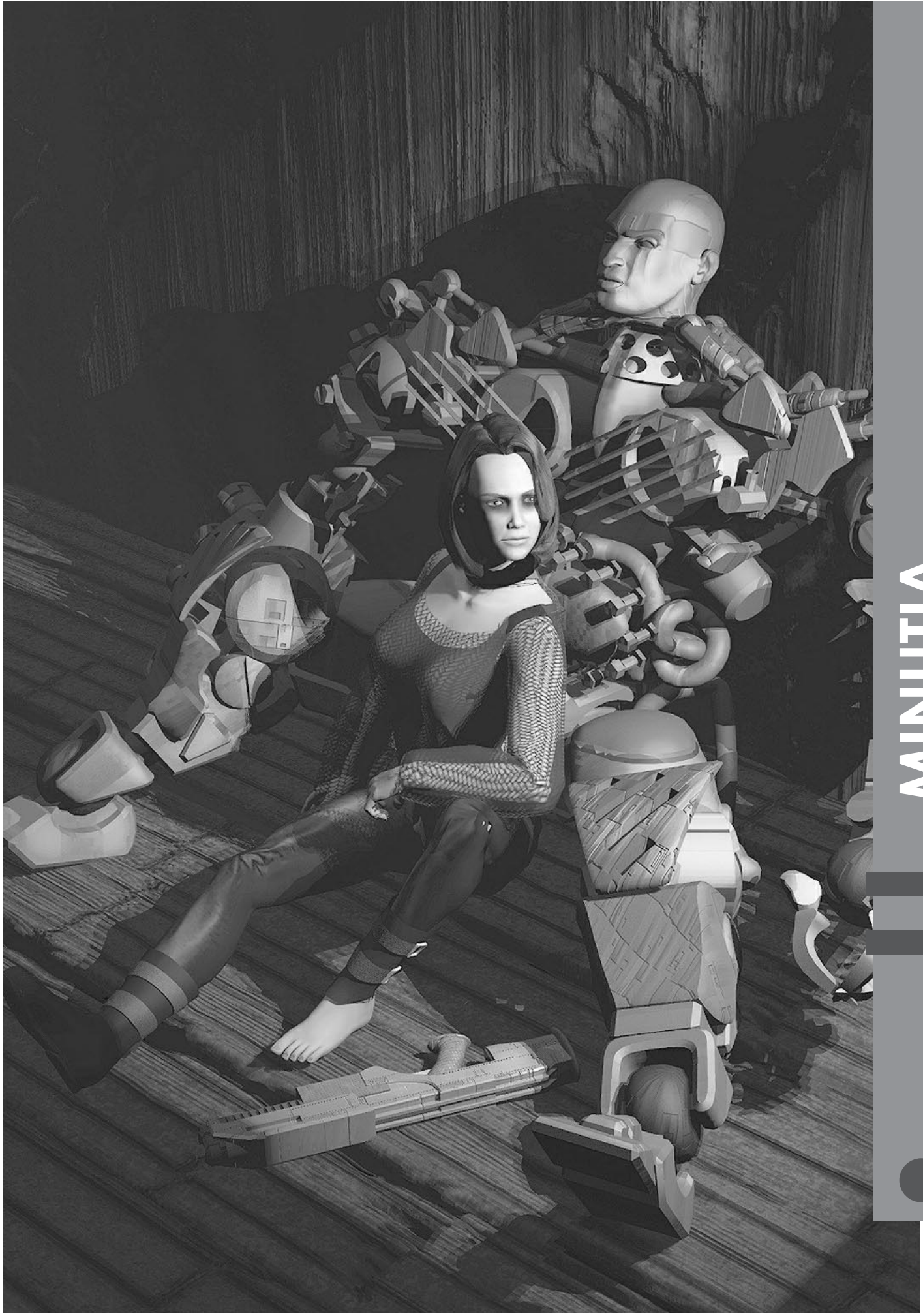
This is heinously expensive, but you are getting a pistol that is closer to an Atomic Era revolver than an Industrial Era one in terms of damage and size, which is pretty darn good for someone working with 16th century tools and materials. If we drop the Accuracy bonus, we end up with a base mass of 3.2kg and a base difficulty of 18. Our Gifted artisan might pull this off with only two subassemblies (difficulty 15), which halves the time and cost compared to the first version, and if we only use one level of miniaturization we halve it again. This would give a pistol with a final mass of 1.6kg, a cost of 5,600Cr and a cost per set of reloads of 700Cr (117Cr per bullet!). Of course, if our artisan is making the pistols for his own use, he is simply using his own time and only has to pay for the materials.

In both cases, we also have to take into account that our artisan has to spend time putting the subassemblies together, and that he may waste time by blowing his skill rolls and having to do a stage or subassembly more than once.

Breaking gadgets - Gadgets generally have 10 Hits for a mass of 500kg, and have -1 Hit each time this is halved, and +2 Hits each time it is doubled. If an item can reasonably take some damage and still function, it has a minimum of 2 Hits, and if its durable due to the materials used in its construction, it gets +1 Hit. The normal Armor of a gadget is 1d+0, +1 for each 4 Hits the gadget has (round down), and +1 if the item is made from a durable material.

EXAMPLE: The Late Atomic Era scanner in the first design example would have 1d+0 Armor and 2 Hits. The pistols would have 1d+1 Armor and 3 Hits.

Final note - Gadgets can be fun, but don't get carried away. *You don't want or need to use these rules for things that are normally available, or for things you already have data for*. You use them for unique items, things only adventurers can build or need, to figure how long it takes the evil genius to build a planet-cracking mismo beam or whatever. If someone is stranded on a desert island and wants to make a spear, do *not* break out these rules. Just let them have a spear...



The more comfortable you become with a game system the more you will want it to do. As adventures become more detailed and the adventurers more bold, situations will come up that just aren't adequately handled by "make a Hard(11) Agility roll". Many of these situations will only come up in very specific game worlds, and just aren't needed as part of the basic rules. We present these as a "starter package", by no means exhaustive, but enough to give you an idea of how to expand things on your own.

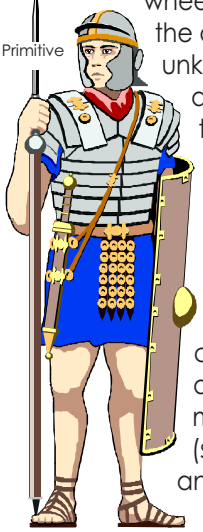
INTRODUCTION - Everything an adventurer or gamemaster should need for an **EABA** game session should be on the adventurer sheet or the universal chart. We're going to give you some ideas on how to do this. As an evolving system, each topic will have its own pages, and if new topics become available they can be added to your collection.

TECHNOLOGIC ERAS - Most of the time a game-world will be operating under a single, consistent set of scientific possibilities. For instance, in a fantasy gameworld, one wouldn't expect to find anti-tank missiles, nor are longswords and medieval armor common in a science fiction setting.

In **EABA**, the broad grouping of available items, ways of thinking and the general understanding of the cosmos are called "eras". A world can have multiple eras in place at the same time. Areas can be backward or more advanced than the average. Within each era there is an early, middle and late period if the gamemaster so desires or needs to break it down. For instance, the French Revolution was Late Basic Era, while World War 2 started in the Late Industrial Era.

From that example, you see that a *lot* can happen in an era, but not so much that the world is no longer understandable to a person born at any time in that era. What follows is a short breakdown of the eight eras that will apply to ninety-nine percent of all gameworlds.

Primitive Era - Technology varies from stone tools up to primitive iron working. There are no complex machines, and no form of controlled energy more advanced than a blacksmith's forge or a water wheel. The world is largely misunderstood and the average person is in awe of powerful, unknowable forces, usually portrayed as deities. While some visionaries may glimpse the mathematics of basic science, they are largely ignored. Knowledge is generally gained by trial and error and applied with a rule of thumb level of accuracy. Misconceptions are common, genuine innovations are few and far between. The most advanced hand-held weapons are crossbows and the most advanced personal armor is interlocked links of metal (chain mail) or metal plates on a flexible backing (scale armor or *lorica segmenta*). Earth anywhere between the building of the Pyramids and the end of the Dark Ages would be Primitive Era technology.

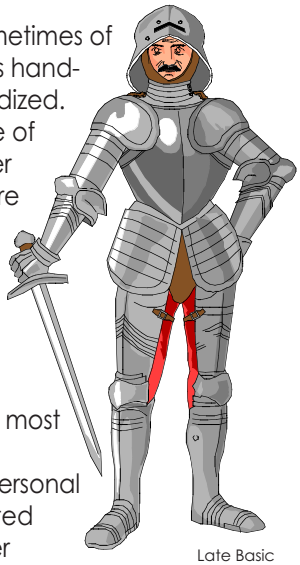

Middle Primitive

MILITARY INNOVATION: CROSSBOWS

Crossbows (Late Primitive) act much like bows, except the energy required to draw them back can be stored, allowing the weapon to be carried in a ready state or aimed for a prolonged period without fatiguing the user. A crossbow can be cocked by anyone whose *kick* damage meets or exceeds the crossbow's damage, unlike bows which use *punch* damage to see if the bow can be drawn. A cranequin is a gear arrangement that multiplies strength for drawing back exceptionally strong crossbows. A cranequin crossbow takes four times as long to reload, but the user's Strength is +1d for seeing if they can reload it. A windlass crossbow uses multiple pulleys for even more leverage. It takes sixteen times as long to load, but the user's Strength is +2d for seeing if they can reload it.

Late Primitive

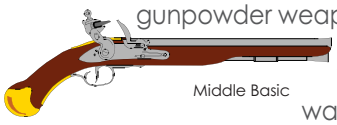
Basic Era - Machinery exists, sometimes of great complexity, but almost always hand-made and completely non-standardized. Iron-working is common and can be of remarkably high quality. Gunpowder exists, though weapons that use it are primitive and unreliable. Rational thought and the invention of ways to produce books in quantity spread knowledge, though entrenched groups may resist new knowledge and often have the backing of whoever is in power. The most advanced handheld weapons are flintlocks and the most advanced personal armor is large metal plates, articulated and contoured to match the wearer (plate armor). Earth from the end of the Dark Ages to the end of the seventeenth century would be Basic Era technology.



Late Basic

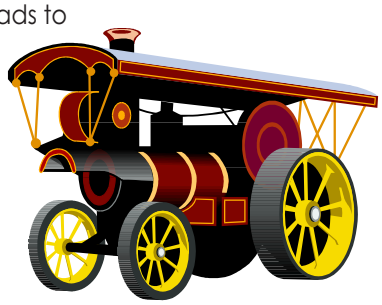
MILITARY INNOVATION: GUNPOWDER

Gunpowder (Early Basic) sounds the death knell for personal armor and fortifications in the Primitive and Basic Eras, though practical or widespread use of the substance doesn't happen until the middle of the era and heavy armor continues to see limited use through the end of the Basic Era. In addition to gunpowder weapons treating most Primitive and Basic armors as inappropriate, it is in some ways easier to outfit an entire army with gunpowder weapons than it is to outfit and train them with bows or crossbows. Cannons become more portable and battle-worthy than a Primitive Era catapult, and are capable of battering down the walls of any castle. However, Basic Era gunpowder weapons are crude. With only a few exceptions they require an Average(7) task to reload a single shot in a minute, and even a skilled person cannot load one in less than a quarter this amount of time. They are also Unreliable, a term which means that in any sort of adverse conditions the weapon will fail to fire if the user fails to succeed at an Average(7) task on their skill roll to hit. This will jam up the weapon and often requires the weapon be unloaded and reloaded again. Early Basic firearms would be Very Unreliable, which means they would fail to ignite on a Hard(11) task if conditions were poor. Adverse conditions means if roughly handled, in excessive damp, heavy wind or light rain, or if untended for more than a day while loaded. Anything worse than this would make them even more likely to fail.

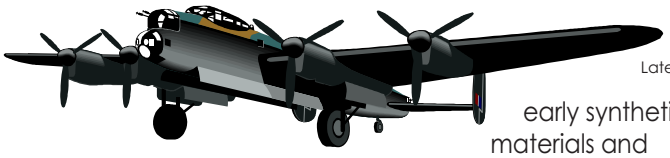


Middle Basic

Industrial Era - Craft, science and art combine to allow projection of force far beyond that of earlier eras. Mass production is introduced on a large scale, resulting in standardization and the ability to create *extremely* large machines like battleships. Scientific thought comes into its own and results in rapid progress, starting with steam engines and ending with jets and atomic bombs. Superstition largely falls by the wayside except for the most entrenched ideas. Reliable transport leads to contact between groups once separated by distance, and this contact leads to colonialism, conquest and war. Rapid-fire firearms and portable rockets become the most advanced handheld weapons, and personal armor largely falls by the wayside as it becomes more and more unable to cope with the power of these weapons. Melee weapons are all but abandoned as tools of organized warfare. The most advanced handheld weapons are anti-tank rockets and the most advanced personal armor is early synthetic materials and hardened steel plates, typically called a "flak vest". Earth from the start of the eighteenth century through the early parts of World War 2 would be Industrial Era technology.



Middle Industrial



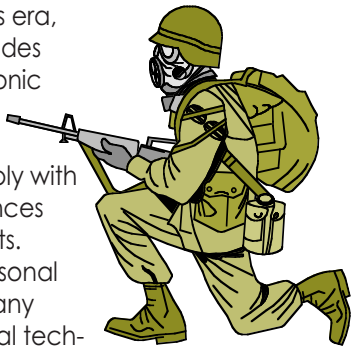
Late Industrial

MILITARY INNOVATION: CARTRIDGES

Metal-cased cartridges (Middle Industrial) for gunpowder weapons make warfare even deadlier than before. A single unit of ammunition is now standardized, waterproof and strong enough to be fed through a weapon mechanically, leading first to semi-automatic (fires and reloads one shot each time the trigger is pulled) and then to full automatic weapons (fires and reloads several times each time the trigger is pulled). In addition, the invention of high explosives leads to "smokeless" powder, which leaves less residue in the weapon and gives greater power to the bullets. Armies whose rate of fire used to be measured in shots fired per *minute* are now measured in shots fired per *second*. Advances in armor that were just catching up to Basic Era gunpowder are left behind by the power of Industrial Era weapons, and the only armor typically worn is a helmet to stop low velocity fragments and nearly-spent bullets.

Middle Industrial

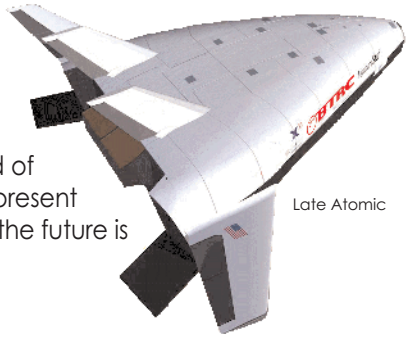
Atomic Era - The basic scientific underpinnings of the universe are, if not understood, at least given educated guesses about. Uncontrolled atomic power (bombs) is perfected, and controlled atomic power (power plants) is widespread, culminating with the development of controlled fusion power. Early space travel occurs in this era, though the cost and risk precludes widespread use. The first electronic computers are developed in the middle of this era, and will be ubiquitous by its end, possibly with the first quasi-artificial intelligences developed as research projects. Advanced materials allow personal armor capable of stopping many modern weapons, and medical technology allows survival of injuries or conditions that would have been uniformly fatal in a previous era. The most advanced personal weapons are still firearms and rockets, whose power has not significantly increased from the Industrial Era, but whose efficiency, accuracy or range has, in some cases due to embedded computers.



Early Atomic

Middle Atomic

Enough power groups may have access to enough nuclear weaponry to drop civilization back to an early or middle Industrial level. The most advanced hand-held weapons are bulky homing rockets for anti-aircraft or anti-tank use, or autofire rifles augmented with sensors and electronic sighting aids. The most advanced personal armor is body armor or helmets made from sophisticated ceramics or composite materials, capable of stopping armor-piercing projectiles even at close range. Earth from the end of World War 2 through the present and to some decades in the future is Atomic Era technology.

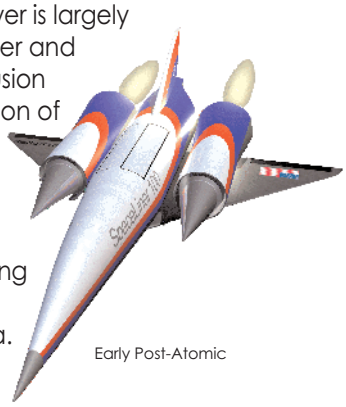


Late Atomic

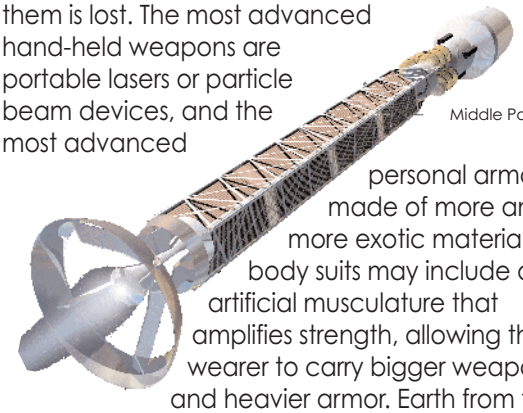
MILITARY INNOVATION: EXOTIC MATERIALS

Superstrong exotic materials (Late Atomic) change the way things are built and protected. Synthetic materials are first developed in the late Industrial Era, but a plethora are created in the Atomic Era. Whether synthesized from petroleum or made of advanced ceramics or composites of exotic materials, by the Late Atomic Era they are stronger than steel in many respects. This allows their use in weapons to make them lighter, and in personal armor capable of stopping or blunting the impact of Atomic Era firearms. By the end of the Atomic Era, most armies and police forces will be equipped with armor for head and body capable of transforming an otherwise lethal hit into just a severe bruise.

Post-Atomic Era - Fission power is largely abandoned, replaced by cleaner and more efficient fusion reactors. Fusion power allows extensive exploration of the solar system, followed by early use of antimatter as a power source. The first tech capable of bridging interstellar distances without actually crossing the intervening space may be developed at the end of the era. Artificial intelligence, universally embedded and networked computers, cloning of replacement body parts, space colonies or industry and a jump in average lifespan should occur in this era. The ability of individuals or small groups to cause havoc by use of advanced biological, chemical, or nuclear terror weapons is greater than in previous eras. Biological warfare is capable of dropping a civilization back to a late Basic or early Industrial level, simply by killing enough people that advanced machines can no longer be maintained or the knowledge to rebuild them is lost. The most advanced hand-held weapons are portable lasers or particle beam devices, and the most advanced personal armor is made of more and more exotic materials. Full-body suits may include an artificial musculature that amplifies strength, allowing the wearer to carry bigger weapons and heavier armor. Earth from the development of sustainable fusion power to the development of the first interstellar drive is Post-Atomic Era technology.



Early Post-Atomic



Middle Post-Atomic

MILITARY INNOVATION: HOT SUPERCONDUCTORS

Aside from efficiency, one problem facing the designers of energy weapons is a compact means of storing the energy required and delivering it fast enough to be useful. Hot superconductors (Early Post-Atomic) capable of operating at ambient temperatures and in intense magnetic fields would make this possible. Such superconductors could also be used in a primitive form of magnetic shielding, or for high speed magnetically levitated transport systems.

Advanced Era - A new understanding of the universe opens new vistas, including reliable anti-matter power and interstellar travel. By the end of the era, limited access to alternate forms of space or reality such as mutable matter, hyperspace or disruptor beams are common. Nanotechnology or other forms of micromanufacturing allow for objects with limited self-repair capability. Degenerative conditions and diseases are no longer incurable, and any injury except destruction of the brain is repairable. By the end of the era, even personal knowledge can be stored and replaced if lost. The most advanced weapons and armor available are unknown, but will obviously be more advanced than those in the Post-Atomic era. Earth from the development of the first interstellar capability to points unknown is Advanced Era technology. The inability of us (circa 2000CE) to figure the details of what Advanced Era tech and society will be like means this is probably the last era suitable for most gameworlds. Early Advanced Era will allow for some interstellar travel, but the especially disruptive tech will not reach hand-held size until later in the era.

MILITARY INNOVATION: DISRUPTORS

Disruptors (Early Advanced) are derived from break-throughs occurring at the end of the Post-Atomic Era. Disruptors are energy beams that only interact with a *particular* type of matter. The weapons are initially large and difficult to tune, but by late in the era they are hand-held and can be programmed by sensors mounted on the weapon itself. Disruptor weapons completely ignore everything *except* the element or molecular structure it is keyed to, and re-enters real space upon encountering it. Tuned to "bone", it would ignore armor and detonate in the body of the person wearing it. Tuned to "diamond" it would ignore other forms of carbon like coal. Mutable matter allows "flux armor" to be tuned to the same characteristics as that which it protects, but the weapon's effect upon earlier era military machines is as devastating as you would expect.

Interstellar Era - More forms of interstellar travel become possible, and advances in all the sciences make Advanced Era items more and more efficient. Further refinement of Advanced Era theories allows for incredible but extremely energy-intensive processes such as the creation of pocket universes, teleportation and bidirectional matter-energy conversion. These are generally impractical because of their cost, but they are *possible*. The energy and time required to make new scientific advances means that few if any interstellar species will ever develop past this stage.

MILITARY INNOVATION: JUMP TORPS

Interstellar Era cultures can make self-contained starship weapons that bypass normal space and reappear inside the largest mass at their destination. Technologies that defeat disruptors have no effect on jump torps. A variant of the technology to phase a target out of normal space is used as a defense against this or any other form of attack. Both of these technologies have portable variants by the end of the era.

Final Era - A species which reaches the end of this era has developed a complete understanding of the most fundamental structures of the universe, and with sufficient energy, is quite capable of manipulating time, space and dimension on an interstellar scale. This era is not really suitable for role-playing, but elements of it can be incorporated as fixed gameworld elements forever beyond the comprehension of its inhabitants (ancient alien ruins, etc.).

MILITARY INNOVATION: UNKNOWN!

Any culture at the Final Era will have the ability to manipulate the fabric of spacetime far beyond the principles used for disruptors and jump torps. The ability to create spatial discontinuities, casually manipulate negative energy and alter the flow of time all have staggering military possibilities.

Note - On the standard **BTRC** technology scale, these tech eras broadly correspond to blocks of three tech levels, starting at TL1. To be more precise, TL1-4 is Primitive Era, TL5-6 is Basic Era, TL7-8 is Industrial Era, TL9-12 is Atomic Era, TL13-15 is Post-Atomic Era, TL16-18 is Advanced Era, TL19-21 is Interstellar Era and TL22-26 is Final Era. No one is ever going to make it to TL25-26 except the Designers (an advanced and thankfully extinct species mentioned in other **BTRC** products), so they don't need an era to define their tech. Most equipment on the gear lists comes from the middle or end of these TL ranges and was designed where possible with other **BTRC** products like **3G^3**, **VDS** and **Stuff!**.

THE COST OF LIVING - In **EABA**, the monetary unit known as a "credit" is independent of inflation or time. It represents a general cost of labor compared to what is required to buy the necessities of life in any situation where wages and supply are "fair" and not manipulated for political purposes. That is, an hour's work of hard labor should have as much buying power in credits in the year 1000BCE as it does in 2000CE. However, manufactured goods will generally be more expensive if mass production is unavailable (see also **Cash and Goods**, page 2.19).

The equipment list in the back of the **EABA** rules has many of the goods adventurers will need. The lists below give you some costs for the *services* they might require. Travel costs are per 100km or to a particular destination (i.e. orbit), and most other services are per day. The "availability" of a service is the earliest era in which that service is likely to be used. Costs are subject to availability and demand, as well as local restrictions. For instance, an airplane fare may cost more if bought at the last minute, while a taxi fare may be standardized, regardless of how many people need a ride. Or, an apartment in a large city could be several times as expensive as an equivalent one in a small town. Elite military units may be paid on the same scale as regular soldiers. If adventurers *own* the transport (no cost listed), their costs are just for supplies and maintenance, and would be about one-quarter the listed amounts. The *permanent* purchase of lodging (i.e. a house) would be about one hundred times the monthly rental cost.

