

SMART D20

WILL YOU PLAY IT SAFE OR BE BOLD!



CORE RULES

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SMARTd20 Core Playtest Rules

Single Roll Modular Accelerated Role playing Toolkit



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a Powered by the Apocalypse Game
based on Blades in the Dark by John Harper
and Scum and Villainy by John LeBoeuf-Little and Stras Acimovic

Playtesting and aid by Chris Cortwright

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Smartd20

a Powered by the Apocalypse Game

This game is a result of the influence of several games, including the Powered by the Apocalypse game series. I'm proud to add my game system to these games. Most of the series are minimalist narrative game systems, SMARTd20 is crunch heavy simulationist but fast. Most of the system was created before I found my first pbtA game but it solved some problems I was having once I added it to my influences. I hope you like it!

Other Powered by the Apocalypse games

You can take an existing pbtA game and convert it to a Smartd20 game by simply setting their existing playbooks and creating a Standard or Veteran character in this system. Damage should carry over with a Harm or base damage equal to a Light Wound at that creature's scale.

Smartd20 system is designed as a core mechanic for several games. The damage mechanic is uniform across all of the games so you can take a weapon or a vehicle from any of the games and use them in the others. Everything is in scale with each other!

There is a huge list of tech levels which are designed to function for any of these games. This lets my love of history shine through! They are divided into different Eras. First you have the Shield Era, going from the Stone Age to the Age of Crusades. Then you have the Industrial Era, starting with the Age of Crisis, what is normally classified as the Late Middle Ages when gunpowder was invented and changed everything. This goes to the Steam Age. After that is the Electrical Era, starting at 1900 and going into the future with the Fusion Age! Then you have an Interstellar Age for all those planet hoping games! Any of these can be a part of additional supplements with a fantasy version of any of them!

The SMART d20 Game Engine

The SMART d20 Game Engine is a modular game system, designed for Game Masters to be able to start any complexity of game that they are interested in with a minimum of preparation. It has several features noted in the name.

Single roll – The game engine is based around the player only making one roll per action. You don't confirm criticals or roll separately for damage. All of that is in one dice roll. A single D10 or D20 is used for all rolls. All rolls are versus a target number set by the GM.

Modular – The game engine has many modules that allow the system to handle any setting or genre the GM and group wants. You can add whichever modules are important for a particular campaign. If you don't want to focus on something, you can just not use the module and go for a simpler version if something comes up.

Accelerated – The game engine plays very fast. It is focused on speed with one roll per action. Combat can go so quickly that people think that they have forgotten something.

Role playing – The SMART game engine is designed for a Table Top Role Playing Game. It is focused on storytelling and game play. It reduces or eliminates mechanics that slow down or distract from game play.

Toolkit – The system is set up to make it easy to create the kinds of campaigns that you want to run and play in. The GM can pick and choose what level of complexity of rules they want to deal with.

Single Roll

All actions are resolved with either a d10 or d20 dice roll. You must roll the dice in full view of the Game Master at least. Any rolls that are not rolled in front of the GM are not valid. Any rolls that roll off the table are not valid. Rolling within a box is recommended. All dice rolls must be confirmed by the GM. You can't just roll, pick them back up, and tell the GM.

You roll either a d10 or a d20, add the number on that to your attribute, skill, and experience bonus relevant to the action. Your GM will tell you which ones to roll. Total all that up and compare it to the Target Number (TM) that the GM sets.

Dice rolls can count in a separate way from the total. It is not just a matter of that number plus what is on your sheet. The actual number on the dice roll is also important. This means that you can't pick the dice back up until the action is resolved.



Does your character play it safe or are they Bold!!

If your character wants to play it safe on a roll then they will roll a D10 for their action. This is added to their attribute + skill + any bonuses they get from their equipment. This covers rolls where there is no stress, such as practice or non-combat situations.

If the character wants to make a Bold action, then they roll a D20 for their action. This is added the same as a D10 roll but it adds a larger range and a chance of a critical success or a critical failure.

This can be used whenever the character is under stress or in competition. Use of this is a choice for the player but certain aptitudes only apply to Bold action rolls. Some actions require a Bold roll, such as cutting a wire in a bomb with only seconds left.

Reading the Dice

If you go Bold and use a d20, you open yourself up to Crits and Botches. A Crit is short for a Critical Success. This is a 19 or a 20 on a d20. A Crit gives you a bonus to your dice roll. A roll of a 20 actually gives you a 25! In order to make things run more smoothly, a 19 actually gives you a +6 for a total of 25 as well!

That same d20 roll could also come up with a 1-2. This is a Botch! A Botch is a failure, first and foremost. It doesn't matter what your skill rank or target number is, it didn't work out.

Success Rules

Take your skill bonus + your roll and compare it to the target number given by your GM. You must have a total that is greater than or equal to the Target Number to succeed. This is a single success. If you have a total that is greater than your Target Number, the amount it is over is called the Margin of Success. This is used to define extra effects from your success. Each five points of your Margin of Success gives you another Success. You can spend these Successes in various ways, including Boosting the damage in an attack.

Rolling a critical is not an automatic success. You can roll a critical and if you don't make the Target Number, you still fail. This is an important part of the system. There are some actions that you don't have the skill to do and you can't accidentally stumble into successes. You need to stop and think about what you are doing and see if there is another way. Always having a chance of success takes away tactical thinking and turns the game into a gambling game instead. You may have to change the circumstances in order to succeed.

Narrating Results

A Botch usually implies that something external happened that prevented it from working normally. A Botch can result in injury for the character. If the stakes are high enough, it can kill your character off (such as the previous example of cutting a bomb wire).

A Success is not just your character succeeding in amazing ways but could also be your enemy failing in some way. Since the system doesn't use rolls for NPCs in combat, you are dealing with just a series of target numbers instead of opposing rolls. A critical success could be due to your enemy getting their weapon caught in something or dropping it altogether.

Successes

When you roll a success, then the amount you succeed by becomes important. This is called your Margin of Success. For every 5 points of your Margin of Success, you get an additional Success. Each Success can give you some additional advantage in your action or you can buy a Boost to increase the damage that you do in an attack.

You can spend those Successes on that action or you can bank it and use it later in the same skill challenge or combat. Once the combat is over, you lose any banked Successes.

When you bank a Successes, you can ask the GM for a poker chip or some other object to represent it. You can aid others and pass your Successes chip on to anyone you are working with. As long as they succeed in their base roll, they can spend that Successes in their action. You can also return the chip to the GM and spend it on your own actions.

These Successes can be used in various ways. Your GM can allow you to spend a Successes to do an extra Quick action, maybe even out of your turn. Successes could give you an extra effect in certain circumstances. For instance, the GM can tell you if you use a Success you get some special effect. You can even use a Success to improve your Defense.

You can use a Success to help someone else and negate their Botch. Someone knocks a vase over and another character catches it. The seriousness of this depends on the Risk Level of the action.

Risk Levels

Not all Botches are the same. Some Botches may be nothing more than inconvenient. Others can be deadly. This is described by the Risk Level of the action.

When a player describes their action, they can ask the GM what the Risk Level of that action is. Once the GM tells them, they can change their action (since the character would be realizing this risk) to do something else OR they can do an action to prepare for the action that they were originally going to do.

Parity Checks

Sometimes, you want to have a rating for something but it not be a modifier for a skill roll. You just need to have a comparison point. That is what a Parity Check is for. This is a check to see if one is higher than the other or if they are at least close to each other.

These are used in a variety of places in the system. The Hardness mechanic is compared to the Penetration of a weapon to see if that weapon penetrates the outer hide or armor of that target. Computer ratings are compared to each other to see if it will be harder than normal to hack that computer. Strength ratings are compared to each other to see if one will get a bonus to certain actions.

The point of the Parity Check is so that higher traits don't need to be added directly to skill rolls and make them absurd to deal with. You just need to know the relative difference, not add a huge number to both sides this way.

Modular

The game system is designed to be modular. The GM can decide how complex or simple the system is by which modules he includes. The choice of which Class Frameworks determines a lot of the complexity.

Class Frameworks

There are a few class frameworks, depending on the frameworks that the GM is using for their campaign. These Class Frameworks can be mixed with Playbooks to create characters.

Basic Class Framework

The Basic Class Framework is just the skills of the character without the Aptitudes part of the system. This Class Framework just needs the number of skill upgrades for that character. The player places that many upgrades, starting with the Trained level for each skill. After this, the GM will go back and add any Basic skills that are still needed for the setting. After that, you can add anything from the Species and augmentation.

If the character has less than 10 experience levels then they will not be able to have any of those skills at Mastery. Once they go over 10 experience levels then they can have skills at Mastery.

Adept Class Framework

The Adept is someone with a power or other single augmentation. They will have to have Aptitudes for this one thing but not for the rest of the character's skills. The most common example of this is characters with a power.

The same thing occurs as in the Basic Class Framework. You need the number of skill upgrades for that character. Gaining the power will reduce the number of skill upgrades by a certain amount, usually one for one power. That will give you the power at Basic. Then you need to upgrade to at least Trained to use the power.

Once you figure out how many upgrades are used on the power, you can go through the Power Description and take three Aptitudes for each Upgrade for that power. You are limited by the Aptitudes that you can take by the Rank in that Power. If you are Trained or Proficient then you can take Trained level Aptitudes. If you are Focused or Expert then you can take Focused level Aptitudes.

This means that you would take three aptitudes at Trained level for Trained, three at Trained level for Proficient, three at Focused level for Focused, and three at Focused level, all before you could take any at Mastery.

Expert Class Framework

The Expert Class Framework is for characters that the GM wants to have Aptitudes in a few skills to expand upon the basic skill list. They can have aptitudes in two skills. If they also have a power then they can have aptitudes in one other skill besides their power.

Figure out how many of the skill upgrades you have to spend that list a Level Adjustment (LA). If you start with 10 character levels, aka skill upgrades, and have two things with a LA then you subtract those LA from the character levels. You might have +2 LA for species and +2 LA for augmentation. This means that you have 6 character levels to spend on skill upgrades.

You will have two skills as an expert that you will take Aptitudes in. For each upgrade spend on those two skills give you three Aptitudes at that skill at that skill rank. You are limited by the Aptitudes that you can take by the Rank in that Power. If you are Trained or Proficient then you can take Trained level Aptitudes. If you are Focused or Expert then you can take Focused level Aptitudes.

This means that you would take three aptitudes at Trained level for Trained, three at Trained level for Proficient, three at Focused level for Focused, and three at Focused level, all before you could take any at Mastery.

Advanced Class Framework

Advanced classes are classes where the GM and players want to explore the skill system more. Every skill for each player will have aptitudes. Once you figure out the level adjustment for your character levels, you spend the rest on skills for your character. Remember that you can't take any skills to Mastery until you get to character level 10. If you start with 10 but you spend some of the levels on level adjustment then you no longer qualify for Mastery skills until you level up to 10th character level.

Figure out how many of the skill upgrades you have to spend that list a Level Adjustment (LA). If you start with 10 character levels, aka skill upgrades, and have two things with a LA then you subtract those LA from the character levels. You might have +2 LA for species and +2 LA for augmentation. This means that you have 6 character levels to spend on skill upgrades.

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This means that you would take three aptitudes at Trained level for Trained, three at Trained level for Proficient, three at Focused level for Focused, and three at Focused level, all before you could take any at Mastery.

Combinations

So for a one shot or quick start game, you can just do Basic class Framework and the campaign playbook. For a longer campaign focused on powers and tech, you could have a combination of Adept and Expert Class Frameworks. If you have a campaign focused more on skills, you can use the Advanced Class Framework for everyone. You can mix in playbooks for the campaign and specific character types.

This means that a player, creating a Basic character, can sit down with a campaign playbook plus a few other playbooks and their character sheet and create their character without needing a game book!

Skill Modules

Most skills have a module under them. Each one is optional depending on the needs for that campaign. The GM can use the basic skill target number table or they can use the most developed Skill Module.

This choice can be made per skill. A great example of this is the Computer Skill Module. If the campaign doesn't focus on computers the GM can decide to use the basic target number table for that skill. Computers will just be a requirement for the roll and not have individual ratings. However, if the campaign does include a focus on computers and hacking then they can use the full skill module as well as the computers with ratings.

Accelerated

The system has a lot of meat to it but it runs fast. It is designed that way from the ground up. It is designed to be based around one roll per action. This takes a lot of the extra rolling out of the way.

On top of that, the skill rank system makes it even faster by setting certain actions only available at a certain rank as well as becoming a free or simple action as you rank up. Not everything needs to be rolled in the first place. If the character is jumping over a table to attack someone and they have Athletics at Trained, especially if they have the acrobatics aptitude, then you don't need to roll for that. Just say that they move through that area, over the table, and make their attack. If they fail at their attack, especially if they botch at it, then the reason could be that they failed to get over that table after all!

This system is also accelerated for the GM to allow them to create a campaign quickly. Lots of tools are available to allow him to get going faster and create the stories that they want to create.

Role Playing

Smartd20 is a universal post modern role playing system in that it is a deconstruction of the class based systems. I took apart the concept of a class and put it back together a bit differently.

Magnitudes

SMARTd20 is meant to run all kinds of settings. It can run a supers setting just as easily as a cop procedural. The difference between those is the Magnitudes, aka power levels, of the characters. The GM will set the Magnitude for the campaign and tell you what abilities are available.

Playbooks

One of the concepts taken from Powered by the Apocalypse games is the Playbook. This works as a deconstruction of the class system in that it takes on the role of the class features.

All characters are made up of attributes and skills. Some have more than that. These are covered by Playbooks. These Playbooks are only for exceptional characters, like the Player Characters, and some important NPCs. Players can take a Playbook and create a character based on that Playbook, the Magnitude of the campaign, and the skill levels available. Some Playbooks can be taken together with other Playbooks. Some species are more complex and have a Playbook to cover them.

Classes

Each character can take a Class Playbook. These Class Playbooks cover the parts of the system that are only relevant to a few character types. This could be magic users, superheroes, or inventors. If you want a campaign about changing the laws of magic, those special people would be covered under Playbooks. The most common type of Class Playbook is the Attribute Classes Playbooks.

Attribute Classes Playbooks

- Strength
- Dexterity
- Constitution
- Intelligence
- Wits
- Presence

Advancement and Leveling

Every session or two, the players will have Advancement. This is like a smaller version of going up in character level. Advancements are less of a milestone. The GM can have you Advance when you hit a minor Milestone instead. Leveling occurs at the end of a campaign arc or major milestone.

Advancement - Choose One

Take a Basic Skill that you have been training on

Take an Aptitude that you have been training on

Take a Perk

Remove a Flaw and take a different Flaw

Take a Minor Contact

Take a +1 Influence on a Contact or Crew

Take a Debt from a Contact or Crew

Acquire an Item or special gear that can take time

Leveling means that one of your skills goes up. This will raise one skill up one rank. It will also give you three aptitudes. Other things may also occur when you Level depending on the campaign.

Experience

Characters in Smartd20 and pbtA games are not necessarily starting level characters like most other systems. A low experience character is more like a kid. They have less character levels than a standard adventurer.

Novice - 5th level

Standard - 10th level

Veteran - 15th level

This is set by the GM during character creation. Some characters may start off less experienced than the others due to a trade off with some ability in their playbook or if the character is simply younger.

Skill Levels

Characters have a certain number of skill levels. Each skill level gives you a skill rank upgrade and a few aptitudes. There are no actual classes so instead of having a low level character meaning that the character is just starting out in a class, they are just starting out in life.

XP Bonus

Characters will add their Attributes in to their skill bonus, like most other role playing games. This system adds an XP Bonus as well, which reflects the overall growth of your character. As you level, your XP Bonus is added to all skill rolls. A kid may have a high skill but older characters have more experience in life!

Skill Ranks

A major part of the SMARTd20 system is the skill system. The skills are set up a little differently than most other game systems. They are set up in ranks.

These ranks are designed to give the players and the GM a logical way to understand their skill levels instead of just having a number that you don't know if it is good or bad. Each rank is based on the real world so you could reason out what skill ranks anyone has.

Basic in a skill means that you have had a passing familiarity to it. Someone pulled you aside and gave you enough training to not be a danger or a fool. Most people who drive just know Driving at Basic!

Trained means that you have actually dedicated some real time to this and are starting to understand it. Depending on the skill, this could be weeks of training or months. Proficient means that you have been doing this skill for a while now.

Focused means that this skill is a focus of your life. It may be based on your profession. You have spent years focusing on this one skill to get it this high. Expert means that you have focused on it for a long time and you are considered an expert in your field.

Mastery is rare. There should only be a few people in the setting with this level of skill. This is the level that the game can get more over the top. A Master should be able to do things with a skill that others consider impossible.

Setting Target Numbers

These ranks give you a better idea of what a character can and should be able to do. Often a character with a higher skill rank can do something easily that a lower skill rank can't do without a critical success or can't do at all because they don't know how to.

This is an important concept. For a lower skill character, a process in a lab could be impossible for them to understand. So many devices that you don't know and so much knowledge is required to get to that point. For someone focused on science, they could glance around and flip a switch to get something started! It is easy for that focused character and yet it would be impossible for a character with lower ranks in science.

The GM must decide on two things for all skill rolls. What is the rank of the task? What type of person would normally do that task. This breaks the endless level of target numbers down into steps for each rank and makes it much easier for a GM to set them.

Then he decides if it is easy or hard for that kind of person. Just like that scientist with a switch in the lab, it may be easy. If it involves several things at once, then it could be harder for them.

The target number scale is set to progress with the average of character attributes, xp bonus, and rank bonus + 1d20. You can take it easier to eliminate risks and roll a 1d10 but it will be harder to get to that hard difficulties.

It is also important to note that just because a target number is within reach of a character, it doesn't always mean that they can make the roll. If the rank of the target number was set higher than their rank, the GM can say that it is out of reach because the character doesn't have enough background knowledge. This is to get the players to think about other ways around their problems instead of just making everything based on dice rolls.

Do they build up something to reduce the target number? Do they get more equipment? Do they get someone else to help them?

Tool Kit

The last part is that this is a Tool Kit. It is designed to have tools for running in multiple tech levels with supplements and chapters on various tech levels. This gives you the tools for the characters to get their gear and weapons. It gives you the prices for that time period in the money systems of that period. This also gives you a Lifestyle chart for that setting and time period so that you as the GM know what is a good amount for jobs, loot, and bribes!

It gives you sample advanced characters to be used as Archetypes for character creation or NPCs. This also gives you a sense of how skilled a character should be in order to be a part of certain professions.

The tech levels also give you sample vehicles from that tech level which can be used in vehicular combat. In higher tech levels, there are sample drones and robots as well.

SMARTd20 GM Systems

SMARTd20 is a combination of a Narrative and a Simulationist system. The player facing materials are mostly Simulationist with much of the Narrative aspects facing the GM. The Narrative aspects will usually be tied to components of the Powered by the Apocalypse systems.

Think of the system as being in layers. SMARTd20 acts as the basic layers and provides material for any of the combat system and skills for the system. The Powered by the Apocalypse game that you use becomes the top layer to provide the specific systems for that setting. It also provides a set of GM facing dice rolls that are more narrative in nature. These can help manage the rest of the setting.

Campaign Creation

The GM should create the campaign ahead of time. This system is designed to be fast for campaign creation but the GM should have at least some basics in mind. Once you figure out the basics of the campaign, you should figure out what kind of characters you want to use. This can let you create a campaign playbook that will help get the players started more quickly.

Existing pbtA Game

If you are using an existing pbtA game, you have the campaign figured out as well as the playbooks. You just need to match the SMARTd20 resources that you have, in Tech Level books, with the setting.

Character Conversion

Converting a character from pbtA games to this system is very easy. You basically combine the playbook with the SMARTd20 character sheet and you have a character. This will give you the depth and range of the SMARTd20 system with the narrative and campaign details of the pbtA game.

Talents

PbtA games have a sort of attribute/skill system that I personally think is too vague for a RPG. However, some of the systems are tied to these so they can't be dropped entirely. What you do is write down these as Talents for the particular character and campaign. These Talents add a +2 to certain Attribute + Skill rolls. They should make sense for what the character is doing. The GM has final say on what should be applied to what roll.

Advancement

Advancement is a little strange in this combined system. There are several possible levels for a character. There is the SMARTd20 character levels, which increase every certain number of sessions – usually 4, but that can be adjusted. They can also be changed due to a milestone.

There is the Magnitude of the campaign, which may change after a long story arc or it may never change, depending on the nature of the campaign.

There is also the advancement of the playbook layer. This occurs based on more traditional xp. Characters gain xp from failed rolls, taking certain flaws, etc. This is listed with the playbook. When you advance along the playbook, you gain a new upgrade or bonus for that character, from the playbook.

You may also gain advancement for a crew layer, if there is one. That one will give you upgrades in a ship or crew facilities.

Progress Clocks

Powered by the Apocalypse games use a Progress Clock mechanic for measuring things over time. The GM decides on the number of segments in the clock and certain actions will move you forward in the clock and some may move you back. Once you run out the clock, something happens. This is great for handling the effect of lots of actions in the background, such as alarms going off or progress in doing some action, such as Skill Challenges.

The GM sets a Basic Clock for a basic obstacle of 4 segments. Don't go below 4 segments for a clock, that is easier as a single roll at that point. They could have a Moderate Clock of 8 segments

for longer challenges or slower clocks. For a really long countdown, you could go with a Clock of 12 segments. Moderate and Basic Clocks should cover most issues, especially if there is a way for the situation to move back the clock too.

Skill Challenges

Skill Challenges are actions taken over multiple dice rolls to achieve a goal. These actions can show the slow hard work to build something or they can be used in a race with other characters.

The target number is given, which can change due to the conditions, and each represents either an amount of time or a section of the task. Each success gives you a segment on a progress clock towards a total.

Any boosts gained in the roll give you another segment. Any botches take a point away. If the risks are higher then several botches in a row can increase the risk.

Each roll could be a day's work. It could take 4 segments to repair a system on a ship in combat and each roll could be a turn. It could be a race taking 8 segments.

Your resources can give you bonuses each roll, such as having a faster vehicle or a better computer for a hacking challenge.

Multi Stage Clocks

Sometimes one clock leads into another. These are multi stage clocks. They can be used for complex creatures as well as complex skill challenges.

For example, you could have a spirit creature that you are fighting. If the spirit possesses a body then it can fight until you do a certain amount of damage of a certain type. Only certain types of damage will work. You might have to do a certain amount of research in order to get the spell to drive it out. Once you get the spell, you have to make a certain number of rolls and the spirit can push back. Once you drive it out, it may take additional damage or work to get rid of the spirit.

You could have a clock to invent something, then a clock to create a blueprint, then a clock to produce it. Then a clock to test it correctly.

Fortune Roll

The Fortune Roll is a catch all roll for the GM. It uses a different dice mechanic of a pool of d6s equal to the rating in a Quality on something. This is designed to be a very simple and quick roll that doesn't need a target number in the same way as the standard d10/d20 roll for SMARTd20 does.

Roll several d6, depending on the situation, and only the highest counts. You are rolling this to represent a group of NPCs or some device and just checking if they succeed or not. On a 1-3 they fail, on 4-5 they succeed with a complication or make one tick on a clock. On a 6 they fully succeed or make two ticks on a clock.

This is meant to be a stupid simple check for the GM to see how luck is holding out for some group. You could roll it for the guards to see if their luck was doing well and they happen to wander across the players. You are not making a skill roll for the NPCs at this point, just trying to check something and be a little fair.

Quality System

So what determines the number of dice that you would be rolling? The quality system rates everything with various qualities between 1 and 6. The particular qualities depend on the item or subject but the idea is that there is a simple number of dice that the GM can roll to make simple comparisons between various things.

For example, Factions have Tiers as their Quality. They can also be measured by the size of the group of that Faction. You could roll either one depending on if it was an ambush or an action by the Faction overall. The Faction could have a goal and you can roll the Tier of the Faction to see if they make progress on the clock towards that goal. This lets the GM keep up with the environment changing in the background.

The Quality system can be used to construct something or invent something using the Device rating as the number of ticks on the Clock and/or as the source of a Target Number for rolls. You could even give the Device rating as a bonus for player skill rolls.

You could figure out the Quality of the plans that the group makes or the Quality of their investigation and give them dice that can be spent during the heist to handle details.

Section 1

Player's Guide

Section 1.1 Character Creation

Character Creation Overview - This is an overview of the system
Character Sheet

Archetypes - These are example characters from the Information Age.

Basic Fantasy Templates - These are various common fantasy species.

Attributes - This is a list of all the attributes and what they mean

Skills - These are the skills as well as the skill systems.

Talents - These are a connection with the PbtA games.

Gear - This tells you what kind of gear you have access to.

Section 1.2 Combat

Action Economies - This is the basic action system for characters.

Combat Rules - This is the basic combat rules for SMARTd20.

Hit Location - These are optional hit location rules.

Section 1.3 Magic

Basic Magic - This is the basic magic system.

Character Creation Overview

Character Creation Concepts

SMARTd20 is designed to handle a lot of character types but it does so in a few different ways from other game systems. It uses Playbooks to handle special rules and special character types.

Basic Character

A basic character is a character without anything special about them. They are just attributes and skills. Most archetypes are built on this structure.

For example, basic characters would be great for a Zombie game.

Playbooks

Characters will have usually up to three playbooks:

Campaign Playbook - This covers the basics for all characters in this campaign.

Species Playbook - This covers the species, if the species has some special rules about them.

Class Playbook - This covers the character class.

Magnitude

A character's power level covers all the aspects of their character, their attributes, powers, and any special abilities, except their skills. This is set by the GM before character creation. It is based on the nature of the setting. A more historical setting will have low power level characters but a magic setting would involve more fantastic species and powers.

Generally, the power level is set and doesn't change often in a campaign. It may actually stay at a specific level, especially at lower powered campaigns. Other campaigns may involve an upgrade in power level once the storyline reaches a milestone.

Campaign Magnitude

Campaigns may have Magnitude for the characters AND the Team Magnitude. Character Magnitude determine what kind of aspects, powers, and special abilities they have individual access to. Team Magnitude can go much higher, depending on the campaign. This covers things like gear, ordinance, and vehicles. This may start out lower and increase as the campaign scope increases.

Magnitude

0) Average

Characters: Noncombatants, Kids, safe pets, old people

1) Brave

Characters: Regular Humans, Natural Animals

Ordinance: Knife

2) Capable

Characters: SWAT, FBI, Tall or large people

Ordinance: Pistols, shotguns

3) Daring

Characters: Spec Ops, Spies

Ordinance: Rifles

Character Level

This covers the general training and experience the characters have in the world. The character level isn't attached to the class in this system. It is closer to the overall skill level of the character.

5th level - Ordinary people, kids, etc.

10th level – Adventurer – Starting point for most campaigns
15th level – High skilled – Starting point for high skilled campaigns.

Attributes

Characters have Primary Attributes and Secondary Attributes. Secondary Attributes are generally dependent on Primary Attributes as well as some of your skill ranks. Primary Attributes start at +0 for Humans. This represents average Human traits. Humans also have a Strength of 10. Strength is a Secondary Attribute in this system that is usually scale and species dependent.

Players can lower some Attributes to raise other Attributes during character creation. Characters may receive additional Attribute Points that can increase the total number of Attribute points for a character. Strength can be increased with Attribute Points as well. It is one of the few Secondary Attributes that can be increased directly with Attribute Points.

Skill Levels

Characters have levels that reflect their general experience in life. The GM will tell you your starting character levels. It could be 5 for a average person on the street, or even start at 15 for a very skilled character. There is no classes in this system, just character levels and skills.

Characters will level up after a certain number of sessions instead of collecting experience points. The GM will announce each time you level up.

Each character level gives you a skill upgrade and three aptitudes. These aptitudes take a skill and expand how it is used. It could function as a specialization or as a trick learned.

Level Adjustment

Characters can spend some of their character levels on Aspects such as Attributes, Species, and such. Only one quarter of your levels, rounded down, can be spent on Aspects. The cost of these Aspects is in Level Adjustments (LA). So if you see something listed as a +2 LA, that means that it costs 2 levels.

Packages/Template

There are some packages of skills and aspects that you may find that are purchased with levels. They will usually have more than the value of the levels based on gaining extra basic skills or some aspects. You have to take the whole package in order to get that discount.

Power Levels

Some characters have powers. These powers are purchased with a separate set of levels from the Skill Levels. These Power Levels determine the general amount of powers that these characters can take. You could have a character from a low powered campaign with 3 Power Levels and 15 Skill Levels. You could have a powerful entity with Power Level of 10 but a Skill Level of 5!

Species templates can be purchased with a combined pool of levels from the Power Levels and the quarter of the Skill Levels.

Skill Ranks

A major part of the SMARTd20 system is the skill system. The skills are set up a little differently than most other game systems. They are set up in ranks.

These ranks are designed to give the players and the GM a logical way to understand their skill levels instead of just having a number that you don't know if it is good or bad. Each rank is based on the real world so you could reason out what skill ranks anyone has.

Basic in a skill means that you have had a passing familiarity to it. Someone pulled you aside and gave you enough training to not be a danger or a fool. Most people who drive just know Driving at Basic!

Trained means that you have actually dedicated some real time to this and are starting to understand it. Depending on the skill, this could be weeks of training or months. Proficient means that you have been doing this skill for a while now.

Focused means that this skill is a focus of your life. It may be based on your profession. You have spent years focusing on this one skill to get it this high. Expert means that you have focused on it for a long time and you are considered an expert in your field.

Mastery is rare. There should only be a few people in the setting with this level of skill. This is the level that the game can get more over the top. A Master should be able to do things with a skill that others consider impossible.

Skills List

Skills	Att	Skills	Att
Academics (aca)	Int	Nautical (nat)	Wit
Administration (adm)	Int	Operations (ops)	Int
Arcane (arc)	Int	Perception (prc)	Wit
Athletics (ath)	Dex	Performance (prf)	Pre
Beastcraft (bst)	Wit	Persuasion (prs)	Pre
Crafting (cft)	Wit	Pilot (plt)	Dex
Computers (com)	Int	Ranged (rng)	Wit
Drive (drv)	Dex	Resistance (rst)	Con
Engineering (eng)	Int	Resolve (rsv)	Pre
Finance (fin)	Int	Science (sci)	Int
Linguistics (lin)	Int	Sociology (soc)	Int
Lore (lor)	Int	Stealth (sth)	Wit
Martial Arts (ma)	Dex	Streetwise (str)	Wit
Mechanical (mec)	Wit	Survival (sur)	Wit
Medicine (med)	Int	Tactics (tac)	Int
Melee (mel)	Dex		

Archetypes

Each tech level has a list of created character archetypes that can be used by the GM or the players. The GM can use them as NPCs. This can just give the player an idea of how characters in this system are constructed. Players can take one that has an equal to or lower skill level than the number of levels given for their character and use it as the background for their character.

For example, a character may start out as a Moderate Power 10th level character. They see an archetype at 9th level so they take that one and increase the level to 10th level. Most of the work is done.

Team

The characters are usually a part of a team with the other players. This can also include some NPCs. Individual characters will have certain gear but as you work as a team, you acquire more gear and resources.

Vehicles are gained under the Team instead of being attached to individual characters so their loss, gain, and upgrades are not limited by the points of one of the player characters.

Instant Gear

There are two factors for your starting Gear. One is your Skill Ranks. You will generally collect the gear that goes with your skills. If you have Ranged combat then you have a Pistol. If you have Athletics: Skiing then you have Skis. If you have Academics then you have either books or files about the subjects you have studied.

The other factor is your Lifestyle. Your Lifestyle acts as Gear Limits. Your Lifestyle is set by your skills, Playbooks, and the campaign.

Lifestyle Levels

Luxury – Megacorp CEO (\$100,000/month) - You have true opulence. You have a few mansions in several countries and can travel the world on a whim. You have many servants, several expensive cars, and a large yacht or plane. No instant gear limits.

Wealthy – Celebrity, CEO (\$20,000/month) – You have the best of everything. You have several houses or a large mansion. You have several servants, a limo, and a yacht or small plane. No instant gear limits.

High - Successful Businessman, Investor, Engineer, Doctor (\$5,000/month) - You have a nice house of your own and a small summer house. You have access to fine dining in any city in the world. You can go on vacations anywhere in the world. Most instant gear is available but the GM may restrict extremely unusual ones.

Medium – Manager, Professional, Technician (\$2,000/month) – You have your own apartment in the city or a house in a more rural area. Instant gear picks are limited to Proficient and lower.

Low - Worker (\$500/month) – You have it pretty bad. You have a small apartment or old small house. Instant gear picks are limited to Trained and lower.

Street (\$100/month) (-4 to social rolls) – Things really suck. You couch surf at best or live in a tent in the woods. Instant gear picks limited to Basic only, but highly limited to objects of little value.

Name				✳SMART d20✳						
Player		Power Level			Nature					
Phone Number		Description								
Attributes	Talents									
		Personality Notes								
Dexterity (Dex)										
Constitution (Con)										
Intelligence (Int)		Skills	Att	Rank						Total
Wits (Wit)		Academics	Int	B	T	P	F	E	M	
Presence (Pre)		Animal Handling	Wit	B	T	P	F	E	M	
		Arcane	Int	B	T	P	F	E	M	
Secondary Attributes		Athletics	Dex	B	T	P	F	E	M	
Strength		Computers	Int	B	T	P	F	E	M	
Composure		Crafting	Wit	B	T	P	F	E	M	
XP Bonus		Drive	Wit	B	T	P	F	E	M	
Insight		Engineering	Int	B	T	P	F	E	M	
		Finance	Int	B	T	P	F	E	M	
		Influence	Pre	B	T	P	F	E	M	
		Linguistics	Int	B	T	P	F	E	M	
Wound Chart		Lore	Int	B	T	P	F	E	M	
Minimum Damage		Martial Arts	Dex	B	T	P	F	E	M	
Light -1		Mechanical	Wit	B	T	P	F	E	M	
Moderate -2		Medicine	Int	B	T	P	F	E	M	
Serious -3 (Stunned)		Melee	Dex	B	T	P	F	E	M	
Heavy -4 (Staggered)		Nautical	Wit	B	T	P	F	E	M	
Disabled/Dying/Unc		Occult	Int	B	T	P	F	E	M	
		Operations	Int	B	T	P	F	E	M	
Defenses		Perception	Wit	B	T	P	F	E	M	
Reflex		Persuasion	Pre	B	T	P	F	E	M	
Hindered		Pilot	Pre	B	T	P	F	E	M	
Willpower		Ranged	Dex	B	T	P	F	E	M	
Fortitude		Resistance	Wit	B	T	P	F	E	M	
Social		Resolve	Con	B	T	P	F	E	M	
		Rites	Pre	B	T	P	F	E	M	
Damage Tracks		Science	Int	B	T	P	F	E	M	
Toughness		Sociology	Int	B	T	P	F	E	M	
Shock		Stealth	Wit	B	T	P	F	E	M	
Reputation		Streetwise	Wit	B	T	P	F	E	M	
Sanity		Survival	Wit	B	T	P	F	E	M	
		Tactics	Wit	B	T	P	F	E	M	
HtH Damage										
Nexus Dice Mechanics: D20 + Attribute + Skill Level + XP vs TN Margin of Success = Total - TN Weapon Damage = Base Damage + Boost per 5 MoS Composure = Wits + Pre Insight = Int + Wits		Reflex Save = 10 + Athletics Hindered Save = 10 + ½ Athletics rd Block = 10 + Martial Arts Parry = 10 + Melee XP = ½ Skill Levels rd Fortitude = 10 + Resistance Social = 10 + Persuasion				Skill Bonuses Default (-4) Basic (+0) (T)trained (+4) (P)roficient (+8) (F)ocused (+12) (E)xpert (+16) (M)astery (+20)				

Information Age Archetypes

3rd level Athlete

Brave

Body Type - Tall

Attributes - 10pts

This can reflect a high school or early college athlete that is just getting into professional sports (modify this based on the particular sport).

Scale: 6C, Base Defense 9, Wounds (6) 12/18/24/30/31+, Hardness 6, Toughness 9

Str 15, Dex +4, Con +2, Int +0, Wit +2, Pre +3, XP Bonus +2

Dodge 19, Hindered 14, HTH 15/6, Move 7, Composure 3

Basic Skills: **Aca +2, Com +2, Drv +4, Per +4**

Athletics (T) +10: Brawling, Clubs, Lifting, Running, Sport (choose), Swimming

Persuasion (T) +9: Attractive, Etiquette, Bragging

Resistance (T) +8: Shake it off, Tireless

Resolve (T) +9: Intimidation, Spirit of the Corp

Housing - Depends on their age but usually middle to upper middle class housing until pro and then upper class housing

Equipment - Nice clothes, gear for their sport, nice sport car or truck, Auto Tools

2nd level Businessman

Brave

This covers a standard business person. Specific jobs may require certain aptitudes but a lot of general jobs can be covered by this.

Scale: 5C, Base Defense 10, Wounds (5) 10/15/20/25/26+, Hardness 5, Toughness 8

Str +0, Dex +0, Con +0, Int +1, Wit +1, Pre +3, XP Bonus +1

Dodge 12, Hindered 11, HTH 9, Move 4, Composure 3

Basic Skills: **Ath +1, Com+2, Drv +2, Prc +2, Rst +1, Rsv +4**

Academics (T) +6: Administration, Profession (specify), Philosophy

Finance (T) +6: Economics, Accounting, Tax Law

Persuasion (T) +8: Charming, Diplomacy, Oratory

Housing - Middle class housing or better if higher up in a company

Equipment - Nice suits, expensive watch, and nice car

11th level Biker

Moderate Power (2)

Body Type: Strong

Attributes - 5 pts

This covers a biker from a motorcycle gang, not the mid-life crisis guys. These are violent gangers that use their bikes for smuggling or evading police. They tend to try and intimidate anyone they encounter.

Scale: 5D, Base Defense 10, Wounds (7) 14/21/28/35/36+, Hardness 7, Toughness 9

Str 14, Dex -1, Con +2, Int -1, Wit +2, Pre +3, XP Bonus +5

Dodge 18, Hindered 14, HTH 14/7, Move 5, Composure 3

Basic Skills: **Aca +4, Com +4**

Athletics (T) +8: Brawling

Drive (F) +19 :(T) Motorcycle, Combat Biker, Off Road Terrain

(F) Recovery, Lane Dancer, Racing, Evasion

Engineering (T) +8: Auto Repair

Melee (T) +9: Knife, Chain, Improvised Weapons

Perception (T) +11: Spot Police, Alert

Ranged (T) +11: Automatic Weapons, Blades

Resistance (T) +11: Hard Drinker, Shake it off

Resolve (T) +12: Intimidate, Proud

Streetwise (T) +11: Biker Gangs, Black market, Fencing Goods, Gun running, Smuggling, Prison Culture, Police Procedure

Housing - Poor income housing, often with several people living together

Equipment - Blue collar or biker style clothing, a motorcycle, a large knife, and a pistol or shotgun

9th level Bounty Hunter

Major Power (3)

Body Type: Tall + Strong

Attributes - 5 pts

This is a modern bounty hunter. They have access to much more information than they did in the past. Some bounty hunters are little more than bullies with a job.

Scale: 6D, Base Defense 9, Wounds (9) 18/27/36/45/46+, Hardness 8, Toughness 10

Str 18, Dex +0, Con +2, Int +0, Wit +1, Pre +2, XP Bonus + 4

Dodge 17, Hindered 13, HTH 18/8, Move 7, Composure 2

Basic Skills: **Aca +4, Drv +5, Rng +5**

Athletics (T) +8: Brawling, Running, Climbing

Computers (T) +8: Data Tracking

Martial Arts (T) +8: Disarm, Grapple Basics, Joint Lock

Persuasion (T) +10: Conflict Resolution, Gather Information, Hagglng

Perception (T) +9: Alert, Detect Lies, Observer, Spot a Fighter, Spot Criminals, Spot Training, Surveillance

Resistance (T) +10: Shake it off

Resolve (T) +10: Intimidation, Professional

Streetwise (T) +9: Investigations, Police Procedures, Safe Houses

Housing - Bounty Hunters tend to have poor urban housing

Equipment - Bounty Hunters carry cuffs, a pistol, and a few tools like flashlights and wire cutters.

12th level Detective

Moderate Power (2)

Attributes 5 pts

This covers police detectives and federal investigators.

Scale: 5C, Base Defense 10, Wounds (5) 10/15/20/25/26+, Hardness 5, Toughness 8

Str 10, Dex +0, Con +0, Int +2, Wit +2, Pre +2, XP Bonus +6

Dodge 16, Hindered 13, HTH 8, Move 4, Composure 2

Basic Skills: **Ath +6, Com +8, Sth +8**

Academics (T) +12: Criminology, Local Law, Politics

Drive (T) +12: Evasion, Pit

Martial Arts (T) +10: Grapple Basics, Joint Locks, Disarm, Negate Disarm

Medicine (T) +12: CPR, First Aid

Perception (F) +20: (T) Alert, Observer, Spot Criminals, Detect Lies, Surveillance, Crime Scene Investigation
(F) Analysis, Spot Training

Persuasion (T) +12: Gather Information, Bureaucracy, Etiquette, Intimidation

Ranged (T) +12: Cover Fire, Pistols

Resolve (T) +12: Dedicated - Police Force, Interrogation, Enemy - Criminals, Intimidation, Spirit of the Corp, Professional

Streetwise (T) +12: Investigation, Police Procedures, Gang Signs, Safe Houses

Tactics (T) +12: Police Tactics

Housing - Low to middle class housing depending on rank and if single or married

Equipment - standard coupe, nice clothes, personal pistol, firearm safe

Issued - Unmarked car, pistol, light body armor, handcuffs

1st level Hacker

Major Power (3)

Attributes - 10 pts

Body Type: Young

This is a basic hacker kid.

Scale: 4B, Base Defense 12, Wounds (2) 4/6/8/10/11+, Hardness 4, Toughness 6

Str 9, Dex +2, Con -2, Int +5, Wit +2, Pre +0, XP Bonus +3

Dodge 15, Hindered 12, HTH 9/3, Move 6, Composure 2

Basic Skills: **Aca +8, Ath +5, Prc +5, Rst +1**

Computers (F) +20: (T) Computer Repair, Networking, Data Tracking, Security Systems

(F) Communications, Cryptography, Root, Spoof, Back Door, Attack

Resolve (T) +7: Professional, Stubborn

Housing - They may be living at their parents or in a dorm if in college

Equipment - Poor clothes with logos on them, nice computer(s), cheap vehicle

1st level Kid

Minor Power (0)

Primary (0) - Body Type: Young

This is just a regular kid that runs around smacking things with a stick.

Scale: 4B, Base Defense 12, Wounds (2) 4/6/8/10/11+, Hardness 4, Toughness 6
Str 5, Dex +2, Con -2, Int +0, Wit -1, Pre +0, XP Bonus +0
Dodge 18, Hindered 15, HTH 5/3, Move 6, Composure +0
Basic Skills: **Comp +0, Per -1, Res -2, Rsv +0**
Athletics (T) +6: Brawling, Climbing (or Swimming), Clubs

Housing - They could live on the streets or with their parents.

6th level Redneck

Moderate Power (2)

Body Type: Strong

Attributes - 10 pts

This is basic county boy. They may not be good for conversation but they are great to have around in a bad situation.

Scale: 5D, Base Defense 10, Wounds (7) 14/21/28/35/36+, Hardness 7, Toughness 9

Str 15, Dex +2, Con +2, Int -1, Wit +3, Pre +3, XP Bonus +3

Dodge 19, Hindered 14, HTH 15/7, Move 5, Composure 3

Basic Skills: **Aca +2, AnH +6, Drv +6**

Athletics (T) +9: Brawling, Clubs, Swimming

Mechanical (T) +10: Auto Repair

Ranged (T) +10: Rifle

Resistance (T) +9: Hard Drinker, Cast Iron Stomach, Pain Resistant

Resolve (T) +10: Intimidation, Stubborn

Stealth (T) +10: Camouflage, Vantage

Survival (T) +10: Choose Terrain Training type, Skinning, Fishing, Animal Trapping, Hearth Lore, Tracking

Housing - Large family house in the country

Equipment - Poor or blue collar clothes, Truck, Hunting Gear, Rifle, Shotgun

6th level Reporter

Standard Power (1)

Attributes 5 pts

This is a news hound, looking for a great story. They can be very helpful due to their connections but they can also become a target very easily.

Scale: 5C, Base Defense 10, Wounds (5) 10/15/20/25/26+, Hardness 5, Toughness 8

Str 10, Dex +0, Con +0, Int +1, Wit +1, Pre +3, XP Bonus +3

Dodge 13, Hindered 11, HTH 8, Move 4, Composure 3

Basic Skills: **Aca +7, Ath +3, Com +7, Drv +5, Rng +5**

Academics (T) +8: Literature, Conspiracy Theories, Profession - Journalism, Sociology

Linguistics (T) +8: Choose two

Perception (T) +8: Alert, Detect Lies, Observer

Persuasion (T) +10: Charming, Diplomacy, Disguise, Gather Information, Oratory

Resolve (T) +10: Dedicated - The Story, Stubborn

Streetwise (T) +8: Bribing, Investigation

Housing - Low income housing

Equipment - Nice clothes, some disguises, tiny disposable cameras, an old car

5th level Thief

Standard Power (1)

Attributes 10 pts

Body Type: Young

This is a basic pick pocket thief. They tend to hang around heavily populated areas with a lot of foot traffic, especially bus terminals and subway stations with lots of people in transit.

Scale: 4B, Base Defense 12, Wounds (2) 4/6/8/10/11+, Hardness 3, Toughness 6

Str 7, Dex +2, Con -2, Int +0, Wit +2, Pre +0, XP Bonus +2

Dodge 21, Hindered 16, HTH 7/3, Move 6, Composure 2

Basic Skills: **Melee +4, Resolve +2, Resistance +0, Survival +4**

Athletics (T) +8: Running

Mechanical (T) +8: Lock Picking

Perception (T) +8: Alert, Quick Search, Spot Police

Stealth (T) +8: Belong, Concealment, Evasion, Pickpocket, Shadowing

Streetwise (T) +8: Fencing Goods, Scrounging, Black Market

Housing - Low income housing

Equipment - Poor baggy clothes

5th level Thug

Minor Power (0)

This is a basic thug that might be in a gang or just living on hard streets.

Scale: 5C, Base Defense 10, Wounds (5) 10/15/20/25/26+, Hardness 5, Toughness 8

Str 11, Dex +1, Con +0, Int -2, Wit -2, Pre +2, XP Bonus +2

Dodge 18, Hindered 14, HTH 11, Move 6, Composure 2

Basic Skills: **Com +0, Drv +0, Rng +3**

Athletics (T) +7: Brawling, Lifting, Running

Perception (T) +4: Alert, Spot Police

Resistance (T) +6: Light Sleeper

Resolve (T) +8: Intimidate, Proud

Streetwise (T) +4: Street fighting, Scrounging, Finding Drugs, Gang Signs, Prison Culture, Fencing Goods, Safe Houses

Housing - Poor income housing, often with several people living together filled with stolen goods.

Equipment - Some expensive clothes mixed with cheap clothes, a basic vehicle, and a pistol

Basic Fantasy Templates

Character Creation Grids

Human

Old Human

Strength 5
Dexterity -1
Constitution -2
Intelligence +0
Wits +0
Presence +1
Scale - 4B Small
Cost -2 Aspect Levels
Base Defense 12
Wounds (2) 4/6/8/10/11+
Resilience 6
Hardness 3
Composure 4
Move 3
HtH 5/3

Young Human

Strength 5
Dexterity +2
Constitution -2
Intelligence +0
Wits +0
Presence +0
Scale - 4B Small
Cost -2 Aspect Levels
Base Defense 12
Wounds (2) 4/6/8/10/11+
Resilience 6
Hardness 3
Composure 3
Move 6
HtH 5/3

Average Human

Strength 10
Dexterity +0
Constitution +0
Intelligence +0
Wits +0
Presence +0
Scale - 5C Medium
Durability - Standard
Base Defense 10
Wounds (5) 10/15/20/25/26+
Resilience 8
Hardness 5
Composure 3
Move 6
HtH 10/5

Tall Human

Strength 15
Dexterity -1
Constitution +0
Intelligence +0
Wits +0
Presence +1
Scale - 6C Large
Cost +1 Aspect Level
Base Defense 9
Wounds (6) 12/18/24/30/31+
Resilience 9
Hardness 6
Composure 3
Move 7
HtH 15/6

Strong Human

Strength 14
Dexterity -1
Constitution +0
Intelligence +0
Wits +0
Presence +0
Scale - 5D Medium
Cost +1 Aspect Level
Base Defense 10
Wounds (7) 14/21/28/35/36+
Resilience 10
Hardness 7
Composure 3
Move 5
HtH 14/7

Tall + Strong Human

Strength 18
Dexterity -1
Constitution +0
Intelligence +0
Wits +0
Presence +1
Scale - 6D Large
Cost +2 Aspect Levels
Base Defense 9
Wounds (9) 18/27/36/45/46+
Resilience 10
Hardness 8
Composure 2
Move 7
HtH 18/8

Dwarves

Old Dwarf

Strength 10
Dexterity -1
Constitution -1
Intelligence +0
Wits +0
Presence +2
Scale- 5C Medium
Base Defense 10
Wounds (5) 10/15/20/25/26+
Resilience 8
Hardness 5
Composure 5
Move 5
HtH 10/5

Young Dwarf

Strength 6
Dexterity +2
Constitution +0
Intelligence +0
Wits +0
Presence +1
Scale - 4C Small
Cost -1 Aspect Level
Base Defense 12
Wounds (4) 8/12/16/20/21+
Resilience 5
Hardness 4
Composure 4
Move 6
HtH 6/4

Average Dwarf

Strength 14
Dexterity +0
Constitution +0
Intelligence +0
Wits +0
Presence +2
Scale - 5D Medium
Cost +1 Aspect Level
Base Defense 10
Wounds (7) 14/21/28/35/36+
Resilience 7
Hardness 7
Composure 4
Move 7
HtH 14/7

Elves

Old Elf

Strength 9
Dexterity +1
Constitution +0
Intelligence +0
Wits +0
Scale- 5B Medium
Cost -1 Aspect Level
Base Defense 10
Wounds (2) 4/6/10/12/13+
Resilience 7
Hardness 4

Young Elf

Strength 5
Dexterity +4
Constitution +0
Intelligence +0
Wits +0
Scale - 4C Small
Cost -1 Aspect Level
Base Defense 12
Wounds (2) 4/6/8/10/11+
Resilience 6
Hardness 3

Presence +0
Composure 5
Move 7
HtH 9/4

Average Elf
Strength 10
Dexterity +2
Constitution +0
Intelligence +0
Wits +0
Presence +1

Scale - 5C Medium
Base Defense 10
Wounds (5) 10/15/20/25/26+
Resilience 8
Hardness 5
Composure 4
Move 8
HtH 10/5

Presence +0
Composure 4
Move 8
HtH 6/4

Tall Elf
Strength 15
Dexterity +1
Constitution +0
Intelligence +0
Wits +0
Presence +2

Scale - 6C Large
Cost +1 Aspect Level
Base Defense 9
Wounds (6) 12/18/24/30/31+
Resilience 9
Hardness 6
Composure 4
Move 8
HtH 15/6

Ork

Old Ork
Strength 10
Dexterity +0
Constitution -1
Intelligence +0
Wits +0
Presence +1

Scale - 5C Medium
Base Defense 10
Wounds (5) 10/15/20/25/26+
Resilience 8
Hardness 5
Composure 3
Move 6
HtH 10/5

Young Ork
Strength 10
Dexterity +0
Constitution +0
Intelligence +0
Wits +0
Presence +0

Scale - 5C Medium
Base Defense 10
Wounds (5) 10/15/20/25/26+
Resilience 8
Hardness 5
Composure 3
Move 6
HtH 10/5

Average Ork
Strength 14
Dexterity -1
Constitution +0
Intelligence +0
Wits +0
Presence +2

Scale - 5D Medium
Cost +1 Aspect Level
Base Defense 10
Wounds (7) 14/21/28/35/36+
Resilience 10
Hardness 7
Composure 3
Move 5
HtH 14/7

Trolls

Old Troll
Strength 21
Dexterity -3
Constitution -2
Intelligence +0
Wits +0
Presence +3

Scale - 7C Huge
Cost +2 Aspect Levels
Base Defense 8
Wounds (7) 14/21/28/35/36+
Resilience 10
Hardness 7
Composure 3
Move 7
HtH 21/7

Young Troll
Strength 10
Dexterity +0
Constitution +0
Intelligence +0
Wits +0
Presence +2

Scale - 5C Medium
Base Defense 10
Wounds (5) 10/15/20/25/26+
Resilience 8
Hardness 5
Composure 3
Move 6
HtH 10/5

Average Troll
Strength 18
Dexterity +0
Constitution +0
Intelligence +0
Wits +0
Presence +3

Scale - 6D Large
Cost +1 Aspect Level
Base Defense 9
Wounds (9) 18/27/36/45/46+
Resilience 10
Hardness 8
Composure 3
Move 6
HtH 10/5

Strong Troll
Strength 20
Dexterity -1
Constitution +0
Intelligence +0
Wits +0
Presence +4

Scale - 6E Large
Cost +3 Aspect Levels
Base Defense 9
Wounds (18) 36/54/72/90/91+
Resilience 11
Hardness 10
Composure 3
Move 7
HtH 15/6

Huge Troll
Strength 22
Dexterity -1
Constitution +0
Intelligence +0
Wits +0
Presence +4

Scale - 7D Huge
Cost +3 Aspect Levels
Base Defense 8
Wounds (10) 20/30/40/50/51+
Resilience 11
Hardness 9
Composure 3
Move 5

Strong + Huge Troll
Strength 25
Dexterity -1
Constitution +0
Intelligence +0
Wits +0
Presence +5

Scale - 7E Huge
Cost +4 Aspect Level
Base Defense 8
Wounds (21) 42/63/84/105/106+
Resilience 12
Hardness 11
Composure 2
Move 7

HtH 14/7

HtH 18/8

Pixies

+2 Flight included

Old Pixie
 Strength 5
 Dexterity +3
 Constitution -2
 Intelligence +0
 Wits +0
 Presence +0
 Scale- 4B Small
 Cost +0 Aspect Level
 Base Defense 12
 Wounds (2) 4/6/8/10/11+
 Resilience 6
 Hardness 3
 Composure 3
 Move 7 Flight 33 mph
 HtH 5/3

Young Pixie
 Strength 4
 Dexterity +6
 Constitution +0
 Intelligence +0
 Wits +0
 Presence -1
 Scale - 3B Tiny
 Cost -1 Aspect Levels
 Base Defense 14
 Wounds (1) 2/3/4/6/7+
 Resilience 5
 Hardness 2
 Composure 2
 Move 9 Flight 41 mph
 HtH 4/2

Average Pixie
 Strength 5
 Dexterity +3
 Constitution +0
 Intelligence +0
 Wits +0
 Presence +1
 Scale- 4B Small
 Cost +0 Aspect Level
 Base Defense 12
 Wounds (2) 4/6/8/10/11+
 Resilience 6
 Hardness 3
 Composure 2
 Move 7 Flight 33 mph
 HtH 5/3

Strong Pixie
 Strength 6
 Dexterity +2
 Constitution +0
 Intelligence +0
 Wits +0
 Presence +0
 Scale- 4C Small
 Cost +1 Aspect Level
 Base Defense 12
 Wounds (4) 8/12/16/20/21+
 Resilience 7
 Hardness 4
 Composure 4
 Move 6 Flight 32 mph
 HtH 6/4

Salamari

Old Salamari
 Strength 5
 Dexterity +1
 Constitution -1
 Intelligence +0
 Wits +0
 Presence +0
 Scale- 4B Small
 Cost -2 Aspect Level
 Base Defense 12
 Wounds (2) 4/6/8/10/11+
 Resilience 6
 Hardness 3
 Composure 7
 Move 5
 HtH 5/3

Young Salamari
 Strength 5
 Dexterity +5
 Constitution +0
 Intelligence +0
 Wits +0
 Presence -1
 Scale- 4B Small
 Cost -2 Aspect Level
 Base Defense 12
 Wounds (2) 4/6/8/10/11+
 Resilience 6
 Hardness 3
 Composure 5
 Move 9
 HtH 5/3

Average Salamari
 Strength 10
 Dexterity +2
 Constitution +0
 Intelligence +0
 Wits +0
 Presence +0
 Scale - 5C Medium
 Base Defense 10
 Wounds (5) 10/15/20/25/26+
 Resilience 8
 Hardness 5
 Composure 6
 Move 8
 HtH 10/5

Merfolk

Special Environment - Underwater (+1 Aspect level)

Old Merfolk
 Strength 5
 Dexterity -1
 Constitution -2
 Intelligence +0
 Wits +0
 Presence +1
 Scale - 4B Small
 Cost -1 Aspect Level
 Base Defense 12
 Wounds (2) 4/6/8/10/11+
 Resilience 6
 Hardness 3
 Composure 4
 Move 3
 HtH 5/3

Young Merfolk
 Strength 5
 Dexterity +2
 Constitution +0
 Intelligence +0
 Wits +0
 Presence -1
 Scale - 4B Small
 Cost -1 Aspect Level
 Base Defense 12
 Wounds (2) 4/6/8/10/11+
 Resilience 6
 Hardness 3
 Composure 3
 Move 6
 HtH 5/3

Average Merfolk Scale - 5C Medium
Strength 10 Cost +1 Aspect Level
Dexterity +0 Base Defense 10
Constitution +0 Wounds (5) 10/15/20/25/26+
Intelligence +0 Resilience 8
Wits +0 Hardness 5
Presence +0 Composure 3
Move 6
HtH 10/5

Large Merfolk Scale - 6C Large
Strength 15 Cost +2 Aspect Levels
Dexterity +0 Base Defense 9
Constitution +0 Wounds (6) 12/18/24/30/31+
Intelligence +0 Resilience 9
Wits +0 Hardness 6
Presence +1 Composure 3
Move 7
HtH 15/6

Strong Merfolk Scale - 5D Medium
Strength 14 Cost +2 Aspect Levels
Dexterity +0 Base Defense 10
Constitution +0 Wounds (7) 14/21/28/35/36+
Intelligence +0 Resilience 9
Wits +0 Hardness 7
Presence +0 Composure 3
Move 5
HtH 14/7

Large + Strong Merfolk Scale - 6D Large
Strength 18 Cost +3 Aspect Level
Dexterity +0 Base Defense 9
Constitution +0 Wounds (9) 18/27/36/45/46+
Intelligence +0 Resilience 10
Wits +0 Hardness 8
Presence +1 Composure 2
Move 7
HtH 18/8

Attributes

Attribute ratings are mostly listed based on their modifier for skill rolls. So an average adult will have a +0 for attribute ratings for most of their attributes. Attributes below that are negative modifiers and likewise apply to the skill rolls they are connected with.