Service	Availability	Cost
Walking, 3kph	Early Primitive	-
Horse, 6kph	Early Primitive	-
Sail ship, 12kph	Middle Primitive	20Cr
Stagecoach, 12kph	Late Basic	20Cr
Taxi, 6kph	Late Basic	50Cr
Train, 50kph	Middle Industrial	5Cr
Steamship, 10kph	Middle Industrial	25Cr
Sail ship, 20kph	Middle Industrial	20Cr
Steamship, 30kph	Late Industrial	50Cr
Auto, 50kph	Late Industrial	-
Mass transit, 20kph	Late Industrial	5Cr
Taxi, 20kph	Late Industrial	50Cr
Zeppelin, 100kph	Late Industrial	40Cr
Airplane, 500kph	Late Industrial	50Cr
Train, 100kph	Early Atomic	5Cr
Auto, 100kph	Middle Atomic	-
Taxi, 40kph	Late Atomic	50Cr
Airplane, 1000kph	Late Atomic	25Cr
Bullet train, 200kph	Late Atomic	10Cr
Ground-to-orbit	Late Atomic	50KCr
Ground-to-orbit	Post-Atomic	2KCr
Interplanetary	Post-Atomic	10KCr
Interstellar	Post-Atomic	50KCr
Ground-to-orbit	Advanced	100Cr
Interplanetary	Advanced	500Cr
Interstellar	Advanced	2KCr

Service	Availability	Cost
Physician care(+0d)	Middle Primitive	200Cr
Hospital care(+1d)	Early Industrial	500Cr
Intensive care(+2d)	Early Atomic	2KCr
Regrowth tank(+3d)	Early Post-Atomic	5KCr
Prepared meal	Early Primitive	20Cr
Self-prepared meal	Early Primitive	5Cr
Lodging	Middle Primitive	100Cr
Monthly lodging	Middle Primitive	1KCr
Unskilled work(3d)	Early Primitive	50Cr
Skilled work(5d)	Early Primitive	150Cr
Elite work(7d)	Early Primitive	300Cr

In general	Cost
Low demand	half
Average demand	normal
High demand	times two
Very high demand	times four
Low quality	one quarter
Average quality	normal
High quality	times four
Luxury quality	times sixteen

Note - Quality means as much the opulence the service is associated with as the items represented by the service. A first-class airline ticket doesn't get you there any faster, but you have better seats, better service and you get on and off the plane faster. Some think this is worth four times the normal ticket price. The food at a swanky restaurant is no more nutritious, but you're paying for atmosphere and the better skilled services of the chef.

Taxes - A sad reality of the cost of living is taxes. This money taken from wages before you see it, or added to the cost of goods and services. In the Primitive and Basic Eras, taxes are usually collected yearly as a lump sum, backed by significant force. Actual taxes due are based on the class of person collected from, such as serf, freeman, knight, etc. Normally a person with authority collects taxes from those below them, and pays taxes to those above them. In the Atomic Era and later, taxes are paid incrementally, added to other costs, and balanced out at the end of each year by a further tax payment or refund. In the Industrial Era it may work either way, or transition from one to the other. The actual tax rate depends on what the government is doing with the money. Wars tend to increase the tax rate (paying for soldiers and equipment), and universal rights (housing, health care, etc.) will also raise them. Taxes will run from a low of maybe five percent to a high of perhaps seventy-five percent.

FIRST IMPRESSIONS - The emotional reaction of people to the adventurers is quite important in many adventures. How someone will respond to a first contact varies from individual to individual, their job, the day of the week and how well they slept last night. In all, it is hard to accurately quantify and the gamemaster is probably best off if they just play it by ear. This first impression is *not* a matter of the adventurer's skill, it just sets the stage for use of those skills. *Does the bouncer like your looks?* Or do you remind him of that fellow who threw up on him last night?

If you want to roll dice for the reaction to that first glance or those first few words, feel free. Roll dice appropriate to that person's Will, adjusted for any Fortes or Weaknesses that might apply to the situation. An "average" contact is an Average(7) task. Making the roll means at least a non-committal response. It may not be what the adventurer wanted to get, but at least it is not hostile. Any implied inducements or obvious blunders will alter the difficulty of the task, as will any prior commitments that might get in the way.

Making the task by four or more points generally means a quite favorable response. Failing it by four or more means a quite negative one. Favorable responses reduce the difficulty of any interpersonal tasks by two, and negative responses increase the difficulty by two. Bonuses or penalties will tend to stick, bad reactions being harder to lose than good ones. They *will* remember you. Sometimes, people just don't like you and you can never figure out why.

SPOTTING THINGS - Sometimes adventurers need to hide things, sometimes things will be hidden from them. Trying to spot something that is obvious is... well...obvious. Anything that is obvious to the *trained* eye is also obvious, *if* the person doing the looking has at least +1d in a skill that would let them know where or how to look, *or* the person does the exact same "obvious" thing themselves.

EXAMPLE: If your adventurer carries a sword cane, you will recognize other sword canes. If your adventurer is a police officer, they are trained to notice such "concealed" weapons.

Anything that is *not* obvious you have to roll for. This is typically handled like ranged combat, using your default Awareness roll instead of a weapon skill. On a "hit", you see what you were looking for. A glance or passive listening like this is a minor action at most, and suffices for noticing things in the heat of combat.

EXAMPLE: During a fight, someone pops up from behind a wall fifteen meters away and takes aim at your adventurer. To spot this person is an Awareness task. A range of fifteen meters is a difficulty of 11. The gamemaster decides to add 2 because the person is partially concealed, but the player argues that the person is moving and is more likely to be seen than someone who was just standing there. The gamemaster agrees and drops the difficulty back to 11. The adventurer has to make a Hard(11) task on Awareness to spot this new foe.

If you actually spend time listening or looking you get an "Accuracy" bonus, just like aiming a weapon. This is equal to the numerical rating of your Awareness for listening, and double it for looking.

EXAMPLE: An adventurer with an Awareness of 8 (roll of 2d+2) is on guard duty, and scans the lands around him for activity. Looking at a distant hillside (say 400 meters away) for signs of activity, they would normally have to beat a difficulty of 21 to spot anything, but by taking a little time they get to use double their Awareness of 8 as an Accuracy, which drops the difficulty from an impossible 21 to a quite reasonable difficulty of 5. If a person were there, the actual difficulty needed would be based on visibility, camoflauge, how much of the person was visible, and so on. If this were a hearing task and the adventurer was paying attention, they would drop the difficulty from 21 to 13. Quite difficult for a roll of 2d+2, but possible, especially with any modifiers given for the nature of the sound.

These rules can be used for concealing or hiding items as well. Apply any aimed shot modifiers for the size of the item searched for, but do so by comparing the relative size of any concealment location to the size of the item, and take into account whether the item can be seen at all.

EXAMPLE: A person concealing a pistol under normal clothing is comparing a pistol-sized object to a person-sized object, and gets the full +6 difficulty for it to be spotted. A person concealing a pistol under a swimsuit is comparing a pistol-sized object to a pistol-sized object and gets +0 difficulty for it to be spotted (at best). A gun in a shoebox is obvious if you look in the box, but you have no idea what the box conceals until you open it.

BATTLE SYSTEM - Sometimes the adventurers will be caught up in major conflicts far beyond their control. They can fight to stay alive, and try to make a difference, but their individual efforts, however heroic, will be balanced out by hundreds or even thousands of other individuals trying to do the same thing: Survive, and win.

Battles in **EABA** come down to a die roll for each side, with the higher "best of three" roll winning. Many of the losers will still survive, and many of the winners will still perish. How you figure out that die roll is below. The running example is that of a Late Industrial Era battle group assaulting an enemy position.

Step one - Determine the skill of the average soldier. This is the base number of dice you will roll for that side. If it's an unruly rabble like a mob, it might only be 2d+0. A skilled and professional army might be 5d+0. If there are several different types of units, average it out, a third of a die being a +1 and two-thirds of a die being a +2.

EXAMPLE: Your side is two hundred soldiers with an average weapon skill roll of 3d+2. The enemy is one hundred eighty soldiers with an average weapon roll of 3d+1.

Step two - Modify one side for troop quantity. Superior numbers of ten percent or more is worth a +1. Each full doubling of numbers is worth +1d. For this or any other step, if modifiers end up at +3 or more, remove each full +3 and replace it with +1d.

EXAMPLE: Your side is fighting against one hundred eighty enemy soldiers. Your side has ten percent more, so you get a +1, raising the roll to 3d+3, which becomes 4d+0.

Step three - Modify one or both sides for the damage potential of weapons. If damage done by an average weapon is higher than the other side's average weapon, that side adds the difference, but at least a +1 bonus. Disposable weapons or weapons of limited tactical use are worth +2d if at least ten percent of the troops have them. Apply a -1d to a side if their main supply of ammunition or other consumables *may* run out during the battle, and apply -2d if it is *likely* to run out.

EXAMPLE: Your side has marginally better weapons, but is engaged in an assault and each soldier only has the ammunition they can carry. You get a +1 for better weapons, but -1d for the limited ammunition supply. Each squad also has someone with a breaching charge, for +2d, making the total 5d+1. The enemy has plenty of supplies, but no special weapons, for no bonus or penalty.

Step four - Modify one or both sides for the armor they have. Better armor is worth at least a +1 for that side, and each full die of armor superiority is worth +1d to that side. Foxholes or other light cover count as +1d armor, earthworks as +2d, structures as +3d and fortifications as +4d.

EXAMPLE: Both sides have steel helmets, but that is all. However, the enemy has hastily prepared defensive earthworks, for a +2d bonus. The enemy roll goes from 3d+1 to 5d+1.

Step five - Apply any tech era differences. If the average weapons or armor are better by part of an era, that side gets +1d. If they are better by a full era, that side gets +3d per era.

EXAMPLE: Both sides are Late Industrial Era, so there is no change.

Step six - Apply morale or leadership differences to the side with lower ability. This represents the commander's skill, plus the will to fight and risk one's life to guarantee your side's success. If one side is significantly lower, they lose -1d. If one side is poorly motivated and the other is highly motivated, the lower side loses -2d.

EXAMPLE: Your side is volunteers, while the enemy side was forcibly conscripted. The game-master says this is good for a -1d penalty to their side, dropping it from 5d+1 to 4d+1.

Step seven - Apply any unit type inferiority to one side. If one side has a significant advantage in a particular type of military force and their enemy does not have an advantage of their own, then their enemy takes a -1d to their roll. A unit type must convey an advantage in order to count. Having cavalry superiority against machineguns is *not* an advantage...

EXAMPLE: Both sides have air support, so the unit type superiorities cancel out.

Step eight - Apply any intangibles to either side. This is where the adventurers or any unique abilities come into play. Adventurers will have their own abilities factored into the overall skill and average damage already, so only unique contributions apply. Adventurers able to make a unique contribution to the battle are worth +1d for their side.

EXAMPLE: The adventurers have no special or unique talents to bring, so there is no change.

Resolution - Once you have all the dice totals, the gamemaster asks each player how much "action" they are looking for. Are they going to lead the charge, or hang back and see what happens? Be heroic, or bring up the rear? This doesn't affect the chance of your side winning, but may affect how the adventurer is perceived afterwards. This level of participation can range from -3d (suicidal) to +3d (running away at the first sign of danger).

Roll the dice for each side. High "best three" wins. Fate *cannot* be used to modify this roll.

EXAMPLE: Your side rolls 5d+1 with a result of 17, while the enemy rolls 4d+1 with a result of 15. Your side wins!

Casualties - Now comes the painful part. A 4d "best three" roll is used by each side to determine the casualty percentage on that side, a "casualty" usually being complete incapacitation or death. Perhaps double this amount took wounds of some type. The best task made by this roll determines the percentage losses.

Make a task that is:	Total losses
Automatic(1)	one hundred percent
Very Easy(3)	fifty percent or more
Easy(5)	twenty-five percent
Average(7)	fifteen percent
Challenging(9)	ten percent
Hard(11)	five percent
Formidable(13)	two percent
Heroic(15)	one percent
Superheroic(17)	less than one percent
Impossible(19)	virtually none

The number of dice rolled is adjusted based on other circumstances of the battle.

Modifier	Amount
Winning side	+1d
Enemy bested by four	+1d
Losing side	-1d
Enemy bested you by four	-1d
Weapons better than your armor	-1d

EXAMPLE: Your side won, for +1d, but not by enough points to get an extra +1d. However, enemy weapons were more than the armor worn, for -1d, for a total roll of 4d. The enemy lost, taking a -1d, and their armor is not equal to your weapons, for another -1d, for a total roll of 2d. Your dice roll a 13, and theirs a 7. Your side takes two percent casualties, their side takes fifteen percent casualties.

Each adventurer has to make this same roll, but adjusts it by their personal level of participation. If the adventurer fails to make an Challenging(9) task on this roll, they take a hit equal to the difference between the average enemy weapon and their own armor, but *at least* 1d lethal hits. Failing to make an Average(7) task adds +1d to the damage, failing to make a Easy(5) task is +2d, failing to make a Very Easy(3) task is +3d, and failing to make an Automatic(1) task is +4d. Failing to make the overall casualty roll results in taking 1 point of lethal damage from cuts, bruises, scratches and so on.

EXAMPLE: Of the adventurers on the winning side, one was heroic(-2d) and another was slightly cowardly(+1d). The winning side had an overall 4d roll. The heroic adventurer rolls 2d and gets a 7. This barely makes an Average(7) task but fails a Challenging(9) one, so the adventurer takes a hit from the average enemy weapon, a rifle that does 4d+1 lethal hits. *Ow!* If the adventurer stays conscious, they stagger back to a field hospital when it's over. Otherwise, they fell during the battle and a hospital is where they wake up. The cowardly one rolls 5d and gets a 12, which is normally no damage, but since it is less than the casualty result of 13, they take 1 point of lethal damage.

If the commander or battle is such that there comes time to pass out rewards and penalties, the participation level also comes into play. This roll is made again, but in this case, low rolls are *good*. Making a Heroic(15) or better task results in some sort of official punishment or censure, or at the very least the disapproval of the adventurer's superiors for one reason or the other. *A heroic adventurer could be censured for being too reckless!* It also cuts any spoils gained by at least half. Only making an Average(7) task recommends the adventurer for commendation and doubles any spoils, while only making a Very Easy(3) task gains the adventurer great honor and prime pickings from any spoils.

EXAMPLE: The cowardly adventurer rolls 5d again and gets a 14, barely dodging official notice of their lackluster performance. The more heroic adventurer rolls 2d and gets a 5. They wake up to find a medal pinned to their bandages.

Note! - Normally, Fate cannot be used to adjust personal battle performance rolls. Since these rolls represent anywhere from hours to days of combat, being able to easily adjust one's chances would not be appropriate.

BETTER LIVING THROUGH CHEMISTRY - Drugs and diseases will operate in much the same way in **EABA**: usually a roll to avoid all of or the worst of the effects, plus some combination of lethal hits, non-lethal hits and other penalties to Attributes and Skills.

Drugs are typically inhaled, ingested, injected or applied. The more potent or toxic the substance, the more likely it can use more than one of these routes. Diseases are typically inhaled or ingested, but almost certainly can be injected as well.

After something has gotten into an adventurer's system, it will take some time to start working, and this is its *latency period*. During this period any antidotes are more likely to work.

After the latency period is over, the substance will start to have its effects. Effects listed are for a "normal" dose. Significantly higher doses will increase the difficulty of any rolls, while significantly lower ones will decrease the difficulty. Once this point is reached the adventurer can roll to ignore, reduce or end up taking the full effects. The effects can occur gradually, and change with time, and more rolls to avoid these continuing effects are possible. After any effects have run their course, the adventurer can start recovering.

If a drug or disease does lethal or non-lethal hits, these are reduced in effect as the adventurer takes damage, just as for other types of damage. For instance, an adventurer at a -2d damage threshold who takes 1d hits from a drug will just take 1 hit.

Below are a number of toxins and diseases to give you a starting point. All of these are from the real world. The effects on adventurers may be less than in the real world because of heroic levels in their Attributes.

Mushroom Toxin - This toxin needs to be ingested, but since it is has little taste the mushrooms can be incorporated into many food dishes without being detected. After a latency period of about twelve hours, the toxin has been absorbed into the blood-stream and starts destroying the victim's liver. Each twelve hours for two days (total of four rolls) the victim has to make a Challenging(9) Health roll or take 1d lethal hits. If the victim takes more hits than their Health, their liver has been destroyed and the effects will continue past the two day mark. At this point only magic, blood filtering (Atomic Era) or a liver transplant (Atomic Era) is capable of saving their life. There is no antidote, but the treatment is to vomit any of the poison still in the stomach and prevent digestion of any more. Doing this within the first twelve hours gives the victim +1d on all their Health rolls for fighting the effects.

Nerve Gas - A quite deadly poison from the Early Atomic Era, capable of being administered by any means. A droplet no larger than the period at the end of this sentence can be fatal for the most deadly of the nerve gases. Effects begin to occur within a minute, and involve tremors, leading to convulsions and an eventual overload of the nervous system and stoppage of the heart. The victim needs to make a Hard(11) Health task each minute for ten minutes or take 1d lethal hits for each failed roll. Making the roll results in taking 1 non-lethal hit. A preventative drug is available that gives a +1 bonus on the Health roll. An injectable antidote gives a +1d to the Health roll, but drops all other Attribute rolls (except Fate) by -1d for an hour.

Curare - This is made from a plant found in Central America and the northern parts of South America. It must be injected to have any effect, such as on a dart or weapon blade. Effects are almost immediate. The victim must make a Hard(11) Health roll within a few seconds of injection and once each minute for a total of five Health rolls. Failing a roll results in taking 1d non-lethal hits. If the victim's Agility roll drops to 0d+0 or lower (because of damage penalties), then they are completely paralyzed. If the Strength *and* Will rolls *both* drop to 0d+0 or lower, the victim is unable to breathe and will suffocate (takes 1d lethal hits per minute until death occurs). There is no antidote as such, but a paralyzed victim can be put on a respirator (Middle Industrial Era) or given mouth-to-mouth resuscitation until their lungs start working again (when they recover enough non-lethal Hits to offset the penalties).

Tear Gas - This substance has quite a few variants, and can be made in some form from the Middle Primitive Era forward. It only has full effect if inhaled or comes into contact with delicate areas like the eyes. Effects are immediate. The victim must make a Challenging(9) Will task before any action. Failing the roll means they take a -2d penalty on that action. After several minutes the task becomes Average(7) and the penalty only -1d and after that the effects wear off. The treatment is to flush the affected areas with large amounts of water. Drugs that increase willpower can help a victim resist the effects as well.

Snakebite - This is a moderately toxic venom such as rattlesnake venom. It must be injected to have any effect. As a side note, snake fangs will not penetrate any substance with an **EABA** armor rating of 0d+1. However, fangs *will* penetrate light footgear and normal clothing, and the bite itself is normally one lethal hit. The effects begin in about fifteen minutes and include pain, nausea and difficulty breathing. The victim must make a Challenging(9) Health roll or take 1d+0 lethal hits. After the initial roll, Health rolls are made once each hour for six hours (total of seven rolls), and if more lethal hits are taken than the victim's Will plus Health, they have to roll for shock and death as for any other lethal injury. Administration of an *appropriate* anti-venom will give a +2d bonus to Health rolls if given immediately, and +1d if given after the first Health roll is made.

More toxic snakes would have more frequent rolls, a higher difficulty to avoid effects, penalties to Attributes from paralysis (in addition to damage effects) or a combination of all three.

Alcohol - It is a poison, albeit a recreational one. About half an hour after ingestion, the victim has to make an Average(7) Health task or suffer the effects. A "dose" is whatever quantity of the drink in question is required to have noticeable effects. Effects are mild euphoria, increased confidence and a drop in reasoning ability. This is a +1d bonus to Will rolls, but a -1d penalty to Awareness and Agility rolls. If the Awareness roll drops to 0d+0 or lower, the victim passes out. Each 1d of bonus or penalty wears off after two hours, and unless an Average(7) Health roll is made, each dose leaves behind a "hangover" of 1 non-lethal hit. The hangover roll needs to be made for each dose, even if that dose had no effect.

The Plague - The bubonic plague is a recurring nightmare throughout human history. There are two forms. The first is transmitted by inhaling the bacteria that have infected someone's lungs and been coughed into the air. Without antibiotics (or magic), this variety is uniformly fatal. Use the information for the second form, but halve the time and increase difficulties by two rows. The other form is transmitted by the bite of an infected flea. If bitten, it is an Easy(5) Health task to avoid infection, but plague areas may present many infection chances a day. Symptoms of infection include joint pain, open sores, and swollen lymph nodes. Once infected, the victim has to make an Average(7) Health roll each six hours. If the roll is made, the infection is fought off. If failed, the victim takes 1d+0 in lethal hits.

Antibiotics (usually Late Industrial) will give a +2d to Health rolls for fighting off (or preventing) the infection. Less refined antibiotics are *possible* at earlier eras but would only give a +1d bonus. Such antibiotics did not historically exist but could have been extracted from natural sources had they been known of.

Anthrax - Anthrax is a bacterial infection that can be spread by inhalation, ingestion or injection. This description only covers the most serious types of infection, and not those limited to skin lesions. Anthrax is not considered contagious, so exposure is by deliberate or accidental exposure to some environmental source. It is an Easy(5) Health task to avoid infection on casual exposure. After a period of about two days, symptoms begin to show, depending on the mechanism of infection. At this time the victim takes 1d+0 in lethal hits. Each day afterwards is another Health roll, Average(7) for ingested or injected forms, and Hard(11) for inhaled forms. For injected or inhaled anthrax, effects of a failed Health roll are another 1d lethal hits, plus an additional -1d penalty on Awareness from effects on the brain. For ingested forms, failed Health rolls result in 1d lethal hits, plus an additional -1d penalty on Strength and Agility rolls from pain and abdominal cramps. If a Health roll is made, the infection is fought off and the Attribute-specific penalties end. Antibiotics are the treatment for anthrax infections, and will give a +1d to Health rolls for the duration of the infection.

The greatest hazard from anthrax is its ability to form durable spores, which if undisturbed can remain deadly for decades if not centuries. An explorer of an underground tomb could stir up spore-containing dust, swallowing some, inhaling it or getting it on an open cut.

THE GREAT OUTDOORS - Many adventures will have times when nature itself is a problem. Burning heat, freezing cold, and a lack of food, water or sleep can all take their toll.

Exertion - Strenuous activity can slow you down and wear you out. This is *not* something a Health roll can prevent. A good Health roll just lets you recover quicker. Exertion is broken down into categories: None, Light, Medium, Heavy, Very Heavy and Extreme. You can extend these past Extreme by the simple expedient of continuing to quarter the time increments. The time increments are meant to be convenient to use, not to exactly match real-world human performance figures. Exertion is always a bookkeeping task, and should only be included in a game if absolutely necessary.

If an adventurer is weighed down to where they take penalties on their actions, each -1d of penalty halves the time increment or increases the number of non-lethal hits taken by 1 (unless of course, the adventurer is doing nothing). Exertion is taken like any other non-lethal damage, but since it is only taken one point at a time, the amount of damage previously taken will not affect how much you lose from exertion.

Exertion	Lose 1 non-lethal hit each
None	not applicable
Light	one hour
Medium	fifteen minutes
Heavy	four minutes
Very heavy	one minute
Extreme	fifteen seconds

None is simple, the adventurer is sitting around doing nothing. Adventurers lose no non-lethal hits.

Light exertion is something easy but *slightly* tiring, like walking, horseback riding or a bumpy vehicle ride. Adventurers take 1 non-lethal hit per *hour*, typically recovered as fast as it is taken.

Medium exertion is jogging, typically one meter faster than a walk, an extremely uncomfortable vehicle ride or a fight where the action is hectic but not continuous. Running in a marathon would be a medium exertion, as would be participation in most large-scale battles. Adventurers take 1 non-lethal hit per *fifteen minutes*, and will have trouble maintaining this for long periods unless they are *extremely* fit.

Heavy exertion is running at full speed (double your base movement rate). Most types of individual combat count as heavy exertion. Adventurers take one non-lethal hit per *four minutes* of activity, and even those with superior stamina cannot do this for more than about an hour.