Instead of rolling for attributes, you assign points for your character's attributes. You start with 5 points for attributes. This is over and above any racial bonuses or templates you have. You can take a level adjustment to reflect higher than normal attributes.

You can lower an attribute below zero in order to get more points. You can't lower one below -4. You can't increase a single attribute by more than +4. So if you have a race template that gives you an attribute of +2 and you add +3 then you get +5. You are not maxed at the +4 total, just with this point in the process.

Dexterity - nimbleness
Constitution - health

Intelligence - abstract intellect
Wits - common sense and perception
Presence - force of personality and willpower

Dexterity

Dexterity is your general gracefulness and evasive ability.

A +0 in Dexterity reflects an average modern adult's gracefulness.

Dexterity adds to athletics, melee, martial arts, and skills like that. The Reflex Defense is based on the Athletics rating + 10.

All creatures have a dexterity rating but it may be so far negative compared to a regular human that it is negligible. Plants and inanimate objects have no dexterity rating and their defense is purely based on their scale.

Dex	Benchmark	Creature Examples
+8 to +9	Fluid	Lynx, Cougar, Ocelot, Leopard, Cheetah,
+6 to +7	Graceful	Hawk, Owl, Cat, Antelope, Deer, Monkey, Tiger, Snake that is warm
+4 to +5	Athletic	Ape, Bat, Dog, Lion, Rat, Wolf
+2 to +3	Above average	Bear, Horse, Shark, Crocodile in water, Boar
+0 to +1	Average adult	Cow, Pig, Sheep
-1 to -2	Clumsy	Crocodile on land, Snake in the cold
-3 to -4	Child, elderly, impaired	
-5 to -6	Young child	
-7 to -8	Infant	
-9	Crippled	Sloth

Constitution

Constitution reflects the general health level and toughness of a character.

It is used in resisting illness as well as adds to your toughness. The only skill that it is attached to is Resistance.

A +0 in Constitution reflects the health and toughness of an average modern adult's health.

Only living things have a Constitution rating.

Con	Benchmark	Examples
+8 to +9	Extremely Hardy	Bear
+6 to +7	Hardy	Cow, Tiger
+4 to +5	Athletic	Ape, Dog, Horse, Wolf
+2 to +3	Fit	Shark
+0 to +1	Average adult	Bat, Cat, Hawk
-1 to -2	Teenager	
-3 to -4	Child, elderly, impaired	
-5 to -6	Young child	
-7 to -8	Weak, infant	
-9	Disabled	

Intelligence

Intelligence is a measure of abstract processing and learning ability. It covers your memory recall as well. It is added to several skills including Academics, Engineering, etc.
A +0 in Intelligence reflects the intellect of an average modern adult.
Any intelligent organism that has the ability to process thoughts (not just data) has an Intelligence rating.

Int	Benchmark	Complexity
+8 to +9	High Genius	They have advanced reasoning ability.
+6 to +7	Genius	They are exceptional
+4 to +5	Well Educated	They are familiar with advanced technology and physics.
+2 to +3	Educated	They have a good deal of knowledge about the world
+0 to +1	Average adult	They are capable of dealing with modern equipment but they may more may not be familiar with any particular piece of technology.
-1 to -2	Low Tech	They are familiar with swords and armor and can fight in a group.
-3 to -4	Primitive	These creatures are capable of making basic tools and can hunt in complex ways.
-5 to -6	Basic	These creatures are capable of basic tool use and can mimic others but are not independently creative.
-7 to -8	Simple	These creatures are without significant tool use and will not use technology. Mostly Smarter Animals
-9	Animal	These creatures are basic dumb animals.

Wits

Wits is about common sense and perception. Wild animals tend to have more Wits. Easily distracted people and domesticated animals have less.

Wits is added to skills like Survival, Streetwise, as well as Ranged.
A +0 in Wits reflects the common sense of an average modern adult.
Any animal that has any cunning has a Wits rating.

Wit	Benchmark	Examples
+8 to +9	Keen	
+6 to +7	Sharp	Rodents, Small Cats, Monkey, Wolves, sniper
+4 to +5	Cunning	Domesticated Cat, Large Cats, combat aware person
+2 to +3	Clever	Birds of Prey, you tend to notice your surroundings
+0 to +1	Average	Dogs, Pig, Bears, Horse, average adult human
-1 to -2	Dim	Bat
-3 to -4	Simple	Shark
-5 to -6	Dull	
-7 to -8	Slow	Farm animals
-9	Daft	

Presence

Presence relates to a person's attitude, self-possession, stature, and focus. A high presence makes someone strong willed and more aggressive. Predators will have more presence and prey will have less. Larger creatures will also have a higher presence. People with lots of issues will have a lower Presence.

As a general rule of thumb, creatures or people with a lower Presence will back down from a creature or person with a higher Presence unless they are cornered or protecting something.

Presence is added to Resolve, Performance, and Persuasion. It also helps resist fear based effects and sanity damage.
A +0 in Presence reflects the will power of an average modern adult.
Any animal will have a Presence rating.

Pre	Benchmark	Examples
+8 to +9	Iron Willed	Geese, Spies,
+6 to +7	Aggressive	Sharks, Gang leader

+4 to +5	Insistent	Large Cats, Whale, Rhino, Hippo, Head of State
+2 to +3	Confident	Small cats, Solitary hunter, Politician, Retail Clerk
+0 to +1	Calm	Average person
-1 to -2	Cautious	Pack Animal, Antlered Herbivore,
-3 to -4	Shy	Someone who is frightened easily
-5 to -6	Hesitant	
-7 to -8	Apprehensive	Small Deer
-9	Fearful	Small Herbivores

Secondary Attributes

Secondary Attributes are based either on the species, other attributes, or are a passive defense such as Dodge. It also includes the wound levels based on the scale of the character.

Strength

Strength is your ability to lift things, move things around, throw things, and push or pull really heavy things. It sets your ability to carry various loads. This is listed under Athletics.

Strength also reflects your size and mass. It takes more base strength to move a larger creature. This is why your strength increases as you go up the Scale chart.

Strength adds your base damage with melee weapons and martial arts attacks. It determines your base hand to hand damage.

All creatures have a strength rating but it may be so far low compared to a regular human that it is negligible. Vehicles and materials do have a strength rating. This is their lifting capacity listed but after that something will break. There is no way for a machine to give extra effort and push more than they are rated.

Str	Benchmark	Light Load	Medium Load	Heavy Load	Max Load	Push Pull
		LL	LL x2	LL x4	LL x8	LL x16
16	Olympic Level	211 lbs	422 lbs	844 lbs	1,688 lbs	1.6 tons
15	Extremely Strong	141 lbs	282 lbs	564 lbs	1,128 lbs	1.1 tons
14	Weightlifter	94 lbs	188 lbs	376 lbs	752 lbs	1,504 lbs
13	Strong	63 lbs	126 lbs	252 lbs	504 lbs	1,008 lbs
12	Athletic	42 lbs	84 lbs	168 lbs	336 lbs	672 lbs
11	Above Average	28 lbs	56 lbs	112 lbs	224 lbs	448 lbs
10	Average Adult	19 lbs	38 lbs	76 lbs	152 lbs	304 lbs
9	Older Teenager	13 lbs	26 lbs	52 lbs	104 lbs	208 lbs
8	Teenager	9 lbs	18 lbs	36 lbs	72 lbs	144 lbs
7	Impaired, Elderly	6 lbs	12 lbs	24 lbs	48 lbs	96 lbs
6	Child, Elderly	4 lbs	8 lbs	16 lbs	32 lbs	64 lbs
5	Small Dog	3 lbs	6 lbs	12 lbs	24 lbs	48 lbs
4	Small Cat	2 lbs	4 lbs	8 lbs	16 lbs	32 lbs
3	Rat	1 oz	2 oz	4 oz	8 oz	1 lb
2	Beetle	16 grams	1 oz	2 oz	4 oz	8 oz
1	Large Spider	8 grams	16 grams	1 oz	2 oz	4 oz
0	Tiny Bug	4 grams	8 grams	16 grams	1 oz	2 oz

Weight

Humanoid character's base weight is usually equal to the Medium load for their strength +100 if they are athletic. If they are overweight, add 100 to their heavy load and they will always move as if they are encumbered one level.

Carrying Capacity Rules (Armor Penalty Applies)

Your strength determines your carrying capacity and encumbrance. Carrying a lot of gear can slow you down and make it harder for you to dodge out of the way.

Light Load - You can lift and carry a light load without any problems. You have the things in your pockets and a light backpack.
Medium Load - Your Move is reduced by 2 and you cannot run. Your dex is a maximum of +3 and you take a -3 to all actions. You have a heavy backpack on.

Heavy Load – Your speed is reduced to 1/3 of normal speed and you cannot jog. Your dex is a maximum of +1 and you take -6 to all actions. You are hindered for combat. You have your end of a couch. Flying creatures can't fly, only hover

Maximum – Your speed is reduced to a 5 foot step. You are hindered as far as combat goes. You can't really take any other physical actions besides stagger around. This chest is too heavy!

Push/Drag – You can push or drag something in 5-foot steps. You are hindered as far as combat goes but you can stop doing this as a free action and you are no longer hindered. You can't take any other physical actions while doing this.

HtH damage

For Humans, your Hand to Hand damage level is equal to your Strength rating. So if you have a Strength of 12 then that is how much bashing damage you do. The penetration rating for punching is the Hardness for the character.

Wound Scale

Human scale chart for an average adult human is (5) 10/15/20/25/30. The first number in the parenthesis is the Toughness of a Human. Toughness is the level of damage amount or less is ignored. So for a Human it is 5 or less damage. The rest of the scale is based on Light/Moderate/Serious/Heavy/Deadly damage. So damage between the Toughness of 5 and the Light damage level of 10 is all Light damage. This means that 6, 7, 8, 9, and 10 points of damage is just a light wound for a Human. This is explained more in the Combat rules.

Experience (XP)

This is the bonus that you get for all of your skills to represent your general experience in the world. It applies to all Skill checks. You take half of your character levels and round down to find your Experience bonus.

$$\text{Experience} = \text{Skill Levels}/2 \text{ (rd)}$$

If you become Hindered, you lose any other actions you had for the rest of this round. You may even lose your next round of actions as well, depending on the source of the stun. Usually the Hindered condition goes away after that round. Sometimes, it may take longer, such as until treated.

Move

Characters and creatures have a Move rating. Your move rating is in MPH. Your move rating is considered a hustle or a jog. You may be moving faster for parts of it and slower for other parts but this is your overall speed.

Humans have a default move of 6 based on their height.

No Basic: Defaulting -5. You can Walk and Jog.

Basic: You have some reflexes and don't just stand there. You can Walk and Jog.

Trained: Basic Athlete – You have gotten into sports and are in decent shape. You can Walk, Jog, and Sprint. You can run if you have taken the Running Aptitude. You may take two simple athletics actions per turn.

Proficient: You have gotten fairly good at sports. You can Walk, Jog, and Sprint. You can run if you have taken the Running Aptitude. Athlete.

Focused: You spend much of your time working out and playing sports. You can Walk, Jog, and Sprint. You can run if you have taken the Running Aptitude. You may take three simple athletics actions per turn.

Expert: You are a professional athlete. You can Walk, Jog, and Sprint. You can run if you have taken the Running Aptitude.

Mastery: You can dance through a battlefield without a scratch. You can Walk, Jog, and Sprint. You can run if you have taken the Running Aptitude. You may take four simple athletics actions per turn.

Your move rating is the speed that you can jog at. Take your move rating and subtract any armor penalties and injury penalties directly. You can walk at half your move, rounded down. You can double it as a sprint, and quadruple it for a run but for limited times.

Walk = Move/2 rd

Jog = Move

Sprint = Move x 2

Run = Move x 4

Composure

Composure is a secondary attribute that measures your resistance to sanity damage. It is equal to the higher of your Presence or Wits.

You can take your Composure in points of sanity damage with no effects. So if you have a Composure of 3 and you take 2 Sanity damage then there is no effects. Once you get a 3rd point, you still have no effect. Once you get the 4th point then you have the effect of having 1 Sanity damage. This means that your error ranges go up as you get stressed out and delusional.

0 – No composure

1 – Light Composure

2 – Moderate Composure

3 – Serious Composure

4 – Heavy Composure

Skills

Skill Ranks

Each skill has several ranks that reflect how well you know that skill. If you don't have a skill then you default to **Basic +0**. This means that you are just guessing at everything. You will be really bad at whatever you try to do untrained. You will be able to add your attribute bonus and an experience bonus but otherwise that is it!

The first rank is **Trained (+4)**. This means that you are actually Trained in that skill.

The next rank is the **Proficient (+8)** skill rank. You have more training at this point.

Then there is **Focus (+12)** skill rank. Only well trained people have any skills at Focused. This means that you have focused a large part of your life up to this point on that skill. You know a lot about it. These are more specialized training and you are getting into tricks and techniques with that skill.

The **Expert (+16)** skill rank means you are really focused on this skill.

Then you have **Mastery (+20)** in a skill. This means that you are one of the best in the world with that skill. You can't increase that skill any more. You have rare training, world class techniques, and heroic tricks.

Skill TN Chart

TNs	Easy	Moderate	Difficult
Basic	10	15	25
Trained	15	20	30
Proficient	20	25	35
Focused	25	30	40
Expert	30	35	45
Mastery	35	40	50

The Skill TN Chart is listed by what level the kind of action is and the level of difficulty. Hard level actions are nearly impossible for the next level down. They would require a natural 20 to do it. In fact what is easy for a Master requires a natural 20 for a beginner. If there is no reason to think that the action would be easier or harder than most of the time use the Moderate column.

It may seem that you should be able to do the activities of a higher skill rank because the TNs are within your range and to some degree it is true. However these TNs represent that for the higher skill rank some of these activities are easy for these of higher skill. If you try to do something of a higher skill rank then you have then add +5 for each rank higher.

Setting the Rank

The first issue that the GM has when he calls for a skill check is to figure out the rank that would normally do that action. Each skill has a list of ranks and what they mean for that skill. The GM should choose the rank that would do that action on a daily basis or is likely for that rank.

Trained rank characters are just getting to know their equipment and getting used to using them all the time. Just doing something that is normal for that skill should be a Trained target number. If it would require having done it for a while, make it Proficient. Think of this as a trainee vs someone after several months.

Focused rank characters are considered professionals in their field. They have been doing this for years. Any target numbers would be based on doing something complex or requiring a lot of experience. Experts are someone who has focused on a skill for many years. Either one may do more heroic type actions.

Mastery rank characters should be very rare. Almost nothing should be set to this rank except for things that are just barely within the realm of possibility. It is better to just have them rolling higher on target numbers for lower ranks.

Setting the Difficulty

Once you have the Rank, set the difficulty at either Easy, Moderate, or Difficult. Most normal actions would be Moderate. Something that may require a lot of knowledge but little action, such as turning on the right switch, can be an Easy action.

If the character is having to do this action while doing something else or is dealing with multiple issues in their skill, make it a Difficult action.

Attribute Bonus

Each skill is connected with an Attribute. You add that Attribute Bonus to all rolls for that skill, even if you are untrained in that skill. Some attributes for a character may be negative or even zero. This is still added to skill rolls.

XP Bonus

The Experience Bonus (XP Bonus) is based on half your character levels divided by two, rounded down. This represents the overall experience of your character and is added to all skill rolls.

Effects

2 Successes (TN+11 to TN+15) - You succeed impressively. You get a couple of beneficial side effects or increase your damage by 2 wound levels.

1 Success (TN+5 to TN+10) - You succeed nicely. You get a minor beneficial side effect or increase your damage by 1 wound level.

Success (TN to TN+4) - You barely succeed

Crit (19-20) - Your roll becomes a 25. This will usually give you a boost due to the higher roll.

Attempt (TN-1-2) - You didn't succeed but you learned something or got a better idea. Can't occur if you roll a botch. Only available on a Bold roll.

Failure (TN -3+) - You just don't know it or can't make it.

Botch (1-2) - You remember wrong and this information will put you into a dangerous situation somehow or you injure yourself trying to do something.

Risk Level

Not all Botches are the same. Some Botches may be nothing more than inconvenient. Others can be deadly. This is described by the Risk Level of the action.

When a player describes their action, they can ask the GM what the Risk Level of that action is. Once the GM tells them, they can change their action (since the character would be realizing this risk) to do something else OR they can do an action to prepare for the action that they were originally going to do.

For instance, a character is working on disarming a trap. The player asks the GM and are told that this is a Deadly Risk! They stop and decide to move back and try to block the trap from hitting them. This lowers the Risk and the character can try again.

Usually the risk level is lowered by one level for each action taken to reduce it's effect. So a Deadly Risk goes down to a Major Risk.

Some risk levels can be negated by taking a safe action. These are only Minor and Moderate Risks. Others can't even have a Safe roll. Doing this action at all is a risk!

Risk Levels

Minor - Inconvenience, may not be a failure. Action may be taken next round.

Moderate - injury and lose the rest of your action, may not be a total failure. Action may be attempted again but the risk level goes up.

Major - serious injury and total failure, generally only Bold rolls allowed

Deadly - unconscious and dying or instantly dead, generally only Bold rolls allowed

Campaign Risk

If the GM is going for a more laid back or humorous game, he may set all the skills to a Minor Risk Level and not allow them to go up. Or they could get into more and more difficulties that are not life threatening, just embarrassing.

Successes

Successes can be used to reduce the effect of a Botch one level per success. These Successes can come from other players as well as that player.

Increasing Risk

If you roll a botch at a lower Risk Level and then roll another botch on the follow up roll, the GM can increase the Risk Level for that second and any further rolls. This is up to the GM and the circumstances. He can also max out the risk level to a certain point. If he doesn't, keep in mind that higher Risk Levels must be rolled as Bold rolls!

Skill Challenges

Skill Challenges are actions taken over multiple dice rolls to achieve a goal. These actions can show the slow hard work to build something or they can be used in a race with other characters.

The target number is given, which can change due to the conditions, and each represents either an amount of time or a section of the task. The entire task may have a set number of successes, such as constructing something, or it may have a set number of rolls, such as in a race with the number at the end determining who wins.

Any botches take a success away. If the risks are higher then several botches in a row can increase the risk.

For examples, it may take 5 Successes to make a sword, 8 to make a nice one. Each roll could be a day's work. It could take 5 Successes to repair a system on a ship in combat and each roll could be a turn. It could be a race taking at least 20 Successes or 10 rounds, whichever is faster!

Your resources can give you bonuses each roll, such as having a faster vehicle or a better computer for a hacking challenge.

Academics (Int)

It covers History, some knowledge of the world, mathematics, and many of the knowledge checks from other games that don't fall within another skill. It acts as a general education skill check. It gives literacy in your base language. You can make research checks with this skill if you have access to a source of information. If you are studying an alien library then you are limited by how much of the language you understand. Given enough information you can use this as a skill to solve enigmas.

These aptitudes reflect studying the subject as an academic, not as a native. A native knows many major events and lore of their own culture without an aptitude. However they may know it with lots of rumors and urban legends mixed in. A native that studies history will study their own history to start with.

The GM can ask his players to make a knowledge check about specific knowledge. They set the TN for the PC to know some specific knowledge and give them more information based on the margin of success. They can also have the player make an open ended roll and tell them information based on how well they roll.

Ranks

Trained (15): High School; Basic knowledge - This is a few sentences worth of information.

Proficient (20): Tech School; Standard knowledge - This is a few paragraphs about the subject. You saw some documentaries.

Focused (25): Bachelor's Degree(s); Specific knowledge - This is basically Wikipedia or an encyclopedia type of information. You know a lot of individual facts.

Expert (30): Master's Degree(s); Obscure knowledge - This is the kind of information in science journals and archaeology journals, etc. It is information that a person very focused in the subject would find interesting but a person would need a lot of context to even understand. It might be the personal habits of someone involved in the subject or a specific place that a finding was discovered.

Mastery (35): Sage, Librarian, Professor; Very obscure knowledge - This would be something that would be very hard to find and not in the common books or websites. You can even limit this to finding out a certain person is needed to answer the question.



Successes

0 - Basic General Information

1 - Minor additional details

2 - Details that connect to your situation

3 - Through back story and details, major details

Limits

You can't re-roll a knowledge check. Either you know it or you don't. You can do more research to make another roll.

Ranks

Basic: Literacy/High School

Trained: Some tech school

Focused: A degree or two, +1 Intelligence

Expert: Masters Degrees, +1 Intelligence

Mastery: Several Masters Degrees, +1 Intelligence

Perks

Lawyer - You have the right to practice the law in your state.

Mentor - You have a Mentor that can give you advice or information about one focus level knowledge. +1 Merit for each interest they have beyond this.

Rare Library (2) - You have a library containing rare books and information.

Teaching Job - You have a Teaching Job that provides you with a Medium Lifestyle.

Uncommon Library - You have a library containing uncommon books and information.

Flaws

Babbles - You spew out so much information on the subject and around the subject that you irritate people.

Ditzzy - You pretend to know less than you do.

Heavily Biased - You only learned information that reflects a strong bias such as conservative or creationist.

Impractical - Your knowledge is purely academic. You can't make use of this skill for a job.

Misinformed - You believe that you have knowledge of subjects that you actually do not.

Self-taught - You have taught these subjects to yourself and you don't have the credentials to prove it.

Stubborn - You are resistant to any changes in what you have learned.

Trained Aptitudes

Appraisal - You know how to identify the value of jewelry, art, and historical merchandise. You can combine this with any of the history aptitudes for more specific information.

Art - You understand art, the painters, and their history. You can combine this with any of the history aptitudes.

Conspiracy Theories - You have studied many conspiracy theories.

Criminal Law - You know various laws about assault, battery, and theft. This is common for police, lawyers, and criminals.

Economics - You understand economic theories.

Geography - You know where places are.

History - You have studied the history of a culture or two.

Literature - This is the great works of a culture.

Music - You understand how to read music and some of the history of it.

Mythology - You have studied the myths and lore of several cultures.

Philosophy - You have studied the ways of looking at the world.

Religion - You have studied several religions.

Pseudo-Science - You studied a lot of pseudo-scientific beliefs.

Traffic Law – You know various traffic laws. This is common for police, lawyers, and truck drivers.

Focus Aptitudes

Abrahamic Religions – These are monotheistic religions including Christianity, Islam, and Judaism.

Advanced Mathematics – You know a lot of kinds of math.

African Diasporic Religions – These are religions that originate with the slaves that were taken from Africa including Voodoo.

American History – You have studied the History of the United States.

American Revolution – You have studied the American Revolution in detail.

Ancient History – You have studied Ancient History.

Ancient Jewish Law – You have studied ancient laws of the Jewish people as well as biblical legal interpretations.

Applied Scholastic – You can use your extensive knowledge to aid yourself or others in nearly any task. You could remember the tactics of a Roman General or use your knowledge of geology to help you climb.

Biblical History – You know history as described by the Bible.

Bookworm – Half research times.

Business Law – You know the laws relating to business and white collar crime.

Chinese History – You know the history of the Chinese.

Cold War History – You know the history of the Cold War.

Connoisseur – You know a great deal about art and luxury goods.

Constitutional Law – You have studied the Constitution of the US as well as interpretations.

Court Procedures – You know the procedures in a court of law. This is required for lawyers and judges.

Divorce Law – You know the laws about marriage and divorce.

Eastern Asian Religions – These are the religions that include Taoism and Confucianism.

Egyptian History – You know the history of the ancient Egyptians.

Federal Law – You know US federal law.

Historical Law – You know the history of the law and how various laws developed.

Indian Religions – These are religions of the Indian Subcontinent including Hinduism, Jainism, Buddhism, and Sikhism.

Indigenous Ethnic Religions – This includes various pagan religions, Native American religions, Shintoism, and various other indigenous religions.

International Law – You know the laws of various major nations and international laws.

Iranian Religions – This includes several religions that developed around the Fertile Crescent area such as Zoroastrianism and Gnosticism.

Japanese History – You have studied the History of Japan.

Medieval History – You have studied Medieval European History.

Military Law – You know military law codes.

Muslim History – You know the history of the Muslims.

Norse History – You have studied the Histories of the Norse.

Roman History – You know the history of the Romans.

Secret References – You can communicate with someone else who also has Academics at focused in front of others and no one else will understand.

State Law – You know the state laws of your state.

World War I History – You know the history of WWI in detail.

World War II History – You know the history of WWII in detail.

Mastery Aptitudes

Master Scholastic – You can spend a Hero or Social point to treat any skill use as if you had Skill Basic even if you don't have it based on reading about it.

Pretender – You have acquired the language and enough random information to be able to fake greater knowledge convincingly.

Animal Handling (Wit)

Animal Handling covers the care, handling, training and riding of various kinds of animals – from the common domesticated horse to the exotic fantasy creatures. It includes hunting with dogs to falconry.

Ranks

Trained (15): Ride a domesticated mount, Control a domesticated animal for work

Proficient (20): Calm a wild prey animal, control a domesticated animal that is injured or around a larger predator

Focused (25): Calm a wild predator, Calm a wild prey animal that is injured or around a larger predator

Expert (30): Calm a wild and hungry predator

Mastery (35): Calm a wild and injured predator

Perks

Job – You have a job on a farm, a ranch, or something similar.

Mentor – You have a mentor that will give you advice about dealing with animals.

Flaws

Phobia of Heights – You are afraid of riding large animals and any flying animals that exist in your setting.

Phobia of Predators – You are afraid of predators so you can't ride or train them.

Phobia of Riding – You can work with animals but you don't want to ride them.

Trained Aptitudes

Cattle – You know how to care for and deal with cattle and similar animals.

Falconry – You can hunt with and care for a trained hunting Falcon.

Horsemanship – You know how to ride a trained horse.

Husbandry – You know how to judge animal lines and the techniques for controlling animal mating for better traits.

Mounted Combat – You are trained to melee fight from the back of a riding animal. The animal needs to have been trained in animal combat.

Pack Hunting – You can control a pack of dogs or similar animals for a hunt. They can confer their tracking abilities while you are doing this.

Predator Safety – You know how to act around a predator to keep it from attacking you. This won't work if you attack it.

Ride Flying Animal – You can ride a large flying animal with the proper gear.

Train Aquatic Animals – You can train and work with dolphins and seals and similar types of animals.

Train Domesticated Animal – You can train animals such as dogs

Train Riding Animal – You can train a standard riding animal.

Wagoneering – You can set up and control a standard animal drawn wagon. You also can control it. Treat this like a drive skill while doing this.

Focus Aptitudes

Animal Fighting – You know how to train animals to fight, either as a way to defend yourself or for money.

Combat Animal Training – You can train a trained riding animal to deal with combat. Requires Train Riding Animal as well as anything else related to training that kind of animal.

Jousting – You can fight from a mount and keep control as you make them charge at each other.

Ride Bareback – You can ride any animal that you can normally ride without tack and harness. You can even train an animal to be able to control it with just your knee pressure.

Train Falcons – You can train falcons and similar birds of prey to follow commands.

Trick Riding – You can do various tricks with an animal you can ride. The GM may ask for an Athletics roll as well on this.

Mastery Aptitudes

Calm – You can calm an angry predator and get it to trust you.

Ride Predator – You can ride a trained predator normally and in combat.

Train Undomesticated Predator – You can train a predator that was never domesticated to follow commands.

Arcane (Int)

Arcane is the study of the occult and supernatural. With this skill you can perform rituals that you find to affect various supernatural entities. Anyone that studies this can use it. However it will not work on something that is not supernatural. You can spread a line of salt along a door and it will stop a spirit but not a person. Arcane is used by Hunters of the Supernatural to destroy spirits and some monsters. Someone with magic will be able to do more than a normal person but the advantage of this skill is that anyone can use it. Arcane can be used to do research on local stories to figure out who a ghost might be or what kind of Demon you are dealing with.

Each magical tradition would have a aptitude. I have listed several here but add more as Trained or Focused aptitudes depending on how obscure the tradition is.

Setting Specific Aptitudes

Certain settings would open up a great deal more Arcane aptitudes. If you were running a World of Darkness setting then each Clan's Lore would be a Focused Lore and there would be lots of other Lores. If you were running a Call of Cthulhu setting then each Mythos entity and their cults could be separate Focused Lore aptitudes.

Ranks

Trained (15): Read some New Age books; you have basic knowledge of supernatural creatures

Proficient (20): Read a lot of occult books; you have seen some direct information about them

Focused (25): Encountered the supernatural; You have done some research on this before. You know a lot of individual facts.

Expert (30): Hunt the supernatural for a while; You have some obscure knowledge. This is the kind of information in occult journals.. It is information that a person very focused in the subject would find interesting but a person would need a lot of context to even understand. It might be the personal habits of someone involved in the subject or a specific place that a finding was discovered. You know a ritual to deal with this kind of demon.

Mastery (35): Master Hunter; you have very obscure knowledge. This would be something that would be very hard to find and not in the common books or websites. You can even limit this to finding out a certain person is needed to answer the question. This can include a ritual to deal with a very rare demon.

Successes

- 0 - Basic General Information
- 1 - Minor additional details
- 2 - Details that connect to your situation
- 3 - Through back story and details, major details

Limits

You can't re-roll a knowledge check. Either you know it or you don't. You can do more research to make another roll.

Perks

Apprentice - You have an apprentice with minor magical abilities at this point. They can help you with rituals as well as generally help you out.

Arcane Library - You have an arcane library that covers trained level information. A 2 pt library will have one general focused level information as well. Specific information should be gained in game.

Job - You have a job relating to the arcane. This could be a teaching job in the paranormal, mythology, or ancient legends. If magic is openly known it could be as an Occult Investigator. It will provide you with a Medium Lifestyle.

Mentor - You have a mentor with knowledge of a specific arcane subject at Trained level. A Mentor with Focused level arcane is 2 pts. Each subject that they know at trained is another +1 and at focused is +2. GM should not allow a Mentor with Mastery level knowledge. It is too imbalancing.

Occult Supplier - You know someone who can get you real occult supplies, not the stuff the mundanes see. This is not a small shop somewhere. This is more of a black market supplier.

Shop (2) - You have a small shop that sells arcane materials, occult books, and pagan supplies as well as T-Shirts and Bumper Stickers! This is a source of a Medium Lifestyle, though you may live above the shop or in back.

Flaws

Disbelief - You study this purely as an academic subject. You don't actually believe any of it.

Major Paranoia (2) - You believe that supernatural entities are after you and it cripples you.

Paranoia - You believe that all your set-backs are from arcane causes.

The Only Truth - You believe that everything has an arcane cause.

Trained Aptitudes

Astrology - You know how to learn about great events through the study of the stars.

Dark Magic - You know to practice dark magics.

Hermetic Magic - You know how to practice Hermetic Magic.

House Warding - You know how to ward your house versus the supernatural by strengthening the threshold of the house.

Shamanism - You know how to practice Shamanic Magic.

Will Strike - You can focus your mind in order to damage spirits.

Witchcraft - You know how to practice Witchcraft.

Wu Jen - You know how to practice Eastern Magic.

Focused Aptitudes

Angelic Symbols - You can identify the symbols associated with each Angel.

Arcane Languages - You know how to decipher several languages used in magic. You can pronounce it but not hold a conversation in it.

Asura Health - You know how to treat Asura medically. You still use the Medicine Skill.

Asuras - You know about many of the inter-dimensional mostly humanoid demonic races. These are different from the spirit Demons.

Demon Hunting - You know how to take out various kinds of demons.

Demonic Languages - You know how to decipher more common demonic scripts and Asura languages.

Demonology - You know about various kinds of demons.

Ghost Hunting - You know how to take out a Ghost.

Mythos Entities - You know the lore about various chaos entities.

Mythos Magic - You know how to practice Chaos Magic.

Mythos Servant Hunting - You know how to hunt down the servants of chaos gods.

Vampire Culture - You know many truths about Vampires behind the scenes.

Vampire Hunting - You know how to take out a vampire.

Werewolf Hunting - You know how to take out a werewolf.

Witch Hunting - You know how to take out a Witch.

Mastery Aptitudes

Mythos Creature Hunting - You know how to hunt various servant creatures of chaos gods.

Obscure Demonic Languages - You know how to decipher more obscure demonic scripts and Asura languages.

Athletics (Dex) → Dodge Defense = Athletics + Dex + XP+ 10

Athletics is one of the most important skills in the SMART game engine. It determines your Dodge defense, your Hindered defense, covers all sports and a lot of activities, as well as covering simple Brawling.

Ranks

Trained (15): You have played some sports and exercise. You can Jog and Climb.

Proficient (20): You can sprint and jog for longer distances.

Focused (25): Professional athlete; You can run long distance and do acrobatics.

Expert (30): You are excellent at sports of all types

Mastery (35): Olympic level athlete

Balance Check (Armor Penalty Applies)

Characters can try and balance on ropes, cables, narrow ledges, etc. You move through the area at $\frac{1}{4}$ your normal rate. You are Hindered during a balance check unless you get 2 boosts.

If you don't have the Balance Aptitude then all Balance checks require a complex action. If you have the Balance Aptitude then all Balance Checks are a simple action, meaning that you can do other things during your action. Each simple action will move you $\frac{1}{4}$ of your normal movement rate. Use the Combat Movement Table to figure out how long it will take to cross an area and multiply those numbers by 4 to figure out the number of simple actions.

So if you have a Move of 5 and you are trying to cross a 30 ft span then normally it would only take you one round to cross that but since you are having to balance to get across it then it can take you up to 4 rounds (assuming you don't freeze up or get stuck along the way!).

Boosts can be spent to increase your speed across. Each boost can be spent to move another $\frac{1}{4}$ of your move. So if you have 2 boosts over your target number then you will have taken $\frac{3}{4}$ of your move in that one turn! You can spend more than 4 boosts and actually jog across!

You can also spend a boost and not be Hindered while crossing. You can spend a boost to cross with stealth (as long as you have the stealth skill at Trained and you have training in this environment). You can spend a boost to cross with style and impress others!

If you have a sport that involves moving along a balanced area then you can apply that here and reduce your TN by 5. If you have training in snowboarding or skateboarding and you have something that will act that way then you can cross at a much faster move!

A narrow flat surface (20) error 1

A narrow uneven surface (25) error 2

A wire (30) error 3

Surface angled (+5) error +1

Surface Slippery (+10) error +2

Balance Aptitude (-5) error -1

Error Effects

Attempt - You don't think that you can make it but you get back to a stable point safely.

Failure - You stop for your action and try and keep your balance.

Complication - You drop some of your equipment while trying to keep your balance.

Botch - You fall and take damage based on the height. Safety equipment may stop this but you still take at least a light bashing injury.

Brawling and Clubs

Athletics covers very basic fighting, such as Brawling and using Clubs. You can't block or parry with this skill. This is basically someone beating on another person. You use this if you are not trained in Martial Arts. If you have both Martial Arts and Athletics: Brawling then you can use whichever is higher for rolls but you can't use aptitudes under Martial Arts while rolling for Athletics. If you have the Athletics skill but you don't have the Brawling or Clubs aptitude then you are defaulting at a -5 on your roll, your error range goes up by +1, and your HTH goes down by 1. If you don't even have the Athletics skill then you add the -5 to your roll for defaulting, your error range goes up by +2, and your HTH goes down by 2.

If you have the aptitude then you can make one attack as a simple action per round. This allows you to make a move action or some other simple action but you can't make a second attack that round. If you don't have the aptitude then you can make one attack per round as a complex action.

Example:

Tommy has no Athletics training at all. Not even at basic. He tries to hit his friend Vincent. Tommy will be able to add his Dexterity rating, which is +1, and his level bonus, which is +2, but he will be at a -10 for defaulting to a trained aptitude that he doesn't have. This will make his roll a -7 total to add to whatever he rolls. His HTH damage will go down by 2 as well. Plus his error range is now 1-4 so if he rolls a 1, 2, 3, or a 4 he will probably fall over or injure himself! People injure their own hands due to punching without knowing how to do so safely all the time.

Carrying Capacity Rules (Armor Penalty Applies)

Your strength determines your carrying capacity and encumbrance. Carrying a lot of gear can slow you down and make it harder for you to dodge out of the way.

Light Load - You can lift and carry a light load without any problems. You have the things in your pockets and a light backpack.

Medium Load - Your Move is reduced by 2 and you cannot run. Your dex is a maximum of +3 and you take a -3 to all actions. You have a heavy backpack on.

Heavy Load - Your speed is reduced to $\frac{1}{3}$ of normal speed and you cannot jog. Your dex is a maximum of +1 and you take -6 to all actions. You are hindered for combat. You have your end of a couch.

Maximum - Your speed is reduced to a 5 foot step. You are hindered as far as combat goes. You can't really take any other physical actions besides stagger around. This chest is too heavy!

Push/Drag - You can push or drag something in 5 foot steps. You are hindered as far as combat goes but you can stop doing this as a free action and you are no longer hindered. You can't take any other physical actions while doing this.

Climbing Check (Armor Penalty Applies)

Make a climbing check if the character is climbing in a stressful situation when they can actually fall (ie not climbing a safety wall in a gym). Success means they have climbed at least part of the way. Each roll is a complex action. For each Boost the climber will get another success. You are hindered during a climb. Add the character's strength to this roll. It takes 1 successes per story of a climb at base but this is modified by the type of wall.

A tall ladder (15) error 1
 Climb with hand holds, a knotted rope (20) error 2, +1 required success/per story
 Older building, climb a tree, climb scaffolding or balconies (25) error 2, +2 required success/per story
 Rough rock face, modern building, large tree, rope without knots (30) error 3, +2 required success/per story
 Mostly smooth surface, rough rock face, brick wall (35) error 3, +3 required success/per story
 Unusual and precarious (40) error 4, +4 required success/per story

Modifiers

Frequent Obstacles (+5) +1 error
 Strong Cross winds (+10) +1 error
 Slippery or dusty surface (+10) +2 error
 With claws capable of penetrating the surface (-5) -1 error
 Frequent ledges to rest on (-5) -2 error
 Additional nearby surface to brace against (-10) -1 error
 With bracing ropes, pitons, and harness (-10) -2 error

Error Effects

Attempt - You don't think that you can make it after all but you get back to a stable point safely.

Failure - You make no progress that action.

Complication - You are stuck. You get tied up in your equipment or in the environment. You may need help getting out of it.

Botch - You fall and take damage based on the height. Safety equipment may stop this but you still take at least a light bashing injury.

Escape Check (Armor Penalty Applies)

You make an escape check to escape ropes, bonds, or move through tight spaces. You can move through a tight space with a check if your head will fit but your shoulders don't. If your head doesn't fit then you can't move through there. Several checks may need to be made to move through a long tight space such as a ventilation shaft. You can also use an escape check to escape from the grapple of an untrained grappler. If the person has martial arts training and grapple basics then you can't use this. You should use Martial Arts.

You are hindered at best while tied up. You may even be without any dodge defense depending on how you are bound.

Badly tied ropes (15) error 0
 Net (20) error 1
 Zip Ties (25) error 1
 Tight ropes (25) error 2

Tight space (20) error 2
 Handcuffs (35) error 2
 Extremely well tied ropes (40) error 3
 Grappler (Grappler's athletics +10) error 1

Error Effects

Attempt - You don't succeed but you think that you loosened the ropes or moved into a better space. When you re-roll lower the TN by 5, unless the GM says otherwise.

Failure - You make no progress.

Complication - You get into a tighter situation and you need external help. You may have tightened the ropes or made things worse.

Botch - You hurt yourself while attempting to escape and you draw attention to yourself. Take a light bashing injury.

Jumping Check (Armor Penalty Applies)

All Jump TNs given here assume that you get a running start, which requires that you move at least 20 feet in a straight line before attempting the jump. If you do not get a running start, the TN for the jump is doubled.

Jumping is usually a complex action. If you attempt a Jump check without the Jump Aptitude, you land prone unless you beat the TN by 5 or more.

Jump TN	High Jump	Long Jump	High Jump: A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead. You start with 1.5 times your height. If you have extra reach for some reason then you add that to your height. The distance remaining determines the TN. Standard is 1ft per +5 TN. If you get 10 points past the TN you needed then you do it quickly.
5	1 ft	5 ft	Long Jump: A long jump is a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. The TN for the jump is equal to the distance jumped (in feet). If your check succeeds, you land on your feet at the far end. If you fail the check by less than 5, you don't clear the distance, but you can make a TN 15 Athletics check to grab the far edge of the gap. You end
10	2 ft	10 ft	
15	3 ft	15 ft	
20	4 ft	20 ft	
25	5 ft	25 ft	
30	6 ft	30 ft	
35	7 ft	35 ft	

			your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires a move action and a TN 15 Climb check.

Hop Up:

You can jump up onto an object as tall as your waist, such as a table or small boulder, with a TN 10 Jump check. Doing so counts as 10 feet of movement, so if your speed is 30 feet, you could move 20 feet, then hop up onto a counter. You do not need to get a running start to hop up, so the TN is not doubled if you do not get a running start. This is normally a simple action. With 2 boosts it is a free action.

Jumping Down:

If you intentionally jump from a height, you take less damage than you would if you just fell. The TN to jump down from a height is 15. You do not have to get a running start to jump down, so the TN is not doubled if you do not get a running start. If you succeed on the check, you take falling damage as if you had dropped 10 fewer feet than you actually did. This is normally a simple action. With 2 boosts it is a free action.

Error Effects

Attempt - You fail to make it but you are in a better position now. Lower the TN by 5.

Failure - No effect from your attempt. If you are jumping down then you don't reduce the damage.

Complication - You get hung up on something. You have to take an action to get unstuck or you need someone else to help you.

Botch - You injure yourself in the attempt. Take a light bashing injury.

Strength Check

A strength check can be used to break down doors or break ropes. These values go up into super strength requirements.

In order to break an object, chain, or cable, find the break point. The break point is how much weight it would take to break that object. It is also called the Tensile Strength. Then you compare that to the load levels for your Strength (see Strength charts under Carrying Capacity as well as the Super Strength table and Mega Strength table for this information).

This will allow you to break or tear that object. You can find this information on the Internet for a lot of materials.

Break Point TN Table

Break point ≤ Light Load	TN 15
Light Load ≤ Break point ≤ Medium Load	TN 20
Medium Load ≤ Break point ≤ Heavy Load	TN 25
Heavy Load ≤ Break point ≤ Max Load	TN 30
Max Load ≤ Break point ≤ Push/Pull	TN 40

Object condition

Excellent condition	Standard Break Point
Used condition	Break Point * 0.75
Older Condition	Break Point * 0.5
Poor condition	Break Point * 0.25

Error Effects

Attempt - You fail to break it but you have worn it down. Lower the TN by 5.

Failure - No effect from your attempt.

Complication - You get tangled hung up on something. You have to take an action to get unstuck or you need someone else to help you.

Botch - You injure yourself in the attempt. Take a light bashing injury.

Break Strength Tables (in lbs)

Steel Chains table

Chain Size	Grade 30 Proof Coil	Grade 43 High Test	Grade 70 Transport	Grade 80 Alloy	Grade 100 Alloy
5/16	7,600	11,700	18,800	18,000	21,120
3/8	10,600	16,200	26,400	28,400	35,200
1/2	18,000	27,600	45,200	4,800	6,000
5/8	27,600	39,000	63,200	72,400	90,400
3/4	42,400	60,600	98,800	113,200	141,200
1"	71,600	90,000	148,200	190,800	225,920

Cotton Rope table

Diameter (Inches)	Break Strength
3/16	319

Nylon Rope table

Rope Diameter (in)	Break Strength
3/16	880
1/4	1,486
5/16	2,295
3/8	3,240
7/16	4,320
1/2	5,670
9/16	7,200
5/8	8,910
3/4	12,780
7/8	17,280
1	22,230
1 1/16	25,200

1/4	500
5/16	725
3/8	1,125
1/2	1,500
5/8	1,950
3/4	2,600
1	3,500

Rope Diameter (in)	Break Strength
3/16	880
1 1/8	28,260
1 1/4	34,830
1 3/8	38,250
1 1/2	48,600
1 5/8	57,375
1 3/4	66,150
2	84,600

Hardness Table

Type	Low Grade/ Condition	Medium Grade/ Condition	High Grade/ Condition
Cotton Rope	5	6	7
Nylon Rope	6	7	8
Steel Chain	16	20	26

Swimming Check (Armor Penalty Applies)

A swimming check will determine if you can swim across an area.

Calm Water (10)
Rough Water (15)
Stormy Water (20)

Scared, fatigued, or injured (double penalties)

Error Effects

Attempt - You get into calmer water or find something that floats to hold on to. Reduce your TN by 5.

Failure - You tread water but in no useful direction.

Complication - You lose your grip on some of your equipment while you are thrashing around.

Botch - You go underwater. See Resistance Check for Suffocation and Drowning rules.

Throwing Ranges (Armor Penalty Applies)

This is the rules for throwing things for distance. This just determines your general range. Actually hitting with it is under Ranged skill. Someone without Athletics skill can only throw out to Close Quarters. If you have the Throw Aptitude then you can throw out to Medium range. At Mastery with the Throw Aptitude you can throw out to Longbow range.

Throwing Ranges

Range (Penalty)	Load	Distance	Examples
Short Step	Heavy Load	10ft.	Across a cubical
Long Step	Medium Load	20ft.	Across a small room
Close Quarters	Light Load	30ft.	Across a medium sized room.
Short (-5)	1/5 LL	120ft.	Across the street
Medium (-10)	1/10 LL	240ft.	Down the street a few city blocks
Longbow (-15)	1/40 LL	540ft.	Across a field (Max human capability)

Computers (Int)

The Computer skill covers the ability to use computers in general as well as manipulate them, program them, repair them, network them, and hack them. If you are trying to control a ship with a computer console then that is Operations. Most modern people have Computers at Basic so that they can check e-mail, browse the Internet, and Google things. Use Academics to make research rolls.

Perks

Server - You have your own server online that you can access remotely to store information there.

Mentor - You have a mentor in computers. This mentor can be focused on one focused level interest. +1 for each focused level interest after that. Mastery level knowledge should be uncommon.

Job - You have a job relating to computers. It will provide you with a Medium Lifestyle. +1 if it provides you with a High Lifestyle from being a software engineer or something similar.

Flaws

Arrogant Online - When you are online you are mean and arrogant in ways that you would never be in real life.

Ethical - You will only do ethical hacking for testing and not for illegal reasons.

Extremely Competitive - You are extremely competitive with others on computers.

Knowledge Focused - You aren't interested in anything except knowledge. You have no interest in material goods other than your computers.

Lurker - You never speak up when you are online. You just watch.

Phobia of AI - You are afraid of independent AI systems so you will not work with them.

Phobia of Computer Records - You spend a lot of your time making sure that there are as few records of you on the internet as possible.

Social Activist - You believe that information should be free and no one should have secrets.

Software Only - You don't work with hardware at all.

Unhealthy - You are so focused on computers that you ignore your health. You eat only junk food.

Trained Aptitudes

Computer Repair - You know how to build and repair basic computer systems.

Cyberware Programming - This allows you to connect with cyberware and alter its programming. Requires Cyber Age or higher tech level.

Data Tracking - You can track someone down with the Internet and find various public and some private records about them.

Game Programming - You can design and write video games.

Networking - You know how to set up and repair computer networking systems.

OS Programming - You can mess with your OS, take it apart and put it back together, and alter how it works. You can automate any action related to it.

Robot Programming - You can program a robot or drone with a moderate intelligence and situational ability. They will have no independence though.

Security Systems - You can repair and bypass security systems.

Software Programmer - You know how to write commercial software as well as apps.

Focus Aptitudes

AI Programming - You know how to program an AI, assuming they exist in the setting.

Communications - You know how to reroute calls, filter them, record them, etc. This includes satellite routing. You can use this to make it very hard for people to trace you. Without this Aptitude you can't do this.

Create Identities - You can create a new identity for someone.

Cryptography - This covers the encryption and decryption of data with modern powerful computers. You can use this to set up encryptions and break them.

Exploit - You are good with bypassing Firewalls.

Kill - You can kill someone as far as all records are concerned. That person will be locked out of all of their accounts and no one will believe them that they are who they say they are.

Multi-system Search - You can search through many different systems for details about something. This could be to look through every camera in the nation to find someone. Or you could look through multiple databases for records on someone.

Overwatch - You can take over a security system that you have already accessed and help out your friends while feeding false information to the guards.

Root - On a critical you make yourself an administration in a system.

Spoof - This allows you to hide where things are coming from and make programs work without the proper permissions.

Traceless - You can erase the record of your actions up till now.

Utility Hacking - You know how to hack into the utility companies systems and disrupt service to one place or whole areas.

Mastery Aptitudes

AI Hacking - You know how to hack against an AI.

Secure System Hacking - You are skilled in hacking into military or secure government systems. With this you can use your other feats in a more secure system.

Zero - You can eliminate all data relating to someone to the point that they have no records anywhere. You can even set up something to prevent any records from lasting about them.

Crafting (Wit)

This covers various kinds of crafts. Most people will only learn one or two of these but others may want to learn as many as they can.

Ranks

Trained (15): You have learned basic tools and safety. You can aid someone else. You know what tools do and what not to stick where (we hope!). You can make basic items

Proficient (20): You can make basic items in good time

Focused (25): You can create new designs and teach others.
Expert (30): You can create complex new designs.
Mastery (35): You can create masterworks and go in new directions.

Perks

Agent - You have someone who will sell your crafts for you.
Job - You have a job relating to one of your crafts. It provides for a Medium Lifestyle.
Large Workshop (2) - You have a large workshop to work on your crafts.
Mentor - You have a Mentor in a craft.
Patron - You have someone that provides you with the things that you need to make your crafts.
Professional Artist (2) - You are successful as an artist and you are making good money. Some people will recognize your work. You have a Medium Lifestyle, +1 more for a High Lifestyle.
Small Shop (2) - You have a small shop dedicated to your craft that you can sell your work.
Small Workshop - You have a small workshop to work on your crafts.

Flaws

Art only - You won't use this skill as a profession.
Elitist - You are a snob about crafting.
Obsessively Original - You never want to do what others are doing, even if you could make money at it.
Paranoia - You believe that others are trying to take your secrets.
Perfectionist - You get rid of any work that you do that is not perfectly made.
Recreationist - You are only interested in recreating the work of a particular culture and time period.
Secretive - You don't want anyone to learn the secrets of how you do your style. You can be rude about it.
Special Occasions - You only make crafts for special occasions or people. This is common among Masters.
Unoriginal - You only copy others and make the same thing over and over.

Neolithic Age (T)

Trained Aptitudes

Bowyer - You can make a good bow. Fletching (arrow making) is including
Butcher - You can clean, dress, and carve up a large animal for the best cuts without waste.
Cooking - Your cooking is good and can feed several.
Furrier - You can make, repair, and clean fur and fur garments.
Leatherworking - You know how to make good leather goods.
Painting - You know how to paint
Potter - You know how to make pots.
Sculpting - You know how to create sculptures

Age of Ancients (M)

Trained Aptitudes

Baker - You are good with making bread and related foods.
Bowyer - You can make a good bow. Fletching (arrow making) is including
Brewing - You can make ales, beers, and mead.
Butcher - You can clean, dress, and carve up a large animal for the best cuts without waste.
Calligraphy - You can make beautiful writings.
Cooking - Your cooking is good and can feed several.
Distiller - You are good at distilling spirits such as vodka and brandy.
Farmer - You can grow crops on a scale to sell produce as a business.
Fortifications - You can set but basic fortifications in the field.
Furrier - You can make, repair, and clean fur and fur garments.
Gardener - You are good at making attractive gardens that produce useful food.
Jeweler - You can fashion jewelry from gems and metal
Leatherworking - You know how to make good leather goods.
Metalworking - You know how to shape and work with metals. This is more for decorative work.
Painting - You know how to paint
Poetry - You can compose poetry.
Pottery - You know how to make clay pots.
Sailmaking - You can make sails that will last
Sculpting - You know how to create sculptures
Stonemason - You can build a sturdy building from stone
Tailor - You know how to make and repair clothes.
Woodworking - You know how to craft things out of wood such as cabinets.