Very heavy exertion is engaging in a continual firefight or melee combat. Adventurers take one non-lethal hit per *one minute* of activity and it is impossible to maintain this level of activity for long. You can conceivably spend your stamina reserves even faster than this. A sprint is **extreme exertion**. Trying to run a "four minute mile" is extreme exertion. A person *can* wear themselves out to the point of unconsciousness in a matter of minutes. Hits from exertion that would exceed an adventurer's Health plus Will are counted as lethal hits rather than non-lethal hits.

EXAMPLE: A Health 7 (roll of 2d+1) adventurer is burdened to a -1d penalty because of a daypack full of gear, and spends the morning (three hours) hiking. This is light exertion, normally resulting in 1 non-lethal hit per hour, but the extra weight makes it 2 non-lethal hits per hour. Each of these hours the adventurer takes 2 hits, then gets to recover 2 hits, since they have no penalty on their Health roll. If during the hike they stubbed a toe and took 1 hit from bruises, they would not have recovered it while hiking. The adventurer spends an hour on a lunch break and takes it easy to get a bonus on Health rolls. This takes care of the bruise. After lunch, the trail slopes uphill and the gamemaster says this is medium exertion instead of light exertion. The adventurer will take 8 non-lethal hits per hour of hiking uphill (2 hits each *fifteen minutes*). After forty-five minutes of hiking uphill they have crossed the -1d damage threshold. Wisely, they decide to rest again. If they find a comfortable spot to park themselves, they can recover 2d (Health dice), -1d (exertion), +2d (rest and surroundings), for 3 points per hour.

Note - Recovering from exertion is an example of how a Focus skill might be used. The adventurer rests and concentrates on relaxing and breathing, and gets a +1d to their Health roll as a result. If an adventurer is recovering more than 1 hit per hour, they can rest for less than an hour and recover proportionately fewer hits.

Temperature - Everything will have a "comfort zone", a range of temperatures tolerable without any adverse effects. For humans, this is from about 10°C (50°F) to 30°C (86°F). Below this and your adventurer starts to risk hypothermia, above it and they operate at reduced efficiency or require extra fluids to keep cool. Temperature extremes act like exertion or are extra penalties on exertion.

Note! - People generally use clothing to mitigate the adverse effects of extreme temperature. A windproof jacket to stop the effects of wind chill, waterproof clothing to keep out cold rains, moisture absorbing clothing to wick off sweat or light colors to reflect harsh sun. People want to be comfortable, and the "native garb" and habits of an area arise from long experience with local conditions.

When it is 10°C (50°F), adventurers are counted as engaging in Light exertion, even if standing still, as their bodies expend energy to stay warm. Each 5°C (9°F) below this increases the level of exertion, with a *maximum* loss of 1 non-lethal hit per minute. However, they may engage in *actual* exertion of the same or lower amounts with no extra effects. That is, jogging to stay warm burns the same energy as shivering to stay warm. Being in water (or soaking wet) will drop the effective temperature by 10°C and wind chill can drop it by 5°C or more. Insulated clothing will add 5°C (or more) to the effective temperature, and each layer of any armor is usually good for 5°C per layer.

EXAMPLE: An adventurer falls through thin ice but manages to pull themselves free. But, they are soaking wet and the outside temperature is 0°C (32°F). The normal time increment for freezing (at 10°C) is an hour. But, the adventurer's effective temperature is a frigid -10°C because they are soaked to the skin. This means that standing still counts as Extreme exertion and the adventurer will take 1 non-lethal hit each minute (the maximum). The adventurer needs to find a way to get warm within minutes or they will not survive. If our adventurer was dressed for cold weather (+10°C) and wearing a leather armor (+5°C), their effective temperature would be 15°C higher, or 5°C, meaning they would only take 1 non-lethal hit each fifteen minutes. This is still dangerous, but it gives them an hour to make a shelter or build a fire, either of which should be good for enough of a bonus to keep them from slowly freezing to death.

Note: An appropriate Scrounging skill roll at Challenging(9) difficulty is usually sufficient to find something that can alter felt temperature by 5°C. This could be shade if you are too hot, a place to huddle up for warmth if you are too cold, and so on. This skill would also be used to look for water, light a fire and other tasks, the difficulty varying with the task and any gear available.

When it is 30°C (86°F), all hits taken from exertion are increased by 1. Each 5°C (9°F) past this adds another hit to exertion losses, and each 5°C also doubles an adventurer's water requirements, by up to sixteen times normal (see **Thirst**, page 7.14). Past 50°C (122°F) water consumption stays the same but the exertion level continues to increase. Water, wind and insulated clothing or armor has the same effect on felt temperature in hot climates as in cold ones. In addition, high humidity may make it feel hotter because your body has to sweat more to shed excess heat, and low humidity may feel cooler, as sweating becomes more efficient at removing excess heat.

EXAMPLE: An adventurer somehow ends up in a battle in the ruins of a desert city. They have a -1d encumbrance penalty from their weapons and armor, it is 40°C (104°F) outside and the fighting counts as Medium exertion. The 40°C temperature counts as 45°C (113°F) because of the armor, which means the Medium exertion of the battle saps 6 non-lethal hits each fifteen minutes (one for exertion, one for being weighed down, four for the heat), so after a quarter hour of running and fighting in the heat, the adventurer has already taken 6 non-lethal hits and is seriously winded.

Altitude - Air pressure drops as you increase in altitude, eventually reaching a point where there is not enough air to breathe. This is counted as an increase in the exertion level. It is much easier to exhaust one's self, and it takes longer to recover.

At medium altitudes (from 2,000 to 3,000 meters), all exertion categories are increased a level. At high altitudes (from 3,000 meters to 5,000 meters), all exertion categories are increased two levels. At very high altitudes (5,000 meters to 8,000 meters) they are increased three levels. Past this is extreme altitude and vacuum, which increase exertion by four and five levels, respectively. Vacuum has the added hazard that all damage taken is lethal rather than non-lethal damage.

EXAMPLE: Hiking (normally Light exertion) at medium altitudes would count as Medium exertion, so an adventurer would tire several times faster. Getting thrown out an airlock into vacuum would shift exertion five levels, so even no activity would count as Extreme exertion, or a loss of 1 *lethal* hit each fifteen seconds.

Any form of oxygen deprivation can use the altitude rules. Drowning does one non-lethal hit per 15 seconds until all hits are gone, then each non-lethal hit is replaced by a lethal one until death.

ADVANCED TOPIC: STAMINA RECOVERY

If the reason an adventurer has taken non-lethal hits is because of a lack of air rather than because of exhaustion, they can use their Health to recover those specific hits once per *minute* instead of once per *hour*. Non-lethal hits from heat, cold or exertion are recovered normally.

Sleep - Adventurers generally need a good night's sleep to function at their peak. Those with higher Health generally need less sleep, but this is not always the case. The gamemaster is the arbiter of conditions, and whether a given night's rest is "good" or not. A restless sleep results in waking up with 1 non-lethal hit, which is not recovered normally. Not getting any sleep results in taking 1 non-lethal hit at the end of each six hours *past* being awake for twelve hours, and these hits are not recovered normally either. These hits can be temporarily negated by drugs in some cases, but the total amount of weariness that an adventurer can overcome with coffee or more powerful substances is limited. The only way sleep deprivation damage is recovered is by getting sufficient rest.

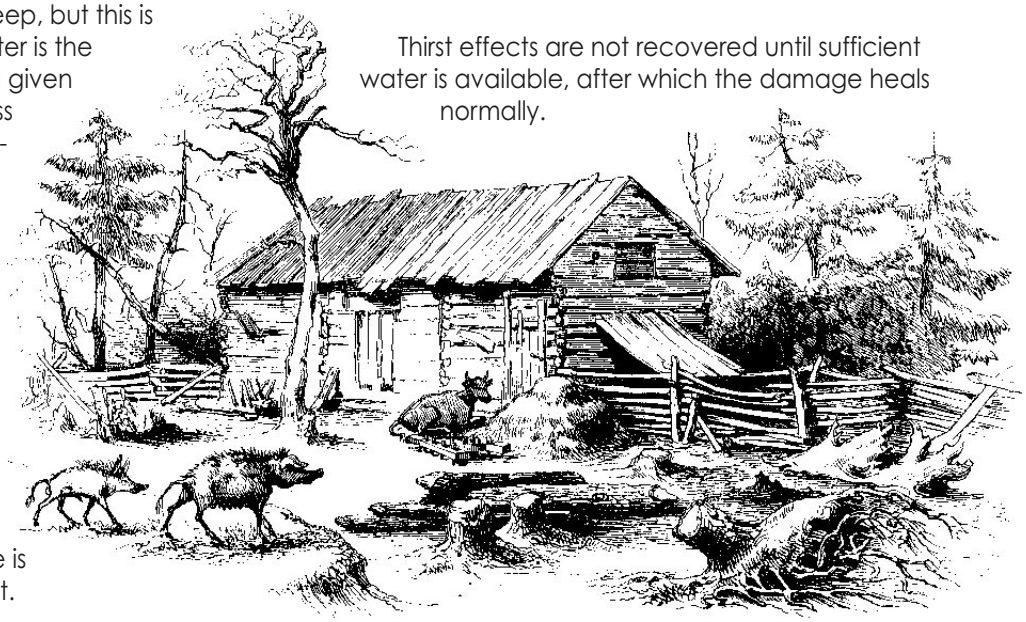
A normal sleep period recovers 4 points of sleep deprivation. If an adventurer passes out from lack of sleep and is not awakened, they sleep three hours for each point of sleep deprivation damage.

EXAMPLE: A mage is casting a powerful spell that has a casting time of two entire days. The first twelve hours are without penalty, but at eighteen hours and each six hours afterwards the mage takes 1 non-lethal hit. At the end of two days the mage has taken 6 non-lethal hits and as a result their final skill roll for the spell will have a -1d penalty. The mage takes some sort of herbal concoction to offset a few non-lethal hits and thus the penalty on the skill roll.

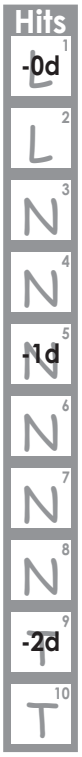
Hunger - Calorie requirements vary with activity, and food is normally available in "meal" quantities, so figuring out when you are going hungry is not a problem. Insufficient food will cause 1 lethal and 1 non-lethal hit of damage per two days that food is missed, or per one day if heavy work is being done. This is not recovered until sufficient food becomes available, after which it heals normally.

Thirst - How often adventurers or creatures need to rehydrate depends on conditions, but normally you can assume 2 to 3 liters of fluids per day for a normal person and minimal activity. A human can require up to 16 liters or more per day in extreme conditions. Creatures of larger than human size consume proportionately more. Generally, check for thirst twice a day or about twenty-four hours divided by the liters needed. If it is *really* hot or everyone is working hard, check once an hour. Not getting the required fluids means the adventurer will take 2 non-lethal hits from thirst.

Thirst effects are not recovered until sufficient water is available, after which the damage heals normally.



EXAMPLE: Chased by foes, our desert adventurer from the previous example loses his footing and falls into a hole. It takes him over an hour to figure a way out. In addition to exertion losses, he takes 2 non-lethal hits at the end of the hour from thirst. These will not recover until the adventurer gets some water, no matter how long he rests.



Note! - You've seen that non-lethal hits are used for a lot of things, and sometimes they are recovered in different ways. Instead of using a ☑ or ☒ to mark hits, you can always use a letter notation, like "N" for non-lethal hits, "L" for lethal ones, "S" for sleep, "H" for hunger. "T" for thirst and "A" for altitude or oxygen deprivation.

EXAMPLE: Our desert adventurer took a total of 10 hits from the stress of the battle, 6 non-lethal hits from exhaustion, 2 non-lethal hits from thirst, plus a wound for 2 lethal hits. You can look at the hits track and see which hits are which, *and* the order the non-lethal hits were taken in.

What it means - This table shows the endurance of an adventurer with a Health of 6, 9 or 12 (no Running skill). Distance is in kilometers and times are in seconds, minutes, hours or days. The first number is the distance/duration before they take 5 hits (a -1d penalty). The second is the distance/duration before passing out, assuming they have a Will of 7 and pass out after taking hits equal to Will plus Health. This *does* take into account any recovery of hits they get each hour, but does not take into account that a runner slows down as they take exertion penalties.

Action	Health 6	Health 9	Health 12
Jogging	19k/46k	29k/100k	unlimited
Running	4.8k/12.5k	7.2k/24k	9.6k/38k
Sprinting	.5k/1.2k	.7k/2.1k	.9k/3.4k
Go w/out water	36h/84h	36h/96h	36h/108h
at 45°C (113°F)	9h/18h	9h/24h	9h/27h
Go without food	5d/13d	5d/16d	5d/19d
Go without air	75s/195s	75s/240s	75s/285s
Go without sleep	42h/90h	42h/108h	42h/126h
Stay in 5°C air	1.5h/3.5h	1.8h/4.8h	1.8h/6.5h
Stay in 5°C water	5m/13m	5m/16m	5m/19m

Note! - A Health 9 adventurer with Running skill can run a mile in two minutes and thirty-six seconds or two miles in six minutes and thirty-nine seconds. You *can* create adventurers that can exceed world records. It's just a game, don't sweat it too much.

Weather - Weather is generally a backdrop to an adventure. The gamemaster will usually have some idea of what conditions will be like and that's the way they end up. If you really want to roll dice for the weather, grab 3d, then choose a climate and season. If the roll succeeds against the listed difficulty, then rain or snow happens at least once in the one week period following the roll. The more the roll was made by, the more frequent the event. Temperatures are assumed to be average for the region and season, but a 3d roll can be used to see if things are warmer or colder than normal. The deviance from an average of 10-11 gives a rough idea of the amount, perhaps 5°C per 2 points off. Nighttime temperatures are the same as daytime in very wet climates, and 5°C less than the daytime temperature per climate type drier than this.

Climate	Precipitation chance
Arid	Heroic(15)
Dry	Formidable(13)
Normal	Hard(11)
Wet	Challenging(9)
Very wet	Average(7)
Wet season	one level easier
Normal season	no change
Dry season	one level harder

Area	Jan	Apr	Aug	Nov
Equatorial	30°C	30°C	30°C	30°C
Tropical	20°C	25°C	30°C	25°C
Subtropical	10°C	15°C	25°C	15°C
Temperate	5°C	15°C	25°C	15°C
Cold temperate	0°C	5°C	15°C	5°C
Arctic	-5°C	0°C	10°C	0°C
High arctic	-10°C	-5°C	5°C	-5°C
Coastal	no change			
Inland	+5°C day/-5°C night			
Far inland	+10°C day/-10°C night			

On any result of 17 or more, a rare wet weather side effect occurs that week. This could be flood, hurricane, tornado, mudslides or avalanche. On a result of 4 or less, a rare dry weather side effect occurs that week. This could be brushfires, dust or sand storms.

EXAMPLE: Just because, the gamemaster rolls for weather in the desert area our adventurer is at. The roll is 13 for rain and 7 for the temperature. The roll is not high enough for rain in an arid area, but the temperature roll is well below normal. The gamemaster decides that it will be cloudy a few days in the next week, threatening rain but not delivering it. Temperatures will be 10°C lower than normal, down to 30°C during the day, almost comfortable. But, it gets down to 10°C during the night. Oddly enough, it might get even colder without the clouds to hold in the heat from the land.

VEHICLES - Depending on the gameworld, vehicles can range from virtually non-existent to a central part of daily life. Driving a vehicle is like any other action, changing facing, speeding up, slowing down and so on. The Strength of the engine is like an adventurer's Strength and determines how fast the vehicle can go. If you want to get into a shoving match with a car, you compare your Strength roll to its (hint: you're going to lose). For ninety-nine percent of adventurer or gamemaster needs, you just need to know the following:

How fast will it go?
How big is it?
How tough is it?
How big a gun can I put in it?
How many gizmos are on it?
How much does it cost?
How do I blow it up?

What follows is an extremely condensed and abstract system for designing most of what you need to know for a vehicle in **EABA**. If you want a more realistic or detailed weapon or vehicle design, **BTRC** makes products for just this purpose.

How fast? - Mechanical power plants only become practical with Industrial Era technology. One hexagon of reliable engine will generate the following amount of Strength:

Technological Era	Power for 1 hexagon
Animal power	2d+0 Strength
Primitive	4d+0 Strength
Basic	6d+0 Strength
Industrial	8d+0 Strength
Atomic	10d+0 Strength
Post-Atomic	12d+0 Strength
Advanced	14d+0 Strength
Early part of an era	-2 penalty
Late part of an era	+2 bonus
Each halving of size	-1d penalty
Each doubling of size	+2d bonus
Touchy but powerful	+1d bonus
Durable but bulky	-1d penalty

Any vehicle ability can and should be changed proportionately for Early/Late portions of an era. For instance, Late Basic engines are 6d+2 Strength. Touchy engines will require maintenance at least once each one hundred hours of operation. With gamemaster permission, this bonus to power can be taken more than once, cutting maintenance intervals in half for each extra +1d of Strength.

EXAMPLE: One hexagon of Atomic Era engine has a Strength of 10d+0. A high-performance jet engine that required maintenance each 50 hours would have a Strength of 12d+0 instead.

Wind or animal power uses no fuel, but can get tired or fail. Realistically, animal power should never have an adjusted Strength of more than 5d+0 for speed purposes. The way legs work doesn't really allow you to tow a vehicle any faster than this. The top speed for an animal or wind-powered vehicle is in *perfect* conditions. A more reasonable *long-term* average is the speed for the Strength with a further penalty of -2d (down to the minimum table entry).

On vehicles of Industrial Era or later, a fuel tank is part of the space taken up by the engine. You get five hours of running time at full speed for free, or ten at half speed or less. More fuel than this takes up the engine space for forty hours of fuel at top speed or eighty at half speed or less. This would be figured at the same mass as cargo space. This does not cover things like rockets or fusion reactors, just your basic "fill the gas tank" kind of engine that most vehicles are going to have. Anything fancier than that will require special design rules.

You adjust Strength for the mass in tons and use the result to figure out the vehicle's top speed. This means you have to figure out *loaded* vehicle mass before you go any further. A motorcycle masses no more than half a ton. A car masses a ton or two. A light armored vehicle or light fighter plane several tons, a tank up to sixty tons, and a large cargo jet a few hundred tons. A vehicle's designed mass is its *fully loaded* mass. When not fully loaded, top speed and acceleration will be higher.

Mass	Strength adjustment
.25 ton	+2d bonus
.5 ton	+1d bonus
1 ton	+0d bonus
2 tons	-1d penalty
4 tons	-2d penalty
8 tons	-3d penalty
16 tons	-4d penalty
32 tons	-5d penalty
Each doubling	-1d penalty
Each 25% extra mass (max +50%)	-1 penalty
Each 25% less mass (max -25%)	+1 bonus
Offroad vehicle	-1d penalty
Flying vehicle	+1d bonus
Upper atmosphere	+3d bonus
Water vehicle(surface)	-3d penalty
Water vehicle(submerged)	-2d penalty

All vehicles are assumed to be streamlined and have obvious effects appropriate to their era and function. Boats are watertight, off-road vehicles have ground clearance, and so on.

Strength *remaining*	Top speed
-(4d+0)	1 meter/turn (4kph/2mph)
-(1d+1)	2 meters/turn (7kph/4mph)
0d+0	3 meters/turn (11kph/7mph)
1d+0	4 meters/turn (14kph/9mph)
2d+0	5 meters/turn (18kph/11mph)
3d+0	7 meters/turn (25kph/16mph)
4d+0	9 meters/turn (32kph/20mph)
5d+0	13 meters/turn (47kph/29mph)
6d+0	17 meters/turn (61kph/38mph)
7d+0	23 meters/turn (83kph/52mph)
8d+0	30 meters/turn (108kph/68mph)
9d+0	40 meters/turn (144kph/90mph)
10d+0	53 meters/turn (191kph/119mph)
11d+0	71 meters/turn (256kph/160mph)
12d+0	95 meters/turn (342kph/214mph)
13d+0	126 meters/turn (454kph/284mph)
14d+0	169 meters/turn (608kph/380mph)
15d+0	225 meters/turn (810kph/506mph)
Each extra +1d	times one and a third
Each extra +1	times one and a tenth

A vehicle can't reach its top speed or slow to a stop in one turn. A vehicle's default acceleration and deceleration is based on *half* the power plant Strength (round to nearest 0d+1), minus the mass modifier, plus or minusany modifier for the type of vehicle (water vehicle, off-road vehicle, etc.), with an *extra* -3d for "surface" vehicles like autos or boats. The result is the Strength row for the meters per turn the vehicle can change its speed.

Air vehicles can take off vertically if acceleration is 4d+2 or more (11 meters). Winged vehicles need a speed of 4 rows down from top speed in order to take off horizontally, and stub-wing vehicles require a speed two rows down from top speed in order to lift off. This is the "stall speed", and is the minimum controllable speed for a non-VTOL vehicle. Most vehicles can also optimize their speed, gaining or losing one row for acceleration purposes by losing or gaining one row for top speed purposes.

EXAMPLE: We decide to build a Post-Atomic Era aircar. We decide it will be 8 tons (it is armored), and give it a high-performance engine that takes up two hexagons, for 15d+0 Strength. After taking mass and flying ability into account, 13d+0 Strength is left, so it has a top speed of 126 meters per turn. Acceleration is based on half its Strength (7d+2), with a -3d mass penalty and +1d flying vehicle bonus, for a result of 5d+2, which we can figure is 16 meters per turn. It can take off straight up at 6 meters per turn (you subtract 10 to represent gravity), or take off with its stub wings once it hits a speed of 71 meters per turn.

How big? - You need one hexagon of space for each standing or sitting person of normal size. You can get three in two hexagons if it is cramped, and two in one hexagon if they are really crammed in. Beds take up two hexagons, and other permanent facilities you can get an idea of by looking around the place you live. After that, you need space for storage, engine, gizmos and fuel. Small vehicles like motorcycles will completely fit in two hexagons. Vehicles with wings (those that can't take off vertically) will have wings and control surfaces that take up double the hexagons of everything else. Vehicles that can take off vertically will have half the hexagons of everything else taken up by control surfaces. For now, generally ignore anything else that takes up space. A blimp may be huge, but the passenger cabin is not. For purposes of "floor plan" a vehicle may have multiple levels.

EXAMPLE: This armored aircar is a limousine, and carries a driver and five passengers in comfort, plus some luggage space and room for gizmos. That is six hexagons of space for people, plus two more for luggage and gizmos, plus two more for the engine, a total of ten hexagons. The thruster nozzles and stub wings take up half this, or five hexagons, for a total vehicle size of fifteen hexagons.

How tough? - You know how much the vehicle masses, and how big it is. Now you need to armor it. Subtract half a ton from the loaded vehicle mass for each hexagon of engine, a tenth of a ton for each hexagon of total space, a tenth of a ton for each person carried, and half a ton for each hexagon of cargo or gizmos. The remainder is what is left for armor.

EXAMPLE: The aircar masses 8 tons. It loses 1 ton for the engine, 1 ton for gizmos and cargo, .6 tons for the passengers and 1.5 tons for the total size, leaving 3.9 tons for armor, rounding to 4 tons.

A vehicle will always have an overall armor of at least 1d+0 , even if no extra armor is bought. This is the normal outer skin or structure of the vehicle and is only applied *after* extra armor is bought.

EXAMPLE: If a passenger car has -1d+0 armor, it counts as 1d+0 armor. However, to buy armor for the car would buy it up from -1d+0, *not* 1d+0.

You may pull some protection from one side of a vehicle to add to a different side, and this *can* drop armor on that side of 0d+0. Imagine a motorcycle. Each -2d of armor from any number of sides can be used to give a *different* side +1d armor. The sides are top, bottom, right, left, front and back.