Focused Aptitudes

Armorsmith - You know how to make various types of armor.
Guild Organizer - You are a local leader for your craft's guild.
Shipwright - You know how to build and repair seagoing wooden ships.
Shop - You have a shop to sell your wares in as well as a couple of people to help you run it.
Weaponsmith - You know how to make melee weapons.

Mastery Aptitudes

Innovator - You are an innovator in your craft.

Mastercraft (craft) - Choose this for each craft separately. Your crafts are some of the best in the world.

Classical/Imperial Ages (M)

Trained Aptitudes

Baker - You are good with making bread and related foods.

Blacksmithing - You know how to turn iron into steel and work with iron to make tools.

Bowyer - You can make a good bow. Fletching (arrow making) is including

Brewing - You can make ales, beers, and mead.

Butcher - You can clean, dress, and carve up a large animal for the best cuts without waste.

Calligraphy - You can make beautiful writings.

Cooking - Your cooking is good and can feed several.

Distiller - You are good at distilling spirits such as vodka and brandy.

Farmer - You can grow crops on a scale to sell produce as a business.

Fortifications - You can set but basic fortifications in the field.

Furrier - You can make, repair, and clean fur and fur garments.

Gardener - You are good at making attractive gardens that produce useful food.

Glassmaker - You can craft glass into containers or windows.

Jeweler - You can fashion jewelry from gems and metal

Leatherworking - You know how to make good leather goods.

Metalworking - You know how to shape and work with metals. This is more for decorative work.

Painting - You know how to paint

Papermaking - You can make paper

Poetry - You can compose poetry.

Pottery - You know how to make clay pots.

Sailmaking - You can make sails that will last

Sculpting - You know how to create sculptures

Stonemason - You can build a sturdy building from stone

Tailor - You know how to make and repair clothes.

Woodworking - You know how to craft things out of wood such as cabinets.

Focused Aptitudes

Armorsmith - You know how to make various types of armor.

Guild Organizer - You are a local leader for your craft's guild.

Metal Folding - You know how to fold iron to make it stronger.

Shipwright - You know how to build and repair seagoing wooden ships.

Smelting - You know how to smelting iron out of iron ore.

Weaponsmith - You know how to make melee weapons.

Mastery Aptitudes

Innovator - You are an innovator in your craft.

Mastercraft (craft) - Choose this for each craft separately. Your crafts are some of the best in the world.

Ax Ages (M)

Trained Aptitudes

Baker - You are good with making bread and related foods.

Blacksmithing - You know how to turn iron into steel and work with iron to make tools.

Bowyer - You can make a good bow. Fletching (arrow making) is including

Brewing - You can make ales, beers, and mead.

Butcher - You can clean, dress, and carve up a large animal for the best cuts without waste.

Calligraphy - You can make beautiful writings.

Cooking - Your cooking is good and can feed several.

Distiller - You are good at distilling spirits such as vodka and brandy.

Farmer - You can grow crops on a scale to sell produce as a business.

Fortifications - You can set but basic fortifications in the field.

Furrier - You can make, repair, and clean fur and fur garments.

Gardener - You are good at making attractive gardens that produce useful food.

Glassmaker - You can craft glass into containers or windows.

Jeweler - You can fashion jewelry from gems and metal

Leatherworking - You know how to make good leather goods.

Metalworking - You know how to shape and work with metals. This is more for decorative work.

Painting - You know how to paint

Papermaking - You can make paper

Poetry - You can compose poetry.

Pottery - You know how to make clay pots.

Sailmaking - You can make sails that will last

Sculpting - You know how to create sculptures

Stonemason – You can build a sturdy building from stone
Tailor – You know how to make and repair clothes.
Woodworking – You know how to craft things out of wood such as cabinets.

Focused Aptitudes

Armorsmith – You know how to make various types of armor.
Guild Organizer – You are a local leader for your craft's guild.
Metal Folding – You know how to fold iron to make it stronger.
Shipwright – You know how to build and repair seagoing wooden ships.
Smelting – You know how to smelting iron out of iron ore.
Water Clocks – You know how to make a water clock.
Weaponsmith – You know how to make melee weapons.

Mastery Aptitudes

Innovator – You are an innovator in your craft.
Mastercraft (craft) – Choose this for each craft separately. Your crafts are some of the best in the world.

Gunpowder Age (M)

Trained Aptitudes

Baker – You are good with making bread and related foods.
Blacksmithing – You know how to turn iron into steel and work with iron to make tools.
Bowyer – You can make a good bow. Fletching (arrow making) is including
Brewing – You can made ales, beers, and mead.
Butcher – You can clean, dress, and carve up a large animal for the best cuts without waste.
Calligraphy – You can make beautiful writings.
Cooking – Your cooking is good and can feed several.
Distiller – You are good at distilling spirits such as vodka and brandy.
Farmer – You can grow crops on a scale to sell produce as a business.
Firemaker – You know how to make gunpowder, explosives, and fireworks.
Fortifications – You can set but basic fortifications in the field.
Furrier – You can make, repair, and clean fur and fur garments.
Gardener – You are good at making attractive gardens that produce useful food.
Glassmaker – You can craft glass into containers or windows.
Jeweler – You can fashion jewelry from gems and metal
Leatherworking – You know how to make good leather goods.
Metalworking – You know how to shape and work with metals. This is more for decorative work.
Painting – You know how to paint
Papermaking – You can make paper
Poetry – You can compose poetry.
Pottery – You know how to make clay pots.
Sailmaking – You can make sails that will last
Sculpting – You know how to create sculptures
Stonemason – You can build a sturdy building from stone
Tailor – You know how to make and repair clothes.
Woodworking – You know how to craft things out of wood such as cabinets.

Focused Aptitudes

Armorsmith – You know how to make various types of armor.
Cannon-making – You know how to make various kinds of cannons.
Clockworks – You know how to make a mechanical clock and clockwork devices.
Guild Organizer – You are a local leader for your craft's guild.
Gunsmith – You can craft a quality firearm.
Metal Folding – You know how to fold iron to make it stronger.
Shipwright – You know how to build and repair seagoing wooden ships.
Smelting – You know how to smelting iron out of iron ore.
Weaponsmith – You know how to make melee weapons.

Mastery Aptitudes

Innovator – You are an innovator in your craft.
Mastercraft (craft) – Choose this for each craft separately. Your crafts are some of the best in the world.

Crafting Module

Crafting covers a lot of different smaller skills. It allows you to create various things.
There are three factors in a crafting check: The complexity, the increment, and the quality.

Complexity

Certain crafts are more complex than others. They are listed as either Trained or Focused level in the aptitudes list.
This determines the complexity. Trained level crafts are less complex than focused level ones.

Crafts are defined as simple, moderate, complex, or advanced when compared to the complexity of the skill. You must have the raw materials available in order to build something. If you have poor quality raw materials then add +5 to the TN. If you don't have the correct tools but you have some tools then you increase the TN by +5 and increase the time by 1 ½.

Trained Level Crafts

Type (examples)	Craft TN
Simple	15
Moderate	20
Complex	25
Advanced	30

Focused Level Crafts

Type (examples)	Craft TN
Simple	25
Moderate	30
Complex	35
Advanced	40

Increment

Each craft has a different increment. This determines how long it takes. This is mostly set by logic based on the examples given. You can also look up how long something usually take. The GM has the final say on this.

The base TN is based on the complexity. If you roll higher than the base craft TN you can spend some of the difference on reducing the increment. For each 5 points over you can lower the build time by 1/6 to a minimum time of 1/6 base time. On a failure you lose 1/6 of the time.

You can also increase the increment by up to two levels in order to decrease the craft TN by 5 each. So if you were working on something that would normally take a day with a TN of 35 so you take your time and take several days to make it a TN 30. You could take a week and have a TN of 25. Past that you are just procrastinating! The GM has final say over doing this. Some crafts don't make sense to do this with, such as taking a week to make several meals - everything would go bad by the time you serve it!

Half hour - simple cooking

Several hours - simple jewelry, complex cooking, simple leather working, painting

A day - Cooking a huge meal, complex jewelry, complex leather working

Several days - armor construction, simple woodworking

A week - Complex woodworking, simple stone work

Several weeks - Brewing, standard stone work

A month - Complex stone work, Simple house

Several months - Ship building, standard house

A year - Larger ship building, large house construction

Quality

Then you have levels of quality. You have to alter the quality TN intentionally. So if you want to just make a crude example of something as a test you could lower the TN by 5. If you want to make a Masterwork version of something than you need to add +15 to the TN.

Usually craftsmen will offset this increased difficulty by increasing the Increment.

Crude -5

Standard +0

Quality +5

Exceptional +10

Masterwork +15

Drive (Wit)

This covers ground vehicles and any vehicle that moves along the ground such as a hovercraft. It includes cars, trucks, construction vehicles, motorcycles, and ATVs.

Ranks

Trained (15): - You can drive normally.

Proficient (20): - You can drive faster than normally allowed. You can drive in somewhat dangerous conditions. Driving is a simple action. You can perform another simple or free action while driving but anything that you do will increase the difficulty level by one.

Focused (25): - You can drive offensively and defensively. You can drive in exceptionally dangerous conditions. You can perform another simple or free action while driving without increasing the difficulties.

Expert (30): - You are a stunt driver. You can perform two simple or free actions while driving.

Mastery (35): - You do things with a vehicle that the manufacturer will tell you is starkly impossible. You can perform three simple or free actions while driving.

Perks

Mechanic - You know a good mechanic.

Job - You have a job as a driver. It will provide you with a Medium Lifestyle.

Big Rig - You own a tractor trailer that you can use to make money. It will provide you with a Medium Lifestyle.

Flaws

Sunday Driver - You drive slowly and carefully, following all the rules.

Phobia of Speed - You are afraid of going fast.

Nervous Driver - If you make any failures on a drive roll you will stop and be too shaken up to drive for the rest of the day.

Speeder - You have a hard time making yourself slow down to safe speeds.

Backing Problems - You have a hard time backing up and you are more likely to hit things. +2 error when backing.

Scary Driver - You drive in such a way that you scare your passengers and other drivers. You may swerve into other lanes, not pay attention to the road, drive too fast for conditions, etc. +5 DC/+1 error when driving.

Drunk Driver - You always believe that you are sober enough to drive.

Angry Driver - You are easily angered when driving and you let it affect your driving. +5 DC/+1 error when driving angry.

Extremely Competitive - You always are racing with the cars around you, even if they don't know it. +1 error when driving.

Trained Aptitudes

Airboat - You know how to operate an air boat - a shallow boat propelled by a large fan. They are used in rivers and swamps.

Ambulance - You know how to drive an ambulance safely at higher than normal street speeds.

Amphibious Vehicles - You know how to drive amphibious vehicles and handle the beach driving.

Big Rigs - You know how to drive tractor trailers.

Construction Vehicles - You know how to drive large construction vehicles and use them.

Contragrav - You can drive a contragrav or repulsorlift vehicle. They must be available in your setting for you to have learned them. They have a certain amount of vertical movement but they operate primarily horizontally. If they have full 3d movement then the Pilot skill should be used instead.

Desert Driving - You know how to keep control of your vehicle in a desert.

Heavy Trucks - You know how to drive heavy trucks such as Humvees, APCs, etc.

Motorcycles - You know how to drive motorcycles.

Multiped Tank - These are large vehicles with several legs. This can be like the two legged walkers or have 8 legs or more. Most Mecha are covered by this.

Off Road Terrain - You are skilled at driving off road.

Pit - You know how to pit a car and drive it off the road. This only works on vehicles with wheels.

Power Boat - You can drive a power boat.

Tanks - You can drive a military tank.

Focus Aptitudes

Baby it - You can keep a car going as if it was at one damage level lower. On a critical it operates for the next round with no penalties.

Bootlegger's Turn - You can reverse your movement direction in one move action.

Combat Biker - You know how to fight while on your bike (or similar craft) and not fall off easily.

Evasion - You can spend a hero point to make your defense double until your next turn.

Icy Terrain - You can drive through ice without losing control.

Jump - You can jump your vehicle over a large obstacle. There must be the terrain to allow this.

Lane Dancer - You operate as if you were in one driving condition better.

Racing - You are trained to race and maneuver at very high speeds.

Recovery - You can recover control of your vehicle better than most.

Sideswipe - You know how to hit a car and do damage without crashing or doing major damage to your own vehicle.

Speederbike - You know how to drive a speederbike or a swoop. They slide in a way that can be hard to control if you don't know how.

Spinners - You know how to maneuver using spinner smart wheels in your cyberlimbs. You move like a street luge.

Steady Platform - You don't cause your passengers to take as much of a penalty for bad terrain. Half any penalties.

Stunt Driver - You know how to do stunts with your vehicle and not take damage yourself.

Mastery Aptitudes

Control Predator - You can control the actions of a predator in a chase and make them either hit things or fire at things for you.

Impossible Dodge - Your reflex actions to dodge also act to intimidate those around you. On a critical you can have the attack effect someone else, either directly or indirectly.

Impossible Stunt - You can make a stunt that should not be possible such as jump a car across a street from one building to another etc. Each critical gives you an extra effect.

Unstoppable Prey - You can be chased by several vehicles and can prevent them from coming close enough to stop you by using your terrain.

Driving/Condition Modifiers

Terrain

Open - main streets, dry open roads, little traffic or slow traffic. Open seas or a gently flowing river for water. (10)

Closed - Tight terrain, busy highway, busy streets, shallow water, light rapids, busy dock area. (15)

Crowded - Bad conditions, heavy woods, back alleys at night, heavy rapids (20/+1 error)

Tight - rush hour traffic, major storm, etc. (30/+2 error)

Driving faster than the conditions allow for (+5/+1 error)

Stunts

You can jump a vehicle. (+10/ +2 error)

You can fake an accident safely. (+15/+3 error)

You can flip a vehicle and land safely. (+20/+4 error)

You can spin a car and very lightly bump something out of someone's hands with a part of the car. (+25/+3 error)

You can spin a car, open a door, cause someone to sit down in it from standing and keep going. (+35/+3 error)

You can flip a vehicle, scrape something off the body, land safely and keep going. (+45/+4 error)

Engineering (Int)

This covers electrical, mechanical, robotic, and advanced engineering. It is a catch all. Most people would only have a few Aptitudes from this having to do with their specialty. There is a certain amount of overlap with the mechanical skill. Engineers learn some of the same thing but from a different point of view.

The tech level makes a difference on what you can make easily. Higher tech levels have tools that make it simple to make smaller and more detailed items. Design Aptitudes let you upgrade systems as well as create new ones. These are necessary to create new technologies in a lower tech level.

The Aptitudes are listed when the type of engineering first becomes available but they are all used at later tech levels so make sure and take Aptitudes from lower tech levels that would make sense for your character. For instance you need 'electronics' Aptitude for nearly everything during and after modern tech levels.

Basic: You have learned basic tools and safety. You can aid someone else. You know what tools do and what not to stick where (we hope!).

Trained: You can make basic mechanical or electrical repairs with the right equipment.

Proficient: You can work on your car's engine or your house wiring.

Focused: You can design or modify equipment to work in new ways. You can alter existing devices that you understand to perform functions that were not a part of its design. You can work on more advanced devices. You are an engineer and can organize others.

Expert: You lead large scale engineering projects. You design complex systems.

Mastery: You can create things that are normally not available until the next tech level.

Perks

Workshop - You have a medium sized workshop that you use to work on ideas and inventions.

Job - You have an engineering job. It will provide you with a Wealthy lifestyle.

Flaws

Art only - You won't use this skill as a profession.

Difficult to Work With - You are difficult to work with other engineers. You may be focused on different things or have odd habits when working but you rub other engineers the wrong way.

Elitist - You are a snob about engineering.

Extremely Competitive - You will compete with other engineers as often as you can.

Leader or Nothing - You refuse to follow others. If you are not in charge of a project then you are not interested.

Obsessively Original - You never want to do what others are doing, even if you could make money at it.

Paranoia - You believe that others are trying to take your secrets.

Perfectionist - You get rid of any work that you do that is not perfectly made.

Recreationist - You are only interested in recreating the work of a particular culture and time period.

Secretive - You don't want anyone to learn the secrets of how you do your style. You can be rude about it.

Special Occasions - You only make things for special occasions or people. This is common among Masters.

Unoriginal - You only copy others and make the same thing over and over.

Unprofessional - You are unprofessional at work.

Shield Era

Trained Aptitudes

Bridging - You can build a bridge to get equipment and vehicles across.

Mining - You know how to extract ore from the ground.

Castle Design - You know how to design a castle so that it will be able to withstand a siege.

Siege Machinery - You know how to build, maintain, and transport siege machinery of various types.

Gunpowder Era

Trained Aptitudes

Bridging - You can build a bridge to get equipment and vehicles across.

Mining - You know how to extract ore from the ground.

Castle Design - You know how to design a castle so that it will be able to withstand a siege.

Siege Machinery - You know how to build, maintain, and transport siege machinery of various types.

Focused Aptitudes

Civil Engineering - You know how to design dams, bridges, roads, and other structures.

Demolitions - This lets you do major damage to structures

Environmental Engineering - You know how to design water treatment, sewage treatment, and recycling plants.

Firearms Engineering - You know how to design various kinds of firearms.

Mining Engineering - You know to design and set up mining operations

Structural Engineering - You know buildings should be put together as well as how to take them apart.

Electrical Age

Trained Aptitudes

Bridging - You can build a bridge to get equipment and vehicles across.

Drafting - You can draw and read engineering blueprints.

Electronics - You know how to work on electronics systems.

Mining - You know how to extract ore from the ground.

Improvised Munitions - This lets you create explosives out of ordinary stuff.

Focused Aptitudes

Civil Engineering - You know how to design dams, bridges, roads, and other structures.

Communications Engineering - You know how to set up various kinds of communications systems for a vehicle or area.
TL 6+

Demolitions - This lets you do major damage to structures

Electrical Engineering - You know how to design electrical systems for buildings, etc.

Environmental Engineering - You know how to design water treatment, sewage treatment, and recycling plants.

Firearms Engineering - You know how to design various kinds of firearms.

Industrial Engineering - You design factories

Materials Engineering - You know how to design new materials

Mechanical Engineering - You know how to design new mechanical systems such as motors, AC systems, vehicles, etc.

Mining Engineering - You know to design and set up mining operations

Nuclear Engineering - You know how design and build nuclear fission plants and weapons

Radar Systems Engineering - You know how to set up a Radar System to cover a nation. Late TL 6+

Salvage - This covers pulling equipment from other ships without damaging them more.

Security Systems Design - You can design a good security system as well as see problems in it.

Steam Engineering - You know how to design a steam engine

Structural Engineering - You know buildings should be put together as well as how to take them apart.

Submersible Engineering - You know how to design various kinds of submersibles including full submarines.

Submersible Mechanic - You can work on small and large submersibles.

Transportation Engineering - You know how to design transportation systems for a major city.

Vehicle Armorer - You can repair and augment the weapon systems of a vehicle.

Warheads - This lets you deal with complex missile and torpedo warheads

Information Age

Trained Aptitudes

Bridging - You can build a bridge to get equipment and vehicles across.

CADD - You can design blueprints on a computer. Replaces drafting.

Carpentry - You know how to frame and build a house.

Demolitions - This lets you do major damage to structures

Drafting - You can draw and read engineering blueprints.

Electronics - You know how to work on electronics systems

Improvised Munitions - This lets you create explosives out of ordinary stuff.

Mining - You know how to extract ore from the ground.

Focused Aptitudes

Civil Engineering - You know how to design dams, bridges, roads, and other structures.

Communications Engineering - You know how to set up various kinds of communications systems for a vehicle or area.

Electrical Engineering - You know how to design electrical systems for buildings, etc.

Environmental Engineering - You know how to design water treatment, sewage treatment, and recycling plants.

Firearms Engineering - You know how to design various kinds of firearms.

Industrial Engineering - You design factories

Materials Engineering - You know how to design new materials

Mechanical Engineering - You know how to design new mechanical systems such as motors, AC systems, vehicles, etc.

Mining Engineering - You know to design and set up mining operations

Nuclear Engineering - You know how design and build nuclear fission plants and weapons

Orbital Spacecraft Engineering - You know how to design various kinds of early spacecraft and space stations.

Radar Systems Engineering - You know how to set up a Radar System to cover a nation.

Security Systems Design - You can design a good security system as well as see problems in it.

Steam Engineering - You know how to design a steam engine

Structural Engineering - You know buildings should be put together as well as how to take them apart.

Submersible Engineering - You know how to design various kinds of submersibles including full submarines.

Transportation Engineering - You know how to design transportation systems for a major city.

Vehicle Armorer - You can repair and augment the weapon systems of a vehicle.

Warheads - This lets you deal with complex missile and torpedo warheads

Stellar Era

Trained Aptitudes

Asteroid Mining - You know how to mine for materials on an asteroid. Cyber Age +

Assembler Design - You know how to create and modify designs for an assembler.

See Lower Tech Trained Aptitudes for more Aptitudes

Focused Aptitudes

AI Engineering - You know how to design the hardware for an AI system. This is related to Cybernetic Engineering.

Biomedical Engineering - This covers engineering hospitals.

Computer Engineering - You know how to design computer systems.

Cybernetic Engineering - You know how to design cyberware for humans and androids

Cybernetics Repair - You can repair cybernetics. Cyber Age+

Fusion Engine Design - You know how to design working fusion engines including Plasma Torch Drives.

Fusion Torch Spacecraft Engineering - You know how to design various kinds of spacecraft and space stations for the Fusion Age. Fusion Age+

High Tech Sensor Engineering - You know how to design various kinds of sensors.

Hyper-cavitation Engineering - You know how to design a hyper-cavitation system.

Magnetic Delivery Engineering - This covers railguns, coilguns, and particle collectors.

Nuclear Fusion Engineering - You know how to design fusion power plants of many sizes.

Ocean Engineering - You know how to design structures in the ocean including wave motion power plants, colonies, and transportation systems.

Power Armor Engineering - You know how to design power armor. This is a cross between Cybernetic and Robotic Engineering.

Robotic Engineering - You know how to design complex robotic systems such as multipied tanks.

Interstellar Ages

Trained Aptitudes

See Lower Tech Trained Aptitudes

Focused Aptitudes

Artificial Gravity Repair - You know how to repair the Artificial Gravity, which uses Gravitic Tech, on a spacecraft.

Contragrav Repair - You know how to repair the contragrav drive on aircars, speederbikes, landspeeders, and shuttles

Force Field Systems Repair - You know how to repair the shield's systems.

FTL Sensors Repair - You know how to repair the FTL sensors on a starship, space station, or a listening post

Gravitic Drive Repair - You know how to repair a Gravitic Drive System. Gravitic Age+

Inertial Compensator Repair - You know how to repair the compensators on a spacecraft.

Starship Power Systems Repair - You know how to repair the power systems on a starship.

FTL Communications Engineering - You know how to design various kinds of FTL communications systems using hyperspace relays.

Gravitic Engineering – You know how to design Contra-gravity Engines, Artificial Gravity Fields, ID Drives, and various other Gravitic control technologies.

Hyperdrive Engineering – You know how to design various kinds of Hyperdrives.

Starship Engineering – You know how to design a starship.

Terraforming – You know how to design and alter ecosystems on a planetary scale.

Zero Point Engineering – You know how to design a zero point engine or module.

Intergalactic Era

Trained Aptitudes

See Lower Tech Trained Aptitudes

Focused Aptitudes

Antimatter Power Systems Repair – You know how to repair the antimatter power systems for a ship or station

Stargate Repair – You know how to repair a wormhole control device

Temporal Systems Repair – You know how to repair a time machine

Transporter Repair – You know how to repair a transporter or replicator

Warp Drive Repair – You know how to repair the Warp Drive on a starship

Mastery Aptitudes

Antimatter Engineering – You can design Antimatter Power Systems.

Dimensional Engineering – You can design devices that not only bend spacetime but exist in unusual spacetime states

Emotional Focus Engineering – You can design devices that are powered and focus the power of an emotion.

Stellar Engineering – You can design devices to rearrange star systems and alter stars. At TL 24+ this includes Black Holes

Stellar Scale Civil Engineering – You can design Dyson Spheres, Ringworlds, and Planetary Scale Starships.

Temporal Engineering – You can design time control devices.

Transporter Engineering – You can design a matter relocation transporter as well as replicators.

Warp Drive Engineering – You can design gravitic warp drive systems such as the Star Trek Warp Drive.

Wormhole Engineering – You can design devices that open and control wormholes such as the Stargates

General Mastery Aptitudes

Miracle Worker – Repair times down by $\frac{1}{4}$.

Innovator – You can create new innovations on designs.

Multifunction – You tend to design things so that one system can do multiple things. This will reduce the overall build times by $\frac{1}{10}$.

Hardy – You tend to design things to be very hardy and be able to take a lot of damage. This will increase the overall build time by $\frac{1}{10}$.

Realign – You are good with taking existing equipment and using it for a different use than normal. This can give you a new piece of equipment temporarily. It will be more fragile in construction and you will not have access to whatever that equipment used to do until you put it back together.

Rewire – You are good with switching power from one place to another to keep systems going when they lose power.

Rig Up – You can put some gear together from various parts. It will not stand up to any kind of punishment and will only work a few times.

Safety First – You put safety first when working on a project. This will reduce the possible injuries in case of a botch.

Engineering Check

Basic: You have learned basic tools and safety. You can aid someone else. You know what tools do and what not to stick where (we hope!).

Trained: You can make basic mechanical or electrical repairs with the right equipment.

Proficient: You can work on your car's engine or your house wiring.

Focused: You can design or modify equipment to work in new ways. You can alter existing devices that you understand to perform functions that were not a part of its design. You can work on more advanced devices. You are an engineer and can organize others.

Expert: You lead large scale engineering projects. You design complex systems.

Mastery: You can create things that are normally not available until the next tech level.

Action Points

Once you are trained in engineering you can spend action points to build or modify your own gear. You have to have a Aptitude in relation to the object you are trying to build or modify. You also need time and materials to do this. Most of the time engineering is not a combat action, however you can jury rig something or temporarily repair something during battle to keep everything going for a moment. This is a great use of action points.

Action points do not let you create something out of nothing or create something outside of the tech level. You can use them to create something temporarily or modify something to function a little better for a scene. You can give a bonus

to an item of a +1 per action point that you spend. You can't raise a bonus greater than your rank bonus to any object. So if you have a +4 from Trained then you can't add more than +4 to an item. This will only last one scene of use. If you store it away it will break down to a normal device within a few days so it is best to use the item soon after modifying it.

You don't need action points to do everything in engineering. Just think of it as a temporary boost.

You can get an action point for a well thought out technical solution or plan, speaking in technobabble in an understandable way, or pursuing technical hobbies or projects.

Solitary Projects

Most repair work and inventions are more solitary work so any problems may not be noticed until later.

Error Effects

Attempt – You have a problem that is a bit beyond you. You need to do some research or get the help of a more skilled Engineer. If you are working on an invention then you can lower the DC by 5 on a re-roll once.

Failure – You are not successful. Try again.

Complication – If you are repairing something then the repair has failed and you have messed up a connected system. If you are designing something then you are stuck and someone will need to help you figure out the problem.

Botch – If you are designing something then it has a flaw in it that will cause problems but you don't know it yet. If you are repairing something then the system messes up worse. If it is dangerous to work on then you may take damage. It may shut the whole system down as a result. It depends on the nature of the system you are working on.

Team Projects

Larger engineering projects are going to have a lot of people involved in it. They will notice problems with each other's work so a failure isn't so much of a problem. However a botch means that you have a hidden flaw in your design.

Error Effects

Attempt – You have figured out a part of the solution but you need help.

Failure – You just don't know. The others will have to help you.

Complication – You have made a mistake that the others will have to help you fix.

Botch – You have made a mistake that no one will notice until much later.

Tools

To do large scale work or construction you need a workshop of the same size or larger than the object being worked on. You can have a smaller set of tools to work on some part of the device or for minor repairs. A tool shop can cover multiple types of repairs and be shared by several people.

You can spend an action point to do something without the right tools or a minimum amount of tools. You can reduce your error range by 1 per point to a minimum of 1.

Battlefield Repairs (req: Focused)

Sometimes you have to get something going even though it has taken a beating. Once you get through this you tell that device that you PROMISE to fix it correctly. Otherwise you are likely not to make it.

Battlefield repairs are a great use of Action Points. Each point will reduce the effective damage to a system by one level temporarily. Once the combat or dangerous situation is over then the systems will probably stop working again. Of course you can't use this on a destroyed system.

You still have to make your DC for your roll. If you fail you don't lose your action points unless you are using them to lower your DC or your error range. You must have a Aptitude that relates to what you are repairing. Each critical will actually repair that damage.

Jury Rig (req: Focused)

You can modify equipment to work in some new way temporarily by spending an action point. You can jury rig anything within your tech level and within your understanding (see science checks). You must have a Aptitude that relates to what you are modifying.

Full Repairs

The time a full repair takes depends on the damage level and the scale of the device. You have to have the facilities in order to fully repair something. Repair times are listed per damage mark. So if you only have some light damage it should be fairly quick but if you have moderate damage or more then everything takes longer.

General Repair Times by Scale

Scale	Light Damage Repair	Moderate to Serious Repair/+1 error	Heavy Repair/+2 error
1-4	DC 15/five minutes/1 crew	DC 20/1 hour/1 crew	DC 30/1 day/1 crew
5-7	DC 15/15 min/1 crew	DC 20/4 hours/2 crew	DC 30/2 days/4 crew
8-9	DC 20/20 min/1 crew	DC 25/1 days/4 crew	DC 35/3 days/6 crew
10-12	DC 20/25 min/2 crew	DC 25/1.5 days/6 crew	DC 35/1 week/12 crew
13-15	DC 20/30 min/4 crew	DC 25/2 days/12 crew	DC 35/2 weeks/24 crew
16-18	DC 25/45 min/6 crew	DC 30/2.5 days/24 crew	DC 40/1 month/48 crew

19-22	DC 25/1 hour/12 crew	DC 30/3 days/48 crew	DC 40/2 months/96 crew
23-25	DC 25/2 hours/24 crew	DC 30/4 days/96 crew	DC 40/4 months/192 crew

Double hours = -10/-2 error

+1 crew = -1 error

-1 crew = + base time added again to total or spend Tech Point to negate

Scratch Built Construction

Devices are defined as simple, moderate, complex, or advanced when compared to the Tech Level that the person came from. You must have the raw materials available in order to build something. If you don't have the correct tools but you have some tools then you increase the DC by +5 and increase the time by 1 ½. For each 5 points over you can lower the build time by 1/6 to a minimum time of 1/6 base time. On a failure you lose 1/6 of the time. On a botch you destroy your work.

Electronics

Type (examples)	Craft DC	Time
Simple (timer or detonator)	15	1 hr
Moderate (radio direction finder, electronic lock)	20	12 hr
Complex (cell phone)	25	24 hr
Advanced (computer)	30	60 hr

Mechanical

Types (examples)	Craft DC	Time
Simple (tripwire trap)	15	1 hr
Moderate (engine component, light armor)	20	12 hr
Complex (automobile engine, 9mm automatic pistol)	25	24 hr
Advanced (jet engine)	30	60 hr

Structural

Types (examples)	Craft DC	Time
Simple (bookcase, false wall)	15	12 hr
Moderate (catapult, shed, house deck)	20	24 hr
Complex (bunker, domed ceiling)	25	60 hr
Advanced (house)	30	600 hr

Identify Technology Check

You understand enough engineering principles to identify unusual technology when you encounter it. You need to have at least some Aptitudes that relate to the device in order to make more than a guess. If it comes from a different tech level then it gets harder. The more alien the design is the harder it is to figure out. It makes a difference if you can see it working or see an example of it working. Having access to some sort of control panel helps.

There is a difference between identifying that a device does a certain thing and figuring out how it does it. In order to figure out how it does it you will need some Aptitudes relating to its function. If it is higher tech then you learned in then it will take a long time for you to figure out the details of how it works.

Once you identify it then you may need another skill to effectively use that device. Just because you figure out a medical device doesn't mean that you would be any good with it.

If you understand a device then you can possibly alter it. You would need to have a scientific background and an engineering background to make it do something unusual.

Salvage Check

First you have to make a search check for concealed items to find useful parts. If this is not familiar technology then you have to make Identify Technology Checks.

Security Systems

If you have the Security Aptitude then you can disable a security system. This is at least a complex action, maybe even an extended action, depending on the nature of the security system and how everything is spread out.

Disable Security Check

Device Type (Example)	DC
Cheap (home door alarm)	20
Average (store security camera)	25
High Quality (art museum motion detector)	30
High Security (bank vault alarm)	35
Extreme Security (area 51 motion detector)	40

Finance (Int)

This is your knowledge and skill relating to finance. At the low end you can run a business. As you progress you get into Wall Street. At higher levels you get into Politics.

If you are in a new area then you will be at a -5 until you have enough knowledge of the local market to take advantage of a deal. If you are in a deal that doesn't require any local information then it will not apply.

Ranks

Basic: You can keep up with your checks.

Easy (10) - You can balance your check book.

Moderate (15) - You can do your own taxes, as long as it is the simple form.

Difficult (25) - You can do your taxes with exemptions and all.

Trained: You can run a small business

Easy (15) - You can do the books for your business.

Moderate (20) - You can barter for goods.

Difficult (30) - Negotiate for a better price.

Proficient: You can understand the fine print in contracts.

Easy (20) - You can do the taxes for a small business.

Moderate (25) - You can do the taxes for a large business. You can raise capital for a small business.

Difficult (35) - You can do the taxes for a large corporation. You can raise capital for a large business.

Focused: You can hide money and investigate it.

Easy (25) - You can evade the local taxes with off shore accounts.

Moderate (30) - You can launder lots of money or discover laundered money.

Difficult (40) - You can trace complex finances of corporations.

Expert: You can negotiate for corporations on many issues.

Easy (30) - You can use your connections to ruin someone's credit and job prospects.

Moderate (35) - You can alter the price of a stock through stock manipulations. You can use your connections to ruin a small business.

Difficult (45) - You can manipulate Wall Street. You can use your connections to ruin a large business.

Mastery: You can manipulate entire economies

Easy (35) - Negotiate with hostile corporations

Moderate (40) - Negotiate with hostile governments

Difficult (50) - Change the attitude of someone who is stubborn or proud that is hostile to you to friendly

Perks

Business (2) - You have a business that provides you with high income.

Congressman (3) - You have control over a congressman.

Corporation (4) - You own a large corporation. This provides you with a Luxury lifestyle as well as resources to travel and do whatever you want.

Large Business (3) - You have a large business that provides you with a wealthy lifestyle.

Large Castle (3) - You own a large castle.

Large Yacht (2) - You own a large yacht.

Local Police (2) - You have control over the local police.

Local Politician (2) - You have control over a local politician.

Mansion (2) - You own a mansion

Personal Jet (3) - You own a small jet that you can use whenever you want.

Personal Plane (1) - You own a small plane that you can use whenever you want.

Skyscraper (3) - You own a skyscraper.

Small Shop - You have a small shop that sells something. This can be a focus of your finances or even a front.

Town (2) - You own so many businesses and properties in a town that you basically own it.

Flaws

Financial Elitist – You consider yourself better than others. You will only respect those that are also wealthy or good with finances.

Impractical – You grew up with wealth to the degree that you didn't pick up all the practical details that most people learn.

Lack Empathy – You have no empathy for the problems of others.

Transitory Wealth – You don't keep your wealth in long term investments and you tend to gain and lose your money often.

Trained Aptitude

Accounting – You know how to keep the books for a company.

Economics – You understand how economic systems and businesses work.

Stocks – You understand stocks and the stock market.

Tax Law – You understand tax law.

Trade – You are good with trading for goods and getting a good price for yourself.

Trade Guilds – You know how to trade within European guild rules and dealing with Trade Guilds.

International Economics – You understand economics on an international level.

Merchant – You know how to run a basic business.

Focused Aptitude

Bank Fraud – You know how to manipulate a bank to make money.

Counterfeiting – You know how to fake currencies to make money.

Currency Manipulation – You know how to manipulate the exchange rate of various types of currencies.

Embezzlement – You know how to misappropriate funds without getting caught (for a while at least).

Insider Trading – You know how to use insider information to make money on the stock market.

Investment Schemes – You know various cons to get people to invest their money so that you can take it.

Money Laundering – You can hide the source of a business' income.

Securities Fraud – You know how to make money on manipulating securities.

Stock Manipulation – You know how to manipulate stock prices and make money from this.

Tax Evasion – You know how to hide your income or run it through tax shelters.

Mastery Aptitude

Advanced Research – You can pay for a lab to do advanced research on some subject and keep the results secret.

CFO – You know how to run the finances of a multinational corporation.

Commandos – You have your own paramilitary corporate espionage commandos that you can use as security or assassins.

Intelligence Connections – You have connections and influence with the Intelligence community.

International Connections – You have access to the international levels of any connections you have. You can spend a social point in any country to have a contact there either through direct knowledge or through introduction.

Jail Proof – You know too many people to be allowed to stay in jail. People will try and get you out in order to protect themselves or in order to get favors from you.

Military Industrial Complex – Your companies are mixed with the government to such a degree that you are able to direct military actions from behind the scenes. You have military security clearance.

Propaganda – You can introduce some concept that at least some people will believe.

Finance Check

Ship Trade

If you are dealing with a situation with trade as a part of a campaign, you can use the Finance skill to deal with that. The check is meant to replace large and changing price tables that you may see in some games.

Some players will have the math or finance background to be able to handle this themselves, however the skill is there to show how good the characters are with finance. It also covers a lot of regulatory issues and chance of another trader bringing in something just before the PCs do which can devalue the trade.

The focus of the trade roll is do you cover your own costs to do this trade. The overhead of running the ship is abstracted in this system. If you are doing trade some of the time and some side quests then you are considered good for supplies during the trade missions and one more mission. If you make no money during the side quest then you need to do another trade in order to keep going. If you don't, you are operating at a deficit.

Your ship's or group's **Deficit** is a trait that operates similar to Wound Penalties. It increases the Target Number for certain rolls such as certain Finance rolls by +5 for each point of Deficit. It also increases the error range with your ship as you don't have the proper upkeep covered. NPCs are more likely to leave at this point. The GM will upgrade your Deficit as you go on without a successful trade. When you do get a successful trade then each boost decreases the Deficit by 1.

If you get an error with a Trade roll, then you end up with a new side quest caused by what you did in the trade. This could be others wanting your trade goods (this is people that specifically want those goods, not random pirates). It could be something hidden in the cargo. The trade will still be profitable, if you can make it to the trade point.

Influence (Pre)

Influence is the ability to persuade groups of people. It overlaps some with Persuasion. This also covers administration for certain groups, dealing with Bureaucracies, and connections for groups.

Ranks

Trained (15): Convince a group that you know a lot about a subject they don't know more about than you.

Proficient (20): Convince a group that you are an authority figure.

Focused (25): You can negotiate a deal with several issues.

Expert (30): You can negotiate for corporations on many issues

Mastery (35): You can negotiate with hostile governments

Perks

Good Reputation - You have a good reputation and people who know of it will tend to trust you.

Moderate Fame (2) - You are regionally known or known well by a specific sub-culture.

Famous (3) - You are well-known. People will go out of their way to help you.

Flaw

Compulsive Liar - You lie to people even when there is no reason to do so. Other people that know you will trust you less.

Honest - You can't make yourself lie.

Honorable - You will not use this skill to manipulate people.

Never Serious - You have a hard time staying serious and some people will think that you are not taking them seriously.

No Filter - You will say things when they come to mind, even if they are not appropriate.

No Sense of humor - You are not able to joke or understand jokes.

Socially Awkward - You are uncomfortable in social situations and you project that to others.

Try too hard - You try too hard to make people like you and this can drive them away.

Very Serious - You are very serious and you have a hard time relaxing around others.

Bad Reputation - You have a bad reputation and people who know of it will not trust you.

Infamous (2) - You are well-known for your dark deeds.

Trained Aptitudes

Attractive - You clean up nice.

Bragging - You are good at taking your exploits and turning them into a fairly true but entertaining story for others.

Bureaucracies - You know how to get things done in one.

Charity Administration - You know how to run a charity.

Charming - You are easy to get along with others and friendly.

Con Artist - You can convince someone to give their things to you.

Conflict Resolution - You are good at calming people down.

Control a Mob - You can raise "troops" at a moment's notice with a great speech.

Debater - You are good at winning arguments.

Diplomacy - You are good with opening a dialogue and acting as an agent of a group.

Etiquette - You know how to behave in polite company.

Gather Information - You are good at getting tips and listening to gossip on what you need to know.

Haggling - You know how to haggle for a better price.=

Intimidation - You know to get into someone's head and scare them without any physical threats.

Leadership - You know how to lead a group of people.

Manager - You know how to manage a store.

Military Procedures - You know how to deal with a military bureaucracy.

Oratory - You can persuade a crowd to listen to you.

Organized Crime - You know how to organize criminal operations.

Police Procedures - You know how to deal with a police bureaucracy.

Sargent - You know how to organize cadets and enlisted.

Small Business - You know how to run a small business.

Teacher - You can teach someone else any skill that you know.

Team Leader - You know how to manage and work with a team.

Focus Aptitudes

Banker - You know how to run a bank.

College Professor - You know how to deal with college level education.

Colony Administration - You know how to run a colony on another planet or continent, away from support.

Damage Control - You know how to organize and keep people going during a disaster.

Dictator - You can become a dictator in a smaller country and know how to run it.

Election Administration - You know how to run an election.

Health Care - You have business connections in the health care system.

Hospital Administration - You know how to run a Hospital.

Indoctrinate – You are trained in how to alter the beliefs of others.
Industrial Administration – You know how to run an industrial plant of some sort.
Industrial Connections – You have industrial business connections.
Inspire – You can tell a story that drives a group to greater than normal motivation (+2 if Focused, +4 Expert, +6 for Mastery)
International Connections – You have international business connections.
Large Business – You know how to run a large business.
Lobbying – You are skilled at manipulating politics.
Media Connections – You have business connections with the media.
Military Base Administration – You know how to run a military base.
Navy Ship Administration – You know how to run a Naval ship.
Politician – You know how to work the political game.
Propaganda – You know to spin information and get it out to people to make them think what you want.
Religious Administration – You know how to run a church organization.
Religious Fervor – You know how to get people riled up based on religious beliefs.
School Administration – You know how to run a school.
Space Station Administration – You know how to run a space station.
Starship Administration – You know how to run a starship.

Mastery Aptitudes

CEO – You know how to run a multinational corporation.
Flag Officer – You know how to run a large military organization.
Intelligence Connections – You have connections and influence with the Intelligence community.
International Connections – You have access to the international levels of any connections you have. You can spend a social point in any country to have a contact there either through direct knowledge or through introduction.

Linguistics (Int)

Each language is a Trained Aptitude and each language group is a Focused Aptitude. If you have a language then you can have a full conversation with a native speaker. Your Linguistics level reflects your general vocabulary level with any languages you speak, except your native language and that is reflected by your Academics level. You will have a conversational vocabulary only except with subjects you also have Aptitudes in. So if you have Economics and French then you can converse in French on specialized Economics subjects.

A roll is not needed to just have a general conversation with someone in a language that you know. You would need to roll to understand a thick accent, strange dialect, or read something more in depth. You can roll to try and understand something in a group that you know or if you know a related language you can try and figure out what they are saying.

Error Effects

Attempt – You sort of understand what they are talking about and you can sort of get your meaning across to them.

Failure – You have no idea what they are saying.

Complication – You believe that you understand what they are talking about but you are wrong. This will lead to delays or embarrassment.

Botch – You believe that you understand what they are talking about but you are wrong. This will lead to a dangerous situation. You could have insulted them badly or you could have asked them to lead you into a danger.

Flaws

Flaw – Narrow Focus – You are only interested or know words in other languages related to a specific subject, such as Martial Arts. This means you can't actually hold much of a conversation outside of that subject.

Flaw – Accent – You have an accent that you can't seem to get rid of. Everyone will know that you are not a native immediately.

Major Flaw – Written Only – You only know how to read and write in other languages. You can't hold a conversation in any of them. This is common when covering ancient languages.

Major Flaw – Spoken Only – You only know how to speak other languages. You can't read anything in them beyond a few words. This is common among native when learning neighboring languages.

Major Flaw – Mute – You can't speak at all but you can understand languages.

Major Flaw – Deaf – You can't hear at all but you can read, write, and read lips.

Flaw – Academic Learning Only – You have a hard time with anything outside of text book use of a language. Dialects and heavy accents totally throw you.

Flaw – Stutters – This can make it hard to understand you in another language.

Trained Aptitudes (examples)

American Sign Language
Ancient Egyptian
Arabic

Japanese
Korean
Latin

Bengali
English
French
German
Greek
Hindi
Italian
Japanese

Mandarin
Persian
Portuguese
Punjabi
Russian
Spanish
Sumerian

Focused Aptitudes

Afroasiatic Languages – North Africa to Horn of Africa, and West Asia

Altaic Languages – Combination of Turkic, Mongolic, and Tungstic families

Austroasiatic Languages – mainland Southeast Asia

Austronesian Languages – Oceania, Madagascar, maritime Southeast Asia

Cryptography – You understand patterns of language and can use this to decipher codes.

Dravidian Languages – South Asia

Good Ear – You can understand the gist of what a person is trying to say even if you don't have that language.

Indo-European Languages – All over the world

Japonic Languages – Japan

Native American Languages – North and South America

Niger-Congo Languages – Sub-Saharan Africa

Sino-Tibetan Languages – East Asia

Sound like a Native – You can sound like you belong in a culture based on a language you know.

Tai-Kadai Languages – Southeast Asia

Xenolinguist – You have studied some alien languages. (only if available)

Mastery Aptitudes

Non-humanoid Languages – You are studied in languages that have no connection at all with any humanoid speech pattern. You can pick them up and communicate in them even if it would take a device to actually make the sounds.

Quick Ear – You can understand and learn a language through conversation over a weekend.

Linguistics Check

Each language is a Trained Aptitude and each language group is a Focused Aptitude. If you have a language then you can have a full conversation with a native speaker. Your Linguistics level reflects your general vocabulary level with any languages you speak, except your native language and that is reflected by your Academics level. You will have a conversational vocabulary only except with subjects you also have Aptitudes in. So if you have Economics and French then you can converse in French on specialized Economics subjects.

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Botch – You believe that you understand what they are talking about but you are wrong. This will lead to a dangerous situation. You could have insulted them badly or you could have asked them to lead you into a danger.

Decipher Script

If you know a connected language then you can try and figure out what the script says, otherwise it is a research check.

Error Effects

Attempt – You have made some progress with deciphering it but you still can't translate it. You can re-roll this once with a -5 to the DC. Otherwise you need more information.

Failure – You have no idea what it is saying.

Complication – You believe that you understand what it says but you are wrong. This will lead to delays or embarrassment.

Botch – You believe that you understand what it says but you are wrong. This will lead to a dangerous situation.

Cryptography

If you are trying to decipher an encrypted communication then you must make a Linguistics check based on the difficulty of the encryption.

Error Effects

Attempt - You have made some progress with deciphering it but you still can't translate it. You can re-roll this once with a -5 to the DC. Otherwise you need more information.

Failure - You have no idea what it is saying.

Complication - You believe that you understand what it says but you are wrong. This will lead to delays or embarrassment.

Botch - You believe that you understand what it says but you are wrong. This will lead to a dangerous situation.

Lore (Int)

This covers knowledge of the cultural stories of a specific people. Most of the time people will have one Aptitude relating to the study of their religious traditions. Archaeologists and Anthropologists study many different cultures. This can also cover some of the information that Hunters are following. This is also a common subject for Wizards and Bards to learn about. Often this information is passed down orally. This skill does not require that you can read.

These are stories about the following subjects. How correct they are is up to the GM. Don't assume that you know actual information about a creature you encounter just because you know a lot of stories about them.

Flaws

Flaw - Misinformed - You believe that you have knowledge of subjects that you actually do not.

Flaw - Must be right - You have to be right about your knowledge in front of others.

Flaw - Babbles - You spew out so much information on the subject and around the subject that you irritate people.

Flaw - The Only Truth - You believe that one of these lores is the truth about the world and you are hostile about it.

Flaw - Spread the word - You believe that you must spread the word about one of these lores.

Trained Aptitudes

American Lore - You know stories about early America.

Arthurian Legends - You know legends of King Arthur and Round Table.

Asatru - Norse Paganism, the religion that the Vikings followed

Buddhism - Buddha and his teachings

Celtic Lore - You know the legends of the Celts.

Christianity - Christ and his teachings

Confucianism - You know about the lore of Confucius.

Egyptian Lore - You know the legends of the Egyptians.

Greek Lore - You know the legends of the Greeks.

Hearth Lore - You know the stories and legends of the woods. You know some basic herbs and poisonous plants.

Heraldry - You know the various flags and banners of different groups.

Islam - Mohammad and his teachings

Judaism - Jewish religion

Medical Lore - You know a lot of lore about various medical practices.

Native American Lore - You know the stories and beliefs of various Native American Tribes.

Nordic Lore - You know the Eddas and Sagas of the Norse.

Ocean Lore - You know the stories of the sailors.

Roman Lore - You know the legends of the Romans.

Taoism - Chinese religion about balance

Tribal Lore (by Tribe) - You know the lore of a specific tribe very well.

Underground Lore - This is lore about cave dwelling creatures and dangers.

Voodoo - African diaspora religion

Wicca - modern witchcraft

Woodland Lore - This is lore about various forests.

Zoroastrianism - ancient Persian religion

Focused Aptitudes

Ancient Religious Lore - You know the old lore of many ancient religions.

Angelic Lore - You know lots of lore about Angels.

Cryptozoology - You know lots of lore about strange creatures and monsters.

Demonology Lore - You know about various kinds of demons.

Fairy Lore - You know the lore of the Fey.

Ghost Lore - You know the lore about ghosts.

Greek Prophecies - You know the Prophecies of the Greeks.

Herbal Lore - You know the magical properties of many Herbs.

Hermetic Lore - You know lots of lore about Hermetism.

Jewish Prophecies - You know the Prophecies of the Jews.

Shamanic Lore - You know lots of lore about Shamanism.

Spirit Lore - You know the lore about different kinds of spirits.

Taoist Lore - You know the cosmology and magical practices of the Taoists.

Urban Legends - You know stories about various locations with hauntings and sightings of various kinds.

Vampire Lore - You know basic lore about vampires. You have read lots of books and seen a bunch of movies.

Voodoo Lore – You know the traditions of Voodoo.

Werewolf Lore – You know basic lore about Werewolves. You have read lots of books and seen a bunch of movies.

Witchcraft Lore – You know the lore about Witches.

Mastery Aptitudes

Hidden Treasures – You know where treasures relating to the lores you know may be hidden. You can use this skill to figure out the clues.

Knowledge Check

Which Aptitudes you have makes a lot of difference for knowledge check. You need a Aptitude to make a specific or obscure knowledge check. You can make a Basic Knowledge Check without a specific Aptitude but the difficulty will be higher.

The GM can ask his players to make a knowledge check about specific knowledge. They set the DC for the PC to know some specific knowledge and give them more information based on the margin of success. They can also have the player make an open ended roll and tell them information based on how well they roll.

Often times you don't need to roll for a knowledge check if you have the Aptitude then you are assumed to know the basics of that Knowledge type. For instance if you have the Aptitude for Economics then it is assumed that you know how Economics works. You would only need to roll to know about a specific Economist, a lesser known economic theory, or the economic details of a specific nation.

If you have more than one Aptitude that would apply to a knowledge check then for each one past the first one lower the DC by 5. Confirm this with the GM first. The GM has final say about what applies to a knowledge check. This cannot drop the DC below 10.

Easy (15) - Basic Knowledge Check w/ Aptitude, Area Knowledge Check

Moderate (20) - Basic Knowledge Check w/o Aptitude, Specific Knowledge Check (requires Aptitude)

Difficult (30) - Obscure Knowledge Check (requires Aptitude)

Very Difficult (40) - Very Obscure Knowledge Check (requires Aptitude)

Basic Knowledge – This is a few sentences worth of information.

Specific Knowledge – This is basically wikipedia or an encyclopedia type of information. You know a lot of individual facts.

Obscure Knowledge – This is the kind of information in science journals and archeology journals, etc. It is information that a person very focused in the subject would find interesting but a person would need a lot of context to even understand. It might be the personal habits of someone involved in the subject or a specific place that a finding was discovered.

Very Obscure Knowledge – This would be something that would be very hard to find and not in the common books or websites. You can even limit this to finding out a certain person is needed to answer the question.

Margin of Success

0 – Basic General Information

+5 – Minor additional details

+10 – Details that connect to your situation

+15 – Through back story and details, major details

Limits

You can't re-roll a knowledge check. Either you know it or you don't.

Error Effects

Attempt – You don't know it but you have a good idea of where to look for that information.

Failure – You just don't know it.

Complication – You think you know it but you are remembering wrong. However the information will just delay you, not hurt you.

Botch – You remember wrong but this information will put you into a dangerous situation somehow.

Research Check

You can make a research check to find out something that you don't know. If you have a Aptitude that relates to the research subject then you can lower the DC by 5. Each research check takes up a time interval based on what kind of library you are using. It takes longer to use a card catalog then an Internet search. You can keep rolling as many times as you want to until you get it but it will take up an interval each time. If you get a Margin of Success of +10 then you can spend that Margin to half the time interval.

If more than one person is doing the research then take the highest roll. If more than one has a Aptitude involving that subject then lower the time interval by a forth for each person past the first to a maximum of a forth.

On a critical half the research time. At most the research time can be a fourth of the interval.

Easy (20) - Basic Research Check

Moderate (30) - Specific Research Check

Difficult (40) - Obscure Research Check (requires Aptitude)

Very Difficult (50) - Very Obscure Research Check (requires Aptitude)

Margin of Success

0 - Basic General Information

+5 - Minor additional details

+10 - Details that connect to your situation, Half the research time

+15 - Through back story and details, major details

Research Check Time Intervals

Source	Basic	Specific	Obscure	Very Obscure
Primitive Scroll Library	1 hour	2 hours	1 day	4 days
Card Catalog Library	30 minutes	1 hours	4 hours	1 day
Modern Internet	1 minute	10 minutes	2 hours	10 hours
AI Based Search	1 round	2 rounds	1 minute	1 hour

Limits

Research checks are limited by the library you are using. If you are using a public library then you can only find out about general subjects (not arcane subjects) and only up to specific details - no obscure facts. A scroll library will be focused mostly one subject unless it is a very large one. It will not have any obscure information unless it is specific to that subject (arcane lore, etc.). Each library will have a focus to it based on the interests and access of the people who put it together. This is represented as if the library had a skill rank and a series of Aptitudes. You can look up anything within that focus and rank difficulties.