Technological Era	Overall armor
Basic or earlier	1d+0 Armor
Industrial	3d+0 Armor
Atomic	5d+0 Armor
Post-Atomic	7d+0 Armor
Advanced	9d+0 Armor
Early part of an era	-2 penalty
Late part of an era	+2 bonus
.06 tons armor	-4d penalty
.12 tons armor	-3d penalty
.25 tons armor	-2d penalty
.5 tons armor	-1d penalty
1 ton armor	+0d bonus
2 tons armor	+1d bonus
4 tons armor	+2d bonus
8 tons armor	+3d bonus
Each doubling	+1d bonus
Each 25% extra mass (max +50%)	+1 bonus
Each 25% less mass (max -25%)	-1 penalty
Land vehicle	+1d bonus
Water vehicle	+2d bonus

Vehicle size	Damage limit	Armor effect
1 hexagon	8	-0d penalty
2 hexagons	7	-1d penalty
4 hexagons	6	-2d penalty
8 hexagons	5	-3d penalty
16 hexagons	4	-4d penalty
32 hexagons	3	-5d penalty
64 hexagons	2	-6d penalty
Each doubling	-1 additional	-1d penalty
Each +25% extra (up to twice)		-1 penalty
Each -25% less (once)		+1 bonus

ADVANCED TOPIC: SLOPED ARMOR

Armor can be tilted at an angle to make it more effective, but this decreases the efficiency of the vehicle. Most tanks will have **sloped armor**. If you count the interior size of the vehicle as 1 size level less than it actually is, overall vehicle armor is increased by +2d, or by +1d if actual armor was only 1d+0. Typically, this bonus is taken off the top and bottom where it doesn't really apply, and +2d more is added to the front or +1d to each side.

Damage limit applies to larger vehicles, those too big to demolish in a single hit by anything short of an explosion. No matter how much gets through armor, the damage limit is the most Hits the *vehicle* can lose from one attack. Damage limit applies *after* everything else. If a vehicle has a damage limit of zero or less, poking little holes in it simply doesn't do anything! Damage limit for *explosions* (page 5.7) is increased by 1 for each full die of explosion damage that *exceeds* the armor. Damage limits of zero or less are also increased by 1 *after* each hit penetrating armor, *up to a damage limit of 1*, after which the vehicle will take 1 Hit, and the damage limit is reset to its normal amount.

Even with a damage limit of zero or less, a vehicle can lose Hits from explosions or many small punctures. Damage limit does *not* affect passenger damage. A battleship may lose no Hits from an attack, but people still get killed...

EXAMPLE: The aircar has 4 tons of Post-Atomic Era armor, good for an overall armor of 5d+0 on a sixteen hexagon vehicle. The player designing the aircar figures that if the adventurer is shot at, it will be from behind or below, so they take -2d from the top and -1d from each side, and add +1d to the back and underbelly. The aircar now has a front armor of 5d+0, a top armor of 3d+0, side armor of 4d+0 and rear and underside armor of 6d+0. Using the damage limit rule, attacks can't do more than 4 hits through armor to this vehicle because of its size.

How big a gun? - For purposes of mounting it on the vehicle, a weapon is counted as a gizmo. You can either use items from the **EABA** weapon lists or make something up from the short guidelines below. Using the design notes earlier, each hexagon of weapon will mass half a ton. Ammunition is stored in cargo space and takes up as much space as the weapon for 200 shots. You can use any fraction or multiple of 200 shots that you care to. The Accuracy of a vehicle weapon will be half its damage dice.

Technological Era	Damage for 1 hexagon
Primitive	4d+0 lethal
Basic	6d+0 lethal
Industrial	8d+0 lethal
Atomic	10d+0 lethal
Post-Atomic	12d+0 lethal
Advanced	14d+0 lethal
Early part of an Era	-2 penalty
Late part of an Era	+2 bonus
Weapon of .125 hexagon	-3d penalty
Weapon of .25 hexagon	-2d penalty
Weapon of .5 hexagon	-1d penalty
Each doubling of space	+1d bonus
Autofire (Industrial Era or better)	-1d penalty
Conventional firearms	+1d bonus
Takes a minute to reload a shot	+1d bonus
One-use weapon	+2d bonus
Explosive damage	-2d penalty
Fixed weapon	+0d bonus
60° arc weapon	-1d penalty
180° arc weapon	-2d penalty
360° turret weapon	-3d penalty

EXAMPLE: The aircar designer decides to allot .25 hexagons of space to an autofire laser in a rear 60° arc, just to discourage tailgaters. At the Post-Atomic Era, a 1 hexagon weapon starts at 12d+0, and is modified down to 8d+0 by the size (-2d), autofire (-1d) and firing arc (-1d). If there is a chance to aim, the machinegun has an Accuracy of 4. The ammunition supply is 100 shots, which takes .1 hexagons from the cargo capacity. Alternately, the designer could have put in a pair of one-use rockets, each with an explosive damage of 7d+2.

How many gizmos? - You've already figured out how much space you've allotted for non-standard stuff. First, the standard stuff:

Technological Era	Freebies
Primitive	None
Basic	Protection from sun and rain
Industrial	Climate control, lights
Atomic	Basic communications
Post-Atomic	Computer links, autopilot
Advanced	?

Everything more than this takes up the space you've allotted for gizmos.

Gizmo	Tech Era	Hexagons
Life support	Atomic	.2 per 10 pass.
Ejection seat	Atomic	.1 each
2d+0 sensor	Atomic	.5 hexagon
4d+0 sensor	Post-Atomic	.5 hexagon
6d+0 sensor	Advanced	.5 hexagon
+1d sensor bonus	-	double size
-1d sensor penalty	-	.2 hexagon
-2d sensor penalty	-	.1 hexagon
+6 wpn Acc.	Industrial	.5 per weapon
+6 wpn Acc.	Atomic	.2 per weapon
+6 wpn Acc.	Post-Atomic	.1 per weapon
+12 wpn Acc.	Advanced	.1 per weapon
each extra +6 to Acc.	-	double size

EXAMPLE: The aircar has 1 hexagon of space for gizmos. Since it is a Post-Atomic Era vehicle, it already comes with weather protection, climate control, lights, basic communications, computer links and autopilot. We want to be able to fly high, so we put in life support, for .2 hexagons of space. We add a small radar so we can spot things, for a 3d+0 Awareness roll and .2 hexagons of space. We add the previously designed machinegun for another .25 hexagons of space. This leaves .25 hexagons, which we turn into ejection seats for the driver and owner of the aircar (the passengers will have to fend for themselves).

How much? - Glad you asked. While credits are independent of technology, certain manufacturing techniques are more expensive. Vehicles will have a cost per ton *and* per hexagon based on the era in which they are built. Use the **EABA Universal Chart** to get the level shift based on the size plus tons (round nearest) of the vehicle, then apply level modifiers as appropriate.

Modifier	Levels
Vehicle of 1 hexagon	-2
Primitive Era	+0
Basic Era	+2
Industrial Era	+4
Atomic Era	+6
Post-Atomic Era	+8
Advanced Era	+10
Early/late part of an era	±1
Mass production	-2
Average production	+0
Limited prod.(luxury/security)	+2
Limited production(military)	+4
On *and* off-road vehicle	+2
Flying vehicle	+2
Vertical takeoff (VTOL) ability	+2
Water vehicle	+2
Gizmos	+4 on those hexagons

EXAMPLE: What is the cost of the aircar? Start with a cost of -2 for 1 hexagon. The aircar is 8 tons and 15 hexagons. This adds up to 23, which is size of +9, for a base cost level of +7. Other modifiers are:

Modifier	Levels
Vehicle size & weight	+7
Post-Atomic Era	+8
Flying vehicle	+2
VTOL-capable	+2
Final cost level	+19
Final cost	700,000 Credits

We have to figure the 1 hexagon of gizmos separately, which is a cost of -2 for size, +8 for tech era and +4 for being gizmos, a total level of +10, or 32,000 Credits, for a final cost of 732,000 Credits.

ADVANCED TOPIC: OBSOLESCENCE

An out of date vehicle will be cheaper than a new one. A well-used or low quality vehicle is half price (-2). Vehicles from a previous era (or previous part of the same era) are also half price (-2). So, an Atomic Era buyer could get *Early* Atomic Era vehicles at half price (-2), used ones at a quarter the price (-4), or used low quality ones for an eighth the normal price (-6).

How do I blow it up? - Vehicle combat runs much the same as normal combat. Vehicles will move based on the sequencing of their driver's or pilot's skill. A vehicle that is being tailed is at a disadvantage in sequencing, just as a person attacked from behind would be.

Vehicles have a size that will affect how hard they are to hit, and range and movement are handled normally. The operator of a vehicle may use the vehicle's acceleration as the equivalent of of Dodge, points that reduce an enemy's chance to hit the vehicle, but which also reduce the chance of any of your vehicle's weapons hitting anything. Everyone in a vehicle is affected by any of the movement penalties and dodging of the vehicle. Driving or piloting is normally a major action, so aiming or operating a weapon at the same time will likely result in penalties on both.

Vehicles will generally make turns in increments of 30°, which correspond to half a hex facing. These turns may not be exactly the listed number of degrees and do not happen at a particular instant. A turn is a change of facing that occurs gradually, but is rolled for at a particular moment.

The difficulty of pulling off a proper facing change is a simple use of the Universal Chart. The base difficulty is the movement, adjusted down by the acceleration, and +0 difficulty for a 30° turn, +3 for each 30° increment after that. A maneuver like a lane change, swerve or sideslip counts as a 30° turn. If you are going too fast to make a facing change once per second, you can subtract time levels and do the facing change over a longer interval. This roll is made using the pilot or driver's skill with the vehicle. Each facing change after the first (done as a separate manuever) is at +6 difficulty. Remember that any acceleration used for dodging is *not* available for facing changes.

EXAMPLE: Our aircar has a top speed of 126 meters per turn, which is a movement difficulty of 12. Its acceleration is 16, which is a movement difficulty of 6. So, making one 60° facing change at full speed is a difficulty of 9. Making a second one would be at a difficulty of 15. If the pilot had allotted 3 points of acceleration to dodging, then the difficulty of any facing changes would be increased by 3.

If you fail to make a "turn roll", you usually just make a turn of a level that your roll would have succeeded at, like making a 30° turn instead of the 60° turn you were trying for. This is usually not a problem, unless there is something in your way that you really needed to avoid.

Armor works the same way for vehicles as it does for adventurers, with the exception that vehicles never take any type of non-lethal hits. A vehicle has 10 "hits" for 1 ton of mass, +2 hits each time you double this, and -1 hits each time you halve it. If armor is exceeded by damage, the vehicle loses hits. When the vehicle runs out of hits, it stops working. It is recommended that you use the **Damage Limit** rule (page 7.18) for most vehicles. In the meantime, any penalty the vehicle takes from hits lost affects its speed, skill rolls for maneuvering or use of vehicle-mounted equipment.

EXAMPLE: Someone takes a shot at the aircar while it is engaging in full evasive maneuvers at top speed. The aircar has a loaded mass of 8 tons, which means it has 16 Hits.

The range is 500 meters and the attacker has a weapon with an Accuracy of 12. The range is a difficulty of 21, and the movement adds 12 more, making it 33. The Accuracy of the weapon drops this to 21, and the size of the aircar drops it to 17. Not a very good chance, but after all, they are shooting at an evading target 500 meters off. Only the fact that they have a high tech weapon makes it possible at all! Anyway, they do roll a 17, and hit the aircar in the rear, which has an Armor of 6d+0. The attack is from a 9d+0 explosion. The fact that it is an explosion means it can alter the aircar's Damage Limit. Since it exceeded the Armor by 3d, Damage Limit is raised by 3, to 7. The aircar takes 7 hits from the 3d+0 that get through armor. This puts it at the -1d penalty level.

The vehicle's Strength for top speed and acceleration purposes is dropped by -1d, and all skill rolls for piloting or shooting the machinegun take a -1d penalty. The new top speed is that for a Strength of 12d+0, or 95 meters per turn, and acceleration is that for a Strength of 4d+2, or 11. The aircar's ability to use vertical thrust is greatly compromised (remember that you subtract 10 to represent gravity). A -2d damage penalty will mean that acceleration is less than gravity, which means the aircar will no longer be able to hover, and must use a runway to land. A -3d penalty would drop the aircar's top speed to below its stall speed. It would go out of control and crash.

ADVANCED TOPIC: VEHICLE HIT LOCATION

Instead of applying a generic penalty as a vehicle accumulates hits, you can choose to have *where* it is hit determines the effects. Roll 1d for hit location and effects. Even with special effects, a vehicle will become non-functional after it takes all its hits.

Roll	Vehicle hit in:	General effect:
1	Engine	Engine shutdown
2	Fuel	Lose half fuel
3	Passenger area	Passenger injury
4	Cargo	Cargo damaged
5	Gizmo	Gizmo damaged
6	Body	Vehicle takes hits

Engine - If the hits cross a damage threshold, the engine is "stunned" and conks out for a turn. It has a base Will roll of 3d+0 (2d+0 if touchy, 4d+0 if durable), and must make an Easy(5) Will task to restart each turn.

Fuel - If the hits cross a damage threshold, half of any remaining fuel is lost. If the damage knocks out all the vehicle's hits, the fuel tank catches fire or does something else unpleasant.

Passenger - A random occupant is hit, using the vehicle armor and worn armor as layering (page 4.9). The vehicle loses no more than 1 hit from the attack unless it is an explosion, in which case both vehicle and *all* occupants in that area take hits.

Cargo - A random stored item is affected just like a passenger would be on a passenger area hit. If the cargo area is empty, treat as a body hit.

Gizmo - A random gizmo is hit, affected just like a passenger would be on a passenger area hit. If there are no gizmos, treat as a body hit.

Body - No special effects, the vehicle just takes the appropriate hits.

EXAMPLE: The aircar owner annoyed someone who had anti-aircraft missile and was very lucky, hitting with a 9d+0 explosion that ended up doing 7 hits. The gamemaster rolls a 1 for hit location, so the missile does 7 lethal hits to the engine. This crosses the -1d damage threshold, so the engine conks out. The aircar starts to plummet. It is an Easy(5) task to restart the engine, but this is a high performance (touchy) engine with a default Will roll of 2d+0, and with the -1d penalty only gets a 1d+0 roll. If the engine doesn't restart quickly, it looks like the ejection seats will have been a good investment!

ADVANCED TOPIC: WHAT *IS* POWER?

Vehicle power plants are listed as having a Strength, but how does that relate to some real-world units of measurement? As best we can figure out, *about* like the table below. It's not rocket science. Seven hundred fifty watts is one horsepower.

Strength	kilowatts(hp)
0d+0	.25(.3)
2d+0	1(1.3)
4d+0	4(5.3)
6d+0	16(21)
8d+0	64(85)
10d+0	250(340)
12d+0	1,000(1.4k)
14d+0	4,000(5.5k)
16d+0	16,000(22k)
18d+0	64,000(87k)
20d+0	250,000(350k)
Each ±1d	factor of 2
Each ±1	factor of 1.25

This is raw output, not modified by vehicle type, mass and so on. Different power plants will also vary in accuracy for the correlation between Strength and horsepower. At Late Industrial Era or better, a motive power plant provides electricity as a side effect, at 8d less than regular output.

EXAMPLE: Before taking mass and vehicle type into account, the aircar had a Post-Atomic Era power plant with a Strength of 15d+0. This would correspond to about 11,000 horsepower! *Yow!* Of course, it can do 0-100kph in less than 2 seconds, and climb from the ground to 10,000 meters in about a minute and a half. A comparable Atomic Era power plant would be 13d+0, or about 2,800 horsepower, which for a 1 ton power plant like a high-performance jet turbine is not out of line.

Note - If you were wondering, a human in good condition can for very limited periods generate a peak power output of about 1 horsepower. Climb 120 steps in one minute and you're about there. Sustained output is about 2d+0 less than this.

ADVANCED TOPIC: OPERATING CREW

A vehicle will require a certain number of crew to effectively operate it. This is just to make sure it can reliably move from point A to point B,and does not include sensor opeators, gunners and so on. The required crew is based on the vehicle's size and tech era. The main caveat is that cargo or other empty space like fuel tankage, extra space for animals, sails or lighter than air apparatus generally does not count towards vehicle size.

Technological Era	Amount
Primitive	+5 rows
Basic	+4 rows
Industrial	+3 rows
Atomic	+2 rows
Post-Atomic	+1 rows
Advanced	+0 rows

Modifiers	Amount
Lower tech system (x1/2 veh. cost)	+2 rows
Extra automation (x2 veh. cost)	-2 rows
Civilian vehicle	-1 row
Short haul vehicle	-2 rows
Limited maneuverabilty(trains)	-4 rows

Adjusted vehicle size	Crew
Vehicle of 1 hexagon	1/16
Vehicle of 2 hexagons	3/32
Vehicle of 4 hexagons	1/8
Vehicle of 8 hexagons	3/16
Vehicle of 16 hexagons	1/4
Vehicle of 32 hexagons	3/8
Vehicle of 64 hexagons	1/2
Vehicle of 125 hexagons	3/4
Vehicle of 250 hexagons	1
Vehicle of 500 hexagons	1 1/2
Vehicle of 1,000 hexagons	2
Vehicle of 2,000 hexagons	3
Vehicle of 4,000 hexagons	4
Vehicle of 8,000 hexagons	6
Vehicle of 16,000 hexagons	8
Vehicle of 32,000 hexagons	12
Vehicle of 64,000 hexagons	16
Vehicle of 125,000 hexagons	24
Vehicle of 250,000 hexagons	32

EXAMPLE: An Industrial Era warship (the Civil War monitor *Dictator*) has a size of about 8,000 hexagons. So, it will have a minimum operating crew (per shift) of 6 (vehicle size), +3 rows (Industrial Era), equals 16. To keep the engines stoked, steer, drop anchor and pass maneuvering orders from station to station requires sixteen people.

Crews are generally needed whenever the vehicle is in active use. For larger vehicles, this means you need multiple shifts so that people can sleep...

SAMPLE VEHICLES - Below is a short list of vehicles to give you an idea of what is available or common at a particular era. Size is in hexagons/tons, speed is top vehicle speed in meters per turn/acceleration, and Armor is the *average* armor rating/hits (individual facings may vary).

Basic Era	Size	Speed	Armor	Cost
Stagecoach	14/5	13/1	1d/14	19KCr
Sailing ship	120/90	7/1	1d/22	100KCr

Industrial Era	Size	Speed	Armor	Cost
Steamship	250/200	13/1	4d/26	500KCr
Motorcycle[1]	2/.5	30/4	1d/9	5KCr
Passenger car[1]	6/1.4	23/3	1d/10	14KCr
Armored car[1]	16/16	13/1	3d/18	150KCr
Medium tank[1]	21/38	9/1	7d/20	1.4MCr
Fighter plane[1]	36/6.9	126/9	1d/16	750KCr

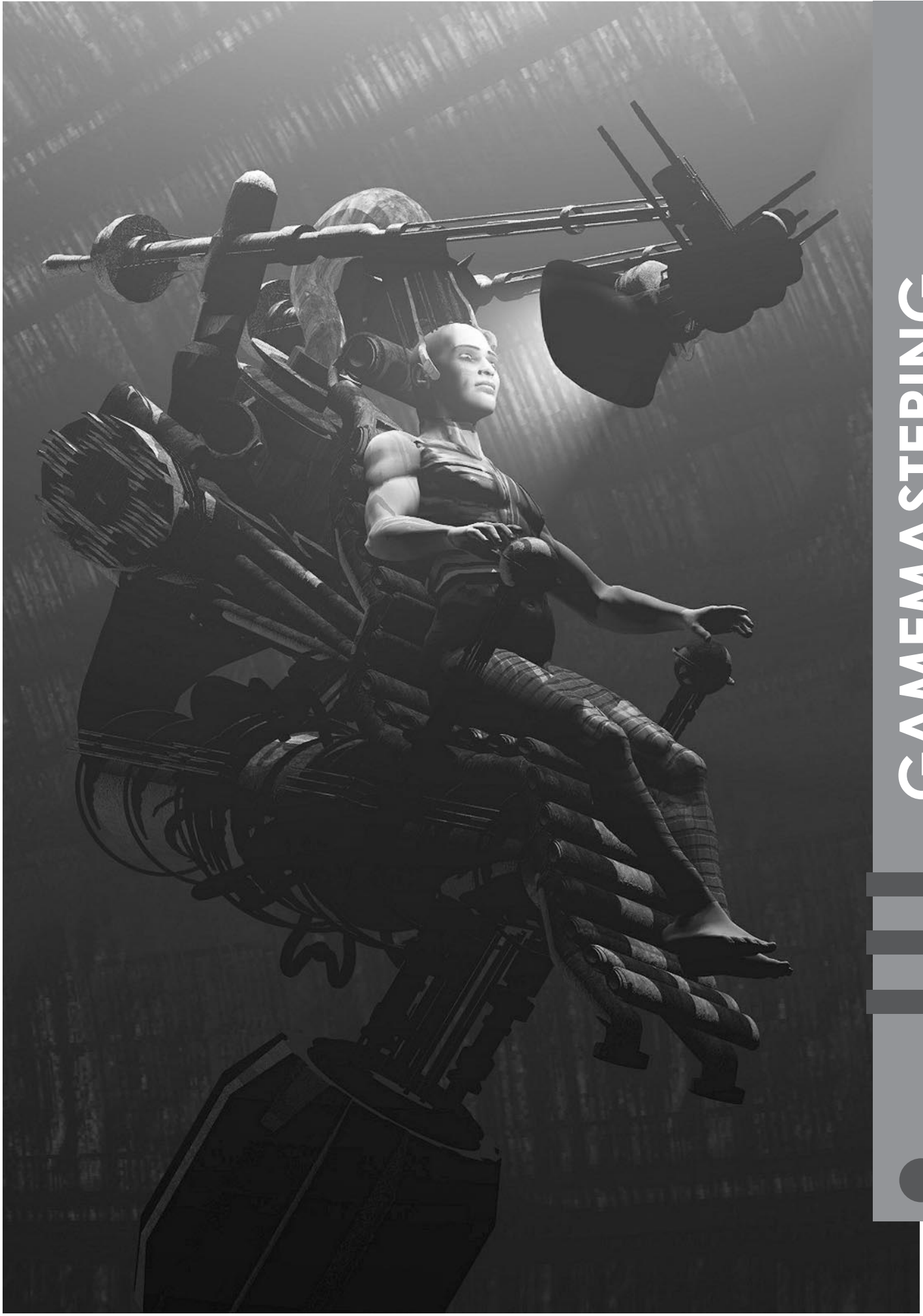
Atomic Era	Size	Speed	Armor	Cost
Motorcycle	2/.5	53/6	1d/9	10KCr
Passenger car	6/1.4	40/5	1d/10	30KCr
Armored car	16/16	23/3	5d/18	300KCr
Medium tank	21/38	17/1	9d/20	2.4MCr
Fighter plane	90/19	400/19	1d/18	4.0MCr
Airliner	750/150	225/4	1d/26	9.0MCr
Light helicopt.	11/1.6	40/14	1d/12	220KCr

Post-Atomic Era	Size	Speed	Armor	Cost
Motorcycle	2/.5	95/8	3d/9	20KCr
Passenger car	6/1.4	71/6	2d/10	60KCr
Armored aircar	15/8	126/16	5d/16	800KCr
Medium tank	21/38	30/2	11d/20	4.4MCr
Fighter plane	90/23	711/27	1d/18	7.6MCr

Advanced Era	Size	Speed	Armor	Cost
Hoverpod	4/1	95/20	1d/9	180KCr
Air taxi	8/4	95/20	2d/12	800KCr
Flying tank	32/64	95/20	12d/22	25MCr

[1]Later part of the era

EXAMPLE: An Atomic Era passenger car takes up 6 hexagons and masses 1.4 tons. It has an armor of 1d+0 and has 10 hits. Top speed is 40 meters per turn and it can accelerate or decelerate 5 meters a turn. A Late Atomic Era car or sports car would be faster, an Early Atomic Era car would be slower.



GAMEMASTERING

A lot of you are veteran roleplayers or gamemasters. You already know all the tips, tricks, pitfalls and slang. However, some of you are just getting into role-playing for the first time and still aren't exactly sure about this whole adventuring nonsense, how to play, or what makes a good adventure. This section is meant for you, and delves into the good, the bad and the ugly of roleplaying and gamemastering, what to do, what not to do and problems you'll eventually encounter. Veterans might find a few useful tidbits in here as well.

INTRODUCTION - You've read the rules, you have a cool idea and some players, but you have never been a gamemaster before and have no idea what to do. Some of gamemastering you are just going to have to learn on your own, but we can give you as much help as possible.

The rpg is a game that merges the creativity of the game's author with that of the participants. Thus, using the game as a vehicle, the gamemaster and players together create a tale of one or another sort. In combination, these participants, through enactment, devise and develop some sort of a story – after the fact. When played out, the tale might be a comedy, tragedy, epic adventure, melodrama, or simply a rather mundane but imaginary adventure. The enjoyment is gained from participating in the creation of the make-believe events, no matter what the nature of the tale, or its outcome.

- Gary Gygax, co-designer of ***Dungeons & Dragons***

THINGS YOU SHOULD DO - Mentally check off everything below if at all possible:

✓ **Watch someone else** - If there are other gaming groups in your area, school, local store or whatever, just watch someone else play or gamemaster for a few hours. Even if they aren't very good at it, you'll see some of what we're talking about in action.

✓ **Set a time and place** - The gamemaster is responsible for coordinating where and when you play. Obviously, it needs to work for everyone, but everyone also has to know when and where. If something comes up at the last minute to cancel play, everyone needs to be informed. It's pretty important that everyone be there every time. If your last game session ended in the middle of a fight with the Beast of Bogas, then having a player not show up when you are ready to finish the fight *could* be a problem.

✓ **Set a no-show policy** - Sometimes a player just can't be there. Life happens. Make sure everyone knows the policy for adventurers if the player can't be there. Sometimes another player can run both adventurers, sometimes the gamemaster will. Effort should be made to not have a no-show's adventurer either die *or* be the hero.

✓ **Coordinate style** - Different people will want different things out of a role-playing game. The gamemaster needs to make sure that their own style of gamemastering is compatible with the desires of the players. If the players want a fight every game session and the gamemaster would rather create puzzles and plots to be solved, both players and gamemaster will end up frustrated.

Similarly, your style should be consistent. Players who know the gamemaster is big on drama may get a jolt if things become drastically realistic. Play style matches gamemastering style. Disturbing one will disturb the other.

✓ **Have fun!** - The object is to *have a good time*. If you have a few game sessions and everyone seems ambivalent, open yourself to suggestions or make some to the players. It is alright to make a sharp turn in the middle of an adventure, if everyone agrees it is needed because the fun quotient is going down.

WHAT IS GAMEMASTERING? - Bluntly, being a gamemaster is playing God. The gamemaster is the eyes, ears and senses of all the adventurers. Anything they know, they know because one way or the other, the gamemaster told the players. If an adventurer starts asking questions in a seedy bar, the gamemaster plays the part of all the patrons, describes the atmosphere, figures out who knows what, who they are likely to tell, and how they feel about strangers coming in and being nosy. If there is a fight, the gamemaster has to make the combat decisions for anyone who gets involved, and keep track of their injuries. All the people the adventurers will encounter are called *extras*. They're like extras in a movie, necessary for atmosphere, but usually not a central part of the plot. They are also called non-player characters, or NPC's.

How do you do all this? *Practice*. You'll always want to have some things written down, more when you are just starting, less later on once you have a good feel for what you are doing. Things that are *always* useful to have:

Location - A central location in the gameworld where adventurers can initially meet and journey to. This is someplace where everyone knows the laws, where adventurers can buy things, rest and recover, get information and rumors and either get dragged into or plan their own adventures. A map is good, at least to the level of the main streets and types of region (palace district, slums, bazaar, etc.). Within this, use your imagination and come up with a dozen or so interesting places and sketch a rough map of each, along with some notes on the local atmosphere. **EABA** provides some blank maps so you have something to work with.

People - Every adventure and location of any significance is going to have important people (or creatures). Who or what they are, their description and motivations should be at your fingertips. You only need to give numerical stats to the abilities the adventurers are likely to encounter. If adventurers get an audience before the king, all the king really needs is a personality. If he doesn't know something, he'll have an expert find out for him, and unless someone is foolish enough to attack him, his fighting abilities are irrelevant. Also make up a dozen or so interchangeable extras to pull out as needed (thug, city guard or police, elite soldier, beggar child, bureaucrat, and so on). How competent friends and foes will be depends on the power level of the campaign. **EABA** includes some blank sheets for recording your own.

The Big Picture - Every gameworld should *start* with something major happening, either obviously or behind the scenes. It is a long-term focus for the players and gamemaster. Demento the master supervillain is trying to take over the world. The One Really True Ring has been found and evil overlords everywhere are scrambling to get a hold of it. The corrupt and decadent Empire is rotting from within and civil war is imminent.

This focus *can* change because of what the adventurers do, and many times that is the point. The adventurers ultimately have to defeat Demento, destroy the ring or find a way to make the collapse of the Empire as painless as possible for its citizens.

Not every adventure has to center around this plot, but the plot is always there. If it resolves, then the gamemaster can create a new one, and the show goes on.

The Notebook - Or any other book. A central file where you keep all your gameworld stuff. Whatever you are basing your gameworld on, have some kind of reference handy. If you made up everything yourself, start a notebook with your thoughts on the gameworld. If it is based off a novel, have the novel handy. If you use a lot of high-tech hardware, keep a reference book of some kind. Likewise for a flavor or particular type of magic.

This reference material helps you keep a game-world consistent. Adventurers expect consistency in a gameworld, and usually need some explanation when things don't go the way they *assume* the world works. There *is* a certain amount of chaos in the world, but when you drop something you expect it to fall down, not up. If you do something ten times and the result is always the same, you expect it will be the same on the eleventh time as well.

Be flexible. *The players will think of things that never would have occurred to you in a million years . When this happens, don't forbid them, try to help them. But do try to think out the ramifications first. One useful trick, when they come to you with a brilliant idea, is to figure out a reason why it can't be done right this instant. Then, while they're doing other things, you try to think out the problem.*

Example: If a player comes to you and says he wants to force all the priests in his Temple to cast Sunblaze at the same time tomorrow to burn the town to the ground, you can say it's too cloudy right now, or that it will take time to gather the priests together. This gives you a few minutes of breathing time to figure out the possibilities. And just perhaps it would be a good thing to burn down the town.

- Sandy Petersen, designer of ***Call of Cthulhu***

THE 36 PLOTS - **The 36 Dramatic Situations** was written by Georges Polti in 1913. It is a guide to the underlying plot or plots behind most dramatic works, and lists the name of the plot, the opposing force, the role of the characters, and any other parties involved. Most good plots incorporate several of these, intertwined and linked. Below is an extremely condensed version of his findings.

Plot	Obstacle	Adventurer	Other
Supplication	Persecutor	Suppliant	Power in authority
Deliverance	Threatener	Rescuer	Unfortunates
Revenge	Criminal	Avenger	Victims
Vengeance by family on family	Guilty kin	Avenging kin	Relatives
Pursuit	Fugitive	Pursuer	Other plot
Victim of cruelty or misfortune	Master/fate	Unfortunates	Pre-game events
Disaster	Vanquished	Victors	Messenger
Revolt	Tyrant	Conspirators	Third parties
Daring enterprise	Adversary	Adventurers	Goal, bold leader
Abduction	Abductor	Guardians	Abducted
Enigma	Problem	Seeker	Interrogator
Obtaining	Foes	Seekers	Object
Familial hatred	Relative	Relative	Cause of hatred
Adultery	Betrayed	Adulterer	Adulterer
Madness	Madman	Victim	Cause of madness
Imprudence	Blackmailer	Imprudent one	Victim or lost object
Crime of love	Revealer	Lover	Beloved
Kin kills kin	Revealer	Killer	Victim
Self-sacrifice	Reason	Hero	Thing sacrificed
Rivalry	Rival	Rival	Object of rivalry
Crimes of love	Lover	Beloved	Crime
Discovery of dishonor	Guilty one	Discoverer	Reason
Obstacle to love	Obstacle	Lovers	Circumstance
An enemy loved	Enemy	Lover	Hater
Ambition	Adversary	Ambitious one	Coveted thing
Conflict w/deity	Immortal	Mortal	Reason
Bad judgement	Victims	Mistaken one	Restitution
Remorse	Interrogator	Culprit	Victim
Recovery	Seeker	Seeker	Lost thing

Think of any movie you've seen or book you have read and you'll see that several of these plots immediately come to mind. Use the plot table to your advantage when you're stuck for ideas.

GAMEMASTERING TRICKS - The way you run a gameworld will be as unique as you are, but the best gamemasters know and use the same tricks of the trade:

Adjectives - It is faster, easier and in some cases more informative to use words than diagrams. Maps are good, but verbal descriptions add atmosphere. A map does not convey the grimy darkness of a back alley, shadows fading to pitch-black darkness, the sound of unseen things squishing underfoot and smells whose origin is best not thought about too much. Doesn't that say more than a pencil sketch of a rectangle three meters wide and ten meters long? Describe things using as many of the senses as appropriate, and let the players fill in the blanks. The more you talk, the less you have to write.

If you haul out a map at the beginning of a fight scene and lay it on the table, you're causing your players to stop focusing on the action scene in their heads and instead directing them to a dead, lifeless piece of paper; now they're like a bunch of football players running a play on a chalkboard instead of a bunch of football players running like crazy and tackling like mad. It may be extremely useful to you to have a floor plan among your notes, so you can judge where all the combatants are. Just don't show it to the players!

- Robin D. Laws, designer of ***Feng Shui***

The world turns - Certain things in the gameworld stay the same, but many will change, and if you do not write them down you might forget. That would be a shame because problems from the past can be a lot of fun in the present. The evil mastermind adventurers put away five years ago might get paroled...or escape. The magic trinket you gave them as a reward (and which they foolishly sold) might have been the key to a greater item. Political events outside the adventurer's control on the other side of the world might have an effect on the gameworld years later. Having past mistakes come back to haunt the adventurers is fun and it also saves you some work, since a plot element is just sitting there waiting to be used.

Yank chains - Adventurers have Traits for two reasons, to gain points to make the adventurer more powerful, and to give the gamemaster a hook to hang adventures from. If an adventurer has a Friend or Enemy, right there is the setting for an adventure! Most other Traits do the same, especially those that give the adventurer points. Keep in mind that anyone in the gameworld that deals with the adventurers will eventually learn a bit about them, whether for good or ill. If an antagonist knows that a particular adventurer has a bad temper, they can use that to manipulate the adventurer. A Weakness can be exploited, or Secret used for blackmail.

Listen - Being a gamemaster isn't about ultimate power over the players. The game is supposed to be a challenge and entertainment for all involved. The players have joined your game because it sounded interesting, but their expectations are going to evolve over time. As a gamemaster, you need to evolve the campaign accordingly. The things the players say to each other and the things adventurers do that isn't directly tied to the current plot is a guide to steering the campaign and future plots in a direction that everyone will have a good time with.

A flexible character generation system is a Rorshach test. The players tell you what sort of game they want to play, even if they don't know they're doing so.

- Jonathan Tweet, designer of ***Over the Edge***

Foreshadow - Foreshadowing is like reading the newspaper. It won't tell you the future, but it gives trends. Conflict in the Balkans? That could mean more air strikes, UN intervention, diplomatic saber-rattling or all or none of the above. Foreshadowing is information the *adventurers* will pick up as rumor, gossip or through their own personal sources. It gives *players* an idea of events that you the gamemaster consider important. If the adventurers are at a bar and the town guard rushes by the door in a hurry, that's foreshadowing. Maybe the adventurers can't do anything about the events that *caused* the commotion, but you have let the players know that *something* has happened that they might want to take an interest in.

Use props - A picture is worth a thousand words. So is an object. If something in the gameworld matches an object or picture you own or have access to, use it. If they're attacked by a pre-historic crocodile and you've got a picture with a human to show the scale of things, by all means dig it out and let the players see it. If a modern era game can use newspaper clippings, cut them out. If you've got the right paper and fonts on your computer, you can make royal writs for a fantasy campaign, dossiers for an espionage game or even little three-d models of buildings for combat purposes. If playing in a candlelit room and playing somber music helps set a sinister mood for your gameworld, by all means do it!

Improvise - Despite the previous admonition to write things down, the gameworld is just too big to put *everything* down on paper or hard disk. When the players veer off the path of things that you know, you've got to make it up as you go. It is one of the most important talents a gamemaster has to develop, and one that the rules cannot teach you. The best tip is to have the fundamentals of the gameworld in mind from the very start and maybe a generic kind of subplot that can fit in just about anywhere and "hold the fort" until your brain can catch up with what the players are doing. If the gameworld is such that people respect titles and wealth, then a party of noble adventurers can expect deference from serfs or freemen wherever they go, and the adventurers should expect to show the same deference to anyone more highly ranked than themselves. These local or universal behaviors, beliefs or traits put certain improvisations on "autopilot", allowing you to concentrate on how this alters the plot.

Most entertainment is passive. The audience sits and watches, without taking part in the creative process. But in roleplaying, the "audience" joins in the creation. While the GM is the chief storyteller, the players are responsible for creating their own characters. And if they want something to happen in the story, they ***make*** *it happen, because they're in the story. So, while other types of media are mass-produced to please the widest possible audience, each roleplaying adventure is an individual gem, crafted by the people who take part in it. The GM (or the original adventure author) provides the raw material...but the final polish comes from the players themselves.*

- Steve Jackson, designer of ***GURPS***

Socialize - *Extras are people too*. What they do in the gameworld, they do for the same reasons as the adventurers: Survival, wealth, glory, respect and so on. If they are going to spend time talking or working with adventurers, think about what makes them tick. *What's in it for them?* And remember that even extras can have depth and subtlety. And if they are useful enough to be regular fixtures of the gameworld, they also have memory. They will remember who has helped them, and who has done them ill, just like the adventurers do. If the extra has long-term potential, give them their own little dossier, and write down their plans, how long they are likely to take, and how this may affect the adventurers.

Overact - The real world is absolutely seething with subtle cues that we take for granted or use on a subconscious level. The adventurers do the same in their own particular gameworld, but the only way the gamemaster can communicate this to players is through words and gestures. So, make what you describe strong enough to convey all the "feel" of the situation. If you have to use bad accents, sweeping hand gestures or get up and get into someone's personal space, do it! It draws the players closer to the adventurer's world and helps them make the adventure and the adventurer more real.

The status of the heroes is defined by the status of the villains they overcome. The best action movies are defined by the quality of their villains. ***Die Hard****,* ***Silence of the Lambs****, and* ***Star Wars*** *all had powerful villains. And all of the villains were introduced early in the movie. The audience had the whole movie to realize how smart and powerful the villains were. This made the triumph of the heroes much more valuable.*

Learn from these movies. Introduce the villain early. Make the villain powerful, smart, and memorable. Give the villain status. Make sure the villain wins a battle early to establish credibility. Make the defeat of the villain a major challenge that requires a series of victories. The quality of the villain's challenge will determine the quality of the hero's victory.

- George MacDonald, co-designer of ***Champions***

Cheat - *What?!* Yes, cheat. It's not a formal rule, but sometimes a good story demands it. The main reason a gamemaster cheats is if terrible things happen to adventurers through no fault of their own. The terrorists blow up the adventurer's private jet when it's ten thousand meters up. *No joy there!* The gamemaster decides the bomb is a dud and the adventurers discover it when they land, using it to drive an adventure based on investigation of the incident. Cheating should be done rarely and impartially, and only when it is necessary for the game to be enjoyable. Yes, adventurers *do* die sometimes, and you don't regularly bend the rules to keep them alive. Without the risk, the game isn't as much fun. But adventurers who perish should at least have the chance to do so gloriously, rather than getting hit by a bus because they didn't look both ways before crossing the street.

Pizza - Pizza breaks are required for long game sessions. It gives players a chance to wind down and discuss things without worrying about boring the gamemaster. It also lets the gamemaster figure out what to do next when the players have poked holes in a carefully crafted plotline. If you're going to be playing for six hours, take a break in the middle. Give everyone, including the gamemaster, a chance to literally take a deep breath of fresh air and get the circulation going again...

Secret or inner motivations for a character are really the soul of role-playing. They force characters to become more than a big pile of powers designed to destroy anything in their paths. The best comic books (and comic adventures) supply more than just slam-bang fights. They provide us with a feel for the characters, a reason to cheer the heroes on, a reason to boo the villains.

- Steve Peterson, co-designer of ***Champions***

GAMEMASTERING FAULTS - For every good gamemaster there is a bad gamemaster (maybe several), and for every laudable trait there is a fault:

Dicemeister - *The dice are not your god*. Dice are a crutch, a game mechanic to let you arbitrate things that would normally be random or influenced by random chance. You should *never* let dice take the place of common sense, or engage in pointless dice rolling when using your brain can get the job done in a way that is more dramatic and more fun for all involved. If an adventurer wants to talk to an extra, you don't have to roll dice to see how they are going to react. Just take on the role of the extra and let the conversation happen. You *might* need to roll dice later, but you might not. Give your right hand a break and use your imagination.

Playing favorites - Your gaming group is not a clique or a wolfpack. Players shouldn't have to vie for dominance or attention, and you should not make a particular player or adventurer the focus of the gameworld. Just because Player X is your best friend is not an excuse for them to always get the best loot or the most experience. Odds are that if someone accuses you of favoritism and you deny it, they're right and you're wrong. Don't get angry, don't be overly apologetic. Playing favorites is a trait hardwired in some primitive part of our brains. You just have to realize it and get past it.

Too tough - Adventures *should* be challenging to the adventurers. They *shouldn't* all end up dead or crippled. If they do, it means they're dumb or you're mean. Adventurers can get in over their heads on occasion, and there will be challenges in the world that they are not and may never be able to face, but an adventure should be set at a level of difficulty and danger that the combined talents of the adventurers have a chance of overcoming. You may overdo things initially until you get a feel for a gameworld or game system. Better to be a little lenient, as long as you don't give the players the impression that their adventurers are able to walk over any opposition.

Tough love - Sometimes when a gamemaster and player are romantically involved, there is a tendency to overcompensate. Instead of playing favorites with the player, the gamemaster goes too far the other way and ends up being too harsh on that player. A case of good intentions gone wrong. If someone you're close too says you're being too harsh as a gamemaster, consider that they may be right...

Too generous - A gamemaster can be too lenient or generous, making the rewards of an adventure far outstrip the challenge. The original term for this is a "Monty Haul" adventure. If zillions in treasure and magic items were only guarded by a handful of pathetic monsters, someone else would have cleaned the place out decades ago. If the secret identity of the evil mastermind could be found by a web search, someone else would have done it already. Adventuring is generally more profitable than a regular day job, but the gamemaster has to know where to draw the line.

Too clever - The gamemaster knows more of what is going on in the gameworld than the players or adventurers ever will. It is easy to fall into the trap of assuming the players can figure things out because the clues are there to be found. But if the players have no idea that they have to go to an occult shop in the Spanish Quarter and ask for Madame Zelda to get a necessary clue, then their adventurers won't know and won't go. You *can* make things too difficult to figure out, and that isn't fun, it's frustrating. Yes, there will be conundrums the adventurers don't have the answer to, but they shouldn't be the focus of their current adventure. Who the secret masterminds are is important, but figuring out their identity can wait. Just give the adventurers some of the clues they need as foreshadowing for a *future* adventure and get on with the one at hand.

Scriptmeister - "Here is the plot, here are the roles you will play. Deviations are not permitted." Early on, most adventures will be "linear". The plot is straightforward and each step logically leads to the next and each step is required. *Escape city, rescue hostage heir, return to city, quash rebellion, install heir on throne, collect reward*. Many adventure modules you buy or find online will be the same, because you can't take *every* possibility into account. But, the gameworld is an infinitely large place, and adventurers do not always jump in the direction you expect them to. Every decision leads to several other decisions, and the end of the adventure that *you* expected is only one of them. It might be the best one, but it is not the *only* one. Adventurers should not be penalized for taking a different direction, or for being clever enough to find away around pitfalls you place in their path.

PLAYER TYPES - Gamemasters can be defined by their style of gamemastering, usually by *bad* styles, like Scriptmeistering. Likewise, players can be categorized:

Explorer - An explorer wants to discover things. Really enjoys learning about the gameworld, talking to people and so on, sometimes so much that it is difficult to get them involved in the plot. But, if something needs to be found out, this player will come up with a clever way to do it. The explorer is usually comfortable with *any* set of rules. It's playing that matters, and they are usually good at it. *Don't* crimp their style as long as what they are doing is reasonable for their adventurer's abilities. *Do* try to have something in each adventure where their social skills can be useful.

Combat God - The combat god lives to fight. Their adventurer is a lean, mean, fighting machine. Role-playing is sometimes just a creative way to get from one fight to another. They are usually straightforward and blunt, but this doesn't mean they aren't good role-players, just that their adventurer's social skills have been sacrificed for martial ability. *Don't* force the adventurer to play the *bon vivant*. They will encounter situations that have to be finessed, but the skills of the group will help them through it. *Do* give them the chance to show what they are good at, even if not as often as they want. That's how they have fun in the game.

Mastermind - Likes to make long-term plans and make them come together. Can build empires out of nothing if given half a chance, and even if their adventurer is not a combat god, they have a very shrewd grasp of tactics and usually have something up their sleeve that no one is expecting. This player's adventurer is likely to be a generalist, not the world's best at anything, but pretty competent at a number of things, giving them a lot of flexibility. *Don't* give the mastermind too much, or they'll start to shift the gameworld right out from under your feet. *Do* give the mastermind some of what they want, with some parts missing or flawed. No plan works perfectly, and there are plenty of other masterminds in the gameworld, whose plans are mutually incompatible with the player's.

Munchkin - A munchkin is someone who plays for the sole purpose of gaining loot, powerful items and lots and lots of experience points. This is the kind of person who thinks a first-person shooter video game with character levels counts as role-playing. *It doesn't*. If *everyone* is a munchkin and the gamemaster likes to do nothing but combats separated by cut scenes, then you're fine. Otherwise, any of the players who want to adventure and learn and make a story get left out in the cold. Most of the cures for munchkinism are fairly harsh. If logic and reason fail to get through (*"If you shoot innocent people they lock you up and throw away the key."*), then the consequences of their actions should bite them in the ass until they see that the non-munchkin players are better off. Incurable munchkins should be left to play with their joysticks.

Powergamer - A powergamer (also called a min-maxer) is a player who tries to wring every last drop of efficiency out of the game system, to make the absolutely most powerful adventurer with the minimum amount of points. Most munchkins are powergamers, but not all powergamers are munchkins. A powergamer might just have a very keen survival instinct. As long as the powergaming habits don't last past creation of the adventurer, it typically isn't a problem for the gamemaster. If the player insists on looking up rules to gain obscure benefits on a constant basis, they are disrupting play. If this happens, the gamemaster can just declare that adventurers *must* make quick decisions in crisis situations. If a *player* stops the game to look up a rule and annoys the gamemaster by doing so, the *adventurer* hesitates and loses their action.

Significant Other - Someone who is playing only because they are romantically attached to another player. The SO is not likely to have a lot of initiative, might be intimidated by the other players, or feel that not knowing the rules means they can't do anything useful. Without encouragement, they won't last more than a few game sessions. The gamemaster and players need to be helpful and encourage the SO to join in the spirit of things. Explain if there are questions but don't patronize, encourage the player to use the adventurer's abilities and cut them some slack. You didn't know what you were doing the first time you started role-playing either. If they *are* interested in role-playing, they will put up with you regardless. If they *aren't*, then nothing you can do will get them to stay. It is the ambiguous cases where your effort makes the difference between keeping and losing a new player.

EXPERIENCE - At the end of an adventure or plot, players are awarded experience. This represents the skills and abilities the adventurers have improved and knowledge they have gained over the course of that adventure. Each player will get a different amount of experience, based on how well they played and other factors. How much they gain depends on a number of things:

Adventure length	Points
Short adventure	0
Medium adventure	1
Long adventure	2
Epic adventure	3
Player was there for the whole thing	+1

An adventure may last one game session, or half a dozen. The longer it is, the more experience it is worth. Being there for every game session gets a "perfect attendance" bonus for that player.

Success	Points
Adventurers triumphed	+1
Adventurers had mixed success	+0
Adventurers failed	-1
Exceptional cleverness	+1 or +2

The adventurers *as a group* either succeeded at what they were trying to do, didn't, or both.