If the library is specific to that subject then the GM needs to decide if the information is there in the first place. He is not obliged to tell the player that the information is not in there until after 4 intervals or if they make a critical success.

Here is an example library:

Library (F): Ancient Religious Lore, Angelic Lore, Archaeology, Egyptian Lore, Hermetic Lore, Religion, Ancient Languages, Demonology Lore

You could look up Focus level questions in any of these subjects, so nothing with a DC over 35.

Error Effects

Attempt - You don't know it but you have a good idea of where to look for that information. This roll only takes up half the interval.

Failure - You can't find it.

Complication - You think you found the right information it but it is wrong. However the information will just delay you, not hurt you.

Botch - You think you found the right information it but it is wrong and it will put you into a dangerous situation somehow.

Martial Arts (Dex)

This covers hand to hand combat.

Flaws

Flaws - No cross study - You have no experience with other styles so that you are -5 to defend against them.

Flaws - Arrogant - You think that your style is the best and you tell everyone.

Flaw - One Style - You refuse to learn any aptitudes that do not belong to your chosen style.

Major Flaw - Choreographed only - You "know" a lot about martial arts but you are no good in actual combat. You can't actually use this in combat but you could do well in a tournament.

Flaw - No Grappling - Your training did not include fighting grapplers. You can't take any grappling related aptitudes.

Flaw - Telegraph - After the first round or if someone watches you fight someone else then they have a +5 to defend against you.

Flaw - Rage - If you get angry or frustrated you lose control and can only do heavy linear attacks.

Flaw - Weak Side - You are poor at defending one side. If someone watches you enough then they can attack you and you will have a -5 to defend.

Trained Aptitudes

Bound Fighting - You can fight even with your hands bound. This can include head butting and shifting your shoulders. Can be used as a counterattack/interrupt versus Control Limb.

Close Fighting - You are trained to use knee strikes and elbows in grappling range. Without this or Grappling Basics you are flatfooted in grapple range.

Disarm - You are trained to take weapons away from others.

Grapple Basics - You know how to fight in grapple range. This includes wrestling, head locks, etc.

Ground Fighting - You are not flatfooted when prone.

Implanted Blades - You know how to use cybernetic blades, including retractable blades.

Joint Lock – You lock someone into a joint lock. The penalty to their defense is your margin of success. You can re-roll this and replace it with a better roll as another action. Can be used as an interrupt/counter. You can use this as a control action as well and move your target around. Can use as a disarm and/or setup.

Kick Basics – You can kick someone. You can also push them back. On a critical you can knock them down.

Knife Hand – You have a bashing AP equal to your Wits.

Negate Disarm – You are trained to better keep a weapon in combat.

Rooting – You can negate knock back and make yourself difficult to move or throw.

Soft Throw – You can throw someone so that they will take no damage but are knocked prone.

Sweep Basics – You can trip someone with this attack.

Throw Basics – You can throw someone who attacks you. This is a counter and an interrupt.

Focused Aptitudes

Body Shield – You can grapple with someone and twist them in a way that they take any damage from external attacks instead of you.

Chain Kick – This is a series of quick kicks. Burst x Dex. Setup attack.

Chain Punches – This is a series of quick punches. Burst X Dex. Set up attack.

Control Limb – As long as you maintain contact with their limb you prevent them from using it effectively. They are basically blocked at the source. You can use this as a setup. If you block both of their limbs with two counters then you are binding on arm in the way of another. Then when you strike they can't block. Use their flatfooted defense for that next strike.

Disable Limb – This is a bashing hit location attack to stun or damage a limb. This can be from a joint lock or a strike.

Disable Senses – This is a bashing hit location attack to the eyes or ears to disorient the target. This can be used as a critical effect.

Dragon Tail Kick – This is a more advanced sweep. It can be used as a counter/interrupt if you are being kicked. You can also use this as a critical. You can spend a boost to make it stun.

Heavy Strike – This is a finishing move that does a base moderate wound threshold + str and can take all the bonuses from setup in this round.

Heavy Throw – This is a finishing move throw that does base moderate wound threshold + str and can take all the bonuses from setup in this round.

Lethal Strike – You can strike in such a way as to do lethal damage instead of bashing.

Penetrating Strike – On critical ignore target's armor. This only works if it is not full armor.

Redirect – You redirect a melee attack, a martial arts strike, a tackle, or a ranged weapon in grapple range into a wall or another target. This can come from a joint lock setup or as a part of an Throw.

Setup Strike – This is a standard attack that is used to setup a target for another attack.

Stunning Strike – On critical cause the target to be stunned.

Vitals Strike – A critical causes your base damage to be based on one level higher. Strikes are normally equal to light damage threshold + str. This will move it to moderate. On a heavy strike or throw this would move it from moderate to serious.

Mastery Aptitudes

Blade Catcher – You can block melee weapons barehanded.

Defensive Circle – Anyone attacking you in your circle with melee or martial arts attacks does not cause you to cascade defense.

Destroy Limb – The limb will require medical attention to recover (or surgery if you do enough damage). This is a critical on a disable attack.

Disabling Counter – You block with jarts and fist catches. This interrupts and causes 2 bashing to the attacker's hand or foot unless they have Hardened Limbs. On a complication they take 4 bashing instead of 1. On a botch they break their hand or foot. This is negated by having the same feat.

Instant Kill – You know how to kill in one strike. This can be snapping someone's neck or striking a pressure point or something. This is a critical. This depends on your ability to do this action. If you are facing someone a size larger, tougher, or without vitals then you can't do this.

Martial Arts Module

Base Hand to Hand Damage = Str + light wound threshold of attacker + Margin of Success
Hand to Hand attacks have no penetration rating. Toughness applies fully to those attacks.

Martial Arts is the systematic application of unarmed combat.

Ranks

Default – You may make one complex action attack per round

Basic – You can fight without injuring yourself more than your opponent. You know how to properly punch and kick. You may make one simple action attack per round

Trained – You know how to block strikes effectively. Your Martial Arts acts as an additional Defense rating to be applied vs Hand to Hand attacks. You may make two simple action attacks per round

Proficient - You have been training much of your time.

Focused - You can perform more complex martial arts actions. You may make three simple action attacks per round

Expert - You are extremely an impressive fighter.

Mastery - You can disable or kill with very minimal actions. You may make four simple action attacks per round

Strikes

You can choose to make several Light Strikes or a single Heavy Strike:

Light Strike - Light Strike takes a single action and does a base Light damage for that creature. So if you are a Standard Medium creature like a Human then you do your base damage. You can only do Burst attacks with Light Strikes.

Heavy Strike - Heavy Strike takes a complex action and does a base Moderate damage for that creature. If you are a Standard Medium creature then you do 5 + your base damage. This can make the difference in getting past some character's defense. You can only do Smash attacks with Heavy Strikes.

Error Effects

Attempt - Your target will have to defend from that even if it would not have hit.

Failure - You missed and it does not count against their defense.

Complication - You have missed badly and put yourself in a bad position. Your turn ends now and you are flat-footed to your next turn.

Botch - You have injured yourself somehow. This could be on the limb that you are attacking with or you twisted your knee or hurt your back. Take 1 bashing damage. Your turn ends now and you are flat-footed to your next turn. You also fail in any attempts to intimidation right afterwards.

Bound

If your hands or feet are bound then you are limited in the actions you can take. If your legs are bound then you cannot kick. If your hands are bound you cannot punch. The exception to this is if you have a Aptitude that allows it or you do a stunt that shows how you could attack while bound. You can do short and mid-range blocking with your hands bound in front but not in back. You can't do any long range attacks or blocks when bound. You can grapple with a -5 if your hands are bound in front.

Hit Location Effects

A bashing damage attack to a hit location can cause extra effects beyond simple damage if the damage goes into serious. On a limb it will disable the limb causing it to be unavailable for the rest of the combat. On a vitals strike hit location increase the threshold base damage from light to moderate or from moderate to serious.

Knockdown

If you take enough damage that without armor you would have taken heavy damage or better then you take knockback. You get knocked back a few yards. If you take more than what would have killed you will be knocked back several yards. If you take a strike from someone with a strength bonus 3 greater than yours then you go back a yard for every point greater than yours + 3.

It's hard to knockdown or sweep someone who is stronger than you. In order to do so you must have a margin of success that is greater than the difference between your strength ratings. So if you have a +2 and you are trying to knock down someone with a +5 then you will need a margin of 4 to do so.

Knockback Attack

You can attack someone with the intent of knocking them back. You can make a push attack if you are trained in martial arts. A normal push will just make them go back a short step. If you are trying to send them flying then you must have a strength bonus 3 greater than they do, just like in normal knockback. They take half of your damage from the attack as distance in yards knocked back. So if you do 8 damage then they will go back 4 yards.

If they cannot continue on their own for the full length because of an obstacle then they take the remaining amount as damage (1 point per yard they didn't go). This can be used with a smash attack to upper cut and knock someone flying! On a knockback attack a critical can cause a knockout.

Smash

Smash attacks are attempts to smash your way through the defenses of your opponent. If your strength is higher than your opponent's strength then you can make a Heavy Strike and the difference in your Strength ratings will apply as penetration against that person. So if you have a +5 and your target as a +2 then you lower their Block Defense by 3. On a smash attack a critical can cause a knockout if the attack would not kill them outright.

Burst (Error +1)

A burst is a type of attack where the character releases a flurry of attacks at one target. The term comes from firing a burst from automatic weapons but this system expands it to include Burst Attacks in Martial Arts and Melee where the character attacks with rapid light strikes. This allows the quick attacks you see in movies without adding a huge number of extra attacks in order to do it.

A wide burst in martial arts terms would be an attack on several people within the 5 ft step reach of each other. Basically you hit a lot of people with one attack each. This could be some sort of sweep attack or a flurry of strikes. You would do the basic damage to each target within that reach. Your margin of success will determine the number that you can attack but you are limited to a maximum of eight people since that is the maximum that can actually face a single person at one time.

A narrow burst is a flurry of blows against one person.

Your Burst rating would be something like a +3. On a Narrow Burst this will increase your Margin of Success for Raises AND increase your attack's Penetration. On a Wide Burst just add your Burst Rating to your Accuracy. If you don't have a Aptitude that allows this then this attack type is just not available.

Interrupts

Some defenses will interrupt an attack if they don't have a certain feat. For instance someone blocking with an attack to the incoming attack is called a jart. This will injure the attacker so they stop the attack. Someone with a melee weapon can parry a martial arts attack as an interrupt as well, if they have a ready weapon.

If your defense is 5 points higher than the attack then the interrupt applies.

Example Martial Arts

These are some examples of various Martial Arts. Not everyone who practices that Martial Art will know all of this. Usually the Mastery level material will have fewer people with those feats. They may take a long time before they teach it or it could be something that takes a long time to fully understand. When learning a Martial Art focus on the trained feats at first and take them all before going higher.

Chinese Martial Arts

Most of the time Chinese Martial Artists learned several styles instead of just once style.

Bagua

This is one the traditional three internal styles of Kung Fu. It is a soft circular style that focuses on redirects and throws over strikes. Legend 14th Century+, Historical Records 1796 +

Martial Arts

Trained: Joint Lock, Soft Throw, Sweep Basics, Throw Basics

Focused: Redirect

Mastery: Defensive Circle

Chin Na

This is Chinese Hard Grappling and Joint Locks, usually taught along with other styles. TL 2+

Martial Arts

Trained: Disarm, Grapple Basics, Joint Lock, Sweep Basics

Focused: Disable Limb, Disable Senses

Resistance

Trained: Hardened Limbs, Pain Resistant

Focused: Pressure Points Resistant

Hsing-I

This is a linear internal style developed from spear fighting techniques. TL 3+ Legend, 17th Century+

Athletics

Trained: Acrobat, Breath Control, Break Fall, Kip Up

Martial Arts

Trained: Close Fighting, Joint Lock, Knife Hand, Rooting, Sweep Basics

Focused: Heavy Strike, Lethal Strike, Redirect, Vitals Strike

Mastery: Instant Kill

Hung Gar Kung Fu (Tiger-Crane Style)

This is a linear external style that focuses on physical conditioning and hard strikes. 17th Century +

Athletics

Trained: Acrobat, Breath Control, Break Fall, Kip Up

Martial Arts

Trained: Close Fighting, Kick Basics, Knife Hand, Rooting

Focused: Disable Limb, Heavy Strike, Vitals Strike

Mastery: Disabling Counter

Resistance

Trained: Hardened Limbs, Hard Head, Shake it off

Focused: Iron Shirt, Pain Resistant

Mantis Style Kung Fu

This is an external style that focuses on precise strikes with exotic fists to damage or incapacitate a large opponent. 17th Century +

Martial Arts

Trained: Close Fighting, Disarm, Grapple Basics, Joint Lock, Kick Basics, Knife Hand, Sweep Basics, Throw Basics

Focused: Chain Punches, Disable Limb, Disable Senses, Lethal Strike, Penetrating Strike, Redirect, Setup Strike, Vitals Strike

Mastery: Disabling Counter

Shaolin Kung Fu

This is the world famous style of the Shaolin Monks. 610 CE +

Athletics

Trained: Acrobat, Breath Control, Break Fall, Kip Up

Martial Arts

Trained: Close Fighting, Disarm, Grapple Basics, Ground Fighting, Kick Basics, Knife Hand, Throw Basics

Focused: Chain Punches, Chain Kicks, Disable Senses, Dragon Tail Kick, Heavy Strike, Lethal Strike, Penetrating Strike, Setup Strike, Vitals Strike

Mastery: Blade Catcher, Defensive Circle, Destroy Limb, Disabling Counter

Resistance

Trained: Hardened Limbs, Hard Head, Shake it off

Focused: Iron Shirt, Pain Resistant

Tai Chi Chuan

This is one of the traditional internal styles of China. 17th Century.

Athletics

Trained: Breath Control

Martial Arts

Trained: Grapple Basics, Joint Lock, Rooting, Soft Throw, Sweep Basics, Throw Basics

Focused: Control Limb, Redirect, Stunning Strike, Setup Strike

Mastery: Defensive Circle

Wing Chun

This is an external style that focuses on close fighting. 18th Century +

Martial Arts

Trained: Close Fighting, Disarm, Grapple Basics, Ground Fighting, Joint Lock, Kick Basics, Rooting, Sweep Basics, Throw Basics

Focused: Chain Punches, Control Limb, Penetrating Strike, Redirect, Setup Strike, Stunning Strike, Vitals Strike

Mastery: Disabling Counter

Japanese Martial Arts

Chinese Martial Arts came across during the Medieval period. The Japanese focused on specific techniques that were useful for their Samurai class. They primarily learned Jujutsu and Kenjutsu, but they also focused on Archery, Horsemanship, Spear, Naginata, Tactics, Leadership, and even learning to swim in armor.

Jujutsu

“the Art of Pliance” - This is a system of joint locks and grappling used by the Samurai for unarmed combat.

Martial Arts

Trained: Close Fighting, Disarm, Grapple Basics, Ground Fighting, Joint Lock, Sweep Basics, Throw Basics

Focused: Disable Limb, Heavy Throw, Redirect

Mastery: Defensive Circle

Resolve

Trained: Meditation, Bushido

Karate

“Open Hand Style” - This was used by the farmers of Okinawa for self defense. This came from a combination of Crane and Gorilla Style Kung Fu. Peasants were not allowed to own weapons so they would use farming tools as weapons, such as the Tonfas and the Sai.

Martial Arts

Trained: Close Fighting, Disarm, Grapple Basics, Joint Lock, Kick Basics, Knife Hand, Rooting, Sweep Basics, Throw Basics

Focused: Disable Limb, Disable Senses, Heavy Strike, Lethal Strike, Setup Strike, Stunning Strike, Penetrating Strike

Resolve

Trained: Meditation

Elemental Martial Arts

The Elemental Styles of Martial Arts is an example of another way to divide techniques into styles. This one divides the styles based on the Four Elements. You can also take any of these styles and rename them to cover a certain school.

Air Style

Air Style is based on Bagua and various inner styles. It is an evasive martial art where damage to the attacker is either secondary or prevented altogether.

Martial Arts

Trained: Grapple Basics, Bound Fighting, Disarm, Soft Throw, Throw Basics, Sweep Basics

Focused: Body Shield, Control Limb, Redirect, Setup Strike, Dragon Tail Kick, Heavy Throw

Mastery: Blade Catcher, Crown Lightning Strike, Defensive Circle

Water Style

Water style is based on Tai Chi Chuan and focuses on flow and form.

Martial Arts

Trained: Grapple Basics, Bound Fighting, Disarm, Throw Basics, Joint Lock, Sweep Basics

Focused: Disable Limb, Stunning Strike, Setup Strike, Dragon Tail Kick, Heavy Strike, Heavy Throw

Mastery: Blade Catcher

Earth Style

Earth Style is based on Hungar Kung Fu and focuses on hard strikes and solid stances.

Martial Arts

Trained: Close Fighting, Grapple Basics, Disarm, Ground Fighting, Rooting, Throw Basics, Kick Basics, Sweep Basics

Focused: Chain Kick, Disable Limb, Dragon Tail Kick, Heavy Strike, Heavy Throw, Penetrating Strike, Stunning Strike, Setup Strike

Mastery: Blade Catcher, Destroy Limb

Fire Style

Fire Style is based on long strikes and kicks, quickness, and aggressiveness.

Martial Arts

Trained: Close Fighting, Disarm, Kick Basics, Knife Hand, Negate Disarm

Focused: Chain Kick, Disable Limb, Disable Senses, Disabling Counter, Heavy Strike, Penetrating Strike, Stunning Strike, Setup Strike, Lethal Strike, Vitals Strike

Mastery: Blade Catcher, Instant Kill

Mechanical (Wit)

This covers electrical, mechanical, robotic, and advanced repairs. It also includes basic construction skills. It is a catch all. Most people would only have a few feats from this having to do with their specialty. This also covers the ability to repair mechanical systems such as engines for various kinds of vehicles. There is a certain amount of overlap with the Engineering skill. Engineers are taught some of the same principles but from a different point of view and in different detail.

The tech level makes a difference on what you can repair easily. Higher tech levels have tools that make it simple to make smaller and more detailed items.

The feats are listed when the type of device first becomes available but they are all used at later tech levels so make sure and take feats from lower tech levels that would make sense for your character. For instance you need 'electronics' Aptitude for nearly everything during and after the Information Age.

Ranks

Basic: You have learned basic tools and safety. You can aid someone else. You know what tools do and what not to stick where (we hope!).

Trained: You can make basic mechanical or electrical repairs with the right equipment.

Proficient: You can work on your car's engine or your house wiring.

Focused: You can design or modify equipment to work in new ways. You can alter existing devices that you understand to perform functions that were not a part of its design. You can work on more advanced devices. You are an engineer and can organize others.

Expert: You lead large scale engineering projects. You design complex systems.

Mastery: You can create things that are normally not available until the next tech level.

Perks

Small Workshop - You have a small workshop (scale 4) with all the standard tools.

Large Workshop (2) - You have a large workshop (scale 6) with all the standard tools.

Job - You have a good job as a mechanic. It provides you with a moderate lifestyle.

Business (2) - You have a business as a mechanic. It provides you with a moderate lifestyle.

Mobile Workshop (2) - You have a mobile workshop (scale 5) with all the standard tools.

Flaws

Difficult to Work With - You are difficult to work with other mechanics. You may be focused on different things or have odd habits when working but you rub other mechanics the wrong way.

Extremely Competitive - You will compete with other mechanics as often as you can.

Leader or Nothing - You refuse to follow others. If you are not in charge of a project then you are not interested.

Unprofessional - You are unprofessional at work.

Shield Era

Trained Aptitudes

Carpentry - You know how to frame and build a house.

Disable Traps - You know how to disable various low tech traps such as trip wires, pressure plates, and alarms.

Lock picking - You can pick mechanical locks.

Masonry - You can build stone walls that will stand up for many years to come.

Gunpowder Era

Trained Aptitudes

Carpentry - You know how to frame and build a house.

Clockworks - You know how to build clockwork devices like clocks and some toys.

Disable Traps - You know how to disable various low tech traps such as trip wires, pressure plates, and alarms.

Firearm Repair - You know how to repair a firearm.

Lock picking - You can pick mechanical locks.

Masonry - You can build stone walls that will stand up for many years to come.

Mining - You know how to extract ore from the ground.

Mechanical Era

Trained Aptitudes

Auto Mechanic - You know how to repair an automobile.

Bomb Disposal - You know how to deal with various kinds of explosives and IEDs.

Bridging - You can build a bridge to get equipment and vehicles across.

Carpentry - You know how to frame and build a house.

Clockworks - You know how to build clockwork devices like clocks and some toys.

Diesel Mechanic - You know how to repair a diesel engine.

Disable Traps - You know how to disable various low tech traps such as trip wires, pressure plates, and alarms.

Drafting - You can draw and read engineering blueprints.
Electronics - You know how to work on electronics systems.
Electrical - You know how to work on electrical systems.
Lock picking - You can pick mechanical locks.
Masonry - You can build stone walls that will stand up for many years to come.
Mine Clearing - You know how to clear mines and explosives from an area. This is less technical than Demolitions.
Mine Laying - You know how to lay down mines and various kinds of claymores and IEDs for maximum effect.
Mining - You know how to extract ore from the ground.
Radio Repair - You know how to repair a radio system.
Steam Engine Repair - You know how to repair a steam engine.

Focused Aptitudes

Industrial Electrical (Electrical) - You know how to work on high voltage electrical systems.
Safe Cracking - You can pick a safe.
Salvage - This covers pulling equipment from other ships without damaging them more.
Trapped Controls - This allows you to create or disarm explosives with traps in the system.
Vehicle Armorer - You can repair and augment the weapon systems of a vehicle.
Warheads - This lets you deal with complex missile and torpedo warheads

Information/Network Age

Trained Aptitudes

Auto Repair - You know how to repair an automobile.
Bomb Disposal - You know how to deal with various kinds of explosives and IEDs.
Bridging - You can build a bridge to get equipment and vehicles across.
CADD - You can design blueprints on a computer. Replaces drafting.
Carpentry - You know how to frame and build a house.
Clockworks - You know how to build clockwork devices like clocks and some toys.
Demolitions - This lets you do major damage to structures.
Diesel Mechanic - You know how to repair a diesel engine.
Disable Traps - You know how to disable various low tech traps such as trip wires, pressure plates, and alarms.
Drafting - You can draw and read engineering blueprints.
Drone Repair - You know how to repair a drone.
Electronics - You know how to work on electronics systems
Electrical - You know how to work on electrical systems.
Firearm Repair - You know how to repair a firearm.
HVAC Repair - You know how to repair heating and air systems.
Hydraulics Repair - You know how to repair hydraulic systems.
Lock picking - You can pick mechanical locks.
Masonry - You can build stone walls that will stand up for many years to come.
Mechanical - You know how to work on various mechanical devices including vehicles.
Mine Clearing - You know how to clear mines and explosives from an area. This is less technical than Demolitions.
Mine Laying - You know how to lay down mines and various kinds of claymores and IEDs for maximum effect.
Mining - You know how to extract ore from the ground.
Radio Repair - You know how to repair a radio system.

Focused Aptitudes

Aircraft Mechanic - You can work on aircraft including jets.
High Performance Cars - You can work on sports cars and race cars.
Industrial Electrical (Electrical) - You know how to work on high voltage electrical systems.
Radar Repair - You know how to repair a radar system.
Safe Cracking (Lock Picking) - You can pick a safe.
Salvage - This covers pulling equipment from other ships without damaging them more.
Submersible Mechanic - You can work on small and large submersibles.
Trapped Controls - This allows you to create or disarm explosives with traps in the system.
Vehicle Armorer - You can repair and augment the weapon systems of a vehicle.
Warheads - This lets you deal with complex missile and torpedo warheads

Stellar Era

Trained Aptitudes

See Lower Tech Trained Aptitudes for more feats

Asteroid Mining - You know how to mine for materials on an asteroid. TL 16+
Life Support System Repair - This covers repairing support systems. Used in spacecraft and on sealed colonies on planets and moons.

Plasma Torch Engine Repair - This covers repairing the primary propulsion of nearly all space born craft. TL 16+
Robotics Repair - You can work on robotic systems including small robots and industrial robots
Sensor Repair - This covers repairing various kinds of sensor systems on aircraft and ships.

Focused Aptitudes

Cybernetics Repair - You can repair cybernetics. TL 9+

Interstellar Era

Trained Aptitudes

See Lower Tech Trained Aptitudes

Focused Aptitudes

Artificial Gravity Repair - You know how to repair the Artificial Gravity, that uses Gravitic Tech, on a spacecraft.

Contragrav Repair - You know how to repair the contragrav drive on aircars, speederbikes, landspeeders, and shuttles

Force Field Systems Repair - You know how to repair the shield's systems.

FTL Sensors Repair - You know how to repair the FTL sensors on a starship, space station, or a listening post

Gravitic Drive Repair - You know how to repair a Gravitic Drive System. TL 14+

Inertial Compensator Repair - You know how to repair the compensators on a spacecraft.

Starship Power Systems Repair - You know how to repair the power systems on a starship.

General Mastery Aptitudes

Miracle Worker - Repair times down by $\frac{1}{4}$.

Realign - You are good with taking existing equipment and using it for a different use than normal. This can give you a new piece of equipment temporarily. It will be more fragile in construction and you will not have access to whatever that equipment used to do until you put it back together.

Rewire - You are good with switching power from one place to another to keep systems going when they lose power.

Rig Up - You can put some gear together from various parts. It will not stand up to any kind of punishment and will only work a few times.

Safety First - You put safety first when working on a project. This will reduce the possible injuries in case of a botch.

Mechanical Check

Basic: You have learned basic tools and safety. You can aid someone else. You know what tools do and what not to stick where (we hope!).

Trained: You can make basic mechanical or electrical repairs with the right equipment.

Proficient: You can work on your car's engine or your house wiring.

Focused: You can design or modify equipment to work in new ways. You can alter existing devices that you understand to perform functions that were not a part of its design. You can work on more advanced devices. You are an engineer and can organize others.

Expert: You lead large scale engineering projects. You design complex systems.

Mastery: You can create things that are normally not available until the next tech level.

Action Points

Once you are trained in mechanical you can spend action points to build your own gear. You can create new devices by buying the gear with action points. This is temporary gear which means that you won't have any plot immunity. Temp gear will last until you level next. Then it will break down for some reason.

You can temporarily augment an existing device. Each point spent will increase the bonus of that device by +1. You can increase a device bonus up to half your bonus rating. So if you have it at Trained, which is +4, then you can go up to +2.

You can get a point for a well thought out technical solution or plan, speaking in technobabble in an understandable way, or pursuing technical hobbies or projects.

Solitary Projects

Most repair work and inventions are more solitary work so any problems may not be noticed until later.

Error Effects

Attempt - You have a problem that is a bit beyond you. You need to do some research or get the help of a more skilled Engineer. If you are working on an invention then you can lower the DC by 5 on a re-roll once.

Failure - You are not successful. Try again.

Complication - If you are repairing something then the repair has failed and you have messed up a connected system. If you are designing something then you are stuck and someone will need to help you figure out the problem.

Botch – If you are designing something then it has a flaw in it that will cause problems but you don't know it yet. If you are repairing something then the system messes up worse. If it is dangerous to work on then you may take damage. It may shut the whole system down as a result. It depends on the nature of the system you are working on.

Team Projects

Larger mechanical projects are going to have a lot of people involved in it. They will notice problems with each other's work so a failure isn't so much of a problem. However a botch means that you have a hidden flaw in your build.

Error Effects

Attempt – You have figured out a part of the solution but you need help.

Failure – You just don't know. The others will have to help you.

Complication – You have made a mistake that the others will have to help you fix.

Botch – You have made a mistake that no one will notice until much later.

Tools

To do large scale work or construction you need a workshop of the same size or larger than the object being worked on. You can have a smaller set of tools to work on some part of the device or for minor repairs. A tool shop can cover multiple types of repairs and be shared by several people.

You can spend an action point to do something without the right tools or a minimum amount of tools. You can reduce your error range by 1 per point to a minimum of 1.

Battlefield Repairs (req: Focused)

Sometimes you have to get something going even though it has taken a beating. Once you get through this you tell that device that you PROMISE to fix it correctly. Otherwise you are likely not to make it.

Battlefield repairs are a great use of Action Points. Each point will reduce the effective damage to a system by one level temporarily. Once the combat or dangerous situation is over then the systems will probably stop working again. Of course you can't use this on a destroyed system.

You still have to make your DC for your roll. If you fail you don't lose your action points unless you are using them to lower your DC or your error range. You must have a Aptitude that relates to what you are repairing. Each critical will actually repair that damage.

Jury Rig (req: Focused)

You can modify equipment to work in some new way temporarily. You can jury rig anything within your tech level and within your understanding (see science checks). You must have a Aptitude that relates to what you are modifying.

Full Repairs

The time a full repair takes depends on the damage level and the scale of the device. You have to have the facilities in order to fully repair something. Repair times are listed per damage mark. So if you only have some light damage it should be fairly quick but if you have moderate damage or more then everything takes longer.

General Repair Times by Scale

Scale	Light Damage Repair	Moderate to Serious Repair/+1 error	Heavy Repair/+2 error
1-4	DC 15/five minutes/1 crew	DC 20/1 hour/1 crew	DC 30/1 day/1 crew
5-7	DC 15/15 min/1 crew	DC 20/4 hours/2 crew	DC 30/2 days/4 crew
8-9	DC 20/20 min/1 crew	DC 25/1 days/4 crew	DC 35/3 days/6 crew
10-12	DC 20/25 min/2 crew	DC 25/1.5 days/6 crew	DC 35/1 week/12 crew
13-15	DC 20/30 min/4 crew	DC 25/2 days/12 crew	DC 35/2 weeks/24 crew
16-18	DC 25/45 min/6 crew	DC 30/2.5 days/24 crew	DC 40/1 month/48 crew
19-22	DC 25/1 hour/12 crew	DC 30/3 days/48 crew	DC 40/2 months/96 crew
23-25	DC 25/2 hours/24 crew	DC 30/4 days/96 crew	DC 40/4 months/192 crew

Double hours = -10/-2 error

+1 crew = -1 error

-1 crew = + base time added again to total or spend Tech Point to negate

Scratch Built Construction

Devices are defined as simple, moderate, complex, or advanced when compared to the Tech Level that the person came from. You must have the raw materials available in order to build something. If you don't have the correct tools but you have some tools then you increase the DC by +5 and increase the time by 1 ½. For each 5 points over you can lower the build time by 1/6 to a minimum time of 1/6 base time. On a failure you lose 1/6 of the time. On a botch you destroy your work.

Electronics

Type (examples)	Craft DC	Time
Simple (timer or detonator)	15	1 hr
Moderate (radio direction finder, electronic lock)	20	12 hr
Complex (cell phone)	25	24 hr
Advanced (computer)	30	60 hr

Mechanical

Types (examples)	Craft DC	Time
Simple (tripwire trap)	15	1 hr
Moderate (engine component, light armor)	20	12 hr
Complex (automobile engine, 9mm automatic pistol)	25	24 hr
Advanced (jet engine)	30	60 hr

Structural

Types (examples)	Craft DC	Time
Simple (bookcase, false wall)	15	12 hr
Moderate (catapult, shed, house deck)	20	24 hr
Complex (bunker, domed ceiling)	25	60 hr
Advanced (house)	30	600 hr

Salvage Check

First you have to make a search check for concealed items to find useful parts. If this is not familiar technology then you have to make Identify Technology Checks.

Disable Security

If you have the Security Aptitude then you can disable a security system. This is at least a complex action, maybe even an extended action, depending on the nature of the security system and how everything is spread out.

Disable Security Check

Device Type (Example)	DC
Cheap (home door alarm)	20
Average (store security camera)	25
High Quality (art museum motion detector)	30
High Security (bank vault alarm)	35
Extreme Security (area 51 motion detector)	40

Disable Trap Check (req Aptitude)

This allows you to cut the trip wire or disable the pressure plate so that you can move around them without setting them off. Some traps only work once and they are usually easier to permanently disable. Others are designed to repeat their function and they are usually more difficult to permanently disable.

Error Effects

Attempt – You didn't set it off but it still confounds you.

Failure – You can't get to the mechanism or you can't do it without setting it off.

Complication – You damaged your tools

Botch – You get caught by the trap.

Lock Picking Check (req feat)

Cheap - briefcase lock (20)
Average - home deadbolt (25)
High Quality - business deadbolt (30)
High Security - bank branch vault (40)
Ultra-High Security - bank headquarters vault (50)

Improper tools +5

Error Effects

Attempt - You need more information about the lock or better tools.

Failure - You didn't get it.

Complication - You damaged your tools

Botch - You set off an alarm

Medicine (Int)

This reflects larger amount of understanding of medical procedures. Medicine is highly dependent on the Tech level. At lower tech levels some things are impossible. The following TNs are examples but they may change depending on the conditions and the tech level.

Basic: You know first aid.

Easy (10) - Treat bruises and cuts

Moderate (15) - Put a split on a leg/arm. Easy Child Birth

Difficult (25) - You can keep someone alive with CPR

Trained: You know paramedic level medicine

Easy (15) - Treat severe bashing damage

Moderate (20) - Stabilize a gunshot wound, amputate a limb

Difficult (30) - Stabilize a lethal cutting attack

Focused: You can do general medicine. Your tech level will determine which illnesses are treatable.

Easy (20) - Treat a simple illness

Moderate (25) - Treat a severe illness, Moderate Child Birth

Difficult (35) - Treat a deadly illness

Expert: You are trained as a surgeon.

Easy (25) - Plastic Surgery, attach a prosthetic limb, replace a damaged joint

Moderate (30) - Life Saving Surgery, Difficult Child Birth/C-Section, repair abdominal damage, heart surgery

Difficult (40) - Reconstruct a destroyed body part

Mastery: You are an advanced surgeon

Easy (30) - Simple Brain Surgery

Moderate (35) - Moderate Brain Surgery

Difficult (45) - Difficult Brain Surgery

Perks

Ambulance - You have your own ambulance.

Illegal Shop - You have an illegal practice which provides you with a high lifestyle but lots of problems.

Job - You have a good job in the medical field. It provides you with a moderate lifestyle.

Large Lab (2) - You have a large lab (scale 6) for doing your own medical experiments.

Large Office (3) - You have a large practice which provides you with a high lifestyle.

Small Lab - You have your own lab (scale 4) for doing medical experiments.

Small Office (2) - You have a small practice which provides you with a moderate lifestyle.

Flaw

Absent Minded - You forget what you are doing sometimes. You forget to check on things or get distracted.

Abuses Meds - You use your position to abuse meds. +1 error on all medicine rolls.

Arrogant - You are arrogant towards anyone else who you think knows less than you.

Dismissive of Patients - You ignore the feedback of patients and have no respect for them. You treat them like they are problems to be solved instead of people.

Drinks - You are willing to work on someone while drunk. +5/+2 error.

Lost License - It is not legal for you to practice medicine. You will get arrested if you are caught.

No Emergencies - You can't handle the stress of emergency medicine.

Research only - You are not interested in directly dealing with people.

Shakes - Your hands shake when you are nervous. +1 error.

Unsanitary - You don't practice sanitary procedures. +5 for the patient to resist infection or heal.

Shield & Gunpowder Eras

Trained Aptitudes

Apothecary - You know how to mix ingredients for medical purposes.

Counter Poison - You know procedures to help someone who has been poisoned, if you know the poison that they took.

Herbal First Aid - You know how to find the medicinal value of natural herbs.

Herbal Poisons - You know which herbs are poisonous and how to use them without poisoning yourself.

Midwifery - You know how to help deliver a baby. (sp)

Mummification - You know how to prepare a body and mummify according to Egyptian traditions. (sp)

Prosthetics - You know how to shape and fit handmade prosthetics. (sp)

Focused Aptitudes

Acupuncture - You know how to alter the chi flow through a person based on Chinese medical traditions. How well this works is up to the GM. (sp)

Basic Surgery - You can do the basics needed to keep someone alive who is in emergency including open wound treatment, removal of bullets or arrows, and amputation.

Bush Medicine - You care good at applying medical care in horrible conditions. The patient heals as if they were in better conditions.

Chinese Diagnosis - You know how to diagnose and treat illnesses using Chinese medical traditions. How well this works is up to the GM. (sp)

Dentistry - You know how to remove teeth, drain abscesses, and treat the pain. (sp)

Egyptian Diagnosis - You know how to diagnose and treat illnesses using Egyptian medical traditions. How well this works is up to the GM. (sp)

Eye Surgery - You know how to operate on the eye to remove objects and hopefully save the eye. Known in Egypt, Greece, and Rome. (sp)

Greek Diagnosis - You know how to diagnose and treat illnesses using Greek medical traditions. How well this works is up to the GM. (sp)

Plastic Surgery - You know how to operate to take skin from one place and reconstruct the face with it. This was known in India. (sp)

Skull Surgery - You know how to operate on a person's skull to relieve the pressure from swelling. (sp)

Sumerian Diagnosis - You know how to diagnose and treat illnesses using Sumerian medical traditions. How well this works is up to the GM. (sp)

Information Age

Trained Aptitudes

Advanced Airway - The ability to maintain an airway in a patient who it compromised by trauma or allergies.

Anatomy - The study of organisms and their parts.

Apothecary - You know how to mix ingredients for medical purposes.

Assessment - The ability to make a basic evaluation of medical/trauma problems.

Basic Nursing - Caring for the sick without invasive procedures.

Basic Trauma Life Support (BTLS) - This is a higher level of first aid that includes splinting, moving seriously injured patients safely, and controlling bleeding.

Counter Poison - You know procedures to help someone who has been poisoned, if you know the poison that they took.

CPR - You have been trained in using Cardio-Pulmonary Resuscitation.

Embalming - You know how to prepare a body for the grave in a way that will preserve them for a long time.

Extrication - Moving patients out of entrapment or extremely difficult situations without further harming the patient

Herbal First Aid - You know how to find the medicinal value of natural herbs.

Herbal Poisons - You know which herbs are poisonous and how to use them without poisoning yourself.

IV Therapy - The use of intravenous drugs.

Midwifery - You know how to help deliver a baby. (sp)

NBC Treatment - You know how to treat someone with NBC warfare injuries.

Nutrition - The study of food and nutrition (sp)

Prosthetics - You know how to shape and fit handmade prosthetics. (sp)

Prosthetics Procedures - You know how to deal with the integration of prosthetics and natural systems.

Radiation Treatment - You know how to treat someone with radiation injuries.

Respiratory Therapy - Use of drugs to treat airway issues or use of deep suction to clear lower airway obstructions.

Sterilization Procedures - Keeping infectious agents away from both patients and practitioners.

Focused Aptitudes

Acupuncture - You know how to alter the chi flow through a person based on Chinese medical traditions. How well this works is up to the GM. (sp)

Advanced Cardiac Life Support (ACLS) - Stabilization of the heart from heart attacks or shock through the use of drugs and blood transfusions.

Advanced Nursing - Caring for patients with invasive treatments like ports.

Basic Surgery - You can do the basics needed to keep someone alive who is in emergency including open wound treatment, removal of bullets or arrows, and amputation.

Brainwashing - You know how to alter the personality of a person (sp)

Bush Medicine - You care good at applying medical care in horrible conditions. The patient heals as if they were in better conditions.

Cardiology - The study of the heart. (sp)

Dentistry - You know how to remove teeth, drain abscesses, and treat the pain. (sp)

Endocrinology - The study of glands and hormones of the body. (sp)

Eye Surgery - You know how to operate on the eye to remove objects and hopefully save the eye. (sp)

Genetics - The study of hereditary and inherited traits. (sp)

Geriatric Care - Life Support for the Elderly.

Hematology - The study of blood and blood-producing organs (sp)

Neurology - The study of the nervous system and disorders affecting it. (sp)

Pediatric Advanced Life Support (PALS) - Life Support for Children

Pharmacology - You know what drugs to give. (sp)
Plastic Surgery - You know how to operate to take skin from one place and reconstruct the face with it. This was known in India. (sp)
Psychology - You are studied in the science of the mind and ego. (sp)
Radiology - The use of radioactive substances in the diagnosis and treatment of diseases (sp)
Skull Surgery - You know how to operate on a person's skull to relieve the pressure from swelling. (sp)
Toxicology - The study of poisons and treatment (sp)
Veterinary Medicine - The application of medicine to animals. (sp)
Virology - The study of viruses, especially unusual and artificial viruses. (sp)

Mastery Aptitudes

Advanced Surgery - This covers more advanced forms of surgery. (sp)
Biological Weapons Engineering - The creation of new biological weapons. (sp)
Diagnosis - Discovery of the cause of health problems, gathering all the information and knowing a lot about the systems of the human body.
Pharmacological Engineering - The creation of new drugs (sp)
Neurosurgery - The brain is a bit more complicated. (sp)

Stellar Era

Trained Aptitudes

Advanced Airway - The ability to maintain an airway in a patient who it compromised by trauma or allergies.
Anatomy - The study of organisms and their parts.
Assessment - The ability to make a basic evaluation of medical/trauma problems.
Autodoc Operation - You know how to set the functions on an autodoc and refill it.
Basic Nursing - Caring for the sick without invasive procedures.
Basic Trauma Life Support (BTLS) - This is a higher level of first aid that includes splinting, moving seriously injured patients safely, and controlling bleeding.
Bioware Procedures - You know how to deal with the integration of bioware and natural systems.
Blood Replacement - This involves the procedures for the replacement of a patient's blood supply with an artificial blood to reduce shock and placement of organs in a kind of stasis.
Chinese Diagnosis - You know how to diagnose and treat illnesses using Chinese medical traditions. How well this works is up to the GM. (sp)
Counter Poison - You know procedures to help someone who has been poisoned, if you know the poison that they took.
CPR - You have been trained in using Cardio-Pulmonary Resuscitation.
Cyberware Procedures - You know how to deal with the integration of cyberware and natural systems.
Embalming - You know how to prepare a body for the grave in a way that will preserve them for a long time.
Extrication - Moving patients out of entrapment or extremely difficult situations without further harming the patient
Genie Procedures - You know how to deal with some of the differences in anatomy and biology with genetic engineering.
IV Therapy - The use of intravenous drugs.
Low Gravity Medicine - You know how to deal with the health problems caused by living in a low gravity environment.
NBC Treatment - You know how to treat someone with NBC warfare injuries.
Nutrition - The study of food and nutrition (sp)
Prosthetics Procedures - You know how to deal with the integration of prosthetics and natural systems.
Radiation Treatment - You know how to treat someone with radiation injuries.
Respiratory Therapy - Use of drugs to treat airway issues or use of deep suction to clear lower airway obstructions.
Sterilization Procedures - Keeping infectious agents away from both patients and practitioners.

Focused Aptitudes

Acupuncture - You know how to alter the chi flow through a person based on Chinese medical traditions. How well this works is up to the GM. (sp)
Advanced Cardiac Life Support (ACLS) - Stabilization of the heart from heart attacks or shock through the use of drugs and blood transfusions.
Advanced Nursing - Caring for patients with invasive treatments like ports.
Bioware Pathology - You know the specific illnesses that are associated with bioware. (sp)
Brainwashing - You know how to alter the personality of a person (sp)
Cardiology - The study of the heart. (sp)
Cyberware Implantation - This covers actual implantation surgery.
Cyberware Pathology - You know the specific illnesses that are associated with cyberware. (sp)
Endocrinology - The study of glands and hormones of the body. (sp)
Genetics - The study of hereditary and inherited traits. (sp)
Geriatric Care - Life Support for the Elderly
Hematology - The study of blood and blood-producing organs (sp)
High Gravity Medicine - You know how to deal with the health problems caused by living in a high gravity environment. (sp)
High Pressure Medicine - You know how to deal with the health problems caused by living in a high pressure environment such as frequent deep ocean work or in on a planet with an atmosphere higher than Earth. (sp)
Nanite Surgery - You can perform micro-surgery by controlling a set of nanites that you inject into the patient. (Fusion Age +)
Neurology - The study of the nervous system and disorders affecting it. (sp)
Oncology - The study of the development, diagnosis, treatment, and prevention of tumors (sp)
Pediatric Advanced Life Support (PALS) - Life Support for Children

Pharmacology - You know what drugs to give. (sp)
Psychology - You are studied in the science of the mind and ego. (sp)
Radiology - The use of radioactive substances in the diagnosis and treatment of diseases (sp)
Remote Surgery - This involves controlling robotic arms for surgery at a distance.
Stasis Procedures - You know how to set up a stasis unit and monitor one. (sp)
Toxicology - The study of poisons and treatment (sp)
Uplift Engineering - You know how to alter an animal to give it human intelligence and be able to deal with human society. (sp)
Veterinary Medicine - The application of medicine to animals. (sp)
Virology - The study of viruses, especially unusual and artificial viruses. (sp)

Mastery Aptitudes

Advanced Surgery - This covers more advanced forms of surgery. (sp)
Biological Weapons Engineering - The creation of new biological weapons. (sp)
Cyberneural Surgery - You can connect the brain to a cyberbrain. (sp)
Diagnosis - Discovery of the cause of health problems, gathering all the information and knowing a lot about the systems of the human body.
Neurosurgery - The brain is a bit more complicated. (sp)
Pharmacological Engineering - The creation of new drugs (sp)

Interstellar Era

Trained Aptitudes

High Gravity Medicine - You know how to deal with the health problems caused by living in a high gravity environment. (sp)
Stasis Procedures - You know how to set up a stasis unit and monitor one. (sp)

Focused Aptitudes

Prolong Pathology - You know the specific illnesses and side effects associated with anti-aging treatments. (sp)
Resurrection - You know how to bring someone back from the dead as long as you have some of their body and brain. (Dimensional Age +)
Stasis Pathology - You know the specific illnesses and side effects associated with stasis systems. (sp)
Xenobiology - You know the anatomies of several alien races. (req contact with alien races) (This could be replaced by species specific feats) (sp)
Xenopathology - The study of alien diseases (req contact with alien races) (This could be replaced by species specific feats) (sp)
Xenopharmacology - You know about the latest developments in medicines based on alien planets. (sp)

Mastery Aptitudes

Ascension Systems - You understand how to convert a person to pure conscious energy. (Transluminal Age +) (sp)

Medical Care by Tech Level

Your recovery depends on the tech level of your medical care. Having no care uses the Low tech health care. A successful roll means that it heals at the listed rate. On a failure you do another light wound. On a botch in surgery you do the same amount of damage that the patient already has (if they start with a moderate wound then you cause another moderate wound, etc.).

If you have more than one doctor working on the same patient both with at least the level of the operation within their skill rank then they can catch each other's mistakes. The other doctor can roll on the wound that the first one just did and on a successful roll it doesn't happen. After the first and second doctor fail then any medical treatment is against the higher wound level now.

Unsanitary conditions +2 error range

Shield Era (error +4)

	Basic/self-treatment	Medical care
Non-Hit Location - Max Injury Treatable	Light	Moderate
Healing Times/Mark	10 days	7 days
Stabilize Serious DC	55	45
Head - Max Injury Treatable	Light	Moderate
Healing Times/Mark	10 days	7 days
Stabilize Serious DC	55	45
Torso - Max Injury Treatable	Light	Moderate
Healing Times/Mark	10 days	7 days
Stabilize Serious DC	45	40
Limb - Max Injury Treatable	Moderate	Serious
Healing Times/Mark	8 days	5 days
Stabilize Serious DC	30	25

Bruises Healing Time
Illness
Poisoning

Overnight
Simple
None

Overnight
Simple
None

Gunpowder Era (error +2)

Non-Hit Location - Max Injury Treatable
Healing Times/Mark
Stabilize Serious DC
Head - Max Injury Treatable
Healing Times/Mark
Stabilize Serious DC
Torso - Max Injury Treatable
Healing Times/Mark
Stabilize Serious DC
Limb - Max Injury Treatable
Healing Times/Mark
Stabilize Serious DC

Basic/self-treatment

Light
9 days
50
Light
9 days
50
Light
9 days
40
Moderate
7 days
30

Medical care

Moderate
6 days
40
Moderate
6 days
40
Moderate
6 days
35
Serious
4 days
20

Bruises Healing Time
Illness
Poisoning

Overnight
Simple
None

Overnight
Simple
None

Modern Ages (error +0)

Non-Hit Location - Max Injury Treatable
Healing Times/Mark
Stabilize Serious DC
Head - Max Injury Treatable
Healing Times/Mark
Stabilize Serious DC
Torso - Max Injury Treatable
Healing Times/Mark
Stabilize Serious DC
Limb - Max Injury Treatable
Healing Times/Mark
Stabilize Serious DC

Basic/self-treatment

Moderate
6 days
35
Moderate
6 days
45
Moderate
6 days
35
Serious
4 days
25

Medical care

Deadly
4 days
30
Deadly
4 days
35
Deadly
4 days
30
Deadly
2 days
15

Bruises Healing Time
Illness
Poisoning

Overnight
Severe
Minor

Overnight
Deadly
Deadly

Stellar Ages (error -2)

Non-Hit Location - Max Injury Treatable
Healing Times/Mark
Stabilize Serious DC
Head - Max Injury Treatable
Healing Times/Mark
Stabilize Serious DC
Torso - Max Injury Treatable
Healing Times/Mark
Stabilize Serious DC
Limb - Max Injury Treatable
Healing Times/Mark
Stabilize Serious DC

Basic/self-treatment

Heavy
2 days
20
Serious
4 days
40
Serious
4 days
30
Heavy
2 days
20

Medical care

Dead
10 minutes
10
Dead
15 minutes
25
Dead
15 minutes
20
Dead
10 minutes
10

Bruises Healing Time
Illness
Poisoning

2 min/bruise
Deadly
Severe

2 min/bruise
Dead
Dead

FTL Ages (error -4)

Non-Hit Location - Max Injury Treatable
Healing Times/Mark
Stabilize Serious DC
Head - Max Injury Treatable
Healing Times/Mark
Stabilize Serious DC
Torso - Max Injury Treatable

Basic/self-treatment

Deadly
4 hours
15
Serious
6 hours
35
Heavy

Medical care

Dead
2 minutes
10
Dead
5 minutes
15
Dead

Healing Times/Mark	6 hours	5 minutes
Stabilize Serious DC	25	10
Limb - Max Injury Treatable	Deadly	Dead
Healing Times/Mark	4 hours	2 minutes
Stabilize Serious DC	15	10
Bruises Healing Time	1 min/bruise	1 min total
Illness	Deadly	Dead
Poisoning	Deadly	Dead

Melee (Dex)

This covers hand held direct damage weapons. As you improve with the melee skill, you can gain more attacks with any weapon that you have trained with (you have a Aptitude for). If you don't have a Aptitude for that weapon type then you can only make one attack per round with it.

Ranks

Default - You may make one complex action attack per round

Basic - The pointy end goes in the other guy. You may make one simple action attack per round

Trained - You can parry melee attacks. You gain a new defense score based on your Melee level. You must have a ready fast or normal speed weapon to parry or a shield. You may make two simple action attacks per round

Proficient - You have been training much of your time.

Focused - You can perform more complex melee attacks. Increase Dexterity +1. You may make three simple action attacks per round with a melee weapon.

Expert - You are a serious danger on a battlefield. Increase Dexterity +1.

Mastery - Legends speak of you. Increase Dexterity +1. You may make four simple action attacks per round with a melee weapon.

Strikes

You can choose to make several Light Strikes or a single Heavy Strike:

Light Strike - Light Strike use the base damage of the weapon. You can only do Burst attacks with Light Strikes. You can do a light strike only with a weapon that is of standard or fast speed.

Heavy Strike - Heavy Strike takes a complex action and adds the wielder's light damage threshold to the base damage of the weapon. You can only do smash attacks with Heavy Strikes. You can do a heavy strike only with a weapon that is of standard or slow speed.

Error Effects

Attempt - You target will have to defend from that even if it would not have hit.

Failure - You missed and it does not count against their defense.

Complication - You have missed badly and put yourself in a bad position. Your turn ends now and you are flatfooted to your next turn.

Botch - You lose control of your weapon. It could have slipped due to blood on your hands. If your weapon was of poor quality you break it. Your turn ends now and you are flatfooted to your next turn. You also fail in any attempts to intimidation right afterwards.

Perks

Business (2) - You own a dojo and you teach melee weapon fighting. It will provide you with a medium lifestyle.

Mentor - You have a mentor that teach and helps you with Melee training.

Flaws

Arrogant - You think that your style is the best and you tell everyone.

Major Choreographed only - You "know" a lot about melee fighting but you are no good in actual combat. You can't actually use this in combat but you could do well in a tournament.

No cross study - You have no experience with other styles so that you are -5 to defend against them.

No Off Hand Coordination - You can only use weapons in your dominant hand. You can't use two handed weapons or duel weapons. You can't even effectively use a shield.

One Style - You refuse to learn any feats that do not belong to your chosen style.

Rage - If you get angry or frustrated you lose control and can only do heavy linear attacks.

Telegraph - After the first round or if someone watches you fight someone else then they have a +5 to defend against you.

Weak Side - You are poor at defending one side. If someone watches you enough then they can attack you and you will have a -5 to defend.

Trained Aptitudes

Bayonet - You know how to fight with a bayonet on the end of a rifle.

Bow - You know how to fight with a strung bow and not damage it. However a smash attack with a larger weapon will break it.

Bucklers - You know how to use bucklers to parry instead of needed a passive shield.

Chain - You know how to fight with a length of chain including striking and grappling. It is heavier and moves differently than a whip.

Chain Saw - You know how to use a chain saw in combat and reduce your chances of getting stuck.

Chopping Sword - You are trained with a chopping sword. You can use a smash attack or heavy strike with a chopping sword.

Combat Net - You know how to use a combat net. These were more commonly used by gladiators.

Disarm - You can Strike to Disarm. You must make your Margin of Success by the opponent's strength mod.

Energy Pike - You know how to use an energy pike in combat.

Flail - You are trained to use a flail in combat.

Formation - You know how to fight in formation without getting separated and how to defend your group. Your defense only goes down every other attack.

Great Sword - You are trained with a very long and heavy sword. You can use a smash attack or heavy strike with a chopping sword as well. A great sword is used two handed.

Guard - You can use your melee defense to defend someone else within 5 feet of you.

Hammers - You know how to use war hammers, maul hammers, and long axes.

Hatchets - You know how to use hatchets, one handed axes, and small one handed hammers.

Implanted Blades - You know how to use cybernetic blades, including retractable blades.

Improvised Weapons - You know how to pick up anything and make it a lethal weapon.

Knife - You are a skilled knife fighter.

Lance - You know how to use a lance for mounted charges.

Monowhip - You know how to use a monowhip and not cut yourself up.

Off Handed Fighter - You are off handed for every other action but fighting with a melee weapon.

Plasma Sword - You know how to use a plasma sword and deal with the lack of weight on the tip.

Rapier - You are skilled with the quick rapier.

Sai - You are skilled with a Sai. On a boost you disarm.

Sectioned Staff - You know how to use a Sectioned Staff in combat.

Shield - You know how to use basic shields in combat to parry and attack.

Short Staff - You know how to use a Short Staff such as Kali sticks. These are normally used in pairs but you still have to take two weapon fighting.

Short Sword - You are trained with a short sword.