Character	Points
Stayed true to beliefs	+1
Compromised beliefs for selfish gain	-2

Sometimes an adventure will seriously challenge an adventurer's beliefs. The *adventurer* can be tempted to do things they know they shouldn't, and the *player* can be tempted to have the adventurer act inappropriately to reap some short-term gain. If the adventurer is scrupulously honest and the player role-plays this way, even when that honesty causes problems for the other adventurers, then at the end of the adventure, staying true to character is worth a bonus. If a supposedly honest adventurer lied to make a quick buck, then that behavior is verging on munchkinism, and the player is penalized for it. If our honest adventurer lied, but for a good cause, and only after soul-searching, that's somewhere in between and there is no bonus or penalty.

Experience totals for an adventure are never negative, but can be zero. Experience gained through adventuring should usually be spent to improve abilities that were used in the adventure, but this is up to the gamemaster to decide.

Using experience - Points gained for experience may be used to improve Attributes or Skills, just like A or S. They can be saved up as generic "points" until the player wants to spend them to improve some facet of the adventurer. With the gamemaster's permission, this can also include acquisition of new Traits. The cost in points to improve or learn a skill is simply the difference between the cost for the level they want, and the cost for the level they have. For Traits, the cost is the normal cost of the Trait (with gamemaster permission), and for Attributes, the cost is *five times the difference* between the cost for the level they want, and the cost for the level they have.

EXAMPLE: A player whose adventurer has a Strength of 7 wants to improve it to a Strength of 8. A Strength of 7 costs 12A and a Strength of 8 costs 15A (a difference of 3A), so the player needs to spend 15A to improve their adventurer's Strength.

Training - Sometimes adventurers have the opportunity to spend time between adventures learning new skills or engaging in other types of self-improvement. This is a *slow* process. Adventurers learning in their spare time can gain 1A or 1S each three months, which is assigned to a *specific* type of improvement ("I'm practicing at swordsmanship"). Learning full-time (you can't have a regular job) is worth 2A or 2S each three months, and being tutored by someone who is better than you or who has the ability you want is worth an extra 1A or 1S (and you *can* have a "spare time" tutor).

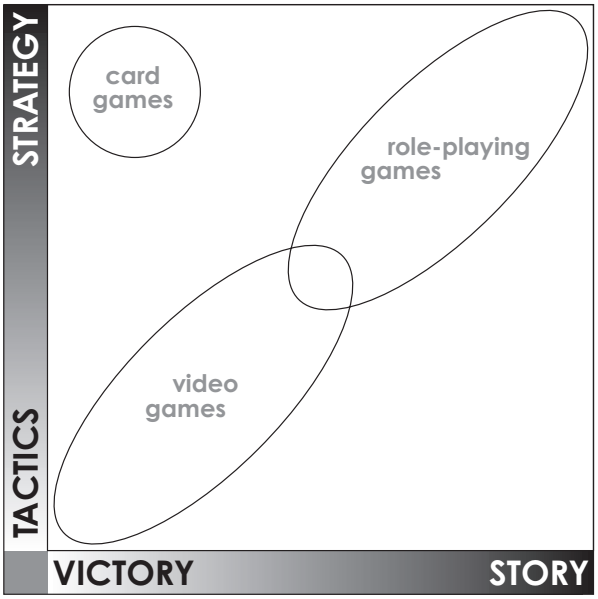
EXAMPLE: An adventurer who is a mage wants to learn a new spell, which is only known by a few masters of the art. After performing a service for one of these masters, the adventurer is given tutelage in that spell. This is a full-time chore, and the mage gains 3S towards learning that skill each three months. The tutoring mage is not spending all of *their* time teaching, of course, but *is* generating a full-time study load for their student.

Note - A "college education" or other career program is typically +2d (20S) in a main skill and three +1d skills (10S each), related to the main skill, or a specialized skill. This would have a cost of 50S and represents about four years full-time training.

It is a *lot* more time effective to gain experience through adventuring. If the realistic study times listed are too slow for your campaign or particular parts of it, feel free to make your own adjustments. If you think mages should learn spells faster, then say studying spells is triple the normal rate. If you feel some skill improvement takes too long, say that new skills are normal speed, but improving ones you already have is double speed. It's *your* game...

WHAT IS THIS GAME? - We described what a role-playing game is at the start of the rules. We'll finish the rules with thoughts of what a role-playing game *isn't*.

Most games are driven by "winning". Board games, card games and video games have a clear beginning and end. *Someone wins, someone loses*. Role-playing games have a beginning, but no real end. The only way you "lose" is if your adventurer dies, but even then you can create a new adventurer and rejoin the game already in play. And, you never actually "win" in a role-playing game. Your adventurer survives, overcomes the obstacles and villains, but there are always *new* challenges. Instead of being driven by victory, role-players are driven by the story or plot. Shoot-em-up video games are almost entirely tactics, but as they become more sophisticated they have incorporated long term plots and storylines. Card games and board games are almost entirely strategy, but more and more of these are including story elements to give the game a longer-term appeal.



Video games don't require dice, role-playing games don't require hand-eye coordination, and card games don't necessarily require either.

The main thing that separates a role-playing game from any video game that says "role-playing" is the intelligence and flexibility of the gamemaster. At the time **EABA** was designed (circa 2000CE), computer games just did not allow deviation from the plot, and you either won or you died. The capability to have several people form a group and have an adventure that doesn't revolve around killing things is virtually non-existent. Likewise, you couldn't just have an adventurer walk in a random direction and expect to do anything more sophisticated than a typed conversation with other players, trading items or bashing a few random monsters or aliens or whatever.

A gamemaster can think up new plots on the fly and can deal with social interactions that are orders of magnitude more complex than a computer-based game can. As computer power increases and if the market demands more interactivity, then expect the "video games" oval to expand into "role-playing games" territory. As more and more people use networks for communication and have computers at hand when gaming, expect the "role-playing games" oval to expand into "video games" territory, as intelligent assistants handle the rules and graphically display combats or other information that would normally use maps, miniatures or pencil and paper.

There are no other games that combine the disciplines and arts that role-playing does. No other hobby provides as many creative outlets. You are a performer, designer, illustrator, tactician, and philosopher, while socializing with your friends. Role-playing is storytelling, theater, and strategy gaming. All of these can be found in no other art form.

It is what role-playing is that is exciting for the player. A group of friends sit around someone's living room, and, by merely speaking to one another, construct a fantasy which they all share – playing it in their heads like a film. What computer game can compete with that?

- Dave Arneson, co-designer of ***Dungeons & Dragons***

GEAR

It is said that the love of money is the root of all evil. *It's not the money, it's the neat stuff you can buy with the money*. No role-playing game can list every item adventurers will want or need, though some make an encyclopedic effort. For the most part all you really need is a selection of weapons and armor for a handful of gameworld possibilities, and generic "stuff" that can be plugged in or mutated as needed to fit the situation. And of course, you can always import items from other games.

INTRODUCTION - By now, almost every rule or idea you need in **EABA** should have been covered. These last few "rules" are just jargon or terminology specific to equipment, usually weapons. Use whatever detail is appropriate for your gameworld. Most items listed are from near the end of their tech era, and variations of some kind will be common.

Ammunition - What you put in ranged weapons. Reloading a weapon is usually an Average(7) task on Agility or the skill used to fire the weapon. Ammo is usually only compatible within a type of weapon *and* tech era. Different 7mm rifles from the Industrial Era *might* use the same ammunition, but a 7mm pistol and 7mm rifle almost certainly won't. *In general*, two hundred extra units of ammunition will mass the same as the weapon and cost about a tenth as much as the weapon. If a weapon's mass is followed by a number in parentheses, that number is how much a full load of ammunition weighs if an adventurer decides to carry extra. Special ammo will be *quadruple* the cost for *each* specialization. For instance, a rocket-propelled, explosive, armor-piercing projectile would be *sixty-four* times as expensive as a normal one!

While not listed, most ranged weapons can be equipped with armor-piercing projectiles capable of reducing the benefits of armor *within or below their tech era*. These are more expensive and *may* cause extra wear on the weapon using them. There may be cultural, legal or practical considerations that would make such projectiles less common. For instance, in the Industrial Era there is no practical body armor against rifles, so armor-piercing bullets are not needed.

Reliability - Some weapons will be listed as Reliable, Unreliable or Very Unreliable. This means that they fail to work if the attempt to use the weapon fails to meet an Very Easy(3), Average(7) or Hard(11) task, respectively. See the notes on the **Basic Tech Era** (page 7.3).

Arrow/Quarrel - What a bow or crossbow uses. Quarrels are shorter and thicker. Quarrels cannot be fired from a bow. Using an arrow in a crossbows is *possible*, but makes the weapon Unreliable (there is a chance the firing stress will snap the arrow in two).

Ball - A round or oblong projectile that is loaded separately from the gunpowder that fires it. Weapons firing ball generally take a minute to reload each shot as an Average(7) task, though a skilled person can drop this to fifteen seconds (increase difficulty by 4 to cut the time required by a factor of four).

Bullet - A self-contained unit of ammunition, sealed. It is a lot more reliable and easy to load. It is an Average(7) task to load a bullet into a weapon or clip as a major action in a turn.

Needle - Used by "gauss weapons", a weapon that magnetically accelerates a metal projectile to high velocity. Needles and the electrical storage to fire them are usually carried in the same **clip**.

Electricity - Electricity as an ammunition type just means the weapon turns electrical power directly into damage, like a laser beam. This energy is usually stored **internal** to the weapon or in a **clip**.

Clip - A clip is some sort of contraption that holds ammunition and which can be removed from the weapon. Replacing it with a full one completely reloads the weapon. Replacing a clip is an Average (7) task that normally takes four major actions, but which can be done faster at a higher difficulty.

Internal/External - Internal means ammunition in the weapon must be replenished one shot at a time. Each shot normally takes one or more major actions to replace as an Average(7) task. A weapon whose ammunition is electricity is just plugged into a power supply, at which point it usually recharges one shot per turn. External means ammunition is stored outside the weapon, like a belt of machine-gun ammunition, and is changed like a **clip**.

Balanced - Balanced weapons do not take any sequencing penalties. Unbalanced ones give the user -1d for determining who acts first in a turn.

Primitive Era Ranged Weapons

Name	Uses	Accuracy	Damage	Shots Held	Weight	Cost	Armor	Hits	Notes
Medium bow	arrow	0	punch+1	1 internal	1.0kg(.05)	90Cr	1d+0	2	Reliable, Str 6
Heavy bow	arrow	1	punch+1	1 internal	1.5kg(.05)	125Cr	1d+0	2	Reliable, Str 8
Light crossbow	quarrel	1	punch+3	1 internal	3.1kg(.1)	175Cr	1d+2	3	Unreliable, Str 6
Heavy crossbow	quarrel	1	punch+5	1 internal	5.2kg(.2)	350Cr	1d+2	3	Unreliable, Str 8

Basic Era Ranged Weapons

Name	Uses	Accuracy	Damage	Shots Held	Weight	Cost	Armor	Hits	Notes
Hand cannon	19mm ball	0	2d+0	1 internal	3.0kg(.1)	90Cr	1d+2	4	Very unreliable
Heavy flintlock pistol[2]	12mm ball	0	1d+2	1 internal	1.3kg(.05)	125Cr	1d+2	2	Very unreliable
Flintlock musket[2]	19mm ball	1	3d+0	1 internal	4.0kg(.1)	175Cr	1d+2	4	Very unreliable
Blunderbuss[2]	18mm ball	0	2d+2	1 internal	2.1kg(.1)	175Cr	1d+2	3	Very unreliable

Industrial Era Ranged Weapons

Name	Uses	Accuracy	Damage	Shots Held	Weight	Cost	Armor	Hits	Notes
Flintlock rifle[1]	12mm ball	2	3d+0	1 internal	4.0kg(.05)	250Cr	1d+2	4	Very unreliable
Light revolver	9mm bullet	0	1d+2	6 internal	.9kg(.1)	250Cr	1d+2	2	Unreliable
Heavy revolver	11mm bullet	1	2d+0	6 internal	1.4kg(.1)	500Cr	1d+2	2	Unreliable
Repeating rifle	13mm bullet	2	3d+1	8 internal	4.2kg(.2)	700Cr	1d+2	4	Unreliable
Hunting shotgun	19mm bullet	1	3d+0	2 internal	4.0kg(.1)	350Cr	1d+2	4	Unreliable

Atomic Era Ranged Weapons

Name	Uses	Accuracy	Damage	Shots Held	Weight	Cost	Armor	Hits	Notes
Light semi-auto pistol	7mm bullet	0	1d+2	10 clip	.6kg(.1)	250Cr	1d+2	2	Reliable
Semi-auto pistol	9mm bullet	1	2d+1	15 clip	1.0kg(.2)	500Cr	1d+2	2	Reliable
Heavy revolver	11mm bullet	1	3d+1	6 internal	1.4kg(.2)	700Cr	1d+2	2	Reliable
Machine pistol	9mm bullet	1	2d+0	30 clip	2.6kg(.6)	1.4KCr	1d+2	3	Reliable, autofire
Hunting shotgun	19mm bullet	2	3d+2	2 internal	3.2kg(.1)	350Cr	1d+2	4	Reliable
Hunting rifle	7mm bullet	4	5d+0	5 clip	4.1kg(.1)	500Cr	1d+2	4	Reliable
Assault shotgun	19mm bullet	1	3d+1	10 clip	3.6kg(.6)	500Cr	1d+2	4	Reliable
Assault rifle	7mm bullet	3	4d+2	30 clip	4.6kg(.6)	500Cr	1d+2	4	Reliable, autofire
Heavy crossbow	quarrel	3	2d+2	1 internal	3.1kg(.1)	250Cr	1d+2	4	Reliable
Heavy machinegun	13mm bullet	4	6d+2	200 external	48kg(24)	8KCr	2d+0	7	Reliable, autofire
Anti-tank rocket	90mm rocket	1	12d+1	1 internal	7.9kg(1.9)	250Cr	1d+2	4	Reliable

Post-Atomic Era Ranged Weapons

Name	Uses	Accuracy	Damage	Shots Held	Weight	Cost	Armor	Hits	Notes
Heavy revolver	11mm bullet	2	4d+0	6 internal	1.1kg(.1)	700Cr	1d+2	2	Reliable
Semi-auto pistol	6mm bullet	1	3d+0	25 clip	.9kg(.2)	700Cr	1d+2	2	Reliable
Stunner(non-lethal)	electricity	0	3d+1	10 clip	.7kg(.2)	350Cr	1d+1	2	Reliable, armor stops all damage
Gauss pistol	3mm needle	1	4d+0	100 clip	2.0kg(1.0)	2.0KCr	1d+1	2	Unreliable, autofire
Laser pistol[2]	electricity	2	3d+0	30 internal	1.3kg	2.8KCr	1d+1	2	Reliable, autofire
Hunting rifle	6mm bullet	4	5d+2	10 clip	4.1kg(.1)	1KCr	1d+2	4	Reliable
Assault rifle	6mm bullet	4	5d+1	50 clip	4.5kg(.5)	2.8KCr	1d+2	4	Reliable, autofire
Heavy laser rifle[2]	electricity	4	6d+0	50 clip	5.0kg(1.0)	11KCr	1d+2	4	Reliable, autofire
Gauss sniper rifle	6mm needle	7	7d+1	20 clip	8.4kg(2.4)	16KCr	2d+0	5	Reliable

Advanced Era Ranged Weapons

Name	Uses	Accuracy	Damage	Shots Held	Weight	Cost	Armor	Hits	Notes
Disruptor pistol	electricity	3	2d+1	20	1.1kg(.3)	2KCr	1d+2	2	Reliable, ignores one armor/barrier
Disruptor carbine	electricity	6	3d+2	30	3.2kg(1.2)	11KCr	1d+2	3	Reliable, ignores one armor/barrier

[1]Early in era

[2]Late in era

Primitive Era Melee Weapons

Name	Damage	Damage type	Length	Weight	Cost	Armor	Hits	Notes
Brass knuckles	punch+0	half-lethal	short	.3kg	5Cr	1d+2	2	balanced
Combat knife	punch-1	lethal	short	.3kg	45Cr	1d+2	2	balanced
Shortsword	punch+1	lethal	medium	1.0kg	175Cr	1d+2	3	balanced
Longsword	punch+2	lethal	long	1.5kg	250Cr	1d+2	3	balanced
Axe	punch+3	lethal	medium	2.5kg	125Cr	1d+2	3	unbalanced
Small club	punch+1	half-lethal	short	.6kg	10Cr	1d+2	2	balanced
Club	punch+2	half-lethal	medium	1.5kg	45Cr	1d+2	3	balanced
Staff	punch+3	half-lethal	long	1.5kg	45Cr	1d+2	3	balanced, uses two hands
Spear	punch+3	lethal	long	2.0kg	175Cr	1d+2	3	balanced, uses two hands
Pike	punch+5	lethal	very long	3.5kg	250Cr	1d+2	4	unbalanced, uses two hands

Basic Era Melee Weapons

Name	Damage	Damage type	Length	Weight	Cost	Armor	Hits	Notes
Greatsword	punch+5	lethal	long	4.0kg	700Cr	2d+0	5	unbalanced, uses two hands
Saber	punch+2	lethal	long	1.5kg	250Cr	1d+2	3	balanced
Rapier	punch+1	lethal	long	.8kg	125Cr	1d+2	3	balanced
Mace	punch+2	half-lethal	medium	1.5kg	175Cr	1d+1	4	balanced
Flail	punch+5	half-lethal	very long	3.0kg	350Cr	1d+2	4	unbalanced, uses two hands
Halberd	punch+6	lethal	very long	5.0kg	350Cr	2d+0	5	unbalanced, uses two hands

Primitive Era Other Weapons

Name	Damage	Damage type	Length	Weight	Cost	Armor	Hits	Notes
Thrown rock	punch-1	half-lethal	-	.5kg	0Cr	1d+1	1	Accuracy of 0
Thrown knife	punch-2	lethal	-	.3kg	45Cr	1d+1	2	Accuracy of 0
Thrown axe	punch+2	lethal	-	2.5kg	125Cr	1d+2	3	Accuracy of 0
Thrown spear	punch+2	lethal	-	2.0kg	175Cr	1d+2	3	Accuracy of 0

Basic Era Other Weapons

Name	Damage	Damage type	Length	Weight	Cost	Armor	Hits	Notes
Grenade	1d+1	lethal explosion	-	.5kg	5Cr	1d+2	1	Very unreliable
Gunpowder bomb	2d+1	half-lethal explosion	-	.5kg	5Cr	1d+0	1	Very unreliable, see page 5.7

Industrial Era Other Weapons

Name	Damage	Damage type	Length	Weight	Cost	Armor	Hits	Notes
Grenade	2d+1	lethal explosion	-	.5kg	10Cr	1d+1	1	Unreliable
Stick of TNT	3d+1	half-lethal explosion	-	.5kg	10Cr	1d+0	1	Unreliable, see page 5.7

Atomic Era Other Weapons

Name	Damage	Damage type	Length	Weight	Cost	Armor	Hits	Notes
Grenade	3d+1	lethal explosion	-	.5kg	15Cr	1d+1	1	Reliable
Stun grenade	2d+2	non-lethal explosion	-	.2kg	10Cr	1d+0	1	Reliable
Anti-personnel mine	1d+1	lethal explosion	-	.2kg	10Cr	1d+1	1	Reliable, always hits legs
Anti-tank mine	12d+0	lethal	-	4.0kg	125Cr	1d+2	3	Reliable, also does 6d+0 expl.
Anti-tank grenade	10d+1	lethal	-	1.0kg	45Cr	1d+1	2	Reliable, also does 4d+1 expl.
Brick of plastic expl.	4d+1	half-lethal explosion	-	.5kg	15Cr	1d+0	2	Reliable, see page 5.7

Post-Atomic Era Other Weapons

Name	Damage	Damage type	Length	Weight	Cost	Armor	Hits	Notes
Grenade	5d+1	lethal explosion	-	.5kg	30Cr	1d+1	1	Reliable
Anti-tank grenade	12d+0	lethal	-	1.0kg	90Cr	1d+1	2	Reliable, also does 6d+0 expl.
Brick of plastic expl.	6d+1	half-lethal explosion	-	.5kg	30Cr	1d+0	2	Reliable, see page 5.7

Primitive Era Personal Armor

Name	Armor	Covers	Weight	Cost	Notes
Padded cloth[1]	0d+1	Body	1.5kg	90Cr	Worn over or under clothing or armor
Hardened leather[2]	0d+2	Body	6.0kg	250Cr	Worn over clothing
		Head	2.0kg	90Cr	
		Arms	4.0kg	130Cr	
		Legs	8.0kg	350Cr	
Scale armor[2]	1d+1	Body	10.0kg	350Cr	Worn over clothing
		Head	3.0kg	125Cr	
		Arms	6.0kg	180Cr	
		Legs	12.0kg	500Cr	
Mail armor[2]	1d+2	Body	12.5kg	700Cr	Worn over or under clothing or armor
		Head	4.0kg	250Cr	
		Arms	8.0kg	350Cr	
		Legs	16.0kg	1KCr	
Small shield(6 hits)	1d+1	-	4.0kg	65Cr	User is +2 difficulty to be hit in melee
Large shield(8 hits)	1d+2	-	6.0kg	125Cr	User is +4 difficulty to be hit in melee

Basic Era Personal Armor

Name	Armor	Covers	Weight	Cost	Notes
Plate armor[2]	2d+0	Body	12.5kg	500Cr	Worn over clothing or armor
		Head	4.0kg	175Cr	
		Arms	8.0kg	250Cr	
		Legs	16.0kg	700Cr	

Industrial Era Personal Armor

Name	Armor	Covers	Weight	Cost	Notes
Plate armor[2]	2d+0	Body	10.0kg	700Cr	Appropriate vs. firearms

Atomic Era Personal Armor

Name	Armor	Covers	Weight	Cost	Notes
Fragmentation vest	1d+2	Body	3.0kg	250Cr	Worn over clothing
Level 2 bulletproof vest	2d+2	Body	2.0kg	500Cr	Concealable
Level 3 bulletproof vest	4d+0	Body	8.0kg	1KCr	Worn over clothing
Level 4 bulletproof vest	4d+1	Body	12.5kg	4KCr	Negates armor piercing effects
Steel helmet	1d+1	Head	.8kg	35Cr	-
Kevlar helmet	2d+1	Head	.6kg	90Cr	-

Post-Atomic Era Pers. Armor

Name	Armor	Covers	Weight	Cost	Notes
Combat helmet	4d+0	Head	.8kg	350Cr	Negates armor piercing effects
Combat vest	5d+1	Body	6.0kg	2.8KCr	Worn over clothing
Combat infantry suit(20)	4d+2	Whole body	50kg	45KCr	Negates armor piercing effects, gives +3 to Strength, uses 2500 power per hour
Combat spacesuit(20)	4d+2	Whole body	50kg	45KCr	Gives +3 to Strength, provides life support, each function uses 2500 power per hour

Advanced Era Personal Armor

Name	Armor	Covers	Weight	Cost	Notes
Flux armor(20)	4d+2	Whole body	50kg	90KCr	Negates special effect of disruptors, gives +5 to Strength, may alter structure to give +1d armor vs. one type of attack, uses 9000 power per hour

1. Remember that most Primitive and Basic Era armors will use something like this under another type of armor.
2. Armor for body, arm and leg locations has mass for both front and back. Front only coverage is half the listed mass and cost.