Sickle - You are trained how to use a Sickle in combat. You can use this for a cutting grab attack.

Slashing Sword - You are trained with a slashing sword. They are very good as cavalry weapons.

Spear - You know spear fighting as well as fighting with pole arms.

Staff - You can fight with a staff. This only does bashing damage but it can make a trip attack.

Stake - You can fight with a short sharpened wooden stake.

Stun Batons - You know how to use a stun baton in combat. You can use this instead of short staff training.

Tonfa - You are skilled with a Tonfa.

Tower Shield - You know how to use a tower shield. It is especially useful in formation combat.

Vibroblade - You know how to use a high speed vibrating blade in combat.

Focus Aptitudes

Cleave - Heavy Strike that doubles the smash bonus of the weapon. You can use this with a Chopping Sword, Great Sword, or Hammers.

Concealed Strike - You know how to stab someone without being seen as the attacker. You can do this with a knife or a stake.

Disable Limb - This is a hit location attack to damage a limb and take it out of the fight.

Disable Senses - On a critical you can temporarily blind or deafen someone by striking their head or helmet or cutting above their eyes.

Disabling Counter (Riposte) - Your parries are particularly violent. This interrupts unless they have Hardened Limbs or they also have this feat. If you get a boon then their limb is disabled for the combat.

Exotic Weapon - You know an unusual type of melee weapon.

Flashing Blades - You can make burst of Dex mod. You can use this with a Chopping Sword, Hatchets, Knives, Rapiers, Sai, Short Swords, or Sickles.

Mighty Strike - This is a finishing move. Any criticals from a setup strike are passed on to this attack. You can use this with a Chopping Sword, Great Sword, or Hammers.

Penetrating Strike - On a critical you focus on a gap in their armor. Their armor doesn't count against this attack.

Riposte - If you are attacked in Melee but they don't make it past your defenses then you can make a counterattack.

Setup Strike - This is a standard attack that is used to setup a target for another attack. You strike to open their defenses. Remove the defense bonus of one of their weapons.

Shatter Strike - On a critical hit with a Heavy strike, you damage or destroy their weapon in addition to doing your normal damage. You can use this with a Chopping Sword, Great Sword, or Hammers.

Stunning Strike - On critical strike you cause the target to be stunned.

Swing By Attack - You can swing on a rope and attack someone with your other hand as you swing by. This is a complex action but it takes you in and out of the range of your target in the same action. This can be done with a Hatchet, Knife, Rapier, Short Sword, or Slashing Sword.

Tagging - You are good at striking at your opponent in ways that show you could have killed them if you wanted to, thus demoralizing or taunting him.

Two Weapon Fighting - You can fight with weapons in both hands. This doesn't give you an extra attack but it does remove the offhand penalty. This increases any Burst by +1 multiplier. Add the Defense of both weapons. You can use this with Hammers, Hatchets, Knives, Rapiers, Sai, Short Swords, Sickles, Slashing Swords, and Stakes.

Vitals Strike – A critical causes your base damage to be based on one damage threshold higher after damage is calculated.

Mastery Aptitudes

Decapitate – As a finishing move requiring a critical, you decapitate your opponent.

Deflect Arrows – You may use your parry defense versus Arrows.

Redirect – You may redirect attacks from yourself into others around you.

Whirlwind Attack – You can make a full round action to attack everyone within 5 foot step or greater depending on the reach of the weapon. You make one attack roll and compare to everyone around you. It pushes everyone back a step as well. This is a control action.

Melee Rules

Melee weapons have a certain size. Basically a knife to you is a sword to a Tiny creature. You can extrapolate the statistics for larger weapons from this.

Melee Weapons

Blades	Size	Dmg/AP	Smash	Defense	Str
Knife	3	6/2	0	+1	-4
Short Sword	4	8/2	+1	+3	-2
Long Sword	5	10/2	+2	+4	+1
Katana	5	10/3	+1	+4	+0
Great Sword	6	12/3	+3	+2	+2
Axe	4	10/4	+4	+2	+1
Great Axe	5	12/5	+5	+3	+2
Club/Baton		Size +2 B	+0	Size -2	
Metal Pipe		Size +3 B	+0	Size	

Weapon Speed

Some weapons are faster than others. This is determined by the size of the weapon versus your character's scale. Most humans are scale 5. Any weapon that is below that scale is a fast weapon unless unusually heavy or unwieldy. Anything above that scale is a slow weapon. All weapons of your own size are standard speed.

Strength

Many weapons have a strength rating to reflect the minimum strength that the vehicle or character would have to have to wield that weapon. Strength is added to the base damage and AP of the attack.

Defense Bonus

Melee Weapons and Shields have a Defense Bonus. This is similar to the concept of AC but it is an active defense. You are actively parrying an attack. You have to be able to parry that attack in the first place for it to apply. The defense bonus applies to Melee Defense when you are equipped with that weapon.

Hit Location Effects

A bashing damage attack to a hit location can cause extra effects beyond simple damage if the damage goes into serious. On a limb it will disable the limb causing it to be unavailable for the rest of the combat. On a vitals strike hit location increase the threshold base damage from light to moderate or from moderate to serious.

Knockdown

If you take enough damage that without armor you would have taken heavy damage or better then you take knockback. You get knocked back a few yards. If you take more than what would have killed you will be knocked back several yards. If you take a melee attack from a creature with a strength bonus 3 greater than yours then you go back a yard for every point greater than yours + 3.

It's hard to knockdown or sweep someone who is stronger than you. In order to do so you must have a margin of success that is greater than the difference between your strength ratings. So if you have a +2 and you are trying to knock down someone with a +5 then you will need a margin of 4 to do so.

Knockback Attack

You can attack someone with the intent of knocking them back. You can push someone back off you with melee. A normal push will just make them go back a short step. If you are trying to send them flying then you must have a strength

bonus 3 greater than they do, just like in normal knockback. They take half of your damage from the attack as distance in yards knocked back. So if you do 8 damage then they will go back 4 yards.

If they cannot continue on their own for the full length because of an obstacle then they take the remaining amount as damage (1 point per yard they didn't go). This can be used with a smash attack to upper cut and knock someone flying! On a knockback attack a critical can cause a knockout.

Smash

Many games gloss over the fact that it is hard to parry a heavier weapon, especially by a stronger opponent. The stronger opponent can just smash through your parry as if it wasn't there. The smash bonus is used to determine this. You take your smash bonus plus your strength as your smash rating. You compare it to your opponent's smash rating with their weapon. If the attacker's smash is greater than the defender's rating then the attacker gets a smash bonus.

The smash bonus negates the melee defense of the defender. You lower the defender's melee defense by the difference in smash bonuses. This can't lower it below 10, which is the minimum defense rating.

So a barbarian with a Str of +6 attacking a soldier with a Great Sword has a Smash rating of 9. The soldier has a Str of +4 and is using a Long Sword so he has a Smash rating of 6. That means that the barbarian gets a smash bonus of 3. So when the barbarian uses a heavy strike it lowers the parry defense of the soldier by 3.

Burst (Error +1)

A burst is a type of attack where the character releases a flurry of attacks at one target. The term comes from firing a burst from automatic weapons but this system expands it to include Burst Attacks in Martial Arts and Melee where the character attacks with rapid light strikes. This allows the quick attacks you see in movies without adding a huge number of extra attacks in order to do it.

Your Burst rating would be something like a +3. This will increase your Margin of Success for Boosts AND increase your attack's Base Damage and Penetration. Once you know that the attack will pass the Minimum Damage Test then add your Burst rating to your Margin of Success. If you don't have a Aptitude that allows this then this attack type is just not available.

Interrupts

If an attacker rolls 5 less than the target's defense then there is a possibility of an interrupt. If the defender has an aptitude that allows an interrupt then the attacks stop at that moment and the defender's attack is resolved. This ends the attacker's actions.

Some defenses will interrupt an attack if they don't have a certain feat. They cause the attacker to back off for a moment and it breaks the attacker's momentum. If the defender has a Aptitude that the attacker does not have that Interrupts an attack then that attack stops as soon as the defender says that they interrupt, as long as it follows the instructions in the Aptitude description.

You can only interrupt a weapon with an equal or faster weapon. You could interrupt a long sword with a long sword or with a short sword but you can't interrupt a short sword attack with a long sword. You just can't move fast enough to get the larger weapon redirected to take advantage of the opening.

Nautical (Wit)

The Nautical Skill covers wooden vessels from the earliest days of sail to the Age of Sail. It covers modern sailing vessels as well but not Ironsides, basically anything that uses wind or oar to direct itself. It would even cover magical airships that use large sails. Controlling the ship is covered here.

Nautical Tactics are covered under Tactics, moving about a ship may require Athletics checks as does any swimming you may be doing, and firing weapons from one ship to another is covered under Ranged Combat.

Ranks

Basic: Weekend boater

Trained: Seasonal Sailor

Proficient: Skilled Seasonal Sailor

Focused: Professional Sailor

Expert: Admiral

Master: Master of the Seas

Perks

Fishing Boat (2) - You have a fishing boat that you can use to provide you with a moderate lifestyle.

Large Fishing Boat (3) - You have a large fishing boat that you can use to provide you with a moderate lifestyle.

Sailboat - You have a small sailboat for relaxing on or traveling.

Sailing Ship (3) - You have a large sailing ship that you can use to provide yourself with a high lifestyle.

Flaws

Fear of Water - You are afraid of the water. As long as you are on a boat you are okay.

Sea Sickness - You get sea sick during rough weather.

Fear of Heights - You are afraid of heights. You are unlikely to climb on the rigging on your own.

Missing Limb - You have adapted to only having one leg or arm.

Jinx - Sailors believe that you are a source of bad luck and they will take out any problems they have on you.

Pressed – You were pressed into service on this boat. You can't go ashore and you don't make as much as the lowest crew.

Trained Aptitudes

Cargo Loading – You know how to load and unload cargo quickly and effectively on and off a ship.

Cartography – You know how to make readable maps.

Coastal Navigation – You can navigate along a coast. Most early ships had to do this for lack of later navigational aids.

Flag Signaling – You know how to signal other boats with flags.

Lantern Signaling – You know how to communicate with other boats with a shuttered lantern usually by Morse Code.

Large Scale Fishing – You know how to operate a large scale fishing boat. This includes whalers.

Magical Airships – You know how to operate on a sailing vessel that floats over land and sea by way of magic.

Navigation – You know how to plot courses and follow them.

Ocean Gunnery – You know to compensate for the waves when using a cannon or any other line of sight indirect weapon.

Ocean Training – You know how to survive on the ocean safely. You also know some remedies for ocean related health problems.

River Boats – You know how to operate shallow bottom boats along a large river. This includes barges and ferries.

Sailboat – You know how to operate a single mast small boat such as skiffs, dinghy, sharpies, and scows. They require one to a few crew.

Sailing Ship – You know how to operate on a large sailing ship such as a Galleon, Schooner, or Clipper-ship. You can operate as part of a large crew.

Steamboats – You know how to operate on a steamboat.

Focused Aptitudes

Deep Ocean Fishing – You know how to fish off a boat and handle larger fish. This could be as a part of a fishing boat.

Hold Together – You can have a ship operate as if it had one level less of damage per point of wits you have.

Jagged Coast – You are skilled at navigating along a jagged coast in order to cause a chasing vessel to possibly hit ground. You can also get your ship through very narrow places. Reduce Terrain by one level (minimum Open).

Oar Shear – You know how to suddenly turn along another ship and shear their oars off, killing much of the rowing crew.

Recover – You are excellent at recovering control of a ship.

Sail Racing – You know how to get the most out of a sailing vessel for speed. If a pursuing ship is about the same speed then you lose them unless they also have this feat.

Sideswipe – You know how to hit another ship without doing damage to your own.

Star Navigation – You can navigate purely by the stars. You can identify your direction and with an accurate clock and if you know your speed chart your location.

Mastery Aptitudes

Blind Sailing – You are so good that you can correctly navigate blind. You could be in a pitch black night or in fog and you would still know where you are going.

Just a Scratch – You can ignore one damage level per attack for the cost of an action point. So a Medium wound becomes a Light wound and a light wound doesn't occur.

Storm Rider – You are good with sailing using a storm. It can even propel you faster than normal. However your men might think you are mad.

Nautical Rules

The Nautical Skill covers wooden vessels from the earliest days of sail to the Age of Sail. It covers modern sailing vessels as well but not Ironsides, basically anything that uses wind or oar to direct itself. It would even cover magical airships that use large sails. Controlling the ship is covered here.

Nautical Tactics are covered under Tactics, moving about a ship may require Athletics checks as does any swimming you may be doing, and firing weapons from one ship to another is covered under Ranged Combat.

Ship Traits:

Scale - There are a lot of ships in the history of the world. Any ship that is made of wood will be on the standard scale. This will determine the wound thresholds and DR. It will list the common length and width as well.

Wounds - This includes the wound thresholds and DR.

DR - This is normally equal to light wounds.

Speed - Speed is very dependent on conditions. List the highest wind force it can maintain control in. So if a ship can maintain control in strong winds then it will go the ship listed speed. Then add the handling rating and a bonus for the crew quality.

Handling - This reflects the difficulty

Maneuver - The maneuverability of this kind of ship.

Defense - Base to hit.

Crew - This tells how many is necessary to run the ship at full strength.

Weapons - This will list if it can mount a weapon.

Handling

Many vehicles have a penalty to handling them that reflects the vehicle's difficulty in controlling them.

Examples:

(B) -6: This means that the ship requires a basic skill in Nautical and the Handling rating will be -6. There is no increase to error range.

(T) -4/+2: This means that it requires a skill level of Trained and the handling rating will be -4 with an increase of 2 to the error range.

Maneuver

This is a bonus for certain kinds of vehicles that help that vehicle dodge incoming fire. Low Tech ships don't move fast enough to get a bonus for movement so all the maneuver bonuses are at +0.

Size

This reflects the general size of the ship before adding a modifier based on the ship being in the water. This would apply for a ship in dock that a character is attacking.

There is also a modifier based on the angle of attack. Many vessels have a small fore or aft profile. Most of their mass is in their length. However their longest dimension is also the source of their scale and wounds. So ships have a modifier for fore/aft and top/bottom. This can be applied to the defense rating of the craft when under power.

Defense

This is the chance to hit the vehicle as a stationary object. Vehicles in the Air or Water have a +5 to their defense to show the increased difficulty in hitting those craft.

Low Tech ships don't move fast enough to get a bonus for movement.

Type

There are four major types of vessels. Ships can be more than one type at the same time.

Auxiliary - These are smaller craft that are used for transporting goods and personnel around ports and between ships. ½ light as DR, minimum material DR

Coastal - These are lighter craft that are designed for shallow water and moving along a coast or a river. They lack the ability to handle rough seas or weather. ½ light as DR, minimum material DR

Merchantman - These are used for transportation of cargo for trade.

Warship - These are craft designed for war.

Warship/Merchantman - These are used for both combat and cargo transportation.

Navigation

There are two major kinds of water navigation: Coastal and Open Navigation. Coastal navigation involves using maps and/or a good memory to remember expected land marks along your route. You can't navigate without tools, a map, or someone who knows the route well. You are basically blindly exploring at that point. Ancient navigators knew the wind patterns at certain times of the year in certain places. This allowed them to find a certain wind to carry them most of the way.

Roll once for the whole trip on a route that the navigator knows well. Roll once a day for a route that they don't know as well or that goes through dangerous areas.

Length of Route

Short Coastal Trip 20/+1

Long Coastal Trip 25/+2

Out of sight of land for a few days 30/+3

Out of sight of land for weeks 40/+4

Never been on this route with map +5/+1

Been on this route once with map +0

Been on this route several times -5/-1

Poor tools +5/+1

Accurate clock -10/+0

Favorable or known wind patterns -5/+0

Unfavorable or unknown wind patterns +5/+1

Error Effects

Attempt - You are close to where you want to be but you have added a day to the trip.

Failure - You lose a day to being lost. Re-roll the next day to figure out where you are.

Complication - You encounter a navigational hazard.

Botch - You are off course and don't know it.

Injuries

Roll to check for the general crew taking injuries due to bad conditions using the same DC for Nautical Maneuvering if an error or botch is roll on Maneuvering.

Success - No injuries

Each 5 below DC - 5% injuries to crew. Use the Athletics check rules for specific crew.

Complication - Someone on the senior staff, the doctor, or part of the repair crew are injured.

Botch - Someone on the senior staff is killed

Nautical Maneuvering

Start with the Wind Force to determine the base Condition DC and then add modifiers for other conditions. Your Terrain Modifier will determine how often you roll but you should roll whenever you change Terrain levels to a worse level. These DCs can also be used for Athletics Checks in these conditions as well.

Roll to have control at that speed. The listed speed is $\frac{1}{4}$ of the wind speed. You can cut your Wind Force by one level by dropping your sails. For each 5 points above DC you can add a quarter to the speed up to the wind speed. With superior or better crew you can actually exceed the speed of the wind by another quarter. You can't increase your wind speed after dropping your sails.

Ships became more and more sturdy as technologies progresses. Stone age ships are limited to Light wind conditions and will not be under control in worse weather.

Starting DC

Wind Force	Wind Speed	Ship Speed	Condition DC (Error)	Ship Limits
Light	1-12 knots	1-3 knots	10 (+0)	Stone Age
Moderate	13-23 knots	4-6 knots	15 (+0)	Age of Ancients
Strong	24-35 knots	7-10 knots	20 (+1)	Ax Ages
Severe	36-58 knots	11-15 knots	25 (+2)	Gunpowder Era
Windstorm	59-85 knots	16-20 knots	30 (+3)	
Hurricane	85+knots	21+ knots	40 (+4)	

Terrain Modifiers

Terrain	Roll Duration	DC Modifier	Description
Open	1 day	+0	Out on the open away from everything
Hampered	2 x a day	+5 (+1)	Following a coast, moving in a fleet
Confined	5 x a day	+10 (+2)	Open harbor, hugging a coast
Tight	Once an hour	+15 (+5)	In shoals, among rocks, obstacles with in a boat length

Weather Modifiers

Light Rain/Snow +5

Heavy Rain/Sleet +10

Reduced Light (early dusk/dawn, moon lit night) +5

Pitch Black +10

Crew Quality (add bonus to your skill rolls, not your DC)

Crew Quality	Skill	Speed	Bonus (Error)	Broadside
Inept	+5	-3 knots	-10 (+2)	20%
Poor	+10	-2 knots	-5 (+1)	40%
Average	+15	+0	+0	60%
Superior	+20	+2 knots	+5 (-1)	80%
Expert	+25	+3 knots	+10 (-2)	100%

Error Effects

Attempt - You are pulled off course.

Failure - You lose control. The weather pushes your ship around for a while before you can gain control again.

Complication - Several ropes and tackle break. Check for injuries. You have to get those repaired to get the ship under control again. You have no control until then. The ship moves with the weather at your slowest speed.

Botch - The ship is damaged by the weather. Check for lethal injuries. You have to get the ship repaired to get the ship under control again. You have no control until then. The ship moves with the weather at your slowest speed. It may start to sink if it hits rocks or is in a storm large enough to turn the ship over.

Misc Skill Modifiers

In case of weather, take the worst of the penalties (either these or the weather based one, whichever is a higher penalty).

Ranged -10 on a small boat, -10 on ocean waves, -5 on a large boat

Melee -5 on a large boat, -10 on a small boat

Nautical -5 on a small boat, -5 sea going, -10 ocean going

Crash/Ramming

If you crash into something bigger than you then take your own health level as damage. If one is ramming another then both take the ramming ship's health level for that speed as damage. If a smaller ship is hitting a much bigger ship then this may mean that the bigger ship takes very little.

Speed:

Slow – light damage

Moderate – moderate damage

Fast – serious damage

Fast vs fast - heavy damage

Two objects hitting each other they will both take the damage level of the larger one. One rams into a stationary object then the moving object's speed and damage level affect them both.

Chase Rules

Much of the time vehicles in combat will be in motion and in some sort of chase. These chase rules cover everything from car chases to boat chases to jet fighters to space dogfighting. There just needs to be a predator chasing and the prey being chased. There can be several predators even. These positions can change very fast in this system.

The first factor in a chase is the terrain. This can be rapid passes of docking structures around looming capitol ships or vegetables at a market. Your speed and the openness of the terrain determine if you are going to hit things along the way. If the prey can make it through that kind of terrain then they force the predator to do the same just to keep up. Combine this with trying to fire in the middle of all of this and it's a very dangerous path to take.

Initiative

Initiative works a little differently than in normal combat. The prey gets first initiative unless they are surprised. The pilot or driver goes first, then the gunner, then any other characters can act. Do the entire ship before moving on to the next one.

Prey Action

They can make a driving/piloting roll and a gunnery roll if they have rear guns. If their driving/piloting roll (**driving/piloting + handling + d20**) is as high as the terrain DC then it doesn't get into an accident. As long as there is no accident then the result of the Roll is the DC to stay with that ship.

If predator misses by 5 then they don't get a shot at the prey at all. If they miss by 10 then the prey can decide to reverse on the predator and change places. If the predator misses by 15 then the prey can lose them – as long as there is some cover to lose them in (ie doesn't work in open water or space).

A prey can go evasive. This is the same thing as aborting to dodge is for a character. While you are evasive you are moving too erratically to shoot back (you may be throwing your passengers around as well). It lasts through your next turn and until the beginning of the turn after that one.

Faster Prey

If the prey is significantly faster than the predator then the chase is up to the prey. Once the prey is in more open than tight terrain it can choose to end the chase on their turn. Their movement will take them out of range fairly quickly.

Prey Criticals

- Switch to become Predator
- Increase Terrain Difficulty for Predator

Predator Action

Predator makes Nautical roll (**Nautical + Handling + Size Penalties + 10**). Pilots get a bonus or penalty based on the size of the vehicle they are trying to chase. If the target vehicle is larger then add the difference in size as a bonus to their rolls. If it is smaller than subtract it. You don't have to stay as close to a larger vessel to stay with it.

As long as the Predator's roll is not more than 5 below the prey they will keep up with them and can shoot at them. If they don't then they can't fire at them accurately (they can fire wildly for free but no roll is made). If they miss by 15 then they lose them. If they don't even make the terrain DC then they stop where they are. This is not necessarily a crash. They are just blocked by the terrain and can't keep up. If they botch then they run in to something.

If the predator beats the prey's roll then the predator's group gets the margin of success as a bonus for their attacks that action. They can make an attack as their second action or another character's action. In a fighter aircraft it would be the predator's pilot's gunnery roll. In a larger craft it could be a separate gunner.

Faster Predator

If the predator is significantly faster than the prey then they cannot be lost in anything more open than tight terrain. It requires the tight terrain to get lost in for them to have a chance to get away. They do not lose them on a 15.

If the predator is an aerial vehicle following a ground vehicle then it can only lose the vehicle if there is somewhere for it to travel under cover for a while. However the restricted attack rolls still apply. The ground vehicle can evade enough to make it hard to hit from the air.

Of course if the predator is too much faster than the prey it only counts as a strafe instead of as a chase.

Predator Criticals

- Increase Terrain Difficulty for Prey by crowding
- Decrease Terrain Difficulties for gunnery actions and passengers

Keep up!

Sometimes it is all you can do just to hang on! Instead of having a gunnery action or even driving to get better positions you focus on making it through the terrain and not lose them. Reduce the DC by -5. This action is often taken by everyone else but the lead predator in a large chase.

Broadside

Large vessels rarely fire one weapon at a time. Usually they fire a lot of weapons of the same type all at once. This is called a Broadside. Broadside function like Burst Fire. They add +1 to the damage, AP, and Broadside Bonus.

Ex: You are firing a weapon that has +5 acc, 25/20, and you have a battery of 10 of these. Your operations officer has an operations rating of +15. You get +5 for your lock on bonus so you add it all together +5 Lock on +5 accuracy + 10 broadside bonus + 15 operations skill for a total of 40 + d20. The base damage will be 35/30.

Broadside limitations

Broadside are limited by the quality of the crew. Some of the shots will go wide or not fire together and add to the broadside. Take the total number of guns and only apply the percentage listed for your crew type in each broadside (round down). The other guns are firing but not at anything useful.

So if you had 20 guns in a broadside and a poor crew you would only add +8 instead of the full +20.

Occult (Int)

Occult is the study of the supernatural. With this skill you can perform rituals that you find to affect various supernatural entities. Anyone that studies this can use it. However it will not work on something that is not supernatural. You can spread a line of salt along a door and it will stop a spirit but not a person. Arcane is used by Hunters of the Supernatural to destroy spirits and some monsters. Someone with magic will be able to do more than a normal person but the advantage of this skill is that anyone can use it. Arcane can be used to do research on local stories to figure out who a ghost might be or what kind of Demon you are dealing with.

Setting Specific Aptitudes

Certain settings would open up a great deal more Arcane aptitudes. If you were running a World of Darkness setting then each Clan's Lore would be a Focused Lore and there would be lots of other Lores. If you were running a Call of Cthulhu setting then each Mythos entity and their cults could be separate Focused Lore aptitudes.

Ranks

Trained (15): Read some New Age books; you have basic knowledge of supernatural creatures

Proficient (20): Read a lot of occult books; you have seen some direct information about them

Focused (25): Encountered the supernatural; You have done some research on this before. You know a lot of individual facts.

Expert (30): Hunt the supernatural for a while; You have some obscure knowledge. This is the kind of information in occult journals.. It is information that a person very focused in the subject would find interesting but a person would need a lot of context to even understand. It might be the personal habits of someone involved in the subject or a specific place that a finding was discovered. You know a ritual to deal with this kind of demon.

Mastery (35): Master Hunter; you have very obscure knowledge. This would be something that would be very hard to find and not in the common books or websites. You can even limit this to finding out a certain person is needed to answer the question. This can include a ritual to deal with a very rare demon.

Successes

0 - Basic General Information

1 - Minor additional details

2 - Details that connect to your situation

3 - Through back story and details, major details

Limits

You can't re-roll a knowledge check. Either you know it or you don't. You can do more research to make another roll.

Perks

Apprentice - You have an apprentice with minor magical abilities at this point. They can help you with rituals as well as generally help you out.

Occult Library - You have an occult library that covers trained level information. A 2 pt library will have one general focused level information as well. Specific information should be gained in game.

Job - You have a job relating to the Occult. This could be a teaching job in the paranormal, mythology, or ancient legends. If magic is openly known it could be as an Occult Investigator. It will provide you with a Medium Lifestyle.

Mentor - You have a mentor with knowledge of a specific arcane subject at Trained level. A Mentor with Focused level arcane is 2 pts. Each subject that they know at trained is another +1 and at focused is +2. GM should not allow a Mentor with Mastery level knowledge. It is too imbalancing.

Occult Supplier - You know someone who can get you real occult supplies, not the stuff the mundanes see. This is not a small shop somewhere. This is more of a black market supplier.

Shop (2) - You have a small shop that sells occult materials, books, and pagan supplies as well as T-Shirts and Bumper Stickers! This is a source of a Medium Lifestyle, though you may live above the shop or in back.

Flaws

Disbelief - You study this purely as an academic subject. You don't actually believe any of it.

Major Paranoia (2) - You believe that supernatural entities are after you and it cripples you.

Paranoia - You believe that all your set-backs are from arcane causes.

The Only Truth - You believe that everything has an arcane cause.

Trained Aptitudes

Astrology - You know how to learn about great events through the study of the stars.

House Warding - You know how to ward your house versus the supernatural by strengthening the threshold of the house.

Will Strike - You can focus your mind in order to damage spirits.

Focused Aptitudes

Asura Health - You know how to treat Asura medically. You still use the Medicine Skill.

Asuras - You know about many of the inter-dimensional mostly humanoid demonic races. These are different from the spirit Demons.

Demon Hunting - You know how to take out various kinds of demons.

Demonic Languages - You know how to decipher more common demonic scripts and Asura languages.

Demonology - You know about various kinds of demons.

Ghost Hunting - You know how to take out a Ghost.

Mythos Entities - You know the lore about various chaos entities.

Mythos Servant Hunting - You know how to hunt down the servants of chaos gods.

Vampire Culture - You know many truths about Vampires behind the scenes.

Vampire Hunting - You know how to take out a vampire.

Werewolf Hunting - You know how to take out a werewolf.

Witch Hunting - You know how to take out a Witch.

Mastery Aptitudes

Mythos Creature Hunting - You know how to hunt various servant creatures of chaos gods.

Obscure Demonic Languages - You know how to decipher more obscure demonic scripts and Asura languages.

Occult Module

Occult checks can be used as Knowledge Checks to find out some bit of lore, ritual research, or to set up attacks or defenses against a supernatural threat. It is useful for figuring out the limits or motivation for various entities.

Limitation

Occult checks are even more limited than regular research rolls. Most arcane lore, especially true lore, would be hidden by those who need it and destroyed by those who are subject to it. You can't just plop down at a public library and find out occult lore. You need an occult library.

Each occult library will have a focus to it based on the interests and access of the people who put it together. This is represented as if the library had a skill rank and a series of aptitudes. You can look up anything within that focus and rank difficulties.

Here is an example library:

Library (F): Ancient Religious Lore, Angelic Lore, Archaeology, Egyptian Lore, Hermetic Lore, Religion, Ancient Languages, Demonology Lore

You could look up Focus level questions in any of these subjects, so nothing with a DC over 35.

Identify Check

You can roll to try and identify what kind of supernatural creature you are dealing with. Use the Knowledge Check for details on the roll. If you have an aptitude relating to this kind of creature then you can make the identify check without research. You remember the details. If you spend some time researching the creature then you can try and make your identify check. The basic kind of creature is based on the moderate difficulty of the level that the apt is placed in. More unusual versions or specific versions would require a difficult DC.

Instead of identifying a type of creature you may need to identify a specific person such as what ghost is haunting that house and where are their bones buried. Or you could be looking for the personality of a particularly deadly vampire.

Error Effects

Attempt – You narrow it down but you don't have the information in that library. You need to find another source of information.

Failure – You don't know what it is. You have reached a dead end until you find out more.

Complication – You damage or mess up the library and lose your progress.

Botch – You have identified it incorrectly as something weaker than it really is. Your research tells you that you are protected from it by something that will have no effect on the creature. Any rumor of vulnerability is incorrect.

Banishment Ritual

Some types of creatures such as demons can be banished. However there may be many variations on those rituals depending on the type of demon and sometimes on the particular demon or entity. An Arcane check with the right aptitude and library is necessary to find or create a banishment ritual that will work.

There are three levels of rituals possible. The listed DCs are for figuring out the ritual and for actually performing the ritual. If the ritual takes more than one action to perform you must roll each round and make the DC. If you fail but don't botch then you can roll again but that round doesn't count towards the total. Rituals are slow actions so they will occur after all fast actions.

The entity will fight you to prevent itself from being banished. If you don't have some sort of magic circle to contain them in then you will have to have someone else fight with it or otherwise occupy it long enough to banish it.

Easy Ritual (20) – You just need to read some words in front of the entity in question. The ritual can be done in a complex action. This would be good for lower power entities such as many spirits.

Difficult Ritual (25) – You need to have three uncommon items that require previous collection. This means that you have to plan ahead in order to do this kind of ritual. This would be good for moderate power entities or lower level demons. The ritual would require 3 complex actions uninterrupted in order to do this.

Severe Ritual (30) – You need to have a specific magical item in order to do this. Researching and collecting this may take a long time by itself. This would be good for high powered entities, powerful demons, Gods, and Mythos entities.

Error Effects

Attempt – You don't quite have the ritual correct but you are able to use it to hold it. You have to keep the circle and materials set up to keep it held.

Failure – The entity ignores your feeble words.

Complication – The ritual fails and you lose the materials or if there are no special materials you must restart your research into a new ritual. Also your difficulty goes up by one level for next time since that entity knows you.

Botch – The entity is held in the area and in order to free itself it must destroy you.

Magic Circle (req apt)

You can cast a magic circle with Occult and the proper aptitudes in order to contain certain kinds of magical entities. Each kind of entity would require a different circle. You must have the Lore apt of the kind of entity you are dealing with in order to cast a circle to contain it as well as the apt to cover the level of containment circle you need. You need the Lesser Containment Circle for lesser spirits and Greater Containment Circle for greater spirits. You mix the symbols of the kind of spirit in to the containment circle symbols.

The circle will not be visible to the entity until they walk into it and it closes however the symbols require that they be painted so that is visible. It is possible to hide the circle under a rug or even paint it on the ceiling to trap those who walk under it. The magic circle must be large enough to contain the creature or it will not actually close. You don't know if you have succeeded in making the circle until it actually closes. However you can hear it break in your mind if it fails. It sounds like a glass shattering.

You can also close a magic circle around yourself to keep yourself safe. That requires the Magic Circle apt, concentration, a bit of your blood, and a DC 20 roll. A magic circle will protect you against purely magical entities and magical effects. However any purely physical creature, such as another person, can break the circle from the outside by damaging the circle, such as cutting the paint or scrubbing the line in the dirt. If you create a circle then you can invite others to enter it but if you leave the circle then it collapses. A magic user using indirect magic will be blocked by the circle but direct magic will treat it as DR equal to your Arcane rank. It will not stop any physical side effects of those attacks such as fires that are set or objects blown around.

Creating a basic circle is a complex action. Creating a containment circle takes 1 minute.

Error Effects

Attempt – You need to do more research or get someone who knows how to make a more complex magic circle to help you out.

Failure – In the middle of working on your circle you mess it up and it won't work. You need to rework parts of it.

Complication – You actually tap into the energy lines nearby and that area has too much energy going in the wrong directions for you to make a circle there. You have to move.

Botch – You believe that you have a strong Magic Circle, but it actually doesn't work at all.

Will Strike (req apt)

You know how to focus your mind and energy in order to strike at a spirit. You do the same damage as your hand to hand but you use your Resolve as your attack skill and your Presence as your strength.

Error Effects

Attempt – Your will is not strong enough to hurt it but you have its attention and it doesn't know that your attack was a failure. It will listen to you for a moment so talk fast!

Failure – No effect.

Complication – You connect with the spirit and you are momentarily stunned. The spirit is stunned as well. You lose your next action.

Botch – You connect with the spirit are you are momentarily stunned. The spirit is not stunned and can see your fears, phobias, or derangement.

Operations (Int)

Operations covers various procedures used with specialized equipment. It includes the use and safety features for a ship or vehicle systems. This covers everything from communications to sensors to weapons.

There are aptitudes for many different kinds of Operations. If you don't have a aptitude then you can try and do the action anyway but it will take a lot more time and have a higher difficulty. If you do have the aptitude then you will often not need to make a roll since it will be a common action that you perform. Some checks require a aptitude.

Ranks

Basic: Basic security and safety procedures on a ship or with equipment.

Easy (10) – You have learned to avoid things with Danger signs.

Moderate (15) – You know where to go in an emergency and where emergency equipment likely will be.

Difficult (25) – You know how to operate the controls.

Trained: You are trained on how to do the basic operations on a ship of a type you are trained on.

Easy (15) – You can read a sensor board.

Moderate (20) – Basic attacks at short to medium range with main weapons.

Difficult (25) – Basic damage control

Proficient: You can stand operations on most stations for basic functions.

Easy (20) – You can follow the activity in a busy area.

Moderate (25) – Won't accidentally hit friends in combat. Can use indirect fire.

Difficult (30) – Damage control for moderate damage.

Focused: You are a department head for a large ship.

Easy (25) – You can identify easy returns.

Moderate (30) – You can declare a hit location at short and medium range and hit things at long range.

Difficult (35) – Damage control for serious damage.

Expert: You are a department head for a veteran vessel.

Easy (30) – You can detect a moderately difficult to detect object on sensors.

Moderate (35) – Can use hit location at long range, can hit targets at extreme range. You don't have to use an aim action to declare hit location at short or medium range.

Difficult (40) – Damage control for heavy damage.

Mastery: You know more than the manufacturer about this equipment

Easy (35) – You can find difficult to detect objects on sensors.

Moderate (40) – You can cut through some difficult interference.

Difficult (45) – You can spot a ship under some sophisticated stealth suites.

Error Effects

Attempt – You need help from someone higher up to get this to work.

Failure – You didn't succeed.

Complication – You have caused a new problem.

Botch – You have taken injury or messed something up significantly.

Flaws

Customized – You like to alter settings and customize things for yourself to the point that you can become lost looking for the normal controls and others can become lost trying to figure out your control layout. You a complication you are effectively stunned for a round trying to figure things out.

Day Dreamer – You get distracted easily if you are dealing with routine operations. +1 error.

Disobedient – You think that you know more than your superiors about your system (this may or may not actually be true). If you have a failure then they will blame you for it instead of just accepting it.

No cross training – You only know how to use the equipment that you were trained on. You can't extrapolate and figure other systems out for yourself. Someone else can show you.

Patch Work – You tend to patch your systems up instead of actually properly fixing them. If your system takes damage during combat it will actually take one greater level of damage due to the patches breaking down.

Too Focused – You focus so much on your job that you may not notice something going on around you. This can lead to embarrassment or even danger.

Electrical Age Aptitudes

Artillery - You can fire at targets at great range.

Damage Control - You can direct power from one system to another and keep the ship operating even under heavy damage. You can also direct damage control parties or drones to damaged areas and know how to prioritize problems.

Early Communications - You know how to use the telegraph and early wireless signals systems.

Early Radar - You know how to interpret an early radar system.

Early Sonar - You know how to operate an early sonar system.

Navigation - You know how to plot courses and follow them.

Air Age Aptitudes

Air Traffic Control - You know how to direct aircraft in order to help them land and keep them from hitting anything.

Artillery - You can fire at targets at great range.

Aviation Support - You are trained in setting up landing strips and supporting aircraft.

Chem Warfare Training - You know when and how to use chem warfare suits and equipment to keep yourself safe in the event of a chemical, biological, or nuclear attack.

Damage Control - You can direct power from one system to another and keep the ship operating even under heavy damage. You can also direct damage control parties or drones to damaged areas and know how to prioritize problems.

Fire Fighting - You know how to fight fires on a ship.

Fleet Communications - You know how to run complex communications systems on a large vessel.

Flight Deck Controller - You can organize a flight deck and keep it safe and ready to function.

Navigation - You know how to plot courses and follow them.

Security - You know how to run the security systems of a larger vessel. This includes security procedures, remote lock controls, force fields, and overrides.

Sensors - You can operate the sensors of a vehicle. This allows you to refine details about the targets instead of just accepting what the system decides to tell you.

Vehicle Weapons - You know how to fire the various weapon systems of a vehicle.

Atomic Age Aptitudes

Air Traffic Control - You know how to direct aircraft in order to help them land and keep them from hitting anything.

Artillery - You can fire at targets at great range.

Aviation Support - You are trained in setting up landing strips and supporting aircraft.

Chem Warfare Training - You know when and how to use chem warfare suits and equipment to keep yourself safe in the event of a chemical, biological, or nuclear attack.

Communications - You know how to use various kinds of communications equipment as well as protocols and codes.

Damage Control - You can direct power from one system to another and keep the ship operating even under heavy damage. You can also direct damage control parties or drones to damaged areas and know how to prioritize problems.

Fire Fighting - You know how to fight fires on a ship.

Fleet Communications - You know how to run complex communications systems on a large vessel.

Flight Deck Controller - You can organize a flight deck and keep it safe and ready to function.

Navigation - You know how to plot courses and follow them.

Security - You know how to run the security systems of a larger vessel. This includes security procedures, remote lock controls, force fields, and overrides.

Sensors - You can operate the sensors of a vehicle. This allows you to refine details about the targets instead of just accepting what the system decides to tell you.

Vehicle Weapons - You know how to fire the various weapon systems of a vehicle.

Electronic Warfare - This covers signal processing, interception, and jamming.

Hazmat Containment - You know how to deal with NBC leaks.

Missile Gunnery - You know how to lock on to targets with various kinds of missile systems.

Sling Load - You know how to pack vehicles and equipment to be moved by Helicopters.

Stealth Systems - You know how to adjust and operate any stealth systems that your ship has.

Submersible Operations - You know how to deal with systems specific to submarines.

Trained Aptitudes

Air Traffic Control - You know how to direct aircraft in order to help them land and keep them from hitting anything.

Artillery - You can fire at targets at great range.

Aviation Support - You are trained in setting up landing strips and supporting aircraft.

Chem Warfare Training - You know when and how to use chem warfare suits and equipment to keep yourself safe in the event of a chemical, biological, or nuclear attack.

Chemical Reconnaissance - You know how to find chemical weapons.

Communications - You know how to use various kinds of communications equipment as well as protocols and codes.

Damage Control - You can direct power from one system to another and keep the ship operating even under heavy damage. You can also direct damage control parties or drones to damaged areas and know how to prioritize problems.

Drone Controller - You know how to make the best use of a remote drone or a group of them. If you go to first person view then you use piloting instead.

Electronic Warfare - This covers signal processing, interception, and jamming.

Exoarmor - You know how to operate an exoarmor.

Fire Fighting - You know how to fight fires on a ship.

Fleet Communications – You know how to run complex communications systems on a large vessel.
Flight Deck Controller – You can organize a flight deck and keep it safe and ready to function.
Hazmat Containment – You know how to deal with NBC leaks.
Mecha – You know how to operate and move a mech around.
Missile Gunnery – You know how to lock on to targets with various kinds of missile systems.
Navigation – You know how to plot courses and follow them.
Power Armor – You know how to operate various kinds of power armor.
Security – You know how to run the security systems of a larger vessel. This includes security procedures, remote lock controls, force fields, and overrides.
Sensors – You can operate the sensors of a vehicle. This allows you to refine details about the targets instead of just accepting what the system decides to tell you.
Shields – You know how to adjust and operate any Force Fields that your ship has.
Sling Load – You know how to pack vehicles and equipment to be moved by Helicopters.
Stealth Systems – You know how to adjust and operate any stealth systems that your ship has.
Submersible Operations – You know how to deal with systems specific to submarines.
Underwater Colony Safety – You know how to operate in an underwater colony safely and deal with common problems.
Underwater Operations – You know how to operate safely on a submarine and various types of underwater colonies. This includes safety procedures and such.
Vehicle Weapons – You know how to fire the various weapon systems of a vehicle.

Focus Aptitudes

Complex Controls – You can operate the complex controls of a jet fighter, attack helicopter, or a modern spacecraft such as the shuttle. Some things are automated but most are not. If you do not have this then all actions are complex actions or extended actions.
Interceptor – You can use guns or mini-missiles to counter missile fire. Automated CIWS don't require this aptitude.
Multi-vector Navigation – You can navigate a course through difficult 3d terrain and reduce the terrain difficulty by one for your pilot.
Night Navigation – You can plot and follow a course at night in order to hit a target and return and not get lost.
Reroute (req Damage Control) – You can take system that is down and reroute power and controls so that it works again. This assumes that you have control over the damage control system. Doing this manually requires Engineering. Not all ships are capable of doing this. It requires a ship with a tech level and design that allows for this.
Target Engines – You know how to hit a ship or vehicle in such a way that it takes damage to the propulsion but doesn't damage the overall superstructure. It will be reduced by a percentage based on the damage level: Light 25%, Moderate 50%, Serious 75%, Heavy - Total Stop or Loss of Control. This counts as a hit location attempt.
Target Weapons – You can use the sensors and weapons together to disable the weapon systems of another ship. Each damage level reduces the total weapons available on that ship: Light 25%, Moderate 50%, Serious 75%, Heavy - No weapons available. This is a hit location attempt. If you get moderate or greater damage you can choose to eliminate all of the weapons of a certain arc instead of a percentage.

Mastery Aptitudes

Cold Shot Gunnery – This covers firing without the targeting lasers or radar that would give you away to the target.
Extremely Complex Controls – You can operate the extremely complex controls of something like an early spacecraft. Nothing is automated. You have to pay attention to all the controls all the time. If you do not have this then all actions are complex actions or extended actions.
Gunnery Sniper – This covers using Gunnery as a sniper system for extreme range shots.
Sensor Witch – You can see ships in the static at the very edge of sensor ranges based on things that your own computer is telling you is nothing.
Sensor Wraith – You can hide your ship with your emissions in the static of sensor systems.

Operations Check

Controls

Operations at different levels covers the complexity of controls.

Basic – These controls are easy to use and self-explanatory. This is common for emergency supplies and civilian vehicle controls. Higher tech vehicles and controls move towards this.

Trained – These are controls that take training of more than a few hours to learn to use. This could be from having to watch several controls at the same time.

Focused – These controls are very complex and take a lot of knowledge to understand. This may require additional knowledge to operate. This is common among fighters and spacecraft.

Mastery – Any controls at this level are incredibly complex and difficult to operate. A good example would be the Apollo spacecraft.

Misc Modifiers

Operations +0 small craft, -5 simple craft, -10 complex craft, -15 complex controls

Engineering -5 ocean going, -10 submersible

Mechanical -5 ocean going

Communications

Basic communications doesn't require a Operations Check, as long as you have the Aptitude. You only need to roll if you are adjusting to eliminate interference, tune into a distance signal, or encrypting/decrypting a communication. If the encryption is not a part of your system then you have to make a language check to solve it. If you don't have the aptitude then you can only attempt basic communications and that will require a roll.

Sensors

Sensors allow a ship, vehicle, or person to scan the area around them and detect various types of objects and energy types. Each tech level will give you a list of the available types of sensors and their ranges. Each vehicle will have a sensor bonus listed with it. The sensor bonus is in two parts. The first part is the actual sensor bonus and the second is the penetration rating.

If you are trying to detect something then you make an operations check as long as you have the sensors aptitude. If you don't have the aptitude then you can still try and read it at a -5 but you can't adjust it to try and penetrate interference.

The penetration rating tells you what level of interference your sensors can penetrate. Interference is listed in the same scale as the penetration rating. If your penetration rating is greater than or equal to the interference rating then your sensors will pick it up with a normal operations check. Military systems will automatically check for anything that their sensors can penetrate.

If the Interference level is higher than your Sensor Penetration level then the difficulty increases +5 for each 1 point of difference. So if you Sensor Penetration is 6 and the Interference level is 8 then that is +10 to the DC.

Interference can also limit your sensor's range. It will be listed with the Interference. Plus a sensor system must be directed at a location or direction to detect something under interference.

There are several types of Interference. It could be a storm causing EM interference, radiation blinding sensors, or even a nebula hiding who knows what number of alien ships.

Stealth

Stealth systems use the same rules as Interference. They negate a sensor type, or types. They have a Stealth rating which is the same as an Interference rating. So if you have a ship with Thermal Stealth of 8 then any sensor that could normally pick them up that depends on Heat would need an 8 or better penetration to automatically notice it.

Stealth systems also have a range limiter. If you are depending on that sensor then you won't be able to pick it up until you get within that range. If your sensor doesn't go out to that range or only goes out to that range then the point is moot.

Higher tech sensors will have more and more sensor types and often this will make the difference. Once you have a sensor type that the stealth system doesn't block then they effectively have no stealth.

Safeties

Some ship's systems are designed with safeties that prevent dangerous commands from being carried out. This all but eliminates the error range with those systems. If you roll a natural 1 then you waste that turn doing nothing useful. That's as far as you can mess up with those systems. However this also prevents you from getting a critical success as well. You just don't have access to the advanced controls. This is the default setting for civilian systems on most ships.

Once you are focused in Operations you can turn off the safeties and play with the more advanced controls. This can allow you to make some impressive rolls but it opens you up to messing up the system somehow.

Perception (Wit)

Perception covers noticing things and some parts of Investigation and Intelligence work.

Flaws

Deaf (2) - You can't hear anything. You can't take any feats that relate to hearing.

Blind (2) - You can't see anything. You can't take any feats that require sight.

No sensory multitasking - When you study things with one sense you tend to ignore your other senses.

Sensory Overload - If you roll a botch on a perception roll you are stunned until you go into a quiet area.

Not good with People - You are not very good with figuring people out. You can't take any feats that help you with people.

Trained Aptitudes

Alert - You are more likely to notice something dangerous going on, or someone watching you in a room or street.

Crime Scene Investigation - You are trained to notice details and recreate the events of a crime after the fact.

Detect Lies - You can tell when someone is lying to you.

Eagle Eye - You can spot things from a great distance. This allows you to spot aircraft moving at long range even if your sensors are deceived.

Excellent Hearing - You can hear things that other people can't hear. You can hear details hidden in other noise.

Forward Observer - You are trained to identify targets and the correct coordinates of that target so that you can call down artillery or air support on targets.

Hound Dog Nose - You have an excellent sense of smell. You can notice unusual scents, often identify, and remember them.

Identify Tastes - You can taste something and identify what it is made up of. This is common among chefs.

Observer - You are a trained observer. You know how to identify and remember details of vehicles and people.

Quick Search - You can perform a search at a quarter of the time.

Reconnaissance – You know how to observe an enemy encampment and find out useful information about their capabilities.

Spot a Fighter – You can look at someone and know if they can handle themselves in a fight. You get to know what their general rank is with Martial Arts or Melee (ie Trained, Focused, etc).

Spot Concealed – You can notice when someone is carrying a concealed weapon by the way they hold themselves and move.

Spot Criminals – People who feel guilty move in a certain way and you can spot them.

Spot Following – You can spot someone following you on foot or in a vehicle.

Spot Police – You can spot law enforcement officers by the way they walk and carry themselves.

Spot Traps – You know how to spot various man made traps. If you have the Terrain Aptitudes for the Terrain you are in then you can identify them from twice as far away.

Storm Sense – You can sense changes in pressure and temperature and accurately detect a storm even before it is visible.

Surveillance – You are trained to set up watch long term.

Tracking – You know how to follow the tracks of various animals. You need the Terrain Aptitudes under Survival to identify the various tracks.

Focus Aptitudes

Analysis – You can take a great deal of details and synthesize it into useful information. This is useful in investigation and intelligence work. This lets you see patterns where others do not.

Blind Fighting – You sense the approximate location of people directly around you and can fight even against concealed opponents. Their concealment bonus is halved.

Blind Sight 5ft radius – Your opponent's concealment bonus is negated within 5ft of you. This requires the person being able to hear.

Danger Sense – You feel when you are in danger. You are never flat footed when surprised.

Eidetic Memory – You have incredible recall of everything you've experienced. You have a +5 bonus on checks to remember things, including saving throws against effects that alter or erase memories.

Out of Place – You can spend an action point to ask the GM what is out of place in a crime scene, even if you have never been there before.

Spot Surveillance – You notice when you are being watched or when someone is watching someone else. You can also notice when someone is generally more watchful than usual.

Spot Tells – You know how to spot the tells of gamblers. You can spend an action point after that to exploit their game. They will be effectively flatfooted for that game. This will only work once per target.

Spot Threat – You can tell just from a glancing look that someone is interested in hurting you.

Spot Training – You know someone who is police or military trained by the way they move and look at things.

Spot Weakness – You notice the weakness in a martial arts or melee style and can exploit it. Once you spot a weakness you can spend an action point to exploit it on that target and they will be flatfooted versus that attack. This will only work once per target.

Tracking History – You can look at a place and tell an account of what happened there based on movements and impressions in the ground. You can tell how long ago things occurred as well.

Mastery Aptitudes

Identify Blind – You can identify specific people just from hearing and smelling details about them. You can tell what kind of person is walking nearby, including weight, gender, injuries, mood, etc.

Perfect Memory – You can take a snap shot of a place in your mind and later go back and mentally see every detail. You could paint or draw all the details.

Psychic Reading – You can read so much about the history of a place or people from a small number of clues that people believe that you are psychic.

Subconscious Speech – You can talk to someone and they will tell you answers to your questions in yes or no ways without consciously realizing that they are doing it.

Target Analysis – You can figure out an overview of a person just from looking at them. This includes comfort level, aggression, wants, hopes, fears, etc.

Perception Check

The important thing to know about a Perception check in this system is that you are not doing this versus an opposing stealth check. Most perception checks should be made by the PCs.

Basic: You can notice something not glaringly obvious.

Easy (10) – You can notice an obvious danger when you are looking for it, such as watching for oncoming traffic.

Moderate (15) – You can notice an obvious danger.

Difficult (25) – You can notice a danger when distracted.

Trained: You can notice and remember details around you.

Easy (15) – You notice obvious details.

Moderate (20) – You notice that someone has a weapon on them.

Difficult (30) – You notice that someone has a concealed weapon on them.

Proficient: You can notice a small detail or strange behavior in a person.

Easy (20) – You can notice suspicious behavior when keeping an eye on a person.

Moderate (25) – You can notice suspicious behavior in a person walking by.

Difficult (35) – You can notice suspicious behavior even when you are distracted.

Focused: You can pick up multiple details about your environment and the people around you.

Easy (25) - You can notice concealed items and behavior when watching for it.

Moderate (30) - You can notice concealment in everyday actions.

Difficult (40) - You can notice concealment when distracted.

Expert: You can notice many things with only a glance or from memory.

Easy (30) - You can remember a significant detail after the fact.

Moderate (35) - You can remember a detail that you didn't notice the first time from memory.

Difficult (45) - You can recite everything in an area from a glance several days later.

Mastery: You are able to find things that others have hidden

Easy (35) - You can find something hidden in a small house

Moderate (40) - You can find something hidden in a jungle

Difficult (50) - You can find something hidden in a lake

Error Effects

Attempt - Your subconscious picked up something. You have a feeling that you missed something important.

Failure - You didn't notice anything.

Complication - You become distracted by something that reduces your effective perception by 10.

Botch - You zone out thinking about something else or if you are in combat you are overwhelmed by a sudden noise or light.

Types of Perception Checks

Perception Check dependent on how long you work at it.

Quick Action Perception Check - Glance

You check to see if something that you are already aware of has changed or check the placement of something. You can't actually do a search of an area with a glance until Expert.

Simple Action Perception Check

You are checking to spot something that is standing out. You would notice motion of small sized objects or creatures in an empty space. You would notice motion of a medium sized object or creature in a busy or messy place.

Complex Action Perception Check

You are checking to spot something not standing out. You are looking for a person moving among other bodies. Someone with a weapon. Etc.

Unconscious Perception Check

You are checking to notice something that you have been trained to observe. This means that you have to have a Aptitude to notice it. Your mind notices the detail and alerts your conscious mind. So you may be walking down a road but you will notice that you passed someone with a concealed weapon without trying, if you have that training.

Non-combat Perception Check

If you are not under stress or threat and can spend some time searching an area then you can find whatever you are capable of finding. Something that is concealed under higher tech or magic may require different tools.

Spotting Concealed (Aptitude required)

If you are not in a combat situation and you see someone walking around then the GM may have you make a Perception check to see if you notice who has a weapon. If you ask about specific people then you can make a check. You must have the Spot Concealed Aptitude to do this.

Vision and Light

This covers noticing things that are hard to notice. If it is in contrast with the background or back lit then you can see it though you may have a hard time detecting the details. If you have any special abilities or equipment that augments your vision then shift to a different light level.

Concealment will add another set of penalties as well. Someone with night vision would see things as faint light even though they are in minimal light. Total darkness doesn't allow for vision based perception checks, only hearing or touch based. Take the lowest sight distance when combining ambient light or light sources and obscurement but add the penalties together.

Creatures in a bright area are clearly seen but creatures or characters in the shadowy range from a light source may still be concealed. Outside the shadowy range any characters or creatures have total concealment.

Ambient Light

Light Level	Penalty	Sight Distance	Examples
Bright	-5	Line of Sight	Clear day
Good	+5	Line of Sight	City at night/dusk/dawn
Faint	+10	Longbow (540 ft)	Moon Lit Night, Low Tech Town at night

Partial Light	+15	Medium (240 ft)	Overcast rural area at night
Minimal Light	+20	Short (120 ft)	Indoors at night

Obscurement

Type	Penalty	Sight Distance	Example
Light Fog	+10	Longbow (540 ft)	Light Smoke/Fog/Rain/Snowstorm/Sleet
Moderate Fog	+15	Medium (240 ft)	Moderate Smoke/Fog/Rain/Snowstorm/Dust Storm
Glare	+20	Short (120 ft)	Bright light at night
Heavy Fog	+25	Close Quarters (30 ft)	Heavy Smoke/Fog/Storm/Blizzard/Dust Storm
Extreme Fog	+30	Touch (5 ft)	Extreme Smoke/Fog/Hurricane/Blizzard/Dust Storm

Line of Sight

The outer limit on your Line of Sight is based on your altitude due to the curvature of the Earth. Most of the time there are intervening objects that stop you from seeing very far but on the ocean you can see to the horizon. The higher you are from the water level, the farther you can see. This is why watch towers and crow's nest are built so high up.

In general the formula is distance in miles is approximately the square root of the height in feet. So if you are in the crow's nest of a ship about 50 ft up then you can see is about 8.7 miles. You can see the top of another ship at double that distance so about 17 miles away. Basically figure out the distance from the height in feet from sea level from the observer and the object being observed separately and then add them together. So if you had an island that had a peak at 1,000 ft. then it would be visible from the horizon at sea level for 38.7 miles. Now add the height you can see from the crow's nest and you can first see it about 47 miles away! If you were in a hot air balloon and you were 1,000 ft. up you could see it 77 miles away!

If you are in a tower or a high hill you may have a line of sight that goes above a fog so you would be able to see much farther. If it is near dawn or dusk then climbing a few feet can actually change the light level as well.

A person can be identified as a person from about ¼ of a mile away (about long range) without any aid to vision such as a telescope. Some details can be identified from about 1/8 of a mile away (about longbow range).

A 1st rate was a little over 200 ft. tall. It could be seen for 8 miles and identified as a ship. It could be seen for 16 miles as an object assuming the horizon didn't block it out. General details can be made out at 4 miles.

Distance in Miles	General Details	Type of Object	See an Object
1/8	6'	3'	1.5'
¼	12'	6'	3'
½	24'	12'	6'
1	48'	24'	12'
2	96'	48'	24'
4	192'	96'	48'
8	384'	192'	96'
16	768'	384'	192'

So in general, not counting the horizon:

Short Visual Range (-5) – Can easily identify objects. ¼ mile Detect size 3+

Medium Visual Range (-10) – 4 miles Detect size 5+

Long Visual Range (-15) – 8 miles Detect size 10+

Extreme Visual Range (-20) – You can see a ship or several ships and very general size but not what type of ship. 16 miles; Detect size 13+.

So if you are in a crow's nest about 50 ft up then you can see about 8.7 miles. That means that you can see objects at long range at best. You have no chance of seeing objects at Extreme Range since you can't see over the horizon.

To spot something from a distance is 10 + size - range penalties. Characters have a +5 to spot something that is moving. They have a +5 to spot something in a fairly empty view, such as on the ocean.

Light Sources

Object	Bright	Shadowy	Duration
Match	n/a	5ft	30 sec
Lighter	n/a	5ft	5 min
Candle	n/a	5ft	1 hour
Oil Lamp	15ft	30ft	6 hr/ half liter

Torch	20ft	40ft	20 min
Campfire	15ft	30ft	4 hrs
Bonfire	18ft	36ft	6 hrs
Flashlight	15ft	30ft	6 hrs
Electric Lantern	15ft	30ft	8 hrs

Underwater Visibility

Obscurement	Penalty	Sight Distance	Example
None	+5	Longbow (540 ft)	Clear lagoon
Minor	+10	Medium (240 ft)	Clear lake
Moderate	+15	Short (120 ft)	Ocean or River
Heavy	+20	Close Quarters (30 ft)	Murky water (close to the bottom or in shallow water)
Extreme	+25	Touch (5 ft)	Disturbed water (after a fight or a passing ship in shallow water)

Light sources are at $\frac{1}{4}$ distance at best underwater.

Listen Check

Hearing Ranges are based on the basic sound, range from the source of the sound, and how much noise there is in the area. Take the basic sound that you are testing for and find the DC. Then add the range to hear bonus to DC. Then add the Noise bonus for the area that the listener is in. So if you want to hear a whisper (DC 15) at short range (+5) with a subway going by (+30) then you have to make a perception check versus DC 50! You might want to learn how to read lips instead.

If you want to figure out if someone at a certain range could hear some loud noise then take the DC of the noise and add the range bonus. If the noise is negative then they don't need to make a check to hear it. They will automatically hear it. If it is positive then that is the DC to hear it.

If there is a sudden sound in a quiet area then it will be more apparent than normal. There is a -5 to hear unusual noises that you would not expect to hear (something dropped when you thought you were alone, noises in the dark when you are afraid, etc.)

Notice

Notice is a different version of a listen check. It is a character's Perception +10 and is used as a DC for people to sneak by. These bonuses can alter that DC as well. If you are trying to sneak by someone in a noisy restaurant then add a +10 to their notice DC.

Range to Hear

Close Quarters +0
Short Range +5
Medium Range +10
Longbow Range +15
Long Range +20
Extreme Range +30

Barrier to Hear

Through a Door +5
Through a Solid Wall +15

Listener Sleeping +15
Distracted Listener +5

Listen DC Chart

DC	Noise	Example
30		a person or creature quietly walking
20		Calm breathing, leaves rustling
15		Whisper, ticking of watch, someone walking quietly on a wooden floor
10		Quiet library, quiet night in the desert
5		Refrigerator humming, stream
0		Quiet office, forest at night
-5	+5	Normal conversation, birds, electric shaver
-10	+10	Noisy restaurant
-15	+15	Barking dog, classroom, television, dishwasher, jungle noises
-20	+20	City traffic, vacuum cleaner, airplane at 1 mile
-25	+25	Noisy office, lawn mower, bus, applause
-30	+30	Subway, tractor, teenage stereo – Sustained sound may cause hearing loss
-35	+35	Blender, average factory
-40	+40	Diesel truck, motorcycle, train, printing press

-45	+45	Power Saw, dog kennel, baby crying
-50	+50	Pain Begins, subsonic crack of gun shot
-55	+55	Air Raid siren, Suppressed gun shot
-60	+60	Drag Racing, military jet, aircraft carrier deck, rock concert
-65	+65	Gun shot

Search Check

You make a detail search of an area to find hidden or obscured items, hidden compartments, etc. Obscured items are just simply out of sight. They could be in a drawer, a box, or have something else stacked on top of it. Hidden items are actively hidden by someone. They could be a safe, a secret compartment, or even painted over. Each area has the time it would take to thoroughly search an area. Some places, such as in a lake, may require special equipment to get to.

A search check will find the first thing that you are looking for or that you find interesting. You have to say that you are continuing to thoroughly search the area to try and find everything there. If you get a boon then you can reduce the time by a quarter. If you get several boons then you can find up to that many concealed or hidden items in that area (if they exist). If you have thoroughly searched a place once then you get the Familiar Ground bonus for each time thereafter.

Type of location	Obscured	Hidden	Time
Small room	15	20	5 min
Large room	15	25	15 min
Apartment	20	25	30 min
Small House	20	30	30 min
Large House	25	35	45 min
Floor of a skyscraper	30	35	1 hr
Grounds of a house	15	20	15 min
A small field	15	20	30 min
a large field	15	25	1 hr
Woods	15	25	4 hrs
Forest	15	25	2 days
Jungle	20	35	4-6 days
Pond	25	40	8 hrs
Lake	25	45	3-5 days
River	30	50	5-10 days

Familiar ground - You have been there before so you can notice differences or ignore places you have looked through before. Time x $\frac{1}{2}$ (-5)

Unusual place - Everything is strange so it is harder to detect something hidden. Time x 2 (+10)

Cluttered - There is more than a normal amount of things in this area which will slow down a search. Time x 2 (+5)

Spartan - There is less than a normal amount of things in this area which will speed up a search. Time x $\frac{1}{2}$ (-5)

Ransack - You can look through an area much faster by not trying to hide that you were there. However it doesn't necessarily improve your search results. Time x $\frac{1}{4}$ (+5)

Error Effects

Attempt - Your subconscious picked up something. You have a feeling that you missed something important.

Failure - You didn't find anything interesting.

Complication - You become distracted by something that reduces your effective perception by 10.

Botch - You damaged some evidence.

Performance (Pre)

Performance is the skill of entertaining for a crowd.

Ranks

Basic: You are just starting out.

Trained: You can perform for your local school.

Proficient: You are in drama or chorus.

Focused: You can make a living doing this.

Expert: You are famous for this.

Mastery: You are world famous for this.

Perks

Agent - You have an agent that will try to get you musical gigs.

Band - You are in a band that provides a medium lifestyle.

Celebrity (3) - You are a celebrity for some reason relating to music. This provides you with a wealthy lifestyle.

Professional (2) - You are a professional musician. This provides you with a high lifestyle.

Small Studio - You have a small studio of your own.

Flaw

Nervous Amnesia - When you are nervous you forget how to perform.

Requires Drugs (2) - You require drugs in order to perform.

Stage Fright - You can't perform in front of crowds.

Trained Aptitudes

Acting - You can act.

Band - You can play in a band (marching band, etc)

Calling - Circus Calling

Dancing - You can shake it and make it look good.

Magic Tricks - You can put on a small magic show.

Prophetic Trance - You know how to deliver a prophesy in an appropriately creepy way.

Ritual - Priests use this to perform for a group.

Sea Shanties - You know salty songs of sailors.

Shamanic Enactment - Shamans enact their legends as a form of ritual.

Singing - You can sing.

Storyteller - You know how to tell a story well.

Focused Aptitudes

Author - You write your own songs or musical scores.

Innovator - You are an innovator in your field.

Inspire - You know how to inspire a group with your music.

Large Scale - You can put on a show for a large audience.

Moderate Fame - People that follow the genre that you perform in will have heard of you.

Music Group - You are a part of a Music Group like a Rock Band.

Opera - You can sing operatically.

Orchestra - You play with an Orchestra.

Mastery Aptitudes

Famous (req Moderate Fame) - A lot of people have heard of you.

Musical Instruments Invention by Tech Level

Neolithic

Bone Flute - These are flutes made out of a bone

Horns - You know how to play hollowed out horns as instruments.

Lithophone - This is an instrument made of rocks that make a tone when struck.

Pipes - You know how to play pan pipes.

Rattles - You know how to play rattles as music.

Skin Drum - These are made by stretching a skin across a wooden frame.

Age of Ancients

Aoulos - Greek wind instrument like two flutes played at the same time.

Clarinet - Early clarinets were played in Egypt

Guitar - Hittites used the guitar.

Harps - Early harps were played in Egypt

Kithara - smaller greek harp

Lyre - Lyres were a common instrument

Tambourine - Hittites played these.

Trumpets - Early trumpets played in Egypt

Pan Flute - You know how to play one

Classical Age

Oboe - Oboes were played in Rome

Santur - lap stringed instrument

Wind Organ - Developed at this time

Gunpowder Era

Harpichord - keyboard instrument precursor to the modern piano

Piano - Keyboard instrument

Air Age

Electric Guitar - Guitar with an amplifier.

Synthesizer - Each key can play an electric noise.

Performance Check

Performance allows you to play instrument, sing, or do some other type of action to entertain a group of people. You could use this to make money or to manipulate or distract someone.

Venue

A basic performance check will tell you if you did a good job using that type of performance. You can make money based on the venue. For instance if you play on the street you will get some pocket change. If you perform in a small club or bar you will make less than a hundred. If you are a famous musician you can make lot at concerts and selling your music.

Basic - Street

DC 10) $\frac{1}{4}$ Street Lifestyle Pay

DC 15) $\frac{1}{2}$ Street Lifestyle Pay

DC 25) Full Street Lifestyle Pay

Trained - Bar, Clubs

DC 15) $\frac{1}{4}$ Low Lifestyle Pay

DC 20) $\frac{1}{2}$ Low Lifestyle Pay

DC 30) Full Low Lifestyle Pay

Proficient - Nice Restaurant, Local Concert

DC 20) $\frac{1}{4}$ Middle Lifestyle Pay

DC 25) $\frac{1}{2}$ Middle Lifestyle Pay

DC 35) Full Middle Lifestyle Pay

Focused - Regional Level Concert

DC 25) $\frac{1}{4}$ High Lifestyle Pay

DC 30) $\frac{1}{2}$ High Lifestyle Pay

DC 40) Full High Lifestyle Pay

Expert - National Level Concert

DC 30) $\frac{1}{4}$ Wealthy Lifestyle Pay

DC 35) $\frac{1}{2}$ Wealthy Lifestyle Pay

DC 45) Full Wealthy Lifestyle Pay

Mastery - International or Interplanetary Level Concert

DC 35) $\frac{1}{4}$ Luxury Lifestyle Pay

DC 40) $\frac{1}{2}$ Luxury Lifestyle Pay

DC 50) Full Luxury Lifestyle Pay

Persuasion (Pre)

This covers subterfuge and persuading people to do your bidding, often without realizing that you are doing it.

Ranks

Trained (15): Lie to someone who doesn't care about the subject you are lying about.

Proficient (20): Lie to someone who does care about the subject but doesn't know more then you

Focused (25): Make someone who is indifferent become friendly to you, pretend to be someone you do have training to be, say a lie that is hard to believe, puts the target at risk, or undergoes scrutiny

Expert (30): Con somebody with only a moderate return available to them

Mastery (35): Pretend to be someone you don't have training for, tell a difficult lie that is very hard to believe, presents a sizable risk, or requires passing intense scrutiny

Perks

Good Reputation - You have a good reputation and people who know of it will tend to trust you.

Moderate Fame (2) - You are regionally known or known well by a specific sub-culture.

Famous (3) - You are well-known. People will go out of their way to help you.

Flaw

Compulsive Liar - You lie to people even when there is no reason to do so. Other people that know you will trust you less.

Honest - You can't make yourself lie.

Honorable - You will not use this skill to manipulate people.

Never Serious - You have a hard time staying serious and some people will think that you are not taking them seriously.

No Filter - You will say things when they come to mind, even if they are not appropriate.

No sense of humor - You are not able to joke or understand jokes.

Socially Awkward - You are uncomfortable in social situations and you project that to others.

Try too hard - You try too hard to make people like you and this can drive them away.

Very Serious - You are very serious and you have a hard time relaxing around others.

Bad Reputation - You have a bad reputation and people who know of it will not trust you.

Infamous (2) - You are well-known for your dark deeds.

Trained Aptitudes

Attractive - You clean up nice.

Bragging - You are good at taking your exploits and turning them into a fairly true but entertaining story for others.

Charming - You are easy to get along with and friendly.

Con Artist - You can convince someone to give their things to you.

Conflict Resolution - You are good at calming people down.

Debater - You are good at winning arguments.

Disguise - You can disguise yourself, not only with your appearance but also your body language.

Etiquette - You know how to behave in polite company.

Gather Information - You are good at getting tips and listening to gossip on what you need to know.

Haggling - You know how to haggle for a better price.

Impersonate - You can mimic a specific person's voice and mannerisms.

Intimidation - You know to get into someone's head and scare them without any physical threats.

Mooch - Through good conversation and vague promises you can convince people around you to buy you dinner and drinks.

Patient Care - You know how to get a patient to work with you.

Investigation - You know how to gather information from people on the street.

Focus Aptitudes

Cold Liar - You are more difficult to read than most people. Someone who doesn't have Perception: Detect Lying will not get a Perception Test unless you say something very obviously wrong.

Inspire - You can tell a story that drives a group to greater than normal motivation (+2 if Focused, +4 Expert, +6 for Mastery)

Indoctrinate - You are trained in how to alter the beliefs of others.

Propaganda - You know to spin information and get it out to people to make them think what you want.

Reveal the Truth - You can convince someone that the facts that they knew were wrong and you know the truth. This not only gets them to help but it can change their world view considerably. The difficulty is based on how bizarre the lie is. It is lower if the "truth" being revealed casts the listener in a very good light.

Silver Tongue - You are extremely charming and can make a person who started out disliking you agree with you anyway.

Social Engineering - You convince them that they are in trouble but you can help them out, only if they can prove they belong. This can be used to get passwords or access to systems.

Undermine - You can convince a person that they are not equal to a task and cause them to take penalties to an action. (-2 for Focused, -4 Expert, -6 for Mastery)

Mastery Aptitudes

Change Sides - You can convince someone to leave their cause and take on the opposite cause.

Control a Mob - You can raise "troops" at a moment's notice with a great speech.

Gain Ally - If you crit on a persuasion roll then they will become your ally and try their best to help you.

Persuasion Check

Action Points

If you have Persuasion at Trained you can spend an Action Point in a few new ways. You can only spend an action point to gain a level 1 contact in a group that have a Aptitude in, except for having contacts that are just friends or family. They can't have any connections but they can give you a place to stay or hideout.

You can now spend an action point in the following ways:

- You can declare that you have a low level contact based on another contact or connection in an area that you haven't been in before. "Hey, I know a guy in this area. He is a cousin of mine!"
- You get a contact to do a favor for you without charge.
- You get a contact to lower a price for you.
- You can get temporary gear.

Change Attitude Check

NPCs will start at a certain attitude depending on how they feel about you or some group that you belong to. The difficulties for changing their attitude are listed above. You may only move their attitude one step positive once per encounter unless otherwise noted. On a botch their attitude will drop all the way down to Hostile. You can spend a Action point and make it a failure instead. This is a complex action.

Attitude Steps Table

Attitude	The Subject:	Negotiation
Helpful	Takes risks to help you	Will all but give you the items
Friendly	Wishes you well but won't take life threatening risks on your behalf	Will negotiate without a return on their investment
Indifferent	Doesn't care what you do as long as it doesn't affect them badly	Will negotiate for reasonable return on their investment
Unfriendly	Wishes you ill but won't go out of their way to harm you	Will only negotiate to your disadvantage
Hostile	Takes risks to harm you, usually attacking on sight	Will not negotiate with you

Error Ranges

They are in your territory and are not subject to any distractions (+0)

Open negotiations with several parties (+1)

Illegal negotiations (+2)

Aggressive negotiations - The negotiations are being forced on them (+1)

Error Effects

Attempt - They are interested in your offer. Keep going.

Failure - They are not interested in your current offer.

Complication - Something interferes with your attempts at negotiation. They will have to meet with you later.

Botch - They have become unfriendly to you if it isn't personal or illegal business and hostile if it is.

Intimidation Check

As a complex action you can talk to a person or an intelligent creature and try and convince them of the danger that they are in. They will back down from a confrontation, surrender a possession, or reveal a piece of secret information. You are making a Persuasion Check versus their Willpower Defense. If you succeed then they will appear to cooperate with you. They may try and deceive you or simply run away at the first opportunity. They won't necessarily do everything you tell them and they won't hurt themselves or their allies. They will move one step negative after they get away from you unless you can convince them that you don't represent the threat and that you are trying to save them.

Modifiers to their Willpower

Target is at your mercy (-5)

Target is clearly outnumbered or disadvantaged (-0)

Target is evenly matched (+5)

You are outmatched (+10)

You are helpless (+15)

Your story somewhat matches the target's delusions [-(Sanity damage x5)]

Error Effects

Attempt - Your attempts are not taken totally seriously but they will check on it later.

Failure - Your attempts are not taken seriously.

Complication - They misunderstand something about what you are saying and they think that you are a possible threat to them.

Botch - They believe that you are a threat that must be dealt with immediately.

Disguise Check

There are two different levels of disguise. One is to disguise yourself as someone else so that other people think you are that person. The other, more common usage, is to simply change your appearance so that you appear to be a specific type of person.

Appearing to be a specific kind of person

Most disguises are simply changes of clothing, body language, and speech. The player must tell the GM the effect that they are going for, not just what they are doing. For example, the player wants to appear to be a lost and distracted professor type who needs the guard to help him. If the player just says that they are wearing tweed and acting confused the guard may call for an ambulance.

Much of what is going on is the character and not the player so they need to tell you their intent. Don't just let them say that they are dressed up as maintenance and then force them to act it out. There is a difference between what the player can do and what the character can do. On the other hand give them a situational bonus for a manipulative cover story if they do come up with something good.

Pilot (Wit)

You can control vehicles moving primarily in three dimensions. Use operations for everything else.

Ranks

Basic: You are just learning how to fly. You can fly in a straight line but you are just learning to take off or land.

Easy (10) - You can fly in a straight line.

Moderate (15) - You can change course.

Difficult (25) - You can take off or land.

Trained: You can pilot at normal speeds safely. Basic flying but no stunts. You can pilot a basic plane, contragrav vehicle, or a basic spacecraft.

Easy (15) - Open terrain at easy conditions, open sky or space

Moderate (20) - Tight terrain, some asteroids, inter-city traffic, light storm

Difficult (30) - Bad conditions, restricted terrain, bad storm, heavy air traffic, Nape of the earth flying

Proficient: You can fly fast.

Easy (20) - Open terrain

Moderate (25) - Tight terrain, sudden reversal, +1 error

Difficult (35) - Restricted terrain, +2 error

Focused: You can pilot a vessel in combat. You can deal with offensive and defensive combat.

Easy (25) - Fly defensively in open terrain. +1 error

Moderate (30) - Fly offensively in tight terrain, weave through traffic to give yourself cover. +2 error

Difficult (40) - Fly defensively versus one opponent and offensively versus another. +3 error

Expert: You can test the limits of your ship and keep up with multiple targets in a fur ball with you.

Easy (30) - Fly acrobatically in formation, +2 error

Moderate (35) - Push the limits of your plane, +3 error

Difficult (45) - Push beyond the limits of your plane without taking major damage, +4 error

Mastery: You can make a ship do things that the manufacturer will say is impossible.

Easy (35) - Fly a large ship similar to a fighter, +3 error

Moderate (40) - Redirect missiles that are chasing you into another target. +4 error

Difficult (50) - Cork screw through tight terrain that should be too small for you ship but you are able to maneuver through it anyway. +5 error for light damage.

Error Effects

Attempt - You make it look like you changed your mind instead of failing the maneuver

Failure - You just failed at that maneuver

Complication - You have lightly struck something and now you have an emergency in your systems.

Botch - You have lost control if you are in open terrain or crashed if you are not. See the crash rules below.

Perks

Personal Aircraft - You have your own small plane. You would need at least a high lifestyle or a business to keep it going.

Piloting Job - You have a job flying planes. This can give you a good reason to move around.

Flaws

Angry Pilot - You are easily angered when flying and you let it affect your piloting. +5 TN/+1 error when flying angry.

Drunk Pilot - You always believe that you are sober enough to fly.

Extremely Competitive - You always are competing with other pilots.

Nervous Pilot - If you make any failures on a pilot roll you will have to turn it over to someone else and be too shaken up to fly for the rest of the day.

Scary Pilot - You pilot in such a way that you scare your passengers and other pilots. You may fly erratically, not pay attention to the sky, fly too fast for conditions, etc. +5 TN/+1 error when driving.

Speeder - You have a hard time making yourself slow down to safe speeds.

Sunday Pilot - You fly slowly and carefully, following all the rules.

Fear of Speed - You are afraid of going too fast.

Trained Aptitudes

Air Recon - You know how to fly over an area and gain information.

Capitol Ship - Capitol Ships are huge lumbering space ships that move faster than they should at that size.

Escort – You know how to watch out for a vehicle even while fighting others off.

Formation – You are trained to operate with a group. You can fly close without hitting them.

Gravitic Control – This covers craft that use contra-gravity or gravitic control such as landspeeders.

Heavy Aircraft – This includes Passenger Jets, Cargo Planes, and Bombers.

Heavy Transports – This covers those huge lumbering space hulks that are impossible to dodge with and even harder to park.

Helicopter – You are trained to fly rotorcraft.

Jetpack – You can fight in a jet pack or flying power armor.

Search and Rescue – You know how to recover pilots and send in equipment.

Shuttlecraft – This covers shuttles and Orbital Transfer Vehicles.

Submersible – You can pilot submersibles such as a DSRV.

Transports – This covers a variety of long range space vessels that still have some maneuverability.

Focus Aptitudes

Auto-rotate Landing – You can turn off the engine on a helicopter and land with it off before the rotors slow down too much. It allows a silent landing.

Carrier Operations – You know how to take off and land from an air craft carrier and the associated procedures.

Crow – You know how to pilot a Canard Rotor Wing Aircraft (CROW).

Dog-fighting – You know how to hit with line of sight weapons mounted along the axis. Roll Piloting to fire nose cannons and such. Missiles use Operations.

Evasive – You can spend a hero point to make a missile loose it's lock. It will try and reacquire but without the bonus from the launching plane.

Gas Giant Piloting – You can control a ship in the layers and storms of a gas giant.

Jet-fighter – This covers the limits and problems of dealing with fast movers in an atmosphere.

Multi-Vector attack – You are trained to attack in a vector different from your travel. If you don't have this then any attack you make off vector will be at a -4/+2 error.

Night Flying – You can fly on instrumentation alone.

Recover – You are excellent at recovering from a loss of control. Re-roll a failure but not a botch. -1 to error range.

Speeder Bike – You can fly a Speeder Bike or Air Cycle.

Starfighter – This covers multi-vector piloting possible in a space fighter craft as well as differences in inertia in spacecraft at high speeds.

Stealth – You are trained in using Stealth aircraft technology and techniques including Radar Avoidance.

Strafing – You are trained to hit targets on the ground from the air. Without this you are at -4/+2 error to crash.

Subfighter – You are trained to pilot a subfighter.

Supercavitation – You can pilot a supercavitation underwater vehicle.

Terrain Hugging – You can fly along the terrain so low as to make yourself undetectable to radar.

Test Pilot – Character does not take a penalty for using any craft that is within his technology set, even though he may have never seen it before.

Tilt Rotorcraft – You can pilot a Rotorcraft with tilt nacelles like an Osprey. Without this training you have to make a pilot roll every time you change modes and an error is a crash.

Mastery Aptitudes

Control Predator – You can control the actions of a predator in a chase and make them either hit things or fire at things for you.

Impossible Stunt – You can have a vehicle do something that should not be possible such as have a helicopter move through a space only inches wider than the blades or loop a helicopter, etc.

Lock Out – You can't be locked on to with missiles at medium or longer range. It is too easy for you to confuse them.

Master Evasive – Opponents do not get a sensor bonus margin of success on you at any time.

Missile Redirect – You can roll to redirect a missile at another target if it misses you. You use a combination of EW and piloting to trick it. Roll piloting to hit another target.

Vehicle Traits:

Size – This will determine the wound thresholds and DR.

Crew – This tells how many is necessary to run the vehicle / the number of passengers that the vehicle can carry.

Speed – This is the speed of the vehicle in mph or Mach.

Altitude – This is the altitude and ceiling of the aircraft.

Man – The maneuverability of this kind of vehicle. It includes things like turn radius, acceleration, and deceleration in one trait.

Def – This is the base Defense rating of the vehicle.

Parked – This is the defense for a vehicle that is parked at character defense scale.

In the Air – This is the defense of the vehicle while flying along.

Evasive – This is the defense of the vehicle while it is flying evasively.

Wounds/DR

This includes the wound thresholds for a vehicle of that size. DR is Damage Resistance. This reflects the vehicle's armor. It will be listed in the same scale as the wounds.

Aircraft are usually listed in gram wound scale (gS) so they would be listed as 10/20/30/40 (gS)/10.

Weapons

This will list if it comes with a weapon. Some weapons on aircraft are designed for air to air combat. They will usually be in the same gram wound scale as the aircraft. Military aircraft also carry air to ship weaponry. This will be in the kilogram scale.

Misc Modifiers

Type -5 small craft, large craft -10, fighter -15

Complex Controls -15

Aerial Combat

Aerial Combat covers 3d combat occurring at higher speeds than ground combat. A dogfight can move around at so many angles and directions that keeping up with it in any kind of detail is beyond a table top game (at least it is tedious to deal with). This system abstracts combat and maneuvers.

The important factors are if an aircraft is in range for a certain weapon and if it is able to fire at a specific target. Ranges to targets are handled as very generalized ranges and attitudes. If you are trying to go towards a certain target, such as a ship, then you will start out at the range of your carrier or landing strip. Then move towards them.

Altitude

Altitude is handled in generalized levels as given on the chart below. You don't need to come up with a detailed knowledge of your altitude, just your general altitude level. Each aircraft will have it's maximum altitude level listed for reference.

You current altitude will determine how far away you can see or have Line of Sight (LOS) on aircraft and ships on the water (or targets on land assuming no cover like hills). This can allow you to fire a long range missile and take something out at great range. Or it can simply allow you to spot ships or aircraft from a scout aircraft or drone.

Altitude Level	Altitude	LOS Ships	LOS Aircraft
Very High	10,500 – 20,000m (~34,000 – 6500 ft)	364 miles	700 miles
High	7,500 – 10,500m (~24,000 – 34,000 ft)	246 miles	582 miles
Medium	2,000 – 7,500m (~6,500 – 24,000 ft)	110 miles	446 miles
Low	100 – 2000m (~300 – 6,500 ft)	53 miles	389 miles
Nape of the Earth	30 -100m (100 – 300 ft)	26 miles	362 miles
Over Water	0 – 30m (0 – 100 ft)		

Weapon Ranges

Aircraft weaponry is designed for great distances so it uses the Battlefield Range Table.

Battlefield Range Table

Range	Distance	Weapon Types
Battlefield Point Blank	0 – 6 miles	Light Artillery, Dogfighting Range, SSM, SAM
Battlefield Short	8-40 miles	SSM, Medium/Heavy Artillery, SAM
Battlefield Medium	50 – 125 miles	Air Search Radar Limit, SSM, Tactical Missiles
Battlefield Long	200 – 600 miles	Cruise Missiles
Battlefield Extreme	6,000+ miles	ICBMs

Chase Rules

Much of the time vehicles in combat will be in motion and in some sort of chase. These chase rules cover everything from car chases to boat chases to jet fighters to space dogfighting. There just needs to be a predator chasing and the prey being chased. There can be several predators even. These positions can change very fast in this system.

The first factor in a chase is the terrain. This can be rapid passes of docking structures around looming capitol ships or vegetables at a market. Your speed and the openness of the terrain determine if you are going to hit things along the way. If the prey can make it through that kind of terrain then they force the predator to do the same just to keep up. Combine this with trying to fire in the middle of all of this and it's a very dangerous path to take.

Initiative

Initiative works a little differently than in normal combat. The prey gets first initiative unless they are surprised. The pilot or driver goes first, then the gunner, then any other characters can act. Do the entire ship before moving on to the next one.

Prey Action

They can make a driving/piloting roll and a gunnery roll if they have rear guns. If their driving/piloting roll (**driving/piloting + handling + maneuver + d20**) is as high as the terrain TN then it doesn't get into an accident. As long as there is no accident then the result of the Roll is the TN to stay with that ship. **If predator misses by 5 then they don't get a shot at the prey at all. If they miss by 10 then the prey can decide to reverse on the predator and change places. If the predator misses by 15 then the prey can lose them** – as long as there is some cover to lose them in (ie doesn't work in open water or space).

A prey can go evasive. This is the same thing as aborting to dodge is for a character. While you are evasive you are moving too erratically to shoot back (you may be throwing your passengers around as well). It lasts through your next turn and until the beginning of the turn after that one.

Faster Prey

If the prey is significantly faster than the predator then the chase is up to the prey. Once the prey is in more open then tight terrain it can choose to end the chase on their turn. Their movement will take them out of range fairly quickly.

Prey Criticals

- Switch to become Predator
- Increase Terrain Difficulty for Predator

Predator Action

Predator makes driving/piloting roll (**Driving/Piloting + handling + maneuver + Size Penalties + 10**). Pilots get a bonus or penalty based on the size of the vehicle they are trying to chase. If the target vehicle is larger then add the difference in size as a bonus to their rolls. If it is smaller than subtract it. You don't have to stay as close to a larger vessel to stay with it.

As long as the Predator's roll is not more than 5 below the prey they will keep up with them and can shoot at them. If they don't then they can't fire at them accurately (they can fire wildly for free but no roll is made). If they miss by 15 then they loose then. If they don't even make the terrain TN then they stop where they are. This is not necessarily a crash. They are just blocked by the terrain and can't keep up. If they botch then they run in to something.

If the predator beats the prey's roll then the predator's group gets the margin of success as a bonus for their attacks that action. They can make an attack as their second action or another character's action. In a fighter aircraft it would be the predator's pilot's gunnery roll. In a larger craft it could be a separate gunner.

Faster Predator

If the predator is significantly faster than the prey then they cannot be lost in anything more open than tight terrain. It requires the tight terrain to get lost in for them to have a chance to get away. They do not lose them on a 15.

If the predator is an aerial vehicle following a ground vehicle then it can only lose the vehicle if there is somewhere for it to travel under cover for a while. However the restricted attack rolls still apply. The ground vehicle can evade enough to make it hard to hit from the air.

Of course if the predator is too much faster than the prey it only counts as a strafe instead of as a chase.

Predator Criticals

- Increase Terrain Difficulty for Prey by crowding
- Decrease Terrain Difficulties for gunnery actions and passengers

Keep up!

Sometimes it is all you can do just to hang on! Instead of having a gunnery action or even driving to get better positions you focus on making it through the terrain and not lose them. Reduce the TN by -5. This action is often taken by everyone else but the lead predator in a large chase.

Ranged (Wit)

Your Ranged Skill determines what you can target and what you can declare hit location with. You can't target something beyond the range of that kind of weapon unless you are a Master.

Ranks

Default: You may make one complex action attack per round

Basic: You can use a firearm without aiming at yourself. No declaration of hit location. You may make one simple action attack per round

Trained: You can declare hit location at short range. You can't hit things at Medium range without aiming. You can make two attacks per round as simple actions.

Proficient - You have been training much of your time.

Focused: You can declare a hit location at medium range and hit things at long range with an aim action. You can make three attacks per round as simple actions.

Expert: You can use hit location at long range and hit things at extreme range.

Mastery: You can attack with a weapon one range increment beyond what it is listed for. You can make four attacks per round as simple actions.

Error Effects

Attempt - You hit close enough that people will know what you were aiming at. You can try and bluff someone into thinking that you did it as a warning.

Failure - You missed.

Complication - You hit something you would prefer that you had not.

Botch - You hit someone you care about. They only take basic damage. You can spend an action point to take the damage yourself instead.

Flaws

Bad off hand - Your off hand is shaky or crippled. You can't use two weapons or weapons that require two hands.

Can't kill - You will shoot with others and aim over the head of the target but you will only shoot at someone directly in self-defense. This is common among militias and early militaries.

Farsighted - You can only declare hit location at medium range or better without vision correction. This is limited by your skill rank.

Nearsighted - You can only declare hit location at short range and aim at targets at medium range without magnification.

Trained Aptitudes

Archery - You know how to use a Bow and Arrow.

Automatic Weapons - You are trained to use fully automatic weapons and burst fire.

Blades - You can throw a knife, throwing star, or hatchet.

Blowgun - You can fire a blow-dart at someone.

Bolas - You can throw a length of cord with two weights to bring down running prey.

Boomerang - You can throw a boomerang. It will return to you if it doesn't hit anything.

Cannons - You know how to operate and aim old barrel cannons.

Cover Fire - You are skilled at providing cover fire and suppressive fire for your team.
Crossbow - You know how to operate and fire a crossbow.
Flint Lock - You know how to handle, load, and fire a Flint lock weapon.
Grenadier - You are skilled with Grenades and grenade launchers.
Heavy Weapons - You are trained to hit with heavy weapons. These require that you use Str instead of Dex when firing with these weapons.
Indirect Fire - You know how to hit targets with an indirect fire weapons like mortar and long range archery.
Integrated Weaponry - You are good with direct ranged weapons that are integrated into power armor or cyberware.
Lasso - You can grapple at range with a rope.
Matchlock - You know how to handle, load, and fire a Matchlock rifle.
Pistols - You are good with a pistol.
Portable Missiles - You know how to use various personal anti-tank and anti-aircraft weapons such as Law, rpgs, etc.
Rifle - You know how to hit at range with a rifle.
Siege Machinery - You know how to operate and aim siege weapons.
Sling - You can use a sling.
Spear - You can throw a spear or harpoon.
Wheellock - You know how to handle, load, and fire a Wheellock weapon.
Whip - You can strike someone with a whip or grapple using one.

Focus Aptitudes

Deadly Shot - On Mooks the damage level on an attack that does at least some damage goes up by one.
Fanning - You can burst fire a Single Action Pistol
Point Blank Shot - You don't take the penalty for firing a weapon at a target closer than its normal range.
Precise Shot - You don't take the penalty (-4) for firing at targets in melee.
Quick Draw - You can draw your weapon as a free action instead of as a move action.
Quick Reload - You can half the time it takes to reload a weapon that you know.
Sharpshooter - The cover defense bonus is dropped by one level, excluding total cover.
Sniper - You can hit targets at extreme range and use hit location at that range with a scope and using an Aim action.
Steel Rain - You can put several blades in the air at once. This counts as a thrown burst x dex mod.
Trick Shot - You can make some sort of trick shot with any ranged weapon you know. The trick doesn't do more damage but it can allow you to ignore cover.
Two Fisted Justice - You can fire two similar sized weapons in each hand at the same target at short range. Take the average of the base damage and give it the burst rating of 2. If one of the weapons is already automatic then take that automatic rating but increase the burst size by one.

Mastery Aptitudes

Penetration - On a critical hit you ignore the Armor, unless it is Full Armor.
Second Target - On a critical that would penetrate through the person, you can have the attack apply against a second target as well but not as a critical.
Vitals Strike - You can strike at vitals automatically on a critical hit. This assumes the vitals are possible to target. This automatically disables the target and if it does 3 injuries it kills them outright. Traits of the target may supersede this.

Resistance (Con) [Fort Save]

This covers resistance to torture and harsh elements. It is used as the basis of the Fortitude Save.

Basic: You are not made of jelly.
Trained: You can rough it for a weekend.
Proficient: You can walk out into the snow in shorts with no problem
Focused: Hot and cold weather don't bother you that much.
Expert: You are used to roughing it all the time.
Mastery: Other people are too soft for you. Nothing can break you!

Flaws

Allergies - Certain things such as dust, pollen, or animals will cause you to have an allergic reaction. Define the nature of your allergies and your reaction to them. It could be sneezing, rashes, or general illness.
Cold Easily - You take one additional damage level from cold and become cold at a higher temperature than most people.
Daily Treatment (2) - You have a health condition that requires daily treatment or you will become disabled.
Glass Jaw - Any targeted bashing hit location to the face will knock you out if at least medium damage is done.
Overheats - You take one additional damage level from heat and become overheated at a lower temperature than most people.
Severe Allergies (2) - Certain things can put you in the hospital or possibly kill you. Define the specific allergens and your reaction to them.
Weakened Immune System - You are more susceptible to illness than other kinds of injuries. You have a -5 to resist disease.
Weekly Treatment - You have a health condition that requires weekly health care or you will become disabled.

Trained Aptitudes

Breath Control - You can stay under water or in reduced air conditions twice as long as a normal person.

Cast Iron Stomach - You can eat nearly any food without a second thought, even food that has gone bad.
Cat Nap - You can take quick naps that instead of needing a full night's sleep.
Drug Tolerance - You take a lot of recreational drugs and it is harder for them to effect you.
Gas Resistance - You don't go down easily from gas such as pepper sprays and military irritant gas grenades.
Gummy Limbs - You negate joint locks with extra limber joints.
Hard Drinker - You can drink more than anyone else around you. Alcohol just doesn't have the same punch for you.
High-G Tolerance - You can tolerate high g maneuvers better than others.
Light Sleeper - You do not suffer the +10 Difficulty modifier to Perception checks for being asleep. This means you're much less likely to be caught by surprise while sleeping. You can also act normally immediately upon waking. Other characters are normally flatfooted for one round after waking.
Medium Armor - You know how to wear medium armor such as Tactical vest and such without wearing yourself out.
Resist Cold - You take one damage level less from cold.
Resist Heat - You take one damage level less from heat.
Shake it off - You can spend a recovery action to remove 2 stun injuries.
Taser Resistance - You don't go down easily from a Taser. 5 pt resistance
Tireless - You don't suffer fatigue from normal activities. You can still take stun damage.

Focused Aptitudes

Combat Drug Tolerance - You take a lot of combat drugs and it is harder for them to affect you.
Fast Healer - $\frac{1}{4}$ all healing times.
Hard Head - You negate senses hit location and stun critical.
Hard to Kill - You stabilize on your own with a complex action
Hardened Limbs - You have made your arms and legs so tough that it negates bashing hit location attacks to them.
Heavy Armor - You can use heavy armor without significant penalties.
Iron Shirt - You have made your chest and vitals resistant and this negates bashing hit location to vitals.
Lock Resistant - Requires a critical on a joint lock to bind you. (free effect to cyborgs with artificial limbs)
No time to Bleed - Your wounds close on their own. No bleeding effect.
Pressure Points Resistant - You have conditioned your body to not respond to strikes against pressure points.
Resist Pain - You ignore some of your pain modifiers from injuries. Focus -1, Expert -2, Mastery -3
Resist Poison - You take one damage level less from poisons.

Mastery Aptitudes

Tough as Nails - You don't take light wounds as damage at all.
Will Not Die - You don't go unconscious from toughness in wounds. You still take damage penalties but you will stay up until you take more than a light wound.

Resistance Check

This includes resistance to various kinds of damage beyond the simple bashing or lethal damage types.

Acids

Acids can be used to damage a target by being thrown or immersed. This is the damage per round of exposure. Mild Acids only burn for one round but Moderate and Strong Acids continue to do damage until they are neutralized. One dose of a neutralizer will drop the acid strength down by one level (from Strong to Moderate). Water is a poor neutralizer and it takes 2 rounds to drop it one level. The AP of Acid does not apply on the first round. It would apply on the second round. If anything gets through then the character takes that damage again. The character can stop the second round of damage by removing the clothing that was effected as a Complex Action. Larger Suits of Armor may take longer but you can still get that part away from direct contact from your skin with a complex action. Total Immersion in an Acid negates all Armor and Clothing DR unless it is total body coverage and designed to take acid. Toughness always applies as normal.

Amount	Mild Acid	Moderate Acid	Strong Acid	Extreme Acid
Bath Tub	15/7	20/20	45/67	60/120
Bucket	9/4	12/12	27/40	36/72
Jar/Spray	6/3	8/8	18/27	24/48
Small Vial/Spit	3/1	4/4	9/13	12/24

Mild Acids won't kill you but they cause a lot of pain. It works like bruise damage but will not heal quickly. Once you hit -8 then you become unconscious. Damage is similar to burns. Moderate Acids are like Mild Acids but they cause disfigurement that requires plastic surgery to repair. Strong Acids are lethal and cause severe disfigurement. They will remove the skin and muscles on whatever was hit requiring surgery to allow function.

Moderate and Strong Acids can also release poisonous fumes. The more difficult to deal with issue about Acid is the pain involved. If the character takes damage from the Acid then they will lose their next turn to pain and reacting to the acid. They will also be flatfooted. You can spend a hero point to eat the pain for one round per hero point spent. If you do this then you will not be flatfooted during this time. However you cannot combine this with the normal use of eat the pain because of the overload to your nerves. If you have something that negates pain then you are not subject to this.

Electricity

There are two factors in Electricity – Voltage and Amperage. High Voltage allows it to overcome resistance of objects or even the air. Amperage does most of the actual damage. Lightning has very high voltage but low amperage. Voltage effectively reflects the AP of the contact.

The human skin when it is dry has a fairly significant amount of resistance which would be reflected by the normal toughness rating. However when it is wet it has very little resistance so your natural toughness will be totally negated if you are wet. Metal armor doesn't provide any DR. Leather provides normal amounts. Regular body armor would provide half of its DR versus Electricity. Power Armor would provide full DR protection.

Characters can make a resistance roll to try and stay conscious and focused with the DC equal to the attack's damage value (assuming you don't die from it or go into stun or staggered anyway).

Taser 12/8 stun

Lightning 15/50 stun – 25/100 lethal

Electric Chair 25/25 lethal

Fire

Similar to acids

Contact amount

Heat and Cold

Heat and cold deal damage that cannot be recovered until the character counteracts or escapes the inclement temperature. As soon as the character suffers any damage from heat or cold, he or she is considered fatigued. A character not properly equipped to counteract the heat or cold must attempt a Resistance check each hour (DC 15, +1 for each previous check). Failure means that the character takes a light bruise. Heavy clothing or armor provides a –4 penalty on saves against heat but grants a +4 equipment bonus on saves against cold. A character who succeeds at a Survival check (DC 15) gains a +4 competence bonus on the save (see the Survival skill).

Searing heat or bitter cold (desert or arctic conditions) forces a character to make a Resistance check every 10 minutes. Failure means that the character takes a light bruise. Appropriate clothing and successful use of the Survival skill can modify the save, as noted above. Once you go unconscious damage rolls over into lethal.

Starvation and Thirst

Sometimes characters might find themselves without food and water. In normal climates, characters need at least 1/2 gallon of fluids and about 1/4 pound of decent food per day to avoid the threat of starvation. In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for a day plus their Con bonus in hours. After this, the character will be stunned and he must make a Resistance check each hour (DC 10, +1 for each previous check) or take a light bashing wound. A character can go without food for three days, in growing discomfort. After this, the character will be stunned and he must make a Resistance check each day (DC 10, +1 for each previous check) or take a light bashing wound. Once this wraps around it will become lethal damage. Damage from thirst or starvation cannot be recovered until the character gets water or food, as needed. Even magical or psionic effects that restore hit points cannot heal this damage.

Suffocation and Drowning

A character in an airless environment (underwater, vacuum) can hold his breath for their Constitution bonus in minutes if you spend a complex action taking a deep breath or half this if you don't. After this period of time, the character must make a Resistance Check (DC 10 +5 per minute after the first) every minute to continue holding his breath. When the character fails one of these Resistance checks, he begins to suffocate or drown. In the next round, the character falls unconscious. In the third round after failing the check, the character dies of suffocation or drowning.

Smoke

Characters breathing heavy smoke or similar toxic gases must make a Resistance check (DC 10, +1 for each previous check) each round or spend that round choking and coughing. Characters who choke for 2 consecutive rounds take light bashing damage. Smoke also obscures vision, giving one-half concealment to characters within it.

Strangulation

A character can strangle or choke a target of the same size category or one size category larger or smaller. To begin the choke, the attacker must succeed at Martial Arts or Athletics grapple check. If the grapple succeeds, the attacker can choose to deal normal unarmed damage as well as choke the target. The target must make a Resistance check (DC 10 + strength of the attacker, +1 for each previous check) every round to continue holding his or her breath. The target begins to suffocate on a failed check (see Suffocation and Drowning).

If at any time the target breaks free or slips free of the grapple, the stranglehold is broken (although any damage that was dealt remains). Note that a grappled target who is not pinned can use his or her attack action to strangle his or her attacker.

Falling

Falling damage is based on a character's scale. Take the length of the scale as the increment. By default you can take a half of a range increment and take no damage (unless you botch and twist your ankle). After that you take light damage for a full range increment, then moderate, then serious, then heavy, then deadly. So a human (medium standard creature) has a range increment of 7 ft. By default he will take a light wound up to 7 ft, a moderate wound up to 14 ft., a serious wound up to 21 ft., and a heavy wound up to 28 ft. After that you are not likely to survive.

There are some exceptions to this. Many larger animals have little or no ability to jump or survive a fall. Some small animals have incredible leaping and falling abilities. This rule just covers the average kinds of creatures. Creatures with the leaping ability can usually fall a much farther distance. Take their leaping distance as their range increment.

A character with Athletics can negate some of that damage. This is an open ended test, which means that you roll without a DC to roll against and whatever DC you make on the table below determines how many increments you lower the damage.

Reduce the fall by # of increments (DC)

1 (20) 2 (30) 3 (40) 4 (50) 5 (60)

Falling Objects

The damage from falling objects is based on the damage thresholds of the object that is falling and it's speed. Dirt is Standard material. Rocks are usually strong or mighty material. Softer rocks or rocks with dirt are Strong material. Hard and sharp rocks are mighty. Wood is a Strong material. Metal is usually Mighty or Adamant depending on how dense it is.

Material that shifts on top of you will do moderate damage for that material. If it is flung from a strong creature or it drops within short range then it does serious damage. If it falls farther then that or comes from a heavy machine then it does heavy damage. Rocks have no AP. Damage is bashing but can quickly wrap around to lethal.

If the character is trying to get away from the falling material on their turn then the DC would be determined by the circumstances. A few objects that are easy to see would be DC 15. An area falling apart would be a DC 25.

Rocks

9	Huge Avalanche	Soft Dirt	Weight	Rocks and Dirt	Weight	Hard Rocks	Weight	Metal Pieces	Weight
8	Large Avalanche	70/105/140	4 tons	105/140/175	16 tons	280/420/560	64 tons	560/840/1120	250 tons
7	Medium Avalanche	44/66/88	1 tons	66/88/110	4 tons	176/264/352	16 tons	400/600/800	64 tons
6	Small Avalanche	28/42/56	532lbs	42/56/70	1 tons	112/168/224	4 tons	240/360/480	16 tons
5	Large Boulder	14/21/28	133lbs	21/28/35	532lbs	56/84/112	1 tons	160/240/320	4 tons
4	Medium Boulder	10/15/20	33lbs	15/20/25	133lbs	40/60/80	532lbs	80/120/160	1 tons
3	Small Boulder	8/12/16	26lbs	12/16/20	33lbs	32/48/64	133lbs	64/96/128	532lbs
2	Basketball Sized	6/9/12	13lb	9/12/15	26lbs	24/36/48	33lbs	48/72/96	133lbs
1	Baseball Sized	4/6/8	6lb	6/8/10	13lb	16/24/32	26lbs	32/48/64	33lbs

Disease and Poison

There is an initial roll to see how bad the exposure is. If you don't take any damage at all then you won't suffer anything.

Speed:

Slow – a few days after the exposure you feel something

Moderate – In a few hours you feel something

Fast – you feel something in a few minutes

Very Fast – You feel something and are down within seconds, usually this is a lethal hazard

Poison

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes a poisonous substance, inhales a poisonous gas, or is otherwise poisoned, the character must make a Resistance check. If the character fails, he takes the poison's damage. The character will be staggered or unconscious for the listed duration. On a botch then the character goes unconscious and the duration doesn't subtract the character's constitution.

Poisonous liquids are usually administered through injection or by application to a weapon. On a botch the character using a poisoned weapon applies the poison to them self. Poisonous gases must be inhaled to be effective. Poisonous solids are usually ingested with food or drink.

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures and creatures without metabolisms are immune to poison. Many kinds of supernatural creatures are immune to poison, as detailed in their descriptions, though it is conceivable that a special poison could be synthesized specifically to harm them.

If the character receives another dose then roll resistance again +5 per dose. If they fail then increase the damage level taken by one per dose and increase the duration by a quarter of the total. A smaller than a full dose should be treated as one lower level of poison. So a small amount of a severe poison becomes a minor poison.

Strength	Speed	Duration	Resistance	Damage
Minor Poison	Moderate	12 hrs-Con	20	10 bashing/staggered

Severe Poison	Fast	18 hrs-Con	30	15 lethal/unconscious
Deadly Poison	Very Fast	24 hrs-Con	40	25 lethal/unconscious

Disease

When a character is exposed to a treatable disease, the character must make an immediate Resistance check. The victim must make this roll when he or she comes into contact with an infectious carrier, touches an item smeared with diseased matter, consumes food or drink tainted with a disease, or suffers damage from a contaminated attack. If the character succeeds, the disease has no effect on him or her—the character's immune system fights off the infection.

If the character fails the first save, he will take the effect after an incubation period. Once per day, thereafter, the character may make a Resistance check to not be as hindered by the illness. On a success the character takes a penalty to all actions but is able to mostly function. On a failure the character is stunned, staggered, or unconscious. This will continue for the duration of the illness. After the illness the penalty will subside at a rate of -2/day.

The treatment DC is for a medical roll to treat the patient. On a successful treatment roll the character is cured that day. If the disease is incurable at that tech level then the treatment roll is just to manage the symptoms. At higher techs the treatment will remove the penalty that day as well.

Strength	Speed	Duration	Resistance	Effect	Treatment
Simple Illness	Slow	10 days - Con	20	-2/Stunned	20
Moderate Illness	Slow	12 days - Con	25	-3/Stunned	25
Severe Illness	Slow	15 days - Con	30	-4/Staggered	30
Deadly Illness	Moderate	20 days - Con	35	-6/Unconscious	35
Deadly Plague	Moderate	25 days - Con	40	Unconscious/Death	40

Resolve (Pre) [Will Save]

This covers leadership, intimidation, and drive as well as resistance to mental effects, manipulation, fear and horror. It serves as this system's Will Save. This also covers resistance to distractions and efforts to break your concentration.

Fear checks are based on things that are normal but scary. Horror checks are based on seeing something beyond what a human mind can handle. Most people in a modern world would have to make a horror check against seeing magic or a monster. In some worlds, you could consider skeletons rising out of your yard as a garden pest. It depends on what you have been around.

Basic: You actually show up for work.

Easy (10) - You get out of bed.

Moderate (15) - You do things for yourself.

Difficult (25) - You don't eat the cookie!

Trained: You don't have to agree with everything your girlfriend says.

Easy (15) - Facing down someone you have authority or power over

Moderate (20) - Resist the taunting of a kid, resist a sale sign or a basic temptation

Difficult (30) - Facing a dangerous situation when you are not used to it

Proficient: You can resist the manipulations of others. Ignore Distractions

Easy (20) - Facing down a group of people who you have some authority over, lead a small group, Ignore verbal distractions

Moderate (25) - Resist the taunting of a peer, resist a temptation, Ignore Physical Distractions such as light damage or less.

Difficult (35) - You are facing a monster that you have never faced before when you are not used to it or losing a loved one. Ignore Physical Distractions such as Moderate injury.

Focused: You are strong willed.

Easy (25) - Facing down a group of people you don't have any authority or power over, lead a ship or large group

Moderate (30) - Resist the taunting of a competitor, resist a strong temptation. This includes losing a loved one to violence in front of you when you are expecting violence.

Difficult (40) - Facing something horrible and alien that you don't believe should exist. This includes losing a loved one to violence in front of you.

Expert: You are capable of resisting interrogation.

Easy (30) - Resist Intimidation under threat or from an authority figure

Moderate (35) - Resist giving information under torture that you can physically resist

Difficult (45) - Resist giving information under torture that you fail to resist.

Mastery: You are Iron Willed. Other people's Will breaks against your Will like a toy.

Easy (35) - Facing down someone who wants to kill you and making them back down

Moderate (40) - Resist an offer of power or immortality
Difficult (50) - Facing one of the Old Ones

Flaws

Derangement - A Derangement is a belief that is not rational but that you very strongly believe. It should involve an attempt to rationalize a past incident in some way. You may become obsessed with trying to discover more about the monsters to prove that they are servants of the local Girl Scout troop.