Primitive Era Stuff

Name	Weight	Cost	Armor	Hits	Notes
Basic clothing	2.0kg	100Cr	1d+0	3	Includes footgear with 0d+2 protection. The armor of clothing only protects the *clothing* from damage, not the wearer.
Luxury clothing	3.0kg	500Cr	1d+0	4	Includes footgear with 0d+1 protection.
Winter clothing	3.0kg	100Cr	1d+1	4	Worn in addition to other clothing. Each layer provides up to a 5°C temperature shift. Each tech era adds 5°C protection per layer. Acts as 0d+1 armor.
Camoflauge clothing	2.0kg	100Cr	1d+0	3	Adds +2 to difficulty of being spotted in appropriate conditions, otherwise as basic clothing.
Scroll tube	.1kg	10Cr	1d+0	1	Weatherproof protection for small items.
Waterskin(full)	4.3kg	10Cr	1d+0	2	Holds four liters of water. Enough for one person for a day of moderate activity.
Travel rations	.8kg	5Cr	1d+0	2	Dried or semi-perishable food that carries well. Enough for one person for one day of moderate activity.
Saddle/tack	25kg	300Cr	1d+1	7	Required for carrying gear on horseback.
Camping gear	18kg	200Cr	1d+1	6	One person's share of the weight for a tent, blankets that count as a layer of winter clothing, stove and personal items. This can be part of a large tent and kit, or personal-size items. Two-thirds the mass for each higher tech era.
Rope, 25 meters	2.0kg	10Cr	1d+0	3	Strong enough to hold a person and worn or carried items.
Torch	.8kg	5Cr	1d+1	2	Negates darkness penalties out to 3 meters, -2d penalty per range band after this. Lasts 2 hours.
Sewing kit	.5kg	50Cr	1d+0	2	Needles, thread, leather stitching, buttons, patches

Basic Era Stuff

Name	Weight	Cost	Armor	Hits	Notes
Small book	.2kg	5Cr	0d+2	2	Equivalent to small reference book or spellbook.
Large book	1.0kg	50Cr	1d+0	3	Equivalent to large reference book or spellbook.
Lantern	.8kg	30Cr	1d+0	2	Negates darkness penalties out to 3 meters, -2d penalty per range band after this. Refill with .3kg oil each night.
Small pack	1.5kg	20Cr	1d+0	3	Holds 10kg of normal density items. Two-thirds the mass for each higher tech era.
Large pack	6.0kg	100Cr	1d+0	4	Holds 90kg of normal density items. Two-thirds the mass for each higher tech era.
Armory tool kit	200kg	1KCr	2d+1	11	Small anvil, portable forge, hammers, other tools.
First aid kit	2.0kg	200Cr	1d+0	3	Suitable for treating non-crippling injuries. Capabilities increase with tech era.

Industrial Era Stuff

Name	Weight	Cost	Armor	Hits	Notes
Powercell	.1kg	1Cr	1d+0	1	Holds 10 energy. If an item is listed like "Item(2)", the number in parentheses is how many powercells it uses. A rechargeable powercell only holds half the listed energy.
Telephone/telegraph	.5kg	20Cr	1d+0	2	Requires a wired connection between units. Uses 1 energy per hour of use.
Flashlight(2)	.3kg	20Cr	1d+0	2	Negates darkness penalties in a 60°arc out to 15 meters, -2d penalty per range band after this. Uses 10 energy per hour.
Binoculars	.5kg	100Cr	1d+0	2	Gives +1d Awareness roll to see something in a particular direction, no sight Awareness rolls allowed in other directions.
Telescopic sight	.3kg	200Cr	1d+0	1	Adds 1 to Accuracy of appropriate ranged weapon.
Mechanical tool kit	10kg	200Cr	2d+0	6	Assortment of wrenches and screwdrivers, hammer, saw, nails, screws and fasteners.

Atomic Era Stuff

Name	Weight	Cost	Armor	Hits	Notes
Powercell	.1kg	1Cr	1d+0	1	Holds 40 energy. If an item is listed like "Item(2)", the number in parentheses is how many powercells it uses.
Solarcell	2.0kg	400Cr	1d+0	2	Generates 500 energy per hour in full sunlight. Needs about a quarter of a square meter of unobstructed space.
Radio/Cellphone(1)	.3kg	200Cr	1d+0	1	Can reach a similar unit or receiving tower up to 10km off. Uses 20 energy per hour talking, 3 per hour receiving.
Base station radio	4.0kg	500Cr	1d+0	2	Can reach a similar unit up to 1000km off or hand-held unit up to 100km away. Requires large antenna.
Portable computer(4)	2.5kg	2KCr	1d+0	2	Late Atomic Era model. Can be programmed to perform a specific Awareness skill task at 4d+0 or give the user a +2 on their own roll. Uses 30 energy per hour.
Nightvision goggles(1)	1.0kg	2KCr	1d+0	2	Negates darkness penalties for user, uses 5 energy per hour.
Night vision sight(1)	.5kg	2KCr	1d+0	1	Adds 1 to Accuracy of appropriate ranged weapon, negates darkness penalties for user, uses 5 energy per hour.
Rope, 25 meters	1.5kg	100Cr	1d+1	2	Strong enough to hold several people and worn or carried items, or a horse or small vehicle.
Utility tool	.2kg	100Cr	1d+1	2	Allows rudimentary tool use, as mechanical tool kit but with varying penalties.
Electrical tool kit	5kg	200Cr	2d+0	4	Portable soldering iron, test meters, assorted circuit parts, small hand tools.

Post-Atomic Era Stuff

Name	Weight	Cost	Armor	Hits	Notes
Powercell	.1kg	1Cr	1d+0	1	Holds 160 energy. If an item is listed like "Item(2)", the number in parentheses is how many powercells it uses.
Fuelcell	2.0kg	100Cr	1d+1	3	Generates 2,500 energy per hour, takes the place of 20 powercells, refill with 1.0kg fuel per 5 hours.
Stealthsuit(2)	2.0kg	2KCr	1d+0	4	Worn over clothing or armor. Automatically adapts to provide camoflauge in any conditions, uses 20 energy per hour.
Nightvision glasses(1)	.2kg	500Cr	1d+0	1	Negates darkness penalties for user, uses 3 energy per hour.
Videophone(1)	.2kg	200Cr	1d+0	1	Can reach a similar unit or receiving tower up to 10 km off. Uses 20 energy per hour talking, 3 per hour receiving.
Portable computer(2)	1.0kg	2KCr	1d+0	2	Wearable computer with glasses-mounted display. Can be be programmed to perform a specific Awareness task at 5d+0 or give the user a +4 on their own roll. May be linked to most other electronics. Uses 10 energy per hour.

Advanced Era Stuff

Name	Weight	Cost	Armor	Hits	Notes
Powercell	.1kg	1Cr	1d+0	1	Holds 640 energy. If an item is listed like "Item(2)", the number in parentheses is how many powercells it uses.
Fuelcell	2.0kg	100Cr	1d+1	3	Generates 10,000 energy per hour, takes the place of 20 powercells, refill with 1.0kg fuel per 5 hours.
Flux clothing(1)	2.0kg	500Cr	1d+0	4	May be switched to any color or insulation combination for 10 energy, and may provide 1d+0 armor against a particular weapon type, changeable for 10 energy.
Link(1)	.2kg	500Cr	1d+0	1	Serves function of videophone, radio, portable computer and global tracking system. Uses 3 energy per hour.
Flux tool kit	5kg	2KCr	1d+0	4	Contains tools and raw materials needed to service or repair any mutable matter device.

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Blacksburg Tactical Research Center

Location

Scale

Gameworld

Notes

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Extra type | Power level

Gameworld

Notes

Name

Motivation

Skills

Strength (Level) Roll d+ — Punch d+ Kick d+

Agility (Level) Roll d+

Awareness (Level) Roll d+

Will (Level) Roll d+

Health (Level) Roll d+ — Walk Run

Fate (Level) Roll d+

1 3 5 7 9 11 13

Encumbrance -0d/-0 -1d/-1 -2d/-2 -3d/-3

Armor: Body d+ | Head d+ | Arms d+ | Legs d+

Hits

1	-0d	11	
2		12	
3		13	-3d
4		14	
5	-1d	15	
6		16	
7		17	-4d
8		18	
9	-2d	19	
10		20	

Other info

Name

Motivation

Skills

Strength (Level) Roll d+ — Punch d+ Kick d+

Agility (Level) Roll d+

Awareness (Level) Roll d+

Will (Level) Roll d+

Health (Level) Roll d+ — Walk Run

Fate (Level) Roll d+

1 3 5 7 9 11 13

Encumbrance -0d/-0 -1d/-1 -2d/-2 -3d/-3

Armor: Body d+ | Head d+ | Arms d+ | Legs d+

Hits

1	-0d	11	
2		12	
3		13	-3d
4		14	
5	-1d	15	
6		16	
7		17	-4d
8		18	
9	-2d	19	
10		20	

Other info

Name

Motivation

Skills

Strength (Level) Roll d+ — Punch d+ Kick d+

Agility (Level) Roll d+

Awareness (Level) Roll d+

Will (Level) Roll d+

Health (Level) Roll d+ — Walk Run

Fate (Level) Roll d+

1 3 5 7 9 11 13

Encumbrance -0d/-0 -1d/-1 -2d/-2 -3d/-3

Armor: Body d+ | Head d+ | Arms d+ | Legs d+

Hits

1	-0d	11	
2		12	
3		13	-3d
4		14	
5	-1d	15	
6		16	
7		17	-4d
8		18	
9	-2d	19	
10		20	

Other info

Name

Motivation

Skills

Strength (Level) Roll d+ — Punch d+ Kick d+

Agility (Level) Roll d+

Awareness (Level) Roll d+

Will (Level) Roll d+

Health (Level) Roll d+ — Walk Run

Fate (Level) Roll d+

1 3 5 7 9 11 13

Encumbrance -0d/-0 -1d/-1 -2d/-2 -3d/-3

Armor: Body d+ | Head d+ | Arms d+ | Legs d+

Hits

1	-0d	11	
2		12	
3		13	-3d
4		14	
5	-1d	15	
6		16	
7		17	-4d
8		18	
9	-2d	19	
10		20	

Other info

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Tech era | Category

Gameworld

Notes

Name | Size hexes

Cost KCr | Mass tons | Hits

Strength (d+ Roll)

Damage limit

Top speed (meters)

Acceleration (meters)

Fuel supply (hours)

Front armor (d+)

Right armor (d+)

Left armor (d+)

Top armor (d+)

Bottom armor (d+)

Rear armor (d+)

Top view

One hex equals ⬡ meters

Hits

1	-0d	11	
2		12	
3		13	-3d
4		14	
5	-1d	15	
6		16	
7		17	-4d
8		18	
9	-2d	19	
10		20	

Gizmos

Name | Size hexes

Cost KCr | Mass tons | Hits

Strength (d+ Roll)

Damage limit

Top speed (meters)

Acceleration (meters)

Fuel supply (hours)

Front armor (d+)

Right armor (d+)

Left armor (d+)

Top armor (d+)

Bottom armor (d+)

Rear armor (d+)

Top view

One hex equals ⬡ meters

Hits

1	-0d	11	
2		12	
3		13	-3d
4		14	
5	-1d	15	
6		16	
7		17	-4d
8		18	
9	-2d	19	
10		20	

Gizmos

Name | Size hexes

Cost KCr | Mass tons | Hits

Strength (d+ Roll)

Damage limit

Top speed (meters)

Acceleration (meters)

Fuel supply (hours)

Front armor (d+)

Right armor (d+)

Left armor (d+)

Top armor (d+)

Bottom armor (d+)

Rear armor (d+)

Top view

One hex equals ⬡ meters

Hits

1	-0d	11	
2		12	
3		13	-3d
4		14	
5	-1d	15	
6		16	
7		17	-4d
8		18	
9	-2d	19	
10		20	

Gizmos

Name | Size hexes

Cost KCr | Mass tons | Hits

Strength (d+ Roll)

Damage limit

Top speed (meters)

Acceleration (meters)

Fuel supply (hours)

Front armor (d+)

Right armor (d+)

Left armor (d+)

Top armor (d+)

Bottom armor (d+)

Rear armor (d+)

Top view

One hex equals ⬡ meters

Hits

1	-0d	11	
2		12	
3		13	-3d
4		14	
5	-1d	15	
6		16	
7		17	-4d
8		18	
9	-2d	19	
10		20	

Gizmos

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Tech era | Category

Gameworld

Notes

Name | **Size** hexes

Cost KCr **Mass** tons **Hits**

Strength d+ Roll

Damage limit

Top speed meters

Acceleration meters

Fuel supply hours

Front armor d+

Right armor d+

Left armor d+

Top armor d+

Bottom armor d+

Rear armor d+

Top view

One hex equals ⬡ meters

Hits

1	-0d
2	
3	
4	
5	-1d
6	
7	
8	
9	-2d
10	
11	
12	
13	-3d
14	
15	
16	
17	-4d
18	
19	
20	
21	-5d
22	
23	

Cargo

Gizmos

Name | **Size** hexes

Cost KCr **Mass** tons **Hits**

Strength d+ Roll

Damage limit

Top speed meters

Acceleration meters

Fuel supply hours

Front armor d+

Right armor d+

Left armor d+

Top armor d+

Bottom armor d+

Rear armor d+

Top view

One hex equals ⬡ meters

Hits

1	-0d	11	
2		12	
3		13	-3d
4		14	
5	-1d	15	
6		16	
7		17	-4d
8		18	
9	-2d	19	
10		20	

Gizmos

Name | **Size** hexes

Cost KCr **Mass** tons **Hits**

Strength d+ Roll

Damage limit

Top speed meters

Acceleration meters

Fuel supply hours

Front armor d+

Right armor d+

Left armor d+

Top armor d+

Bottom armor d+

Rear armor d+

Top view

One hex equals ⬡ meters

Hits

1	-0d	11	
2		12	
3		13	-3d
4		14	
5	-1d	15	
6		16	
7		17	-4d
8		18	
9	-2d	19	
10		20	

Gizmos

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Extra type: Diverse | Power level: Low normal to Heroic

Gameworld: Any

Notes:

Name: Generic thug

Motivation: Doing what he's paid to do

	Level	Roll
Strength	8	2d+2
Agility	6	2d+0
Awareness	6	2d+0
Will	7	2d+1
Health	6	2d+0
Fate	2	0d+2

Punch 1d+2 Kick 2d+2

Walk 3 Run 6

1 3 5 7 9 11 13

Encumbrance: 10 (-0d) 20 (-1d) 40 (-2d) 80 (-3d)

Skills	Roll
Brawling	4d+0
Genre melee weapon	3d+0
Genre ranged weapon	3d+0
Other professional skill	3d+0
Running	3d+0
	d+

Armor: Body d+ | Head d+ | Arms d+ | Legs d+

Hits: 1 -0d | 5 -1d | 9 -2d | 13 -3d | 17 -4d

Other info: Generic entry-level thug or bouncer. Armor (if any) and weapons will depend on genre.

Name: Living dead

Motivation: Eat the brains of the living...

	Level	Roll
Strength	7	2d+1
Agility	4	1d+1
Awareness	4	1d+1
Will	9	3d+0
Health	5	1d+2
Fate	6	2d+0

Punch 1d+1 Kick 2d+1

Walk 1 Run 2

1 3 5 7 9 11 13

Encumbrance: 8 (-0d) 16 (-1d) 32 (-2d) 63 (-3d)

Skills	Roll
Brawling	2d+1
	d+
	d+
	d+
	d+
	d+

Armor: Body 1d+0 | Head 1d+0 | Arms 1d+0 | Legs 1d+0

Hits: 1 -0d | 4 -1d | 7 -2d | 10 -3d | 13 -4d | 16 -5d | 19 -6d

Other info: Uses luck only to reduce damage to self. First attack is a grab to slow the victim down so others can attack with better chances.

Name: Riding horse

Motivation: Avoid work if possible...

	Level	Roll
Strength	15	5d+0
Agility	6	2d+0
Awareness	5	1d+2
Will	5	1d+2
Health	7	2d+1
Fate	1	0d+1

Bite 2d+0 Kick 4d+0

Walk 5 Run 10

1 3 5 7 9 11 13

Encumbrance: 50 (-0d) 100 (-1d) 200 (-2d) 400 (-3d)

Skills	Roll
Running(x3)	4d+1
Brawling	2d+0
	d+
	d+
	d+
	d+

Armor: Body 0d+1 | Head 0d+1 | Arms 0d+1 | Legs 0d+1

Hits: 1 -0d | 7 -1d | 9 -2d | 13 -3d

Other info: An average horse, not trained for combat. Will flee from conflict at first opportunity. Hoof and bite damage is half-lethal.

Name: Warrior

Motivation: Honor, glory, loot

	Level	Roll
Strength	8	2d+2
Agility	8	2d+2
Awareness	9	3d+0
Will	8	2d+2
Health	7	2d+1
Fate	5	1d+2

Punch 1d+2 Kick 2d+2

Walk 3 Run 6

1 3 5 7 9 11 13

Encumbrance: 10 (-0d) 20 (-1d) 40 (-2d) 80 (-3d)

Skills	Roll
Brawling	4d+2
Genre melee weapon	4d+2
Genre ranged weapon	4d+2
Other professional skill	4d+0
Running	3d+1
	d+

Armor: Body d+ | Head d+ | Arms d+ | Legs d+

Hits: 1 -0d | 5 -1d | 9 -2d | 13 -3d | 17 -4d

Other info: Heroic-level combatant, fairly experienced, possibly in a leadership role. Will have quality weapons and armor for the genre.

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Extra type: Diverse | Power level: Low normal to Heroic

Gameworld: Any

Notes:

Name: Vicious dog

Motivation: Biting off a chunk of your tasty flesh

	Level	Roll	Skills	Roll
Strength	4	1d+1	Brawling	3d+0
Bite 1d+1 Kick n/a				
Agility	6	2d+0	Running (x2)	3d+0
Awareness	6	2d+0		d+
Will	7	2d+1		d+
Health	6	2d+0		d+
Walk 4 Run 8				
Fate	1	0d+1		d+

1 3 5 7 9 11 13

Encumbrance: 4 (-0d) | 8 (-1d) | 16 (-2d) | 32 (-3d)

Armor: Body d+ | Head d+ | Arms d+ | Legs d+

Hits: 1 -0d | 3 -4d | 4 -1d | 6 -5d | 7 -2d | 9 -6d | 10 -3d

Other info: Basic large mean dog. Bite is half-lethal damage.

Name: Wild boar

Motivation: Defend its territory

	Level	Roll	Skills	Roll
Strength	8	2d+2	Brawling	4d+0
Punch 2d+2 Kick n/a				
Agility	6	2d+0	Running	3d+0
Awareness	5	1d+2		d+
Will	9	3d+0		d+
Health	9	3d+0		d+
Walk 4 Run 8				
Fate	3	1d+0		d+

1 3 5 7 9 11 13

Encumbrance: 10 (-0d) | 20 (-1d) | 40 (-2d) | 80 (-3d)

Armor: Body 0d+2 | Head 1d+0 | Arms 0d+2 | Legs 0d+2

Hits: 1 -0d | 3 -3d | 5 -1d | 7 -4d | 9 -2d

Other info: Uses luck only to reduce damage to self. Will defend its young to the death. Goring attack is half-lethal damage.

Name: Warhorse

Motivation: Get rider and self through fight intact

	Level	Roll	Skills	Roll
Strength	16	5d+1	Running(x3)	4d+2
Bite 2d+1 Kick 4d+1				
Agility	7	2d+1	Brawling	4d+1
Awareness	6	2d+0		d+
Will	8	2d+2		d+
Health	8	2d+2		d+
Walk 5 Run 10				
Fate	1	0d+1		d+

1 3 5 7 9 11 13

Encumbrance: 63 (-0d) | 126 (-1d) | 252 (-2d) | 504 (-3d)

Armor: Body 0d+1 | Head 0d+1 | Arms 0d+1 | Legs 0d+1

Hits: 1 -0d | 7 -1d | 9 -3d

Other info: Larger than average, well trained horse. Capable of acting on own initiative to protect self and rider. Doesn't like strangers.

Name: Giant rat

Motivation: Swarm over and eat intruders

	Level	Roll	Skills	Roll
Strength	2	0d+2	Brawling	2d+2
Bite 0d+2 Kick n/a				
Agility	8	2d+2		d+
Awareness	6	2d+0		d+
Will	8	2d+2		d+
Health	7	2d+1		d+
Walk 2 Run 4				
Fate	1	0d+1		d+

1 3 5 7 9 11 13

Encumbrance: 2 (-0d) | 5 (-1d) | 10 (-2d) | 20 (-3d)

Armor: Body d+ | Head d+ | Arms d+ | Legs d+

Hits: 1 -0d | 3 -1d | 5 -2d | 7 -3d | 9 -4d | 11 -5d | 13 -6d | 15 -7d | 17 -8d | 19 -9d

Other info: Will typically leave if alone, may attack if mass of rats exceeds mass of the threat. Bite damage is lethal.

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Name | Home

Brief description

Goals

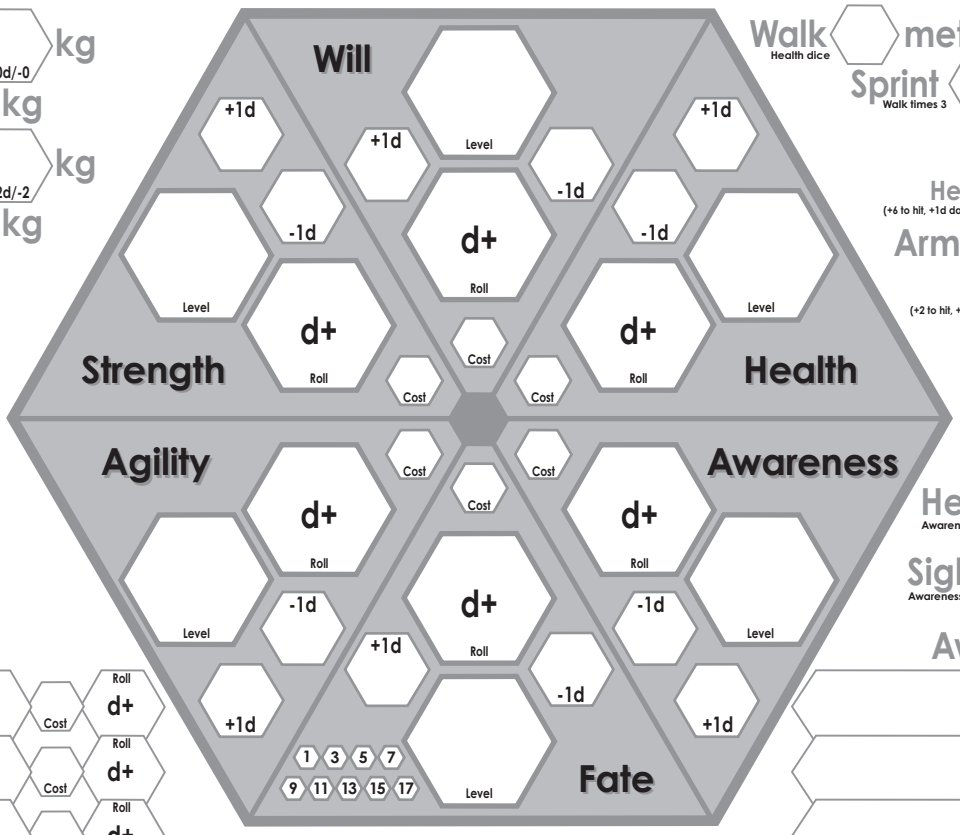
Encumbrance

- Less than ___ kg (One-eighth maximum) -0d/-0
- Up to ___ kg (One-quarter maximum) -1d/-1
- Up to ___ kg (One-half maximum) -2d/-2
- Up to ___ kg (Maximum from chart) -3d/-3

Punch d+ (Strength roll - 1d)

Kick d+ (Strength roll)

Dodge + (Agility dice times 2)



Walk ___ meters (Health dice)

Run (Walk times 2)

Sprint (Walk times 3)

Head d+ 3-6 (+6 to hit, +1d damage)

Arms d+ 7-8 (+4 to hit, -1d damage)

Armor

Body d+ 9-12 (+2 to hit, +0d damage)

Legs d+ 13-18 (+2 to hit, -1d damage)

Hearing roll d+ (Awareness roll)

Sight roll d+ (Awareness roll)

Hits

1	-0d
2	
3	
4	
5	-1d
6	
7	
8	
9	-2d
10	
11	
12	
13	-3d
14	
15	
16	
17	-4d
18	
19	
20	
21	-5d
22	
23	
24	
25	-6d

Agility skills

Cost	Roll
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+

Awareness skills

Cost	Roll
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+

Other skills

Cost	Roll	Attribute used
	d+	
	d+	
	d+	
	d+	
	d+	
	d+	
	d+	
	d+	

Adventurer traits	Value
	A/ S
	A/ S
	A/ S
	A/ S
	A/ S
	A/ S
Campaign base A S Total	A/ S

Important equipment	Mass
	kg
	kg
	kg
	kg
	kg
	kg
Cash on hand Cr Total	kg

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Name | Home

Brief description

Goals

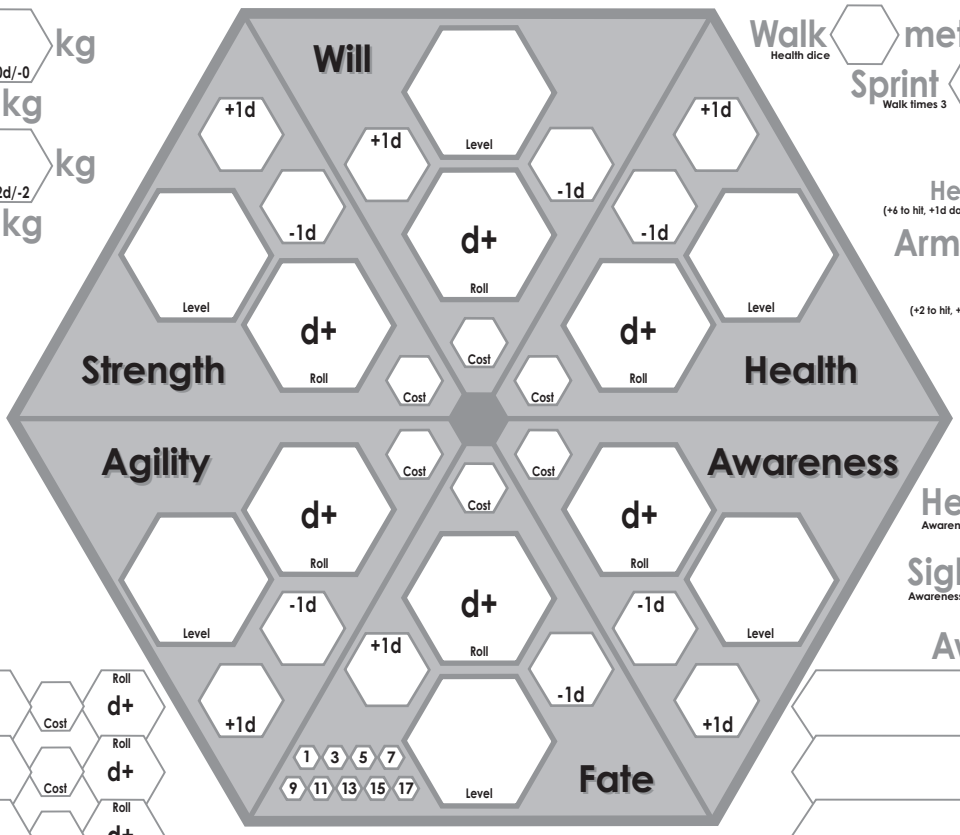
Encumbrance

- Less than ___ kg — One-eighth maximum — -0d/-0
- Up to ___ kg — One-quarter maximum — -1d/-1
- Up to ___ kg — One-half maximum — -2d/-2
- Up to ___ kg — Maximum from chart — -3d/-3

Punch d+ — Strength roll - 1d

Kick d+ — Strength roll

Dodge + — Agility dice times 2



Walk ___ meters — Health dice

Run — Walk times 2

Sprint — Walk times 3

Head d+ 3-6 (+6 to hit, +1d damage)

Arms d+ 7-8 (+4 to hit, -1d damage)

Armor

Body d+ 9-12 (+2 to hit, +0d damage)

Legs d+ 13-18 (+2 to hit, -1d damage)

Hearing roll d+ — Awareness roll

Sight roll d+ — Awareness roll

Agility skills

Cost	Roll
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+

Awareness skills

Cost	Roll
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+

Other skills

Cost	Roll	Attribute used
	d+	
	d+	
	d+	
	d+	
	d+	
	d+	
	d+	
	d+	

Hits

-0d

Adventurer traits	Value
	A/ S
	A/ S
	A/ S
	A/ S
	A/ S
	A/ S
Campaign base A S Total	A/ S

Important equipment	Mass
	kg
	kg
	kg
	kg
	kg
	kg
Cash on hand Cr Total	kg

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Blacksburg Tactical Research Center

Name | Home

Brief description

Goals

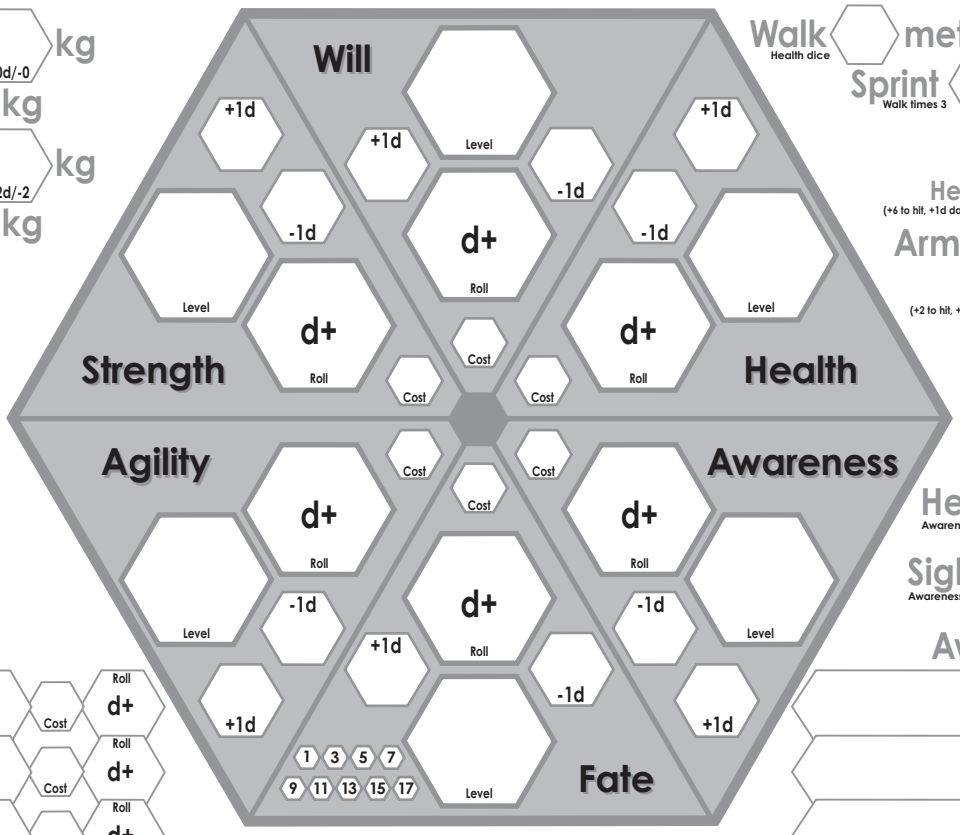
Encumbrance

- Less than ___ kg — One-eighth maximum — -0d/-0
- Up to ___ kg — One-quarter maximum — -1d/-1
- Up to ___ kg — One-half maximum — -2d/-2
- Up to ___ kg — Maximum from chart — -3d/-3

Punch d+ — Strength roll - 1d

Kick d+ — Strength roll

Dodge + — Agility dice times 2



Walk ___ meters — Health dice

Run — Walk times 2

Sprint — Walk times 3

Head d+ 3-6 (+6 to hit, +1d damage)

Arms d+ 7-8 (+4 to hit, -1d damage)

Armor

Body d+ 9-12 (+2 to hit, +0d damage)

Legs d+ 13-18 (+2 to hit, -1d damage)

Hearing roll d+ — Awareness roll

Sight roll d+ — Awareness roll

Agility skills

Cost	Roll
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+

Awareness skills

Cost	Roll
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+
	d+

Other skills

Attribute used	Cost	Roll
		d+
		d+
		d+
		d+
		d+

Hits

-0d

Adventurer traits	Value
	A/ S
	A/ S
	A/ S
	A/ S
	A/ S
	A/ S
	A/ S
	A/ S
	A/ S
Campaign base A S Total	A/ S

Important equipment	Mass
	kg
	kg
	kg
	kg
	kg
	kg
	kg
	kg
	kg
Cash on hand Cr Total	kg

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Adventurer	A	S	Basic campaign notes
Base points			
Attributes			
Skills			

Traits	A	S
Total		

Stuff	Weight	Cost	Hits	Notes	At hand	Carried	Packed
	kg	Cr					
	kg	Cr					
	kg	Cr					
	kg	Cr					
	kg	Cr					
	kg	Cr					
	kg	Cr					
	kg	Cr					
	kg	Cr					
	kg	Cr					
	kg	Cr					
	kg	Cr					
	kg	Cr					
	kg	Cr					

Ranged weapons	Uses	Accuracy	Damage	Shots Held	Weight	Cost	Armor	Hits	Notes	At hand	Carried	Packed
			d+		kg	Cr						
			d+		kg	Cr						
			d+		kg	Cr						
			d+		kg	Cr						

Melee weapons	Damage	Damage type	Length	Weight	Cost	Armor	Hits	Notes	At hand	Carried	Packed
	d+			kg	Cr						
	d+			kg	Cr						
	d+			kg	Cr						
	d+			kg	Cr						

Power framework	Cost
Base	0
○□◇	
○□◇	
○□◇	
○□◇	
○□◇	
○□◇	
○□◇	
Total	

Personal armor	Armor	Covers	Weight	Cost	Notes	Always	Combat	Packed
	d+		kg	Cr				
	d+		kg	Cr				
	d+		kg	Cr				
	d+		kg	Cr				

Powers	Difficulty	Modifiers

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Adventurer	A	S	Basic campaign notes
Base points			
Attributes			
Skills			

Traits	A	S
Total		

Stuff	Weight	Cost	Hits	Notes	At hand	Carried	Packed
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐

Ranged weapons	Uses	Accuracy	Damage	Shots Held	Weight	Cost	Armor	Hits	Notes	At hand	Carried	Packed
			d+		kg	Cr				☐	☐	☐
			d+		kg	Cr				☐	☐	☐

Melee weapons	Damage	Damage type	Length	Weight	Cost	Armor	Hits	Notes	At hand	Carried	Packed
	d+			kg	Cr				☐	☐	☐
	d+			kg	Cr				☐	☐	☐
	d+			kg	Cr				☐	☐	☐

Armor	Covers	Weight	Cost	Notes	Always	Combat	Packed
d+		kg	Cr		☐	☐	☐
d+		kg	Cr		☐	☐	☐

Power framework	Cost	Powers	Difficulty	Modifiers
Base	0			
○□◇				
○□◇				
○□◇				
○□◇				
○□◇				
○□◇				
○□◇				
○□◇				
Total				

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EABA Universal Chart

Level	Points	Lift	Dist.	Size	Time
-10	-	1.2kg	-	-	-
-9	-	1.5kg	-	-	-
-8	-	2kg	-	.12m	-
-7	-	2.5kg	-	.18m	-
-6	-	3kg	-	.25m	-
-5	-	4kg	-	.35m	-
-4	-	5kg	-	.5m	-
-3	-	6kg	-	.7m	.5s
-2	-	8kg	-	1m	.7s
-1	-	10kg	-	1.4m	1s
+0	0A	12kg	.35m	2m	1.4s
+1	1A	16kg	.5m	3m	2s
+2	2A	20kg	.7m	4m	3s
+3	3A	25kg	1m	6m	4s
+4	5A	32kg	1.4m	8m	6s
+5	7A	40kg	2m	11m	8s
+6	9A	50kg	3m	16m	11s
+7	12A	63kg	4m	23m	16s
+8	15A	80kg	6m	32m	23s
+9	18A	100kg	8m	45m	30s
+10	22A	126kg	11m	64m	45s
+11	26A	159kg	16m	90m	1m
+12	30A	200kg	23m	125m	1.4m
+13	35A	252kg	32m	175m	2m
+14	40A	318kg	45m	250m	3m
+15	45A	400kg	64m	350m	4m
+16	51A	504kg	90m	500m	6m
+17	57A	636kg	125m	700m	8m
+18	63A	800kg	175m	1km	11m
+19	70A	1 ton	250m	1.4km	16m
+20	77A	1.3 tons	350m	2km	30m
+21	84A	1.6 tons	500m	2.8km	42m
+22	92A	2 tons	700m	4km	1h
+23	100A	2.5 tons	1km	5.6km	1.4h
+24	108A	3.2 tons	1.4km	8km	2h
+25	117A	4 tons	2km	11km	3h
+26	126A	5.1 tons	2.8km	16km	4h
+27	135A	6.4 tons	4km	23km	6h
+28	145A	8.1 tons	5.6km	32km	8h
+29	155A	10.2 tons	8km	45km	11h
+30	165A	12.5 tons	11km	64km	16h
+31	176A	16 tons	16km	90km	1d
+32	187A	20 tons	23km	125km	1.4d
+33	198A	25 tons	32km	181km	2d
+34	210A	32 tons	45km	250km	3d
+35	222A	41 tons	64km	362km	4d
+36	234A	50 tons	90km	500km	6d
+37	247A	65 tons	125km	700km	8d
+38	260A	82 tons	181km	1000km	11d
+39	273A	100 tons	250km	1400km	16d
+40	287A	126 tons	362km	2000km	23d
+41	301A	159 tons	500km	2800km	32d
+42	315A	200 tons	700km	4000km	45d
+43	330A	252 tons	1000km	5600km	64d
+44	345A	318 tons	1400km	8000km	90d
+45	360A	400 tons	2000km	11000km	125d
+46	376A	500 tons	2800km	16000km	180d
+47	392A	640 tons	4000km	22000km	250d
+48	408A	800 tons	5600km	32000km	1y
+49	425A	1000 tons	8000km	45000km	1.4y
+50	439A	1250 tons	11000km	64000km	2y

Adventurer

	A	S
Base points		
Attributes		
Skills		

Basic campaign notes

Traits	A	S
Total		

Stuff	Weight	Cost	Hits	Notes	At hand	Carried	Packed
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐
	kg	Cr			☐	☐	☐

Ranged weapons	Accur.	Damage	Weight	Cost	Hits	Notes	At hand	Carried	Packed
		d+	kg	Cr			☐	☐	☐
		d+	kg	Cr			☐	☐	☐
		d+	kg	Cr			☐	☐	☐
		d+	kg	Cr			☐	☐	☐

Melee weapons	Damage	Weight	Cost	Hits	Notes	At hand	Carried	Packed
	d+	kg	Cr			☐	☐	☐
	d+	kg	Cr			☐	☐	☐
	d+	kg	Cr			☐	☐	☐
	d+	kg	Cr			☐	☐	☐

Personal armor	Covers	Armor	Weight	Cost	Notes	Always	Combat	Packed
		d+	kg	Cr		☐	☐	☐
		d+	kg	Cr		☐	☐	☐
		d+	kg	Cr		☐	☐	☐
		d+	kg	Cr		☐	☐	☐

Game events

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Adventurer	A	S
Base points		
Attributes		
Skills		

Traits	A	S
Total		

Adventurer notes

Ranged weapons	Uses	Accuracy	Damage	Shots Held	Weight	Cost	Armor	Hits	Notes	At hand	Carried	Packed
			d+		kg	Cr				☐	☐	☐
			d+		kg	Cr				☐	☐	☐
			d+		kg	Cr				☐	☐	☐
			d+		kg	Cr				☐	☐	☐

Melee weapons	Damage	Damage type	Length	Weight	Cost	Armor	Hits	Notes	At hand	Carried	Packed
	d+			kg	Cr				☐	☐	☐
	d+			kg	Cr				☐	☐	☐
	d+			kg	Cr				☐	☐	☐
	d+			kg	Cr				☐	☐	☐

Stuff

Personal armor	Armor	Covers	Weight	Cost	Notes	Always	Combat	Packed
	d+		kg	Cr		☐	☐	☐
	d+		kg	Cr		☐	☐	☐
	d+		kg	Cr		☐	☐	☐
	d+		kg	Cr		☐	☐	☐

Game events

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Adventurer Design

Attributes

Level	Cost	Lifting capacity
0	0A	13 kilograms
1	1A	16 kilograms
2	2A	20 kilograms
3	3A	25 kilograms
4	5A	32 kilograms
5	7A	40 kilograms
6	9A	50 kilograms
7	12A	63 kilograms
8	15A	80 kilograms
9	18A	100 kilograms
10	22A	126 kilograms
11	26A	159 kilograms
12	30A	200 kilograms
13	35A	252 kilograms
14	40A	318 kilograms
15	45A	400 kilograms
16	51A	504 kilograms
17	57A	636 kilograms
18	63A	800 kilograms
19	70A	1.0 tons
20	77A	1.3 tons
21	84A	1.6 tons
22	92A	2.0 tons
23	100A	2.5 tons
24	108A	3.2 tons
25	117A	4.0 tons
26	126A	5.1 tons
27	135A	6.4 tons
28	145A	8.1 tons
29	155A	10.2 tons
30	165A	12.5 tons
31	176A	16 tons
32	187A	20 tons
33	198A	25 tons
34	210A	32 tons
35	222A	41 tons
36	234A	50 tons
37	247A	65 tons
38	260A	82 tons
39	273A	100 tons
40	287A	126 tons

Skill Level	Cost	Appr. training time (intensive)
+0d	5S	5 months
+1d	10S	10 months
+2d	20S	1 yr, 8 months
+3d	40S	3yr, 4 months
+4d	80S	6yr, 8 months
+5d	160S	13yr, 4 months
+0d limited	1S	1 month
+1d special	10S	10 months
+1d hobby	5S	5 months

Traits

	Points	Max
● **Age**		
Young adult (13-15)	-10A & -10S	9
Adult (16-20)	+0A & +0S	11
Phys. prime (21-25)	+10A & +10S	13
Mature (26-40)	+0A & +20S	11
Middle-aged (41-60)	-10A & +30S	9
Elderly (61-80)	-20A & +40S	7
Extr. elderly (81-100)	-40A & +50S	5
◆ **Blessing/Curse**		
Small	±10A	-
Medium	±20A	-
Large	±40A	-
■ **Enemies/Friends**		
Minor	+5A or +5S	
Major	+10A or +10S	
Powerful	+15A or +15S	
Limited reach	-5A or -5S	
■ **Experience**	-5A or -5S	
■ **Forte**	-5A	-
◆ **Gifted**		
Attributes outside normal racial range	-10A	-
Unbalanced spread of Attributes	-10A	-
Non-transferable tech knowledge	-10A	-
Unusual power	-10A	-
each +10 to cost	-3A	-
◆ **Larger than Life**	-40A	-
● **Looks**	see **Forte** or **Weakness**	
● **Motivation**	+5A or +5S	
◆ **Mythic Archetype**	see page 2.15	
● **Pain Tolerance**	-5A	-
● **Personality(per lev.)**	-	±5S
■ **Secret**		
Trivial	+5A or +5S	
Minor	+10A or +10S	
Major	+15A or +15S	
■ **Status**		
-2 levels (slave)	+20A or +20S	
-1 level (serf)	+10A or +10S	
0 levels (freeman)	+0A or +0S	
1 level (knight)	-10A or -10S	
2 levels (earl)	-20A or -20S	
3 levels (duke)	-30A or -30S	
4 levels (king)	-40A or -40S	
◆ **Toughness (per lev.)**	-10A	-
◆ **Unusual backgr.**	-5A	-
■ **Weakness**	+10A	-
■ **Wealth (full control)**	-	±10S
Wealth (lim. control)	-	±5S

Skills

Agility(combat)
- Archery
- Short blade
- Long blade
- Brawling
- Club
- Firearms
- Heavy weapon
- Martial Arts (advanced)
- Polearm
- Staff
- Throwing
- Sling
- Wrestling (advanced)

Agility(transport)
- Beast riding
- Air vehicles
- Land vehicles
- Water vehicles
- Space vehicles

Agility(other)
- Climbing (also w/Strength)
- Sec. Systems (also w/Awaren.)
- Sleight of hand
- Stealth
- Trades (various)

Awareness(academic)
- Chemistry
- History
- Languages (pick one)
- Engineering (pick type)
- Law
- Medicine
- Religion (pick one)
- Programming (pick type)
- Psychology

Awareness(magic)
- Sorcery
- Enchantment (advanced)

Awareness(other)
- Area knowledge or lore
- Armorer
- Bribery
- Diplomacy
- Technician
- Scrounging (pick type)
- Tracking

Will (other)
- Leadership
- Focus (advanced)

Health (other)
- Running
- Swimming
- Carousing

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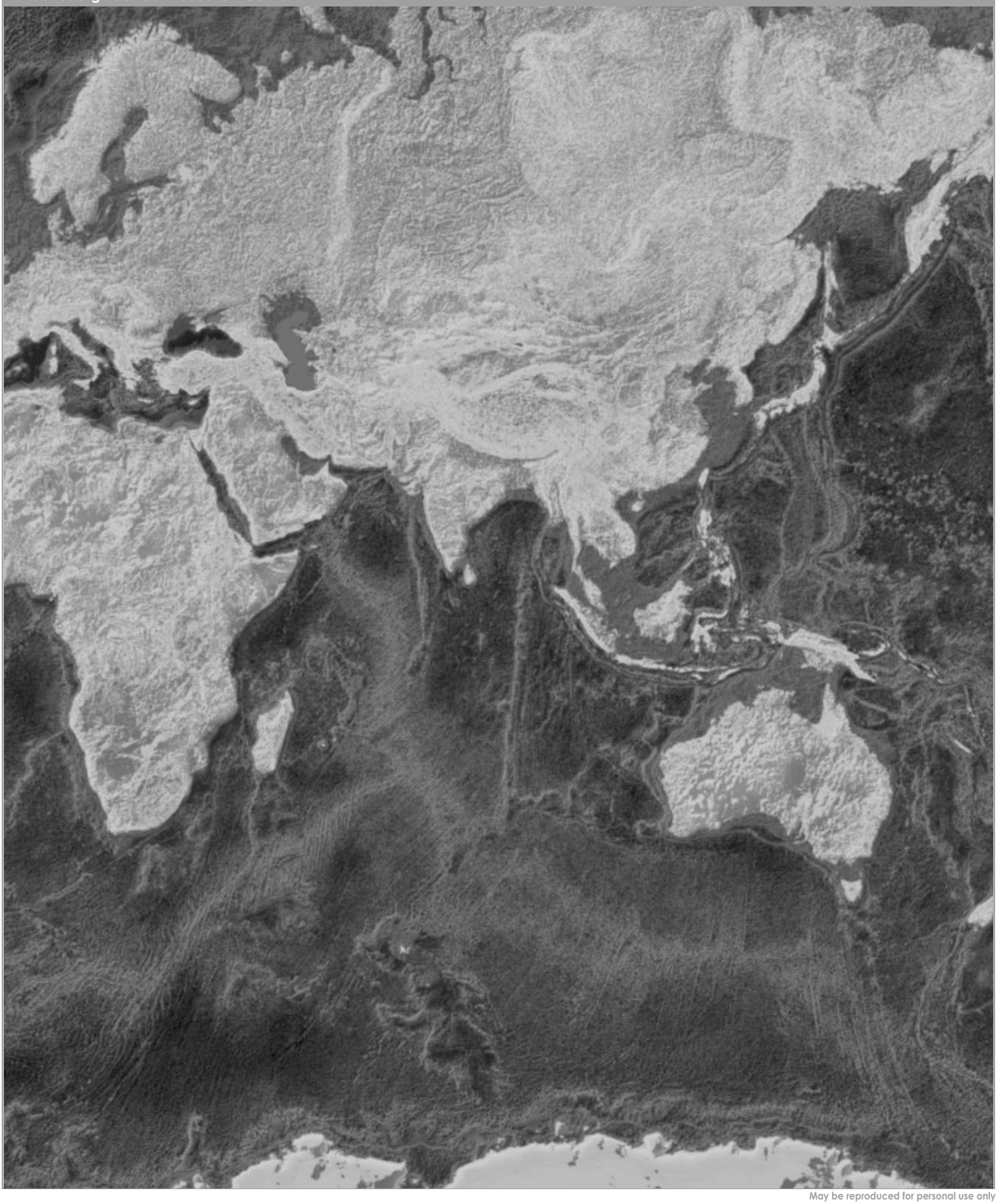

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