Major Derangement (2) - You will be aggressive about trying to prove or defend this belief. You may even take some actions against the targets of your Derangements.

Major Phobia (2) - This is a phobia that affects your life badly.

Phobia - You have a fear that will cause you to avoid certain situations and may force you to make a fear check when confronted with it.

Press your buttons - You have a certain subject or react badly when you see a certain action, such as someone beating a woman, which causes you to lose your self-control.

Weak vs Women - You have a harder time resisting manipulation by women. -5 to resolve.

Trained Aptitudes

Bushido - You have a code of honor that determines your actions. You have to define this code before play. You get a +5 bonus to resist manipulation to violate this code.

Dedicated - You are dedicated to some person or cause. You have a +5 bonus on saving throws and checks against effects that would sway you from your dedication.

Discipline - You are a part of a disciplined culture such as the military. You stand at attention and know how to behave yourself.

Enemy - You hate this group so much that it motivates you to greater focus.

Grace Under Pressure - You are calm when under fire. You don't take penalties to non-combat actions during combat.

Interrogation - You have ways of making them talk.

Intimidation - You can stare a person down and make them back off.

Leadership - You can lead others.

Meditation - You are trained in calming yourself and concentration. You get a +5 bonus to resist distractions.

Professional - You do a job in a professional manner. You don't give up your client. You don't overstep your missions. You get a bonus to resist manipulation to violate this code.

Proud - You are resistant to intimidation based on being too proud to back down easily.

Spirit of the Corp - You fight hard with your men. You get a bonus to willpower checks when you are together.

Stable - You have less flaws than the average person. You only start with 4 flaws.

Stubborn - You are resistant to attempts to change your point of view, even for your own good.

Suspicious - You are resistant to manipulations.

Focused Aptitudes

Blasé - You don't take anything to heart and don't take fear checks for things you see if they are not directed at you.

Callous - You don't really care about other people therefore their deaths don't cause you to make a fear check.

Drive Others - You can cause others to go in the face of danger.

Fanatical - You are extremely resistant to attempts to change your religious beliefs or accept that others do not believe or behave according to those beliefs.

Flawless (req: Stable) - You have no flaws for character creation.

Hunter - You are used to seeing monsters and you don't take normal fear checks. Horror checks still apply.

Memory Lock - You can lock certain memories or knowledge away from the rest of your mind so that even a telepath can't find it and you can truthfully answer that you don't know something.

Not Impressed - Negate a standard intimidation check and force them to take one.

Presence Attack - You can stand there and make everyone in the area back off for a round.

Rage - You can temporarily go into a rage and not take any pain penalties for the scene. You are yelling and psyching yourself up. This limits perception to just what is in front of you. This can be used as an intimidation attack.

Resist Torture - You are trained to not give out information under torture.

Resist Persuasion - You know the techniques of manipulation and how to resist them.

Stand your ground - You can ignore the flight condition from fear checks.

Steely Gaze - Your intimidation checks are as if you were armed. People really believe that you will kill them.

Skeptical - You are resistant to illusions.

Mastery Aptitudes

Iron Will - You cannot be intimidated.

Iron Mind - Immune to Mind Control and Possession.

Unbreakable - You will not divulge secrets, even under torture.

Fear, Horror, and Sanity Rules

There is Fear, which is a mostly rational response, and then there is Horror, which is not.

Fear and Horror

Some creatures are frightening beyond the point of being dangerous. They can cause people to seize up in fear and not defend themselves normally. It depends on what kind of things the character has experienced in the past. A Fear Check is a type of Resolve Check. You roll against a DC based on the severity of the shock.

A fear check occurs whenever you experience something dangerous and frightening. The fear check penalties pass after the end of the scene. A horror check is different. It is when you encounter something that is not only frightening but damages the mind. It could be a very personal horror or something that should not exist. Any penalties from Horror check become sanity damage. You also take sanity damage if you take Heavy or Unconscious damage levels in a Fear Check.

Your reaction is based on how you roll. Certain feats can change this.

Light - DC +5 - You can act normally but at a -2.

Moderate - DC + 0 to 4 - You are scared but you stand your ground and have full control. You act at a -4.

Serious - DC -1 to -5 - You are stunned by what you see and can't act rationally for a moment. Effect passes after one round. Then you are at -6 until you get away.

Heavy - DC -6 to -10 - You are staggered by what you see and can't act rationally for a while. You freak out and run in a blind panic. Take 1 Sanity damage and -8 fear

Unconscious - DC -11 or worse - You pass out from fear or shut down hoping that it will all go away or at least ignore you. Take 2 Sanity damage.

Sanity Damage

Sanity Damage is shock to your understanding of the world around you. If you accumulate too much Sanity Damage then it will confuse you and cause you to hallucinate and become delusional. Your perceptions will start to change as you interpret the world in darker and more bizarre ways. You will start to see that everyone is staring at you and they know something. They are all working together to hurt you. You might hear what people say completely differently than others. You might see them do things that others do not. You may even start to see people and creatures that are not even there.

Sanity Damage becomes a new type of error range for all actions that overlaps but does not add to existing error ranges. This error range starts at 1 and goes up 1 for each point of sanity damage. So if you have -4 sanity then you have a 1-4 error range on everything. If your sanity range is less than your error range then only sanity effects will occur on your sanity range and the regular errors will occur on the rest. Fortunately the mind has a few defenses against this sort of thing.

Whenever you roll a sanity error then you momentarily do something stupid or crazy with what you were trying to do. Your GM will determine what you do but you can make suggestions. Your character is briefly twitchy. It will usually be something very problematic at the time. It could be a scream of fear during a stealth mission. It could be suddenly deciding to shoot one of your own people or a stop sign during a fire fight. You could decide to smash a bunch of windows near a cop for no good reason. You're not sure of why you did it either.

Phobias and Derangements

You can reduce Sanity Damage by converting it to a phobia or derangement. The number of points you convert will be the level of the insanity. The level corresponds back to the sanity damage levels. A level 2 phobia will cause you to be scared but still be able to stand your ground when experienced. A derangement causes level 4 or greater fear effects, etc. If you wait till you have a -5 to spend then the insanity will cause you to go unconscious every time. If you get more points you can either choose to take a different one or add those points to an existing one.

You can go to therapy and reduce it down to a level 1 insanity at most. You can add points back to the same one after lowering it through therapy.

Quirk (1 pt) - A Quirk is a strange behavior such as an OCD or habit.

Minor Phobia (2 pt) - Your Phobia should be connected to the cause of the sanity damage but related to something in the everyday world. If you were attacked by flying monsters then you may not want to be near an open sky, especially at night.

Major Phobia (3 pt) - Your phobia effects your everyday life.

Minor Derangement (4 pt) - A Derangement is a belief that is not rational but that you very strongly believe. It should involve an attempt to rationalize the incidents in some way. You may become obsessed with trying to discover more about them to prove that these monsters are servants of the local girl scout troop. You will be aggressive about trying to prove or defend this belief. You may even take some actions against the targets of your Derangements.

Major Derangement (5 pt) - Your hold on reality is barely there. This replaces your life.

These will cause problems with social encounters equal to their rating (-1, -2, -3, etc) when these come up. They are also possible food for explanations of botches. Players that make good use of their Sanity Damage can earn Social points or Hero points.

Vices

You can also spend Sanity Damage into Vices as a damaged coping mechanism. The number of points you convert will be the level of your vice.

Minor Vice (1 pt) - You have a bad habit that you occasionally indulge in. It doesn't affect your work.

Moderate Vice (2 pt) - You do your work in order to be able to follow your vice.

Major Vice (3 pt) - You use it to deal with stress, even at work. You sneak away and it does affect your work.

Crippling Vice (4 pt) - You do this instead of working.

These will cause problems with social encounters equal to their rating (-1, -2, -3, etc) when these come up. They are also possible food for explanations of botches. Players that make good use of their Vices can earn more Hero or Social Points.

Role Play

If your character loses someone that they are close to they can choose to take a point of sanity damage in exchange for 2 hero or social points. This needs to be declared during the same session as the event. You can do this even if you take no damage from your sanity roll.

Facing Your Fears

If you face the source of your fears, especially if you destroy or deAptitude it then you can recover your lost sanity. Roll against the same DC as before. On a success then you remove a point of sanity damage. For every 5 points in your margin of success you can remove another point of sanity damage. You can only roll once per successful facing of fears but it will recover as much sanity as you want. You can remove a Quirk, Phobia, Or Derangement for the same price as you purchased them for instead of lowering your Sanity damage by that amount but only if your Sanity Damage is lower than your Composure.

Taunting

A part of some social situations or even combat situations is one person taunting another into something stupid. They yell or manipulate you into attacking or doing something else without thinking. Taunting works just like a fear check but the DC is the other person's persuasion check. Any fear damage or sanity damage counts x2 on this roll. The damage for taunting is called Frustration and acts like a fear check except it will cause the person to go towards the problem. Just like a fear check it can also cause sanity damage.

Flaws

Flaws are often fears, derangements, or vices. You can add your sanity damage to an existing flaw. A minor flaw counts as 1 point already so you could increase it. You can move a point of flaws, including ones gained here, once per level. You can remove sanity damage effects anytime, as long as you are doing something that would allow that (therapy, shamanism, etc.). Just make sure that you don't reduce them below your base number of flaws.

Rites (Wit)

Rites is a skill about performing various Rites and Rituals. In a magical setting, it allows a magic users to use magic in different ways. Ritual Magic lets you create a ritual item that will allow you to do something above the local mana level in a limited and programmed way.

Perks

Apprentice - You have an apprentice with minor magical abilities at this point. They can help you with rituals as well as generally help you out.

Job - You have a job relating to the arcane. This could be a teaching job in the paranormal, mythology, or ancient legends. If magic is openly known it could be as an Occult Investigator. It will provide you with a Medium Lifestyle.

Magical Workshop - You have a magical workshop set up with basic tools to do most rituals.

Mentor - You have a mentor with knowledge of a specific ritual subject at Trained level. A Mentor with Focused level in Rituals is 2 pts. Each subject that they know at trained is another +1 and at focused is +2. GM should not allow a Mentor with Mastery level knowledge. It is too imbalancing.

Occult Supplier - You know someone who can get you real occult supplies, not the stuff the mundanes see. This is not a small shop somewhere. This is more of a black market supplier.

Warded Space - You have a warded space that will prevent most spirits from entering unless you invite them. This can be the same space as your magical workshop. For 2 pts your entire house is warded.

Priest - You are a Priest of a religion. Members of that religion will give you respect and aid. You are likely going to be called upon to help members of your religion.

Flaws

Disbelief - You study this purely as an academic subject. You don't actually believe any of it.

Distracted Summoning (2) - You have a hard time focusing during a summoning ritual and you are more likely to make mistakes. +2 error.

Major Paranoia (2) - You believe that supernatural entities are after you and it cripples you.

Paranoia - You believe that all your set-backs are from arcane causes.

The Only Truth - You believe that everything has an arcane cause.

Trained Aptitudes

Animistic Rituals - You know the basic animistic rituals of your culture.

Buddhist Rituals - You know the basic Buddhist rituals.

Canaanite Rituals - You know the basic Canaanite Rituals.

Catholic Rituals - You know the basic Catholic rituals.

Celtic Rituals - You know the basic Celtic Rituals.

Christian Rituals - You know the basic Christian rituals.

Dark Rituals – You know rituals that are usually considered not acceptable in civilized society.
Egyptian Rituals – You know the basic Egyptian Rituals.
Greek Rituals – You know the basic Greek Rituals.
House Warding – You know how to ward your house versus the supernatural by strengthening the threshold of the house.
Lesser Containment Circle – You know how to create a circle that can contain a minor spirit or ghost.
Magic Circle – You know how to create a basic defensive magic circle.
Masonic Rituals – You know the basic Masonic rituals.
Mithric Rituals – You know the basic rituals to Mithraism.
Norse Rituals – You know the basic Norse Rituals.
Phoenician Rituals – You know the basic Phoenician rituals.
Roman Rituals – You know the basic Roman Rituals.
Sumerian Rituals – You know the basic Sumerian rituals.
Zoroastrian Rituals – You know the basic rituals to Zoroastrianism.

Focused Aptitudes

Greater Containment Circle – You know how to create a circle to contain a major spirit, ghost, or lesser demon.
Insight – You start to see past the rituals relating to magic. You only need to have 1 flaw per power.
Spirit Wards – This includes devil's traps, ghost wards, and building wards.
Summon Demon – You know the rituals to summon various demons.
Hidden Rituals (by Religion) – Some religions have rituals that regular followers are not allowed to know. This is per religion.

Mastery Aptitudes

Chaos Summonings – You know how to summon various servant chaos entities. You do not have any control over them once they have arrived but you can bargain with them.
Chaos Wards – You know how to ward versus Chaos entities and energies. You can add this to a greater containment circle to make it effective against them.
Transcended – You understand the patterns behind the magic. You don't have to take any magical flaws.

Science (Int)

This gives you an understanding for the way the world works. You may need the science background for an engineering Aptitude in order to design something unusual.

Perks

Good Reputation – You have a good reputation in the scientific community.
Patron (2) – You have a patron that will support your experiments. They will expect some sort of benefit from this at some point.
Personal Lab – You have your own laboratory at home that you can use to perform your own experiments.
Researcher – You are a researcher. This will provide you with a medium lifestyle. A more successful or higher level researcher can have a High Lifestyle for 2 pts.
Teaching Job – You are a science teacher. This will provide you with a medium lifestyle.

Flaws

Ancients Know Best – You believe that early information about science from the Greeks is better than new experimentation. This was common for much of history.
Babbles – You spew out so much information on the subject and around the subject that you irritate people.
Bad Reputation – You have a bad reputation in the scientific community.
Flawed Theory – You are working from a flawed theory that explains common events but can't be used to predict anything accurately. This can be taken for any character before the Information Age.
Heavily Biased – You only learned information that reflects a strong bias such as conservative or creationist.
Impractical – Your knowledge is purely academic. You can't make use of this skill for a job.
Misinformed – You believe that you have knowledge of subjects that you actually do not.
Self-taught – You have taught these subjects to yourself and you don't have the credentials to prove it.
Stubborn – You are resistant to any changes in what you have learned.

Gunpowder Era

Trained Aptitudes

Acoustics – The study of sound through various mediums
Algebra – The study of relationships of numbers in objects
Astronomy – The study of the stars and planets.
Biology – The study of living systems.
Botany – The study of plants.
Early Chemistry – Knowledge of several chemicals including acids and several chemical processes but without understanding the mechanisms
Entomology – The study of insects
Geology – The Study of the earth and its processes.

Ichthyology - The study of fish
Metallurgy - The study of metals
Meteorology - The study of weather patterns.
Optics - The study of light
Physics - The study of the laws of nature.

Focused Aptitudes

N/A

Mastery Aptitudes

N/A

Global Era

Trained Aptitudes

Acoustics - The study of sound through various mediums
Aircraft Physics - This is the study of lift, drag, and fluid movement of an atmosphere around an aircraft.
Algebra - The study of relationships of numbers in objects
Archeology - The study of the remains of prehistoric civilization
Astronomy - The study of the stars and planets.
Biology - The study of living systems.
Botany - The study of plants.
Chemical Weapons - You know about biological and chemical weapons.
Chemistry - The study of chemicals and chemical processes
Ecology - The study of organisms and their environment.
Entomology - The study of insects
Forensics - You are trained to understand a crime scene and find clues.
Forestry - The study of cultivating, maintaining, and developing forests.
Genetics - The study of genetic systems.
Geology - The Study of the earth and its processes.
Ichthyology - The study of fish
Improvised Munitions - This lets you create explosives out of ordinary stuff.
Metallurgy - The study of metals
Meteorology - The study of weather patterns.
Optics - The study of light
Physics - The study of the laws of nature.
Vulcanology - the study of volcanoes

Focused Aptitudes

Advanced Mathematics - This includes calculus and various other types of advanced math.
Astrophysics - The study of the structure of stars and planets.
Cosmology - The study of the physical universe considered as a totality of phenomena in time and space.
Microbiology - The study of microorganisms and their effects on other living organisms
Oceanography - The study of the ocean, it's ecosystems, and lifeforms
Orbital Mechanics - This is the science of objects in orbit of gravity wells.
Paleontology - The study of prehistoric life through evidence provided by fossils
Seismology - The study of earthquakes, their measurement and causes

Mastery Aptitudes

Quantum Mechanics - The study of the structure of the universe.

Interstellar Era

Trained Aptitudes

See Lower Tech Trained Aptitudes

Focused Aptitudes

Gas Giant Planetology - The study of Gas Giant Geology, Meteorology, and Lifeforms
Hostile Terrestrial Planetology - The study of Hostile Terrestrial Geology, Meteorology, and Lifeforms
Ice Dwarf Planetology - The study of Ice Dwarf Geology, Meteorology, and Lifeforms
Ice World Planetology - The study of Ice World Geology, Meteorology, and Lifeforms
Rock World Planetology - The study of Rock World Geology, Meteorology, and Lifeforms
Terraforming - The study of altering a planet to make it more earth like.
Terrestrial Planetology - The study of Terrestrial Geology, Meteorology, and Lifeforms

Mastery Aptitudes

Artificial Wormholes - The study of the creation of artificial wormholes
Bioengineering - You know how to create new lifeforms to your specifications.

Hyperspace Physics – Study of hyperspace physics
Gravitational Physics – Study of gravitic theory behind gravitic technologies
Zero Point Energy Physics – Study of zero point energy
Wormhole Physics – Physics behind Wormholes

Intergalactic Era

Trained Aptitudes

See Lower Tech Trained Aptitudes

Focused Aptitudes

See Lower Tech Focused Aptitudes

Mastery Aptitudes

Temporal Mechanics – The study of time travel
Transporter Physics – The physics behind Matter Conversion and Replication
Warp Drive Physics – Physics behind Warp Drive; advanced form of Gravitics
Stellar Physics – The study of the inside of stars and what happens when you alter them

Science Checks

Knowledge Check

Easy (15) - Basic Knowledge Check w/ Aptitude, Area Knowledge Check
Moderate (20) - Basic Knowledge Check w/o Aptitude, Specific Knowledge Check (requires Aptitude)
Difficult (30) - Obscure Knowledge Check (requires Aptitude)
Very Difficult (40) - Very Obscure Knowledge Check (requires Aptitude)

Basic Knowledge – This is a few sentences worth of information.
Specific Knowledge – This is basically wikipedia or an encyclopedia type of information. You know a lot of individual facts.
Obscure Knowledge – This is the kind of information in science journals and archeology journals, etc. It is information that a person very focused in the subject would find interesting but a person would need a lot of context to even understand. It might be the personal habits of someone involved in the subject or a specific place that a finding was discovered.
Very Obscure Knowledge – This would be something that would be very hard to find and not in the common books or websites. You can even limit this to finding out a certain person is needed to answer the question.

Margin of Success

0 – Basic General Information
+5 – Minor additional details
+10 – Details that connect to your situation
+15 – Through back story and details, major details

Limits

You can't re-roll a knowledge check. Either you know it or you don't.

Error Effects

Attempt – You don't know it but you have a good idea of where to look for that information.
Failure – You just don't know it.
Complication – You think you know it but you are remembering wrong. However the information will just delay you, not hurt you.
Botch – You remember wrong but this information will put you into a dangerous situation somehow.

Understanding Check

You are faced with a new situation, life form, or stellar phenomena. You must have the right feats in order to understand what you are seeing and make any kind of predictions about it. You would need to understand something in order to alter it in some way. If you don't have the correct feats then at best you can make a guess and the difficulties to alter it, the errors involved, and the possible consequences are much greater. An error in understanding can lead to the same issues.

If the player figures it out without requiring the check then give them a Tech Point. They can still roll to make sure of the level of detail that the character understands. If the player understands something then this will negate any failure or error for this roll.

You may not re-roll an understanding check until you have new information. However you may describe your information to someone else and they can make a new understanding check.

An expected situation 10
An unexpected situation 20/error 1
An extremely unexpected or rare situation 30/error 2
A situation that your understanding of science tells you is not possible 40/error 4

Incorrect data or insufficient information +5/error +2
Per Tech Point -5/error -1 (minimum error 1)

Error Effects

Attempt - You think that you are on the right track.

Failure - You don't know the answer.

Complication - You think that some of your data is inaccurate

Botch - You know the answer but you are wrong.

Alter Check

You are trying to alter something that you (hopefully) understand. You must have the correct tools in order to alter something. You can try and scrounge up the correct ingredients if you don't have things set up already to alter something. Your ability to alter something (besides just destroy it) is very limited by the tech level of your understanding.

This is done everyday - 15/error 1
Uncommon - 20/error 2
Rarely Done - 30/error 3
First Time for Everything 40/error 4

Better than normal tools -5/error -1
Not the right tools +5/error +1
Extremely complex systems +10
Per Tech Point -5/error -1 (minimum error 1)

Error Effects

Attempt - You are working on it but you really need more information to make this work

Failure - You don't know how to alter this

Complication - You have altered it in an unexpected way

Botch - You have broken it or made it do something bad

Sociology (Int)

You study cultures and various groups of people. This is good for noticing patterns or mimicking them. This covers the analysis of cultures for ancient societies, modern societies, and even alien societies. This can be used by military strategists, political strategists, anthropologists, diplomats, etc. This skill will let you study a culture that you have just encountered and figure out things about it.

If you are dealing with aliens then each alien culture would have its own Focused Aptitude.

Trained Aptitudes

Anthropology - This is the study of human cultures and nature. Combine this with the history and region of the specific culture you are studying.

Archeology - You study the historical remains of cultures. You can combine this with any of the history aptitudes.

Criminology - You study the criminal mind.

Psychology - You understand human behavior patterns.

Religion - You have studied various religions.

Politics - You know how the game is played.

Focused Aptitudes

Africa - You have studied African cultures.

Central America - You have studied Central American cultures.

China - You have studied Chinese cultures.

Europe - You have studied European cultures.

First Contact - You are trained in First Contact protocols for dealing with alien species.

Middle East - You have studied Middle Eastern cultures.

Military Analysis - You study a culture based on their military practices. You can start to make predictions into their military actions.

Organized Crime - You have studied Organized Crime, especially those in your regional studies.

Political Analysis - You study a culture based on their political practices. You can start to make predictions into their politics.

Political Campaigning - You know how to get someone elected.

Psychological Warfare - You know how to scare the hell out of your enemy.

Russia - You have studied Russian cultures.

South America - You have studied South American cultures.

Terrorist Organizations - You have studied various Terrorist Organizations, especially those in your regional studies.

US - You have studied US cultures.

Mastery Aptitudes

Military Blindspot – You are good at manipulating a group based on their military concepts.

Political Blindspot – You are good at manipulating a group based on their political concepts.

Religious Blindspot – You are good at manipulating a group based on their religious beliefs.

Trade Blindspot – You are good at manipulating a group based on their trade beliefs.

Stealth (Wit)

This covers thief skills such as picking pockets as well as blending and infiltration.

Stealth checks are made against the Passive Notice of any characters in the area. You are the one doing something so you are the one to roll. Don't have anyone else make a Perception check.

Critical – Any guards in the area become distracted without alarm at something else.

Basic: You can actually not talk all the time

Easy (10) – You can keep still for more than a minute.

Moderate (15) – You can listen to how much noise you are making.

Difficult (25) – You can avoid stepping on sticks in the yard.

Trained: You can be quiet.

Easy (15) – Cross a room with a lot of background noise in the dark.

Moderate (20) – Cross a room in the dark.

Difficult (30) – Cross a room with no noise and not be heard.

Proficient: You can blend into a crowd.

Easy (20) – You are dressed as a commonly ignored group in a busy place without doing anything unusual.

Moderate (25) – You are dressed as everyone else in a moderately active place.

Difficult (35) – You are dressed unusually, acting out of place, or doing something distressing.

Focused: Move through an area without being seen at all.

Easy (25) – You are camouflaged and are moving through an area of low security or activity.

Moderate (30) – You are dressed normally and are moving through an area with a lot of activity or moderate security.

Difficult (40) – You are moving through a restricted area with patrols.

Expert: You are a Ninja.

Easy (30) – You can use the surroundings to hide yourself and move slowly.

Moderate (35) – You can use the surrounding to hide yourself and move quickly.

Difficult (45) – You can move around a person that is on alert and they will not see you.

Mastery: You are a Ghost. You lose yourself quite often.

Easy (35) – Disappear into the shadows after someone has seen you.

Moderate (40) – You can distract a person and disappear from their direct line of sight.

Difficult (50) – You can hide behind a person that is actively moving around. You always remain out of their line of sight.

Error Effects

Attempt – You will be noticed by someone alert but not by someone not alert.

Failure – You are noticed

Complication – You are stuck and you can't move. You need to do something to get yourself unstuck before someone spots you.

Botch – You make a lot of noise or are spotted by a large group.

Passive Notice

This is just a character's Perception + 10.

Flaws

Calling Card – Even though you are able to get in and out without detection, you can't stand the idea of no one knowing that you were there. You leave some sort of calling card at the scene of your crimes.

Distinctive Features – You are easy to spot and remember. This makes it harder to blend in with a crowd.

Distinctive Smell – You eat strange foods or smoke strange cigars but people will notice when you are around even if they don't see you. You are more likely to be detected by dogs and anything with a very good sense of smell.

Honorable Fighter – You can sneak around but you refuse to sneak attack someone.

Nervous Noise – You have a habit of making some sort of noise when you are nervous. It could be humming, sneezing, or even farting. When you roll an attempt on a stealth roll you are still discovered. Others can make a stealth roll to cover up the noise.

Sleep on Surveillance – You have a bad habit of falling asleep when you are sitting and watching for a long time.

Trained Aptitudes

Belong – You walk through certain areas like you belong. People who see you assume you are supposed to be there unless you give them reason to think otherwise.

Camouflage – You can hide yourself in any terrain you are trained in.

Concealment – You are good at hiding objects from searches, either on yourself or some place you have a few moments.

Evasion – You are good at evading pursuit.

Infiltration – You are good at sneaking into guarded facilities.

Pass off – You are trained to pass items to someone else without anyone noticing.

Pick Pocket – You can steal their wallet and their watch.

Plant – You can plant an item, bug, or tracker on someone without them noticing.

Shadowing – You know how to follow someone without being seen yourself.

Smuggling – You know how to hide contraband and slip it past borders.

Sneak Attack – You are good at attacking from behind. In a successful sneak attack your target is flatfooted. This is a full round action. You can negate their armor without taking a penalty with a critical.

Vantage – You are good at finding hidden vantage points for surveillance or sniping that are hard to spot.

Focus Aptitudes

Avoid Cameras – You can make it very hard to get a picture of your face.

Expert Pick Pocket (Pick Pocket)– You can rob a person without bumping them at all. Unless someone is familiar with the techniques then they can't even make a perception test against you.

Lose Trackers – You are good at losing trackers that actually are following you.

Patience – You move so slowly and patiently that even if you roll a failure it doesn't automatically cause an alarm. They have to roll again to actually hear or see you.

Quiet Armor – You know how to move quietly in some armor. This does not include any plate or chain mail.

Silent Kill (Sneak Attack) – Your target is denied the chance to raise alarm. This can be because you block their communications or because you start with cutting their throat.

Stalker – You maintain concealment through full movement, especially while following someone.

Timed Noise – Any equipment or weapons that would normally make a noise, you time to coincide with background noises so that they are masked. You can cock a pistol and no one will notice.

Mastery Aptitudes

Silent Death (Silent Kill) – Area effect version of Silent Kill up to a 5 ft radius.

Hide from Predators – Your stealth will hide you even from a nearby predator with extra senses such as dogs on your trail and such.

Bump Shiv – You are good at attacking people in ways that they don't actually realize that they are in combat. You can bump into someone and stab them so that they don't feel it at first. You can spend a critical so that they don't even get an initiative roll this action.

False Trail – You can covertly move through an area but leave a trail that can be found so that you can lead someone to either think you went another way or into an ambush. You can spend a critical to cause them to actually be flatfooted because they are confused by your trail.

Shadow Attack – Your attacks do not reveal your location. They can't fight back unless you use something with a flash or that is loud. It requires a perception roll each turn of theirs to even attack you. You can spend a critical to cause your target to attack another person accidentally.

Stealth Checks

Security Level

There is no need for a stealth roll if there is no one to even notice. However, the GM may require several stealth rolls in areas that don't need them in order to conceal the areas that are actually monitored. If an area is being watched then a successful stealth roll is required to get across.

If a character is not making any attempts to be stealthy then they can't also make a stealth roll. They automatically fail. Then it depends on if they are passing through an area with alert guards.

Active/Unrestricted

The area has people that move through it a lot and it isn't restricted once you are already in the area (for example, a work area). People are expected to move through there. Blending is a possibility there as long as you don't look lost or are not doing anything dangerous that the safety monitors would react to. Security officers are often tasked with monitoring safety as well. Stealth is possible here but hard due to the number of people moving through the area.

Inactive/Unrestricted

The area doesn't have many people that move through it but it isn't really restricted. It could be a lawn area or some area that is not an active part of a plant. Any motion might get the attention of security but if they look like they are busy doing something then they will likely just get ignored (unless it is something unsafe or bizarre). Blending will work here if you look like you are doing something that makes sense and either have checked in with security or look like an employee. Stealth here can work.

Active/Restricted

The area has people moving through it but they are being monitored as they go through. This could be a security check point, a key card access point, or a scanning station for security. Anyone out of place or without an obvious pass will be stopped and questioned. It is possible to blend here if you have the right information or access passes. Stealth here won't work since these access points have restricted movement and are usually well lit.

Inactive/Restricted

This is an area that you would need to get past a security check point or device to get to but once you are there you have free reign. It might be covered by automated security, cameras, patrols, or a combination of all three. Stealth is prime here.

Blending In

If a character is attempting to blend in and move through an area without alerting a guard then they must act like those around them. If they are dressed out of place or act out of place their difficulty will go up or the GM may just declare the attempt an automatic failure. Basically you can't say that you are trying to blend in and do nothing that blending in requires.

Sleight of Hand Check

This covers picking pockets and concealment. The DC is either a base number or the target's passive notice plus a number, whichever is higher. The error means that you make a mistake that makes the attempt obvious.

Pick Pocket (20 or Passive Notice +5) error +1
Plant something on someone (25 or Passive Notice +5) error +1
Conceal a small item - a lighter or flash drive (15 or Passive Notice)
Conceal a medium item - a pistol or small book (20 or Passive Notice +5)
Conceal a larger item - a regular book (30 or Passive Notice +10)

Error Effects

Attempt - You will be noticed by someone alert but not by someone not alert.

Failure - You are noticed

Complication - What you are trying to conceal is stuck and you have to get it unstuck before someone spots you.

Botch - You drop the object in front of someone.

Streetwise (Wit)

This covers street survival. It covers connections with the shadier side of things. It also covers most of the skills that the police use to do their job. It covers investigation and such as well as the various groups they study.

Ranks

Basic - You can walk down the street and not look like a target.

Easy (10) - You can walk down a public sidewalk and not look like a tourist.

Moderate (15) - You can walk down a public sidewalk and not look like a target.

Difficult (25) - You can walk down a rougher neighborhood and not look like a target.

Trained - Gather Information

Easy (15) - Ask generic questions about events in an area

Moderate (20) - Fairly specific questions (seen a particular person)

Difficult (30) - Answering specific questions may prompt moderate social retribution

Proficient - Gather detailed information

Easy (20) - Ask about an area where talking is dangerous, find common illegal substances

Moderate (25) - Asking about a dangerous person or group, find uncommon illegal substances

Difficult (35) - Asking details about a person or group that will kill them if they find out, find illegal military hardware

Focused - Organize a group of criminals

Easy (25) - Hire someone to perform a minor crime

Moderate (30) - Hire someone to kill someone else

Difficult (40) - Hire a group to hit a secured location

Expert - Organize the crime in an area

Easy (30) - Negotiate between rival criminals

Moderate (35) - Negotiate between rival gangs

Difficult (45) - Maintain order over a region of a country

Mastery - Run a large scale syndicate

Easy (35) - Negotiate between rival factions

Moderate (40) - Negotiate between rival syndicates

Difficult (50) - Maintain order over an international syndicate

Error Effects

Attempt - You are close to your target or goal but not there yet.

Failure - You messed up somewhere.

Complication - You have a new problem to deal with.

Botch - You have pissed someone off and they are after you now.

Connections

Your connections will modify how things work out for you in streetwise. If you have a lot of criminal connections then you will get more information from them. If you have a lot of government or police connections you may get less. Specific contacts are more subject to persuasion but large groups fall under streetwise.

You can spend a Social Point to get a favor or get a service for half price. You can't get it for free unless you have saved their life and that will still cost a Social Point. Basically any use of Social Points here is that you are reminding them of favors you have done for them in the past or how you helped them out somehow. It could represent a modest bribe that would normally not be enough but "for you we can make a deal."

The GM can spend Social Points for you. He can tell you that your connections have done you a favor and warned you about some threat to you.

Perks

Art Fence (2) - You know a fence that will buy stolen art.

Bar Owner - You know a bar owner and they know others on the street.

Basic Black Marketeer - You know someone who deals in more basic illegal goods.

Basic Fence - You know a low level fence that will buy cheap illegal goods.

Biker - You know a biker thug.

Black Marketeer (2) - You know someone who deals in illegal and restricted goods, such as some military goods.

Cleaner (2) - You know someone who can clean up crime scenes for you.

Club Owner - You know a club owner who knows some people on the streets.

Colombian Leader (3) - You know a leader in the Colombian Cartels.

Colombian Lt (2) - You know a Lt in the Colombian Cartels.

Colombian Thug - You know a thug in the Colombian Cartels.

Disposal (2) - You know someone who can dispose of a body for you.

Drug Dealer - You know someone you can get drugs from.

False Front Business - You have a business that is a front for something illegal. It launders money more than actually providing a lifestyle.

Gambler - You know someone who likes to gamble a lot.

Gang Leader (2) - You know the leader of a local gang.

Ganger - You know a member of a local gang.

Good False Identity - You have a good false ID that will fool the cops.

Good Reputation - You have a good reputation on the street.

Great False Identity (2) - You have a great false ID that will fool the FBI.

Gun Runner - You know a gun "enthusiast" that can get you a weapon.

Hacker - You know someone who can do some basic hacking.

Homeless Person - You know a homeless person that pays attention to what is going on and will give you the info.

International Fixer (3) - You know an international fixer.

Loan Shark - You know a guy who will loan you some money but he better get paid back.

Mafia Leader (3) - You know a leader in the mafia.

Mafia Lt (2) - You know a Lt in the mafia.

Mafia Thug - You know a thug in the mafia.

Major Drug Dealer (2) - You know someone you is in control of the local drug trade.

Major Gambler - You know someone who likes to gamble a lot.

Mercenary (2) - You know a mercenary.

Mexican Gang Leader (2) - You know a leader in the Mexican gangs.

Mexican Ganger - You know a thug in the Mexican gangs.

Military Black Marketeer (3) - You know someone who deals in illegal military goods.

Patched Biker (2) - You know a biker that has some influence.

Pimp - You know a pimp. Congratulations.

Pirate - You know a pirate, Matey!

Rare Goods Fence (3) - You know a fence that will buy stolen art.

Regional Biker Leader (3) - You know the Biker in charge of a huge regional biker gang.

Safehouse - You have a safehouse so you can lay low. You can take this multiple times.

Shady Taxi Driver - You know a really good taxi driver. They know where everything is going down.

Skilled Hacker (2) - You know someone who can do some serious hacking, including deleting you from the system.

Smuggler - You know someone who will smuggle goods or people across the borders.

Street Doc (2) - You know a doctor that will work on you and your friends without reporting to the police.

Street Enthusiast - You know someone into the local street fighting circuits.

Syndicate Fixer (2) - You know a Fixer in one of the Syndicates.

Tong Leader (3) - You know a leader in the Tongs.

Tong Lt (2) - You know a Lt in the Tongs.

Tong Thug - You know a thug in the Tongs.

Triad Leader (3) - You know a leader in the Triads.

Triad Lt (2) - You know a Lt in the Triads.

Triad Thug - You know a thug in the Triads.

Upper Class Fight Enthusiast - You know someone into the hidden street fighting circuits for the rich.

Yakuza Leader (3) - You know a leader in the Yakuza.

Yakuza Lt (2) - You know a Lt in the Yakuza.

Yakuza Thug - You know a thug in the Yakuza.

Flaws

Enemy – A single person or a few people are really out to get you. They have to be at your power level to be considered a threat.

Known Cheat – People will not trust you when you try and gamble with them. They are more likely to attack you.

Known Rat – People know that you ratted someone on the street out. They will not trust you and they may tell others who are interested in hurting you.

Major Enemy (2) – You have a large and powerful group out to get you.

Trained Aptitudes

Biker Gangs – You know some people in a biker gang and know how they operate.

Black Market – You know where to look and how to deal with them.

Bribing – You know who and how to bribe someone without them getting offended or even notice if they aren't corrupt.

Cheating – You are good at cheating at games of chance.

Columbia Cartels – You know how to deal with the Colombians.

Fencing Goods – You know some places to get rid of basic stolen goods and make some quick cash.

Finding Drugs – You know where to score some drugs. On a botch you either get bad drugs or cops.

Gambling – You know how to gamble on various games and where to do so. This covers your skill with betting on the games and if you make money.

Gang Signs – You know the various signs, tags, and colors of various local and national gangs.

Gun Running – You have access to black market gun sales. These are lower quality weapons, some rifles, smgs, shotguns, and pistols. No heavy military grade gear.

Hackers – You know how to contact and deal with them.

Mafia – You know how to deal with Mafia safely.

Mexican Gangs – You know some Mexican gangsters and where they hang out.

Pirates – You know some pirates, how to read pirate signs, and some places that they hang out.

Port Savvy – You know how to handle yourself in various ports.

Prison Culture – You know how to survive in a prison.

Safe houses – You know where to find safe houses or people who can get one for you.

Scrounging – You know how to get food and goods from around a city. This is sort of an urban survival aptitude.

Smuggling – You know how to smuggle goods across borders.

Street fighting – You know the various places and fighters in the local circuits.

Tongs – You know how to deal with the Tongs.

Triads – You know how to deal with the Triads.

Yakuza – You know how to deal with the Yakuza.

Focused Aptitudes

Art Black Market – You know how to sell stolen art and who to sell it to.

Corrupt Government – You know how to find and deal with the right people in government to get things done that you want done.

Corrupt Police – You know who is on the take and how to deal with them.

Drug Running – You know about or are involved in running drugs.

Megacorp Fixers – You know how to get jobs from Megacorps.

Military Gun Running – You have access to military weapons.

National Organized Crime – You know the national level of any of the organized crime syndicates you already have.

Pirate Harbors – You know various harbors where pirates are based out of.

Mastery Aptitudes

Boss – You are in charge of an organized crime syndicate in your area.

International Connections – You have access to the international levels of any connections you have. You can spend a social point in any country to have a contact there either through direct knowledge or through introduction.

Jail Proof – You know too many people to be allowed to stay in jail. People will try and get you out in order to protect themselves or in order to get favors from you.

Talents

PbtA games have a sort of attribute/skill system that I personally think is too vague for a RPG. However, some of the systems are tied to these so they can't be dropped entirely. What you do is write down these as Talents for the particular character and campaign. These Talents add a +2 to certain Attribute + Skill rolls. They should make sense for what the character is doing. The GM has final say on what should be applied to what roll.

If you are just running SMARTd20 without adding on a PbtA game, you can use the following Talents system instead.

Combat – This is based on how used to combat you are.

Charm – This is how charming you are.

Observation – This is your talent for observation.

Reason – This is your ability to reason out things.

Intuition – This is your sense of intuition.

Calm – This is a talent for calmness.

Command – This is your talent for command.

Creative – This is your creativity.

Memory – This is your talent for memory.

Gear

The GM starts by choosing the gear system that he wants to use for his campaign. It is important to set the Ordinance limit for the campaign as well.

Agent

The character is an Agent of a patron, a nation, or a group. They would be provided with gear but they would have to do missions for their group or patron. This is very good for military characters, spies, gang members, or even scavengers for a post-apocalyptic colony. They could be the apprentice of a wizard. They could even be the progeny of a vampire!

Accumulation

The character starts with nothing and must collect all of their goods. The character could wake up in prison and have to steal everything. This system is good for lower tech settings where your background isn't that important.

Cyberware

Cyberware is gear that you have implanted into yourself. Each tech level will have it's own list and costs. Requires Stellar Era or higher.

Lifestyle Instant Gear

This is a simple concept that you should have the tools to do the skills that you have. For each skill you get a basic tool kit or weapon or vehicle that makes sense for the character and campaign. The rank you have a skill at determines the kind of gear you have.

Basic - Simple kit, basic or cheap weapon,

Trained - Better kit, one nicer weapon, vehicle

Proficient - Professional kits, a few weapons

Focused - Workshop or larger set, specialized vehicle

Expert - Large workshop

Mastery - Extremely specialized equipment

The player asks for specific types of gear and if it makes sense in their skill rank or campaign then they get it. They have all the gear that they will start with for that skill. They have to acquire anything else in game. The GM has final say on any gear. You will usually only get one of each type of item. If it is destroyed, sold, or given away then you don't have it anymore. Selling this kind of gear will not get a good price since it will have been used, not new gear.

Lifestyle System

The Lifestyle System is used as a framework for gaming. It gives the players and the GM a reference point for knowing how much it costs to live at different Tech Levels. It provides a scale for the costs of bribes and rewards. It also can be used as a short hand for dealing with various everyday purchases so that they players don't have to worry about paying for everything in detail.

If you are using for the players then as long as they spend that much each month then they get those level of goods and services. They don't have to pay individually for drinks, food, or normal clothing. They can just keep the rest of their money for adventuring gear.

If you are trying to figure out how much it would make sense to motivate an NPC, you start with a month's costs. A fourth of that cost will usually get someone to do some work for someone else. It may take at least a full month's costs to get them to do something dangerous or moderately illegal.

If the GM allows it, the players may purchase a lifestyle with character points. This is only useful for campaigns where the characters will be in their Lifestyle during the game and gear accumulation isn't imbalancing such as a supernatural setting. The GM can set the limits on this as well.

Here is an example of the Lifestyle levels from the Information Age:

Lifestyle Levels

Luxury(+20 cp) - Megacorp CEO (\$100,000/month) - You have true opulence. You have a few mansions in several countries and can travel the world on a whim. You have many servants, several expensive cars, and a large yacht or plane. No instant gear limits.

Wealthy (+15 cp) - Celebrity, CEO (\$20,000/month) - You have the best of everything. You have several houses or a large mansion. You have several servants, a limo, and a yacht or small plane. No instant gear limits.

High (+10 cp) - Successful Businessman, Investor, Engineer, Doctor (\$5,000/month) - You have a nice house of your own and a small summer house. You have access to fine dining in any city in the world. You can go on vacations anywhere in the world. Most instant gear is available but the GM may restrict extremely unusual ones.

Medium (+5 cp) - Manager, Professional, Technician (\$2,000/month) - You have your own apartment in the city or a house in a more rural area. Instant gear picks are limited to Proficient and lower.

Low (+0 cp) - Worker (\$500/month) – You have it pretty bad. You have a small apartment or old small house. Instant gear picks are limited to Trained and lower.

Street (\$100/month) (-4 to social rolls) – Things really suck. You couch surf at best or live in a tent in the woods. Instant gear picks limited to Basic only, but highly limited to objects of little value.

Action Economies

What is an Action Economy?

There are a limited number of things that you can do at a time. The game system that determines how many and what type of actions you can do in each character's turn is called an Action Economy. All games have this but different types generally handle it differently.

Modes

This system has more than one Action Economy called Modes. Each Mode is a Action Economy optimized for different situations. The GM can switch between them easily.

Standard Mode - This is used for combat where time slows down and characters can only take a few actions a turn.

Narrative Mode - This is used when combat isn't the focus of the scene. Character's turns are more conversational with longer rounds. This can also apply between bouts of Standard Mode Combat. Sensor checks are usually in Narrative Mode.

Mixed Mode - This is used when you have more than one scale of combat going on at the same time. Each scale given 4-6 rounds then another scale is given 4-6 rounds. This is common for ship combat with bridge actions, personal combat, and jet or starfighter combat.

Time and Actions

You can divide a role playing game into a few different ways. These are important to know what a character can do and when.

Campaign - This is the over arc of the primary storyline that the GM is running. It can also refer to the setting and particular limits that the GM wants to use.

Session - This is the time when a group meets up. This is important because the milestone leveling system often is based on the number of sessions played.

Scene - This is a location and events in that location in an undetermined amount of time. It could be a battle or a tavern meetup or anything else. Some abilities last a scene. Banked Boosts last to the end of a scene so that players will use them in game. If there are a lot of banked boosts, the GM can announce that this is the last enemy of the scene to use their boosts!

Round - This is an abstract unit of time, usually only a few seconds for quick combats but can be minutes for ship based combat.

Turn - Each character gets a turn to do the things that they can given the action economy used, their circumstances, and their abilities.

Simple Actions - These are single actions that take a turn. They are thinking like firing a weapon, attacking with a melee weapon, etc.

Quick Actions - These are actions that don't take up a round. You can do these as your action or you can spend a Success to get a Quick Action. You can do this a number of times equal to your Dex bonus (positive).

Complex Actions – These are actions that occur slower or take a few steps. They can be started on one turn and actually occur on another turn. This is common for a lot of technical skills and some magical skills.

Extended Actions – These are actions that occur over a longer period of time and involve accumulating boosts to finish the action. See the skill rules for Extended Actions.

Initiative

Initiative determines who goes first in combat. Initiative in the SMART game engine is different from most other games. Most other game systems treat Initiative as a mostly random factor with a bonus thrown in. Initiative is more of a tactical factor in Nexus.

You can roll Tactics if you are in a situation where you would recognize a good spot for an ambush and so could someone else. You can also use Tactics in a battle to give you Initiative from having better tactics. However, most of the time, initiative in Nexus should be determined by the situation (ie the GM).

Think of it based on who has the advantage in that combat. Does one side have the high ground and the other has to fight their way up to meet them? Then the people on the high ground have initiative. Did one group surprise the other? Then the ambushers have initiative. If one side initiates combat then they have the initiative by definition. If one side uses flash bombs then they have initiative. If you have one group waiting or on alert for an attack then the alert group actually has initiative. In a chase the prey vehicle (the one being chased) always has initiative over the predator (the one chasing) because the predator has to always react to the prey's actions.

If a character with the tactics skill takes their round to evaluate the situation then you can allow them to go first (or if they are facing someone who also has the tactics skill then they can reroll their initiative roll. If they organize others then he can cause them to also switch their initiative. That is what leadership can do.

If one side doesn't have a tactics skill and the other does then the one with tactics will usually have initiative. If there are too many competing reasons for different groups to have initiative then go ahead and have them roll. If someone doesn't have a Tactics skill then they are rolling a Default (-10) on that roll. You could have two gangs fighting and they are both rolling Default on their Tactics skill.

You can also have out of initiative actions. These are attacks that people don't see coming. The actual battle starts after this but this one attack starts things up. The most common version of this is a sniper attack. You could have an alert group that would normally have initiative over someone else be surprised by this. The attack occurs and then others react to it. This could lead to the sniper's friends attacking and they may gain the initiative because of surprise.

If you have a character that joins the combat then they will either be able to attack at the end of the combat initiative count or they can take a round to evaluate the situation and make their own initiative check.

Initiative State

Characters have one of three Initiative States. These states are determined by things like surprise, high ground, various circumstances, or if a character is in the middle of doing something that they can't look away from.

There are three states of Initiative:

Advantage – Extra simple action before the rest of the characters

Standard – Everyone gets a simple action or can start a complex action.

Disadvantage – Can't attack. Can only go Defensive or Hold

Advantage can include a special circumstance such as higher ground or certain abilities. Advantage gives you an additional simple action before each regular skirmish round. Characters with Advantage can also hold action based on the action of another character.

Characters with Disadvantage can't make an attack. They can take a move action or a free action. They could also make a skill roll in a non-combat skill. They make their rolls after everyone else. If they are hit then they lose this action. Characters can gain Disadvantage from being knocked prone, pushed down from suppressive fire, taking a non-combat action such as trying to use a computer or picking a lock, or being surprised. You can't have Advantage and Disadvantage on the same round. Disadvantage overrides Advantage.

Narrative Mode

Narrative Mode is a type of combat that can be used when there is combat but combat isn't the point of the scene. This is a more free form type of combat system. You take turn order based on when a player speaks up and says their action. It treats combat actions as just another skill roll.

For example, a scene where a character punches someone in the gut as a part of an intimidation check. You don't need to roll initiative for that one combat action. The guy you punched may be on the floor while you stand over him and make a speech.

This is a great way to handle smaller combat actions or a single character that is so much more powerful than the opposition that you don't really need to use the combat rules.

You can move from this mode to another combat mode very easily. You could start in Narrative Mode and challenge another group by beating down their scout. Then the regular combat starts. You could move back and forth by fighting for a few rounds, taking a few rounds in Narrative Mode till the characters get their breath, then go back to Skirmish Mode. Just keep it moving!

Safe or Bold

Characters are able to either play it safe or go bold when they do various actions. The mechanical difference is in the dice the player rolls. If they are playing it safe then they roll 1d10. If they want to push things, they can go bold and roll 1d20! However, with a bold roll comes a critical range (crit range) and an error range. This means that you have a greater chance of success but you also have a chance to completely fail or even make a botch (critical error).

This lets players who are not comfortable with error ranges take their time and play it safe. They don't need to push things. This can slow down their actions making many of their simple actions into complex actions.

Once they get more comfortable with combat and they want to push things then they can go bold! This can also represent actions that are inherently risky, such as defusing a bomb.

Certain situations can also call for a Safe roll over a Bold roll. If you have someone monitoring you, such as a part of a crew, then all of your rolls may be Safe. Militaries tend to not like one guy out of a crew taking unnecessary risks. The rest of the crew may enforce this.

Personal Scale Actions

There are Free Actions, Quick Actions, Simple Actions, and Complex Actions. You can do a free action and two simple actions or a free action and a complex action.

Types of Actions

Free Actions

Free actions are simple and quick things that don't really take any time. You can do free actions on anyone's turn. You should restrict yourself to one free action but the GM may allow others. It may be possible to do more than one free action if the GM allows it. It depends on the action type. For instance it is a free action to speak but you can usually do that and another free action without a problem. If you do several things that would be normally considered free actions then they will eat up the rest of your action becoming simple actions instead. You can do three or four free actions that way but it depends on common sense.

Quick Actions

You can do a quick action in your turn instead of your free action. If you do more than one quick action then the second quick action becomes a simple action. If you don't take a full move action you can take a 5 foot step as a quick action.

Simple Actions

These are moving and light attacks. You can do a base number of two simple actions. If you are using a combat skill that gives you extra attacks then you can take that larger number of simple actions only if that is the only thing that you are doing. This means that you can fire three times with a gun or fire once and move once.

The only time that you can take three actions with mixed types is if all of the skills you are using are at focused or higher. So if you want to do a move action and two attack actions then your Athletics and your Combat Skill must both be at Focused or higher. You have to be fast enough with everything that you do in a round in order to get the extra attack, otherwise you are slowing yourself down. If you have three skills at focused then you could do three different actions in a round!

Complex Actions

Complex Actions are Actions that take the whole round. They don't equal a number of simple actions. If you do a complex action you can't do any simple actions. Some aptitudes can turn a complex action into a simple action. Some Complex Actions may turn into Extended Actions.

Extended Actions

Many actions may be an extended action. These are usually non-combat skill checks that are not always a good idea to do in the middle of action. The character is hindered while they do these actions in combat.

Extended actions are explained more in the Challenge rules and many of the Skill rules. They are basically any action that takes more than a few moments to do.

Action Types

Free Actions

Drop Object
Drop Prone
Gesture
Speak
Press a button your finger is on

Quick Actions

Fast Draw
Change gun mode
Insert or Remove a Clip
Stand up from sitting
Short step

Simple Actions

Aid another
Concentrate (slow)
Take Aim (slow)
Hustle
Walk
Use Simple Object
Reload Weapon (slow)
Stand up from prone

Complex Actions

Use Complex Device (slow)
Use Complex Skill (slow)
Charging
Evaluate Situation
Run

Extra Actions - GM Notes

One of the goals I had when creating this system is to negate the problems with speedsters. Characters with extra actions can cause a lot of damage to a game, unless everyone is a speedster. In too many games I have seen some version of the same character. They have extra actions, initiative every time, and lots of weapons. It is like gaming with the Tasmanian Devil. He goes nuts and there is nothing else for the other players to do!

This system uses the idea that even if you are fast you have to have skill at a high level. Your skill will give you extra actions of that type. So a high Athletics will let you do an extra athletics action. A high martial arts will let you do an extra martial arts attack. However you have to be careful how you mix them.

Basically these extra attacks set up this way are a variation on the burst rules. You are trained to do the same thing or something similar quickly. This doesn't mean that you are able to do everything quickly. The burst rules replace some of the extra attacks to keep things making sense but not allowing bullet time for one character.

It doesn't matter how many extra attacks you have you can't take more than one complex action in a turn. This keeps some of the worst abuses at bay. In some systems a complex action is two simple actions and you have characters doing a complex action AND a simple action or if they are really fast they do two complex actions. This turns them into a true speedster and if they have other skills than combat you start to wonder why you are playing too!

Actions under Stress

Many actions are each while you can relax and focus on what is going on but they become much more difficult while under stress. Something that could take a few moments becomes impossible when the adrenaline is flowing because it is not related to the fight or flight instinct.

As a general rule of thumb: Characters can do Focused level and above skill actions better under stress than Trained level actions.

Any non-combat actions that you are trying to do that would be a complex action for a skill that is below Focused will take twice as long or be much harder to focus on. The GM can decide that action is much harder or even impossible under the circumstances.

If you are using a Focused or higher level skill then it is assumed that most actions have become ingrained into you to the point that you can do most actions relating to it automatically.

Surge

You can spend an action point in order to take a surge action that round. You can only take one surge a round. A surge allows you to take an additional simple action even if you take a complex action that round. They are great for an additional attack or to get away at the end of a round.

Holding Actions and Interrupts

It is possible to hold action but you have to interrupt with a simple action or faster. You can't hold action to wait for a faster action because it will happen first anyway. A free action is faster than a quick action, which is faster than a simple action, which is faster than a complex action. Pressing a button would be faster than most other actions. Some simple actions are slower than others. If you are wielding a large heavy weapon you can't interrupt someone else who is wielding a faster weapon. You can't split your held action. If you are doing two simple actions you have to do them together. You can't interrupt any action with a complex action.

Control Actions

A control action is an action that controls the actions of other characters. Examples of this are suppressing fire or holding someone off with a sharp weapon. They are forcing the other characters to stop or accept injury.

In a ranged control action the character must make a stealth or athletics check to move from cover to cover without being shot at by the suppressing fire. If they choose not to let their character be forced into dodging and taking cover then that character is now flatfooted. If they believe that they can't be harmed by the attack then they may decide to just take it. This could be because they have supernatural toughness, super powers, or they are wearing power armor. However a normal person is not going to just stand there or walk towards someone firing a machine gun.

In a control action the characters that are being held off or jumping for cover don't lose their next actions because of this. However they must take a simple action to get up from prone or move out from cover when their action comes around.

In melee combat a character can hold off other characters with a weapon with reach or if they are armed with a weapon and the others or not or are not willing to take any injury. If the other characters have melee training then they can knock a weapon with reach out of the way with their own weapon. If the character holding the melee weapon is not at least trained with that weapon (ie they have a feat with it) and they are facing someone who does have training in the melee weapon that they are using they can knock it out of the way for free action.

If they do try to move forward and accept the damage then the character with the weapon will be able to make a melee attack roll against the target's flatfooted defense. If there is more than one person being held off that comes forward then the person doing the holding action will be able to attack up to the number of attacks that they can normally make with that melee weapon. If they don't have a feat with that weapon type then they can only make one attack per round.

A control action can cause the initiative count to stop. If no one is in a position to take out the person doing the control action then character initiative resets and doesn't start until someone takes them out. All characters in combat will go through at least one round as they try to figure out how to get past them or to take them out. If there is other combat going on then the initiative count will continue but initiative will go to someone else based on their actions.

Weapon Speed

Some weapons are faster than others. This is determined by the size of the weapon versus your character's scale. Most humans are scale 5. Any weapon that is below that scale is a fast weapon unless unusually heavy or unwieldy. Anything above that scale is a slow weapon. All weapons of your own size are standard speed.

Guns are similar. A smaller gun will be faster than a larger one. Pistols and SMGs are the fastest; Shotguns and Rifles are next, and then a SAW, with anything that takes a moment to spin up like a Minigun being the slowest.

This increases when you are dealing with close quarters. If you have someone fighting in hallways with a long weapon, a melee weapon or a rifle, then they will always lose on Interrupts.

You can never interrupt with a weapon that requires a ready action.

Vehicle Scale Actions

Vehicle Scale Actions are a little different from Personal Scale Actions. Many of the same actions count for personnel within a vehicle as Personal Scale but other actions involving the vehicle itself require an adjustment.

You have Free Actions, Quick Actions, Simple Actions, and Complex Actions. You can take one or two Free Actions, one Quick Action, and two Simple Actions OR one Complex Action. So that means that you can do a few easy things and then either two Simple Actions or one Complex Action.

Free Actions

Free Actions are basically the same as in Personal Scale. You can take a couple of Free Actions.

Quick Actions

Quick Actions are mainly very minor things. Things you can do with one hand and little concentration. This is things like turn something off, change the song, turn on or off wiper, etc. This also includes controlling a vehicle in easy terrain.

If you do more than one quick action then the second quick action becomes a simple action.

Simple Actions

Simple Actions are standard types of actions such as firing a weapon, make a perception check, or control the vehicle on standard terrain.

Complex Actions

Complex Actions are limited since you are already driving, to things that involve focusing on your driving. In the case of aircraft or spacecraft, this includes launching the craft. Doing a sensor search can be done, if you are not trying to control the vehicle this action, such as coasting or flying normally. Controlling the vehicle in difficult terrain or going evasive will require a complex action.

Action Types

Free Actions

Drop Object
Drop Prone
Gesture
Speak
Press a button your finger is on

Quick Actions

Easy Terrain

Simple Actions

Aid another
Concentrate (slow)
Take Aim (slow)
Use Simple Object
Reload Weapon (slow)
Normal Terrain
Perception Check

Complex Actions

Use Complex Device (slow)
Use Complex Skill (slow)
Evaluate Situation (tactical)
Difficult Terrain
Launch Craft
Sensor Search
Evasive

Ships as Vehicles

The Vehicle Scale can cover a ship with the players as the command crew. Each player covers a major ship position and makes rolls for that station.

Ship Scale Action

Adding a crew to an Action Economy changes things. Instead of dealing with every crewman as a character, you deal with the crew as a whole. The center of all actions on a ship is the Commanding Officer. The limiter in quick actions is the time it takes to tell the CO what is going on, the CO considering the situation, and giving commands back to the crew.

This means that most actions taken by the CO are complex actions. The CO starts a chain of events that the crew carries out. Once the crew has their orders, they may act on their own.

There are Free Actions, Complex Actions, and Extended Actions. Free Actions cover the crew going out and fulfilling an order. You can do as many Free Actions as you want.

Extended Actions are actions that can take several rounds to occur, such as actually launching of craft, changing Postures, and other actions by the crew. These don't interfere with the ability of the CO to give new orders.

Free Actions

Communicate
Fire Weapons
Sensors

Complex Actions

Launch Ships
Attacking a New Target
Tactical Check

Extended Actions

Change Posture

Fleet Combat Phases

Fleet combat occurs on a different scale than most other combat. Actions involve crews in multiple ships spread out over large areas. Instead of focusing on one ship, fleets act as a large

collective of traits from all the ships. Communications levels have changed what a group of ships can do.

Fleet combat occurs in phases instead of per ship actions.

1) Initiative Phase

Check to see if there is any changes to initiative or resolve the effects of Initiative Actions.

2) Sensor Phase

Check to see if a ship has been noticed. This phase is skipped over once there are no new contacts. Sensor contacts are resolved into ship types.

3) Movement Phase

Each unit moves.

4) Combat Phase

Each unit attacks.

5) End Phase

Secondary effects and damage take full effect.

Combat Rules

Combat Concepts

Single Roll

Combat in Sd20 is based on a single roll for the player. Most game systems have an attack roll, sometimes a critical roll, a damage roll, and sometimes a resistance roll. This can greatly slow down the pace of the game as everything moves at an extreme slow motion for the characters.

Defenses

Defense ratings are the Target Number of Attack rolls. There are no Opposed Rolls for combat. An attack roll is made against the appropriate defense for the target. Your Margin of Success will be important. It can give you Successes to increase damage levels or some other special effect. What this means is that two low level characters fighting will likely have a low margin of success, but a high level character attacking a lower level one will have a much higher margin of success. Then two high level characters will have a low margin of success because they are better matched.

Damage Scaling

A slap to a person is a killing blow to a bug. You want to find out what kind of effect an attack will have on various sizes and types of creatures and objects. Did they even feel it? Was it a significant hit? Did it stun them?

The object of Damage Scaling is to convert generalized hit point damage to any penalties that effect the target. As the target takes damage, how much are they effected? These penalties are cumulative and effect nearly everything that the target tries to do. Light damage gives you a -1 to all actions. Moderate damage is -2, Serious is -3, and Heavy is -4. This is the penalty the target takes from just that one hit!

Instead of keeping up with a person having 45 hit points and subtract from that, you just keep up with the penalty. A character could take a Light wound, a Light Wound, and a Moderate Wound, for a total of -4 damage marks. That is much easier to keep up with AND it functions as the penalty for that character's actions.

Each scale of creature or object has a Damage Scale based on their size and density. It is written as follows: (Damage Minimum) Light/Moderate/Serious/Heavy/Deadly+ such as (5) 10/15/20/25/26+. This chart is the standard chart for a normal scale human. The first part in parenthesis is the Damage Minimum. Any damage at or below that amount is ignored. It's a paper cut. You may bleed but it does no significant damage. The second is Light damage. Anything over the Damage Minimum but less than or equal to the Light damage level is a Light Wound, so 6-10 counts based on that chart. Same thing for the other levels. Any damage at 26 or greater is instantly deadly damage. The Wound Level can be determined at a glance this way.

Boosting the damage becomes extremely easy this way. If you do at least Light damage to a target and buy a Damage Boost then it just goes up one damage level to a Moderate Wound. You are capable of damaging the target and you have your attack hit a more vulnerable location. Personal Armor just works in reverse. It removes a certain number of wounds from an attack.

Several of the damage levels have additional effects. A serious wound will stun you and a heavy wound will stagger you. This means that getting hit in combat has an immediate effect and removes the problem of a video game like damage track where you are fine until down.

Damage Track

This is the benchmarks for damage for that creature. This is based partially on their scale and partially on their reaction to injuries. The top end of the Damage Track is called the **Toughness** of

the creature or object. This is the total number of damage that they can take. Once it takes that damage then it will break up or die. This is a total of 8 unless they have some bonus to their toughness.

Armor is the number of points that the creature can take that doesn't actually hurt them. This can be because of a layer of fat or fur. They will take damage to the Armor track before the Toughness track, if they have an Armor track.

Creatures have a **Shock** level, which is based on their Resistance. This is the point that the small injuries have gotten too bad and the character goes into shock. They are basically stunned all the time until treated.

Composure is the level at which a person is no longer willing to put themselves under stress or injury voluntarily. A person with a low Composure will only take a small amount of injury before they back off from a fight. A character or creature with a low Composure but a lot of aggression is likely to be a bully, then fold when hit. A person with a lot of combat experience would have a high Composure.

Weapons

Weapons have a base damage and penetration trait. Damage is not rolled. First you compare the **penetration (aka Armor Piercing, AP)** trait to the **Hardness (aka Physical Defense)** of the target to see if that attack will even work. There is no point if it would just bounce off!

You can also compare the base damage to the **Minimum Damage** of the target and see if it would just not do any significant structural damage.

Once you establish that this weapon will effect that target then you can continue. This keeps the weapons scaled correctly in the game without having different scales for different levels of vehicles and creatures.

Time and Actions

You can divide a role playing game into a few different ways. These are important to know what a character can do and when.

Campaign – This is the over arc of the primary storyline that the GM is running. It can also refer to the setting and particular limits that the GM wants to use.

Session – This is the time when a group meets up. This is important because the milestone leveling system often is based on the number of sessions played.

Scene – This is a location and events in that location in an undetermined amount of time. It could be a battle or a tavern meetup or anything else. Some abilities last a scene. Banked Boosts last to the end of a scene so that players will use them in game. If there are a lot of banked boosts, the GM can announce that this is the last enemy of the scene to use their boosts!

Action Economy – This is how a particular game system defines what a character can do on their turn. Sd20 Basic has two Action Economies:

- **Skirmish Mode** – All character's turns occur at the same time and it represents the chaos of combat. Rounds are short.
- **Narrative Mode** – Character's turns are more conversational with longer rounds.

Round – This is an abstract unit of time, usually only a few seconds for quick combats but can be minutes for ship based combat.

Turn – Each character gets a turn to do the things that they can given the action economy used, their circumstances, and their abilities.

Simple Actions (Skirmish Mode) – These are single actions that take a turn. They are thinking like firing a weapon, attacking with a melee weapon, etc.

Quick Actions (Skirmish Mode) – These are actions that don't take up a round. You can do these as your action or you can spend a Success to get a Quick Action. You can do this a number of times equal to your Dex bonus (positive).

Complex Actions (Skirmish Mode) – These are actions that occur slower or take a few steps. They can be started on one turn and actually occur on another turn. This is common for a lot of technical skills and some magical skills.

Extended Actions – These are actions that occur over a longer period of time and involve accumulating boosts to finish the action. See the skill rules for Extended Actions.

Action Modes

Sd20 uses Skirmish Mode or Narrative Mode, depending on the situation.

Skirmish Mode

This is a whirling mess of combat. Skirmish Mode is supposed to be a mess. You don't have any careful plans. You see a group of the enemy and you start fighting.

Initiative State

Initiative in Skirmish Mode is a bit different from the traditional taking turns systems that most RPGs use. Characters have one of three Initiative States. These states are determined by things like surprise, high ground, various circumstances, or if a character is in the middle of doing something that they can't look away from.

There are three states of Initiative:

Advantage – Extra simple action before the rest of the characters

Standard – Everyone gets a simple action or can start a complex action.

Disadvantage – Can't attack. Can only go Defensive or Hold

Advantage can include a special circumstance such as higher ground or certain abilities. Advantage gives you an additional simple action before each regular skirmish round. Characters with Advantage can also hold action based on the action of another character.

Characters with Disadvantage can't make an attack. They can take a move action or a free action. They could also make a skill roll in a non-combat skill. They make their rolls after everyone else. If they are hit then they lose this action. Characters can gain Disadvantage from being knocked prone, pushed down from suppressive fire, taking a non-combat action such as trying to use a computer or picking a lock, or being surprised. You can't have Advantage and Disadvantage on the same round. Disadvantage overrides Advantage.

Movement

Everyone gets a step move action at the same time. They define their action for this round as well as move. This could be stand in front of this person and stab them. It could be step back and draw my bow back, targeting the person in my line of sight.

This is considered a part of their simple action or a quick action, depending on if they are stepping or just drawing back their bow. If you have Initiative Advantage then you get to move, attack, move, and attack due to your extra simple action.

The GM can limit this to 30 seconds to decide your placement since in the Skirmish there isn't much time for tactics. You can expand this if you have five or more PCs to a minute.

If the character needs to move more than a step they can but it will take their whole simple action.

Attacks

Each enemy and character decides on a target. All the characters in the skirmish roll their dice (d10 or d20). Their attacks occur at the same time. All the attacks that hit against their target's Parry Defense or Dodge Defense (take the better one) can check for damage.

Any characters that get a botch on a d20, get Disadvantage as their Initiative State the next round. This can be stopped by spending a boost to negate the botch.

If two people are attacking each other and an attack with a faster weapon would kill or disable the opponent then the slower opponent's attack is ignored. If one of the opponents are at range and the other doesn't have the range to reach, then the opponent without reach has it's attack ignored.

Weapon Speed and Reach for Melee Weapons is noted with their descriptions.

Dice Note: Everyone rolls their dice at the same time (This is a good reason to have all of the dice a different color or pattern). No one picks up their dice until the end of that round. If they do then their action fails.

The GM should roll one dice for each enemy. The easiest way to do this is that the placement of the dice that is closest to that enemy's location counts for that enemy. So if you rolled in a box then the dice that is closest to the left from you goes with the goblin that is to your left. You can also just match them with different color or style of dice. Everyone leaves their dice on the table until the end of the round.

For example, four Player Characters go into a new room in a dungeon and are met by six goblins! They are so close to each other that the GM declares a Skirmish.

The PCs take their move actions at the same time. The Archer stays near the door and draws his bow back. The Mage stays beside him. The two Fighters step forward and prepare to attack. They will attack one goblin each. The Mage points his finger at one that is trying to come around the fighters as his target. The Archer also picks his target.

The goblins all draw their knives and attack together. They only have two targets with their knives so they are going to attack three each.

Everyone rolls their dice. The players figure out their damage amount. The GM checks their damage against the goblin's scale to figure out what happened to each goblin.

Then you go through and see the damage from each goblin to the characters that they can reach. The Archer and the Mage are out of range for the goblin's knives so they take no damage.

In this example one Fighter was injured. The other one had better armor that ignored all the knife attacks. Four of the goblins are dead.

The second attack of that round comes up. The PCs chose their targets and roll dice for the second attack. Goblins all die.

That Skirmish is over but an Ogre steps into the room from the other end!

Narrative Mode

Narrative Mode is a type of combat that can be used when there is combat but combat isn't the point of the scene. This is a more free form type of combat system. You take turn order based on when a player speaks up and says their action. It treats combat actions as just another skill roll.

For example, a scene where a character punches someone in the gut as a part of an intimidation check. You don't need to roll initiative for that one combat action. The guy you punched may be on the floor while you stand over him and make a speech.

This is a great way to handle smaller combat actions or a single character that is so much more powerful than the opposition that you don't really need to use the combat rules.

You can move from this mode to another combat mode very easily. You could start in Narrative Mode and challenge another group by beating down their scout. Then the regular combat starts. You could move back and forth by fighting for a few rounds, taking a few rounds in Narrative Mode till the characters get their breath, then go back to Skirmish Mode. Just keep it moving!

Attacks

This system reduces combat down to a single roll. There is no separate damage roll or confirming a critical. It is based around the idea that your attack roll determines everything at once. If you roll well then you do more damage. There is a static base damage value instead of a damage roll.

When you roll to attack you are comparing this to a defense trait modified by the circumstances. So you take the skill rating that you are rolling, ranged for guns, melee for swords, and martial arts for hand to hand, and roll that versus the target's defense score. If your roll + modifier result is equal to the defense of the target then you hit them and do the base damage. If you roll better than the defense then there is a margin of success.

Example: John has his Police Officer fire his gun at a thug. His character has a Glock 9mm and it has an accuracy bonus of +1. John's character has a Ranged skill of +13. John rolls 8 (8+13 +1=22). The thug has a Dodge of 18 so this is a hit!

Hardness and Penetration

This is the Hardness scale to give you an idea of what the penetration ratings are going to go through.

5 Paper	11 Flak, Light Plywood
6 Fur/Cloth	12 Wooden Door
7 Boiled Leather	13 Bulletproof Vest (Type ii), Commercial Metal Door, Civilian vehicle metal
8 Bronze/Mail	14 Bulletproof Vest (Type iia), Heavy Wooden Door
9 Scale, Double pane glass window	15 Light Armored Vehicles

10 Plate	16 Tactical Vest (Type iii), Armored Vehicles

Over Penetration

Each time a bullet goes through a target and it looks like it will hit another important target behind them, reduce the penetration by the hardness it went through and see if it will penetrate the next target. This is primarily for AP rounds. Many rounds tumble or split to do more damage but not over penetrate.

In order for a Player to do this on purpose, he needs to spend a success.

Criticals

A critical is when the dice roll comes up in the critical range of 19 or 20 on a d20.

Example: John's police officer got a 22 on his attack. The thug has as dodge of 18. His total of $22 - 18 = 4$. This means that the attack has a Margin of Success of 4. Not enough to Boost.

If John had rolled a natural 20 on his attack, this would also be a critical, he could have added +5 to his total. He had a Ranged skill of +13. This would have been $(20 + 5) + 13 + 1$ (accuracy for the Glock) for a total of 39. With the Thug's Dodge of 18, this would be a MoS of 21! The Glock would now do 35 damage! That is an instant kill!

A critical success is not just your character succeeding in amazing ways but also your enemy failing in some way. Since the system doesn't use rolls for NPCs in combat, you are dealing with just a series of TNs instead of opposing rolls. Your critical success could be due to your enemy getting their weapon caught in something or dropping it altogether.

Rolling a critical is not an automatic success. It can give you a higher dice roll but you can still fail. This is an important part of the system.

There are some actions that you don't have the skill to do and you can't accidentally stumble into successes. You need to stop and think about what you are doing and see if there is another way. Always having a chance of success takes away tactical thinking and turns the game into a gambling game instead. You may have to change the circumstances in order to succeed.

Botches

Just like in skill rolls, you can Botch in combat! If you roll a 1 or a 2 on a D20 then you get a Botch. The effect of the Botch depends on the circumstances and the Risk Level. Generally the risk level is higher in combat than for most skill rolls.

Risk Level - repeated from the skill chapter for clarity

Not all Botches are the same. Some Botches may be nothing more than inconvenient. Others can be deadly. This is described by the Risk Level of the action.

When a player describes their action, they can ask the GM what the Risk Level of that action is. Once the GM tells them, they can change their action (since the character would be realizing this risk) to do something else OR they can do an action to prepare for the action that they were originally going to do.

For instance, a character is working on disarming a trap. The player asks the GM and are told that this is a Deadly Risk! They stop and decide to move back and try to block the trap from hitting them. This lowers the Risk and the character can try again.

Usually the risk level is lowered by one level for each action taken to reduce it's effect. So a Deadly Risk goes down to a Major Risk.

Some risk levels can be negated by taking a safe action. These are only Minor and Moderate Risks. Others can't even have a Safe roll. Doing this action at all is a risk!

Risk Levels

Minor – Inconvenience, may not be a failure. Action may be taken next round.

Moderate – injury and lose the rest of your action, may not be a total failure. Action may be attempted again but the risk level goes up.

Major – serious injury and total failure, generally only Bold rolls allowed

Deadly – unconscious and dying or instantly dead, generally only Bold rolls allowed

Successes

You get a success when your roll makes the Target Number. You get an additional success for each 5 points of margin of success. You can spend those successes on that action or you can bank it and use it later in the same skill challenge or combat. Once the combat is over, you lose any banked successes.

When you bank a success, you can ask the GM for a poker chip or some other object to represent it. You can aid others and pass your success chip on to anyone you are working with. As long as they succeed in their base roll, they can spend that success in their action. You can also return the chip to the GM and spend it on your own actions.

Boosting Wound Level

A light wound in a vulnerable point can do more damage than a larger attack that is poorly placed. For each success you spend on Boost you increase the damage level of that attack. So if your attack does at least light damage, you can Boost the damage level to the next one. So if you spend 3 successes then you would Boost the base wound level three more levels. This is better for more out of scale attacks.

Example: Roger, a helicopter pilot, is firing a 20mm Autocannon doing 45/17. He is firing this at an Alien Mecha with the following wound levels: (24) 60/84/108/132. This means that it ignores the first 24 damage and 47 damage is in the light wound level. So it can only do a light wound to that mecha. Since he did at least a Light Wound, he can Boost the Wound Level. So if he had a boost, the attack would become a Moderate Wound instead. Two boosts would make it a Serious Wound!

Special Effects

You can also use a success to do a special effect. This can be things like a trick shot or it can be to do something like lower the damage so that you don't actually hurt someone but you can warn them. You are adding these after the fact but your character either intended them or it was an amusing accident.

You can even buy a simple action of another type into this action. As long as you could have done that action with a safe roll then you can do it as well.

Example: John's police officer was firing at some bank robbers that are fleeing. There is another robber that is coming around behind him. He gets a boost on his attack but discovers that his target is wearing a vest. His boost would be wasted that way since he just discovered this. So he spends it to leap over some furniture to give him cover from the other robbers coming behind.

Postures

Postures reflect your general way of dealing with an issue. Do you play it safe or go bold! In combat, this is if you are fighting defensively or aggressively. This can be applied to most any skill roll.

If you don't declare a posture, you go to a standard posture by default.

Basic Postures

Standard - No bonus, most of the time d10. May be d20 if the skill roll is under high risk. Default posture or under surprise

Defensive - (+5 to defense involved) Rolls d10 on the action involved.

Aggressive - (+5) to action involved. Rolls d20 and deals with crit or botches involved.

Additional postures possible based on skill roll involved. Additional postures added from taking certain aptitudes.

Ranged Combat

This system uses a set of Ranged Combat Penalties instead of range increments. This way it is easier to visualize the ranges for most people. It gets harder to see a target at range, cross winds become a factor, and even the smallest movement can cause you to miss. Ranged weapons for longer ranges tend to have greater accuracy because they are designed to hit things at greater ranges.

You get your accuracy bonus if your weapon is designed to operate at that range. You can't hit anything above the weapon's range unless you are a Master.

Trained characters are good with short and medium ranged weapons. Focused characters are usually the ones who deal in the longer ranges. Most snipers would be Focused or Expert in Ranged Skill and they are usually using a scope which would give a further accuracy bonus. The difficulty of these ranges goes up as the ranges go up but this is offset by the higher skill ratings of the characters using those weapons.

Characters with Mastery in Ranged can actually fire a weapon one range level past the maximum range and actually hit something intentionally. The range penalties may make it an unlikely shot but still possible.

Ranged Combat Table

Range (Penalty)	Distance	Weapon types	Examples
Step (-5)	5ft./1m	Melee	5 ft. step
CQ (+5)	30ft./10m	Acrobatic Melee, Throwing Knives	Inside a room.
Short (+0)	60 ft./20m		Length of a Bowling Lane
Medium (-5)	120ft./40m	Pistols, Shotguns, Javelin	Across the street ranges

Long (-10)	240ft./80m	SMG, Bow	Across a width of a soccer field
Very Long (-15)	540ft./180m	Rifles, Longbow	Across the length of a sports field
Extreme (-20)	1050ft./350m	Assault Rifles, SAWs	Length of a longer city block
Telescopic (-25)	2400ft./800m	Sniper Rifles	Down the street a few city blocks

Examples: John is firing at a thug at Short range with his Glock 9mm. The range penalty is +0 so this will have no effect on his attack and he will be able to use the +1 accuracy of the gun.

However there is another thug with an Uzi Submachine Gun (SMG) trying to shoot at him across the street. This is Medium Range. Medium range is fine for a SMG and the range penalty is -5 for Medium range. This means that he can use the accuracy of the Uzi, which is +1. This means that his attack will be at a -4 to attack John's character.

A sniper is sitting with a Sniper Rifle at Telescopic range! The range penalty is -25 but it is still possible because it is within the range for a sniper rifle. If the thug with the SMG tried to shoot at the Sniper he wouldn't be able to hit anything because that is way beyond the maximum range for the SMG, which is Long range.

Defense

Characters have a trait called Defense that reflects the general difficulty in hitting them. This covers both ranged and hand to hand attacks. You have to either be able to see an attack coming or be generally trying to go evasive. Defenses are always passive in this game. You almost never roll a defense. It is a TN that the attacker is rolling against. This means that there is no chance of a botch on your defense and getting killed. It also means that players spend more time looking for cover then hoping for a good defense roll. Attackers only have to roll equal to your Defense – not beat it.

Your defense can't go below a 10 with a ranged weapon unless someone fires on you while basically touching you with the end of the weapon.

Dodge

Athletics + 10
Hindered (aka Flatfooted)
(Athletics)/2 + 10

Block (Martial Arts Defense)

Martial Arts +10
Parry (Melee Defense)
Melee + 10

So if your Athletics skill was +8, then your Dodge is 18. Then your Hindered defense is half of your Athletics trait, rounded down + 10. So in this case $8/2=4$ so your Hindered defense is 14.

If you had someone that was really, REALLY, bad at athletics and they had a +1 to their Athletics, then they would have an 11 Dodge! Their Hindered would be a 10!

If you don't have Martial Arts as a skill then you don't have a Block defense. If you don't have the Melee skill then you don't have the Parry defense.

Cover

Cover gives you a bonus to your defense that does not degrade (unless the attacks are actually chipping away at the cover!). If you are behind cover at the end of your turn then you have that level of cover until your next turn. You can drop prone as a free action at any time, even during

other people's turn. However you will have to spend a simple action getting up from prone. Any time you are prone or behind total cover you lose any perception test based on sight unless you have another way to see your targets (you can see their reflection or you have the ability to see through the cover for some reason).

Cover Table

Degree of Cover	Examples	Cover Bonus
Quarter	Standing behind a short wall, fighting up over a wall with protrusions to hide behind, running in the open across the line of fire (ie not towards or away)	+2
Half	Fighting from around a corner; standing at an open window; behind character of same size, running between objects that are 10m away, dropping prone at short range or at medium range but with a higher vantage, fighting down over a wall	+4
Three fourths	Peering around a corner, running between objects that are 5m away, dropping prone at medium range or greater, looking down over a wall	+7
Nine tenths	Standing at a narrow opening; behind a slightly open door, running behind close objects	+10
Total	Completely behind a wall	NA

For example, Ken's character has a Dodge of 18, but is peering around a corner. Then he will gain the benefit of three-fourths cover. This will add +7 to his dodge of 18 to give him a defense of 25 versus ranged attacks. If he was running across a battlefield with significant rubble then he might have half cover, giving him only +4 cover bonus or a total of 22.

Shooting Through Cover

It is possible to shoot through cover. Use the same Physical Defense (PD) vs Armor Penetration (AP) check to see if the attacking weapon can penetrate that material anyway.

Successes with Defense

You can spend Successes to increase your Defense rating by 5 pts per success. Others can also give you a Success Chip for this.

Abort to Dodge

Abort to Dodge is where you roll with the impact and try to take yourself out of the main damage of the attack. This is declared after you take a hit. You roll your Athletics, or Martial Arts, against the hit as the target number. If you get a success then you reduce the damage done by one wound level. If you spend successes then you can use it to lower your damage by another wound level per success. Others can also give you a Success Chip for this.

It is possible to take no damage from an attack due to doing this. You may have gotten scrapped up but you avoided the main damage of the attack.

The down side to this defense is that you have to abort your next action to do this. You are down and prone now. You also loose any additional actions you had until your next turn.

If you want to, you can play dead for a bit to surprise someone as well.

Damage

SMART d20 Game Engine uses a different system of measuring injury from most d20 products. Most game systems have a pool of hit points that have little or no effect no matter how much or how little you have. Lower level attacks are ignored because of the vast Hit Points that higher level characters walk around with. A person with a knife is inconsequential after a while and a leap off a cliff becomes a viable escape plan. This is not the kind of game that I want to play.

This system is based on some major differences in this kind of thinking. First off your Hit Points do not change as you level. Your ability to evade and block damage does increase from increasing your Athletics skill, but if the damage gets through your defenses then you are just as injured or dead.

Damage Scale

Any injury can cause you penalties to your actions. These penalties accumulate and reduce your defenses, attacks, and every other skill use. Everyone gets a damage scale chart based on their size and how hearty they are. Basically what would be a light wound to you could be a serious wound to a smaller creature. Something that would kill you may not even be noticed by something gigantic! Each creature and vehicle has a set of wound levels based on their size. Each wound level has a set of effects listed with them. The most basic effect is the accumulation of injuries or bruises. Average humans have a wound track of 5/10/15/20. They have a Minimum Damage of 5 by default. Any damage below 5 is ignored as insignificant. Basically, this negates death by paper cuts! When you add in the Minimum Damage you get (5) 10/15/20/25/30.

Characters and vehicles of different sizes are based on a different wound scale. So a really tough human could have a wound track of (7) 14/17/22/37/38+. A Dodge Neon has a wound track of (10) 20/24/31/52/53+. An tank has a wound track of (53) 98/113/143/233/234+! Every object has a wound track that tells you if the based damage of an attack is going to effect it.

Damage Level	Thresholds	Wound Points
Dead	31+	Instant Death/Wrapped Bashing
Deadly	26-30	Disabled/Dying/Unconscious
Heavy	21-25	-4 (Staggered)
Serious	16-20	-3 (Stunned)
Moderate	11-15	-2
Light	6-10	-1
Toughness	1-5	N/A

If someone was shot with a gun that did 8 hit points, then that would be a light wound. You just record that light wound, not the 8 hit points of damage. The light wound is a -1 to your attacks, defenses, and skill rolls. If someone was shot with a gun that did 16 hit points, then it would be a Serious wound. The base damage of any attack is modified by the margin of success so you can have a small dart that does 30 damage because of a high attack roll. This means that the attack hit in a vulnerable spot!

Accumulating Damage

If you take a light wound then you have a -1 to your actions until that wound is healed. These are called Damage Marks (or just damage taken). If you take 3 light wounds then you have a total of -3 Damage. This does not convert to a serious wound. It is still just three light wounds.

There are different stats for measuring how much damage you can take before you are down. Objects have a **Superstructure** rating in which accumulated damage just occurs until the object falls apart. Some complex objects have a **System** rating and a Superstructure rating. Any damage to the System rating reduces the operation of that device. Vehicles tend to have both.

Some objects, vehicles, and creatures have an **Armor** rating. This is how much damage the armor can take before it stops blocking damage.

Creatures and people have a **Toughness** rating. This is a rating for how much damage you can take before you are down. So if you have a Toughness of 8 then it would take -8 damage marks to put you down with accumulated damage.

If this was 8 damage marks of lethal damage then you are dying. If it was 8 damage marks of bashing damage then you are unconscious. Any additional bashing damage goes to lethal damage!

Stunned

If you take a serious wound then you are stunned. This means that you add the -3 to your penalties and you have the additional effect of being stunned. While you are stunned you base your defense on your Hindered defense, which is lower than your regular Dodge. The -3 reduces your Hindered defense as well.

John's character has a Dodge of 21 and a Hindered Defense of 15. He is hit with a serious wound so he subtracts the -3 from the Hindered defense and now has a Hindered of 12.

Staggered

A staggered character has been badly beaten, barely holding on to consciousness. He can only take a single standard or move action each round (not both). It has the same effects as stunned but lasts longer. It takes an hour of rest to get rid of this condition.

Damage Types

There are a few damage types in this system. Generally, they will have two types of damage, Lethal and Bashing, though there can be other types.

You track Lethal and Bashing Damage separately but the penalties are added together for effecting you. So if you have -4 lethal and -3 bashing then you are at -7 for actions! An average human has a Resilience of 8 so when those total -8 then you go unconscious. If the lethal damage gets to -8 by itself then you are dying.

Lethal – This is damage that causes the target to die if they take too much. Once they reach their Resilience in lethal damage then they are dying. This can take medical care to remove lethal damage.

Various additional types of lethal damage may be listed with a weapon that causes some additional special effect.

Bashing – This is bruising damage from being hit. Once they reach their Resilience in bashing damage then they go unconscious. This is recovered overnight.

Fatigue – This is basically the same as Bashing damage but may occur as a result of overexertion.

Stun – This is an effect and not a damage track. They become stunned as a result of a stun attack for a certain number of rounds. If the character already has Bashing damage then this could be added and knock them out.

Armor Rules

The SMART game engine uses a Hardness mechanic that is compared to the penetration of the attack as a Parity Check. You compare a weapon's attack to see if the penetration of the attack is greater than or equal to the hardness of the target. If it is not then the attack bounces off. It can't penetrate that material. It makes for a much faster way to check for out of scale attacks. If the attack could effect that target then you go on to the next part and check for damage effects.

Damage Resistance

This system starts with the assumption that the armor would be scaled to the person or creature wearing it. Instead of having a specific value of armor damage resistance, it starts with figuring out the damage as it applies to that target. So if you have 14 points of damage in an attack, that would be a Moderate Wound. The armor is designed to reduce this damage so in this system it is defined in the number of wound levels that it reduces the incoming attack. Armor with a DR -2 would reduce the wound level of that Moderate wound attack down two levels, to no damage. So you reduce the damage level of the attack, after applying the margin of success, to the wound levels for the attack.

Low Tech Armor Types

Light Armor: DR -1

Medium Armor: DR -2

Heavy Armor: DR -4

Modern Armor

Undercover Armor: DR -2

Tactical Armor: DR -3

Power Armor

Light Power Armor: DR -4

Medium Power Armor: DR -5

Heavy Power Armor: DR -6

Low Tech Armor Types

Light Armor: DR -1

Fur/Cloth armor PD 4-6

Boiled Leather armor PD 5-7

Medium Armor: DR -2

Chain mail PD 6-8

Scale mail PD 6-9

Half Plate: PD 7-10/DR -3

Heavy Armor: DR -4

Full Plate PD 7-10

PD Range

Armor has a Hardness range called a PD Range (physical defense). This is the range that it is effective. The low end of the range is the PD for attacks that are just stopped. This attack has no effect. So if you had a weapon with Penetration rating of 8 and you have armor with a lower end Hardness of 9 then that attack is just ignored, unless you go for a hit location.

The high end of the range is the Hardness for attacks that ignore the armor. The Penetration is too high and the armor doesn't really apply. So if you had a weapon with a Penetration of 8 and the armor has a high range of 6 then the armor would not apply.

For example, if you were wearing boiled leather armor then you would have a PD of 5-7 and DR of -1. If someone tried to attack you with a Hard Wooden Club (5/4) then the penetration of the club (4) would be below the PD range of the armor and would have no effect.

If you were attacked with a Short Sword (10/7) then it would be in that PD range. It would block some of that attack. The DR -1 would apply. This means that after you figure out the wound level from the knife wound, then you would lower it by one wound level.

If you had a light pistol (11/12) then the armor would not apply at all.

Damage Types

You can have armor with the ability to resist damage of any listed type. It works just like armor. It can have DR or PD versus that type of damage.

For example, you could have armor that has a higher DR versus Piercing Damage. It is designed to stop knives, swords, and bullets.

You could have armor that is Resistant at PD -3 to electrical attacks.

You can even have armor that is vulnerable to a certain type of attack more than normal. It would be listed the same way as the Resistant armor. It could be Vulnerable +2 PD to acid attacks.

Aggravated Damage

Aggravated Damage is a type of lethal damage that is harder for your body to repair itself from. This type of damage functions the same as normal damage but it will take additional medical care to deal with. This should be listed separately and dealt with separately. Normal healing will not reduce it.

Damage Conditions

All damage conditions apply to all checks. Your attacks, defenses, and skill checks are all reduced by your damage. However when you are checking for what damage level your character took, and you add damage marks, only add the damage marks of the type you took.

Stunned

The character is stunned for one round: unable to take actions, except free actions or actions to go prone. Your Stunned Defense is $(\text{Dex Mod} + \text{Athletics Bonus} + \text{Aptitude Bonus})/2 + 10$. This lasts until just before the attacker's turn in the initiative order on the following round.

Staggered

A staggered character has been badly beaten, barely holding on to consciousness. He can only take a single standard or move action each round (not both). It has the same effects as stunned but lasts longer. It takes an hour of rest to get rid of this condition.

Unconscious

An unconscious character is knocked out and helpless. Further damage against an unconscious character is considered lethal. Dying characters must first stabilize before they can recover from unconsciousness.

Disabled

A disabled character is conscious but not able to act. If a disabled character performs any strenuous action, the character's condition becomes unconscious on the following round.

Strenuous actions include moving all out, attacking, or using any ability requiring physical or mental effort (including most powers). It has the same effect as stunned but lasts longer.

Dying

A dying character is near death. A dying character must be stabilized in order to not bleed out. A character will take a bruise every minute that they are not stabilized from blood loss. They have their toughness in minutes until they die. Dying can be stabilized with a medicine roll and the appropriate tools. If this is a bashing attack then the character is unconscious instead.

Instant Death

The character is instantly dead. No stabilizing needed. They are gone. Higher tech settings may be able to reverse this.

Hit Location (Optional Rules)

These Hit Location rules are entirely optional. However they are here for times when you feel they would add to the game such as targeting a vampire's heart or making a head shot on a zombie. You can also roll on these tables to see where you were hit. This is one of the few times that you would make an attack and roll twice.

This will increase the amount of bookkeeping necessary for your character if this is used across the board. However it can be used occasionally or checked for only severe wounds.

Targeting a hit location

If you want to try and hit a target in a specific place then apply penalty based on what you are targeting. This can allow you to hit a specific vulnerable point. If the target is not wearing armor in this location then their armor doesn't apply.

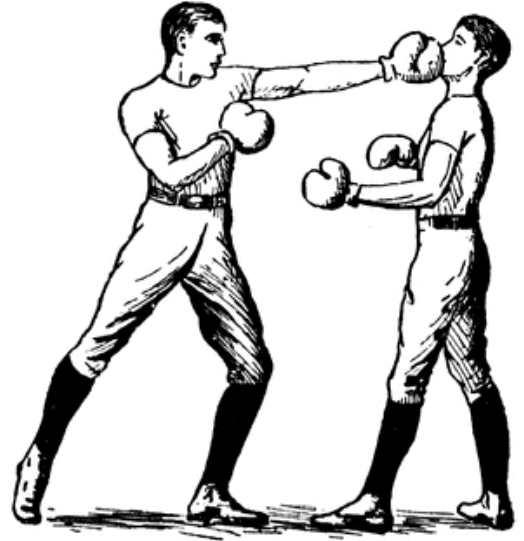
There is a column for ranged attacks and a column for close-quarters battle range. This includes Martial Arts, Melee, and Ranged penalties when you are within 30 ft of the target. It favors upper body targets.

If you miss your target by the hit location penalty (ie you would have hit if you had not used this) then the hit goes to the Missed location.

Discovering Hit Location

Roll on the chart for the level of damage that you took. So if you take a serious wound then you roll and check the column for Serious Wounds. This will give you a specific hit location. This way you don't have a deadly wound going to a non-vital point and making no sense. Then check the Effects of Injury Table for further effects.

Then check the Effects of Injury Table.



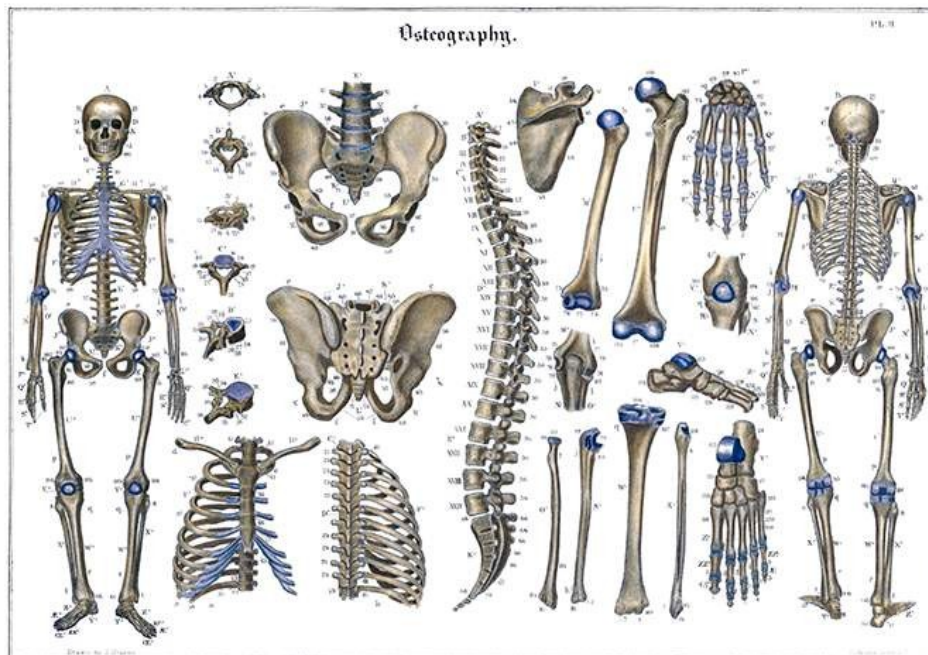
Targeting Hit Location Table				Discover hit location by damage type				
Location	CQB	Ranged	Missed	Location	Medium	Serious	Heavy	Deadly
Head	-2	-6	Miss	Head	1-2	1-2	1-4	1-4
Eyes	-4	-8	Head	Eyes			5-6	
Ears	-4	-8	Head	Ears	3			
Throat	-2	-6	Head	Throat			7-8	5-6
Chest	-0	-2	Miss	Chest	4-7	3-6	9-12	7-11
Heart	-8	-8	Chest	Heart				12-13
Stomach	-2	-6	Abdomen	Stomach	8-9	7-8	13-15	14-15
Shoulder	-2	-6	Chest	Shoulder	10-11	9-10		
Bicep	-2	-6	Chest	Bicep	12			
Elbow	-4	-8	Chest	Elbow	13	11-12		
Forearm	-2	-6	Abdomen	Forearm	14			
Hand	-4	-8	Abdomen	Hand	15			
Abdomen	-2	-4	Miss	Abdomen		13-15	16-20	16-20
Groin	-6	-8	Abdomen	Groin		16		
Thigh	-2	-6	Miss	Thigh	16	17-18		
Knee	-4	-6	Thigh	Knee	17	19-20		
Calf	-4	-6	Miss	Calf	18			
Foot	-4	-8	Calf	Foot	20			

Effects of Injury

This table is set up based on the wound level that you took. On a result of Destroyed then that body part is destroyed or cut off. It will also list if they are knocked unconscious by the pain or if they are prone. This could be important to a cyborg with cyberware limbs. Damage to those points would impair the limb but not add to your wound levels.

Effects of Injury Table

Location	Medium (-2)	Serious (-3) Stunned	Heavy (-4) Staggered	Deadly
Head	Stunned	Staggered	Unconscious	Instant Death
Eyes	Temp Blind, Stunned	Blinded	Blinded Permanently, Disabled	Instant Death
Ears	Temp Deaf, Stunned	Deafened	Deafened Permanently, Disabled	Unconscious
Throat	Stunned	Staggered	Unconscious	Dying
Chest		Stunned	Staggered	Dying
Heart	Staggered	Staggered, Internal Bleeding	Dying	Instant Death
Stomach	Stunned	Staggered	Internal Bleeding	Dying
Shoulder	Drop Objects	Disabled	Destroyed, Disabled	Destroyed, Unconscious
Bicep	Drop Objects	Disabled	Destroyed, Disabled	Destroyed, Unconscious
Elbow	Drop Objects	Disabled	Destroyed, Disabled	Destroyed, Unconscious
Forearm	Drop Objects	Disabled	Destroyed, Disabled	Destroyed, Unconscious
Hand	Drop Objects	Disabled	Destroyed, Disabled	Destroyed, Unconscious
Abdomen	Stunned	Staggered	Internal Bleeding, Disabled	Dying
Groin	Staggered	Staggered	Destroyed, Prone, Disabled	Destroyed, Unconscious
Thigh	Slowed	Prone	Destroyed, Prone, Disabled	Destroyed, Unconscious
Knee	Slowed	Prone	Destroyed, Prone, Disabled	Destroyed, Unconscious
Calf	Slowed	Prone	Destroyed, Prone, Disabled	Destroyed, Unconscious
Foot	Slowed	Prone	Destroyed, Prone, Disabled	Destroyed, Unconscious



Terms

Missed

If you miss by the amount of your hit location penalty then you go to the listed damage location instead. In some locations a miss will cause you to miss entirely.

Temporary Blind/Deaf

You will recover from this after combat, when you have time to rest.

Stunned

The character is stunned for one round: unable to take actions, except free actions or actions to go prone. Your Stunned Defense, aka Flatfooted, is $(\text{Dex Mod} + \text{Athletics Bonus} + \text{Class level Bonus})/2 + 10$. This lasts until just before the attacker's turn in the initiative order on the following round.

Drop Objects

Your character will drop whatever is in their hands when hit here. You will tend to be slower with that arm.

Slowed

Your character is limited to quarter his normal speed and movement is limited to walking speed.

Prone

Your character has dropped to the ground and has to take a complex action to get up again (assuming they can).

Staggered

A staggered character has been badly beaten, barely holding on to consciousness. He can only take a single standard or move action each round (not both). It has the same effects as stunned but lasts longer. It takes an hour of rest to get rid of this condition.

Unconscious

An unconscious character is knocked out and helpless. Further damage against an unconscious character is considered lethal. Dying characters must first stabilize before they can recover from unconsciousness.

Disabled

A disabled character is conscious but not able to act. If a disabled character performs any strenuous action, the character's condition becomes unconscious on the following round. Strenuous actions include moving all out, attacking, or using any ability requiring physical or mental effort (including most powers). It has the same effect as stunned but lasts longer.

Internal Bleeding

Your character has internal bleeding that is not obvious. Your character will collapse later and go unconscious. It requires surgery to fix this.

Destroyed

A body part has been destroyed. It could be mangled or blown clear off. If this is listed then it applies to all levels above that (listed in Heavy it also applies at Deadly). You will require stabilization in order not to bleed out. You will need a replacement and lots of surgery.

If this is with a bashing weapon then it is broken instead.

Dying

A dying character is near death. A dying character must be stabilized in order to not bleed out. A character will take a bruise every minute that they are not stabilized from blood loss. They have their toughness in minutes until they die. Dying can be stabilized with a medicine roll and the appropriate tools. The difficulty is DC 20 in good conditions and DC 25 to 30 in bad conditions. Add the patient's injuries to the DC. Each roll is a minute, but each failure is another wound.

If this is a bashing attack then the character is unconscious instead.

Instant Death

The character is instantly dead. No stabilizing needed. They are gone. Higher tech settings may be able to reverse this.

Basic Magic Rules

Each power functions as a Skill for the energies of that power. So if you have power over Air then you will be able to do the effects relating to that Power for the Skill Rank you have in that Power.

Casting Magic

Casting Magic is basically done as a skill roll involving the Power involved, just like any other skill roll. You don't have a limit on how many times you can cast a spell (If you abuse this and keep casting in the same place then your GM can say that you have depleted the mana in that area). The basic level skill roll is based on rolling against a target number. If you roll higher than or equal to the TN then your spell succeeds. If not then it fails.

The target number depends on what you are trying to do with that power. There are three levels of aptitudes for any power, just like skills. If you are attempting a Trained level aptitude that you have then you would roll against a TN of 20. If you are trying to do a Focused level aptitude then you would roll against a TN of 30. For a Mastery level aptitude the TN is 40. If you just want to do the basic level of the power then you only need to roll against 15.

Basic 15
Trained 20
Focused 30
Mastery 40

Mana Level

Different settings have different amounts of mana that are flowing through them. One setting could have No Mana and the next may have Moderate Mana levels. There can even be variations within a setting, where it is higher or lower mana in certain locations. The Mana level can be felt by anyone with a magic power.

The damage level of all powers is based on the local mana level. It's based on the scale of the caster, so light damage means that you do damage equal to the lower end of your own light wound threshold.

Your penetration is equal to your Willpower.

Mana Damage Levels

Very Low Mana - Light Damage
Low Mana - Moderate Damage
Moderate Mana - Serious Damage
High Mana - Heavy Damage

Ranges

Magic powers use the same range table as personal ranged combat but it adds the Touch range. If a power has a different range it will be listed in the power description.

Ranged Combat Table

Range	Distance	Examples
Touch	0 ft./0m	Hand Shake
Step	5ft./1m	5 ft. step
Close Quarters	30ft./10m	Inside a room.
Short	60 ft./20m	Length of a Bowling Lane
Medium	120ft./40m	Across the street ranges
Long	240ft./80m	Across a width of a soccer field



Counter-magic

The greater your skill with magic the harder it is to target you with that effect. Whenever you are targeted with a power that you have you can add your own skill bonus (Trained +4, Focus +8, etc) to your saves.

Lite SMARTd20 Magic

Lite Sd20 doesn't use aptitudes on most of the skills but you need them as spells and training for Magic. This means that you need to take Aptitudes for magic skills. For every rank in a Magic skill, you get 3 aptitudes for that skill. Depending on the campaign, these may be the only aptitudes that you take.

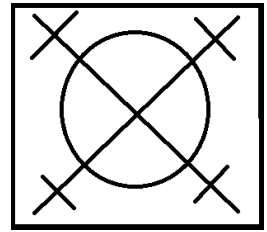
Abjuration

(Direct, Subtle, Int) Spark 3, Low Tech, All Elements

You can create wards, shields, walls, wizard locks, arcane marks, etc. The wards and a set of symbols glow for those with magical sight. They appear complete and floating in the air.

Basic – You can see wards and arcane marks placed on any object or area. You can create a mark that only someone else with magic can see. You can sign your name or put signs up for others.

Trained – You can put an alarm either across a doorway or in a circle that will warn you if someone crosses it. You can alter it so that specific people don't set it off. Create an instant ward around you that will last overnight. You can create a long term one with ritual tools. You can create a magic circle.



Error Effects

Attempt – The ward will highlight anything in the area that could be blocking the warding attempt for a moment. If it is already the domain of a supernatural creature or spirit, it will give you a glimpse of them. If the background is too chaotic because of some sort of trauma there it will show that it. You can clear the background with an Astral Cleansing.

Failure – You didn't close all the lines or draw everything right. If you fail twice in the same spot you will need to do an Astral Cleansing in that area or wait for sunrise or sunset to clear it out enough to try again.

Complication – A spirit or other entity has added some of its energies to your work while you were distracted and it can pass through or let other entities pass through as if it was the caster. It should either be related to the area or to the kind of spirits that would be following you.

Botch – You have created a ward that you believe to be a good ward and will seem so to you but will not work.

Primary Elements

Magic in Nexus is focused around five primary elements – Earth, Air, Fire, Water, and Chaos. Most of the powers are based on one of these elements. All magic users are connected to one of these elements. If you only have the abjuration power then you need to identify which element you are most connected to as this will be reflected in your magic. If you are most connected with Fire then your Abjurations will have a Fire aspect to them.

If someone attacks your Abjuration they have to use one of their own powers. If the power that they use is based on the same element that your Abjuration uses then it is called a Supporting Factor. If the power is from a different element it is called an Opposing Factor. Using a Supporting Factor power is easier to use against an Abjuration. You are manipulating the same element to allow you in. This does not eliminate the ward, it just lets you incorporate permission for yourself and a few others. If you are using an Opposing Factor then you are only able to beat down the Ward. This increases the TN by 5. The same goes for any spirits of an element. A Fire Spirit is an Opposing Factor against an Air Ward. If you also have the Abjuration power then you reduce the TN by 5.

Wards

Wards take a complex action (sometimes a simple action depending on your rank) to form if you have the power. Each additional ward effect that you add takes the base time again. You have to do the whole thing in one sitting. You can't add to an existing ward.

Any ward has a rating equal to your Abjuration rank. They block supernatural creatures and spirits with a force up to your rank bonus. If you add a ward that specifically stops that kind of spirit then it will block up to double your rank bonus, however spirits with a rank between your rank bonus and double it can beat it down. Each round they attack it lowers the force of the ward by 1 until they can enter. Another magic user can do the same with the same limitation. Magic users are supernatural creatures when it comes to wards. Mundanes can cross a ward with no problem unless the ward type can stop the physical.

You can create a long term circle using a ritual to create it. You must carve the symbols and have a circle of silver or some other special metal inlaid into the floor. Only you can open and close it. You moving in and out of it does not break it either. It takes someone damaging the metal and symbols to break it. It makes a good safe spot from the supernatural

You can't put a ward on an object and smack someone with it. They are primarily passive and defensive. Someone else must try and cross a line.

Thresholds

Thresholds are natural wards that grow up around a place that people have lived in for a while. There is a difference between a ward on an apartment versus a house that has children.

The Threshold Rating gives the location a free ward at that level. This raises the difficulty in casting magic on people inside that place. Spirits can't cross these just like regular wards, unless their force is higher. Then they have to beat it down. The existing threshold can modify the difficulty to produce a ward on that threshold. Some will make it easier and others will make it harder.

Location	Thresholds	Modifier
House with a family	12	-10
Apartment with family	10	-5
Apartment with married couple	8	+0
Apartment with single people living in it.	6	+5
Old Family Business	6	+5
Most Businesses	0	+10

Hearth Stones

Hearth Stones are good for anchoring a ward or threshold. -5 when using one.

Magic Circle

This kind of ward is very commonly used in ritual actions. Even the most basic magic ritual can make use of a magic circle. The point of a magic circle is that it helps focus the magical energies in the place. They can be used to create wards to help defend yourself. They may just be a circle around you while you build up the energies, then you break it yourself to release it. They are a noticeable act of magic if someone is aware of what they mean. It only requires that someone scrub the circle to break it. Even an enemy can break the circle this way but a spirit can't. If your circle is broken before you finish a ritual action then backlash occurs right there. The larger the ritual the greater the backlash.

Ritual Tools

You use specially prepared paints or chalk. You carve or paint arcane symbols along a ward. They will glow once you are finished. You can use salt to draw the edges of the ward.

Flaws

Restriction - No Damage - All of your wards are defensive only. You can't take an offensive ward feat.

Restriction - Requires special paint - You can't make a ward with just any material or by drawing a circle in the dirt. You have to have a specially made paint.

Minor Phobia - OCD - You are a bit compulsive about doing your wards. They take twice as long and you have to check on them twice before you leave one behind.

Restriction - Focus required - You can't use this power without a specific focus.

Low Tech

Trained Aptitudes

Agony Ward (CA/SA) - Your ward causes pain but no lasting damage. This works as a stun attack but requires a willpower roll vs TN 15 + warder's abjuration bonus to do it again.

Circle of Summoning (RA/CA) - This gives you a bonus equal to the upgrade level to summon a spirit or elemental. While you are in that circle the spirit can't attack you. This can give you another chance to gain control if you lose control over it.

Confusion Ward (CA/SA) - Your ward confuses the character and causes them to lose interest in trying to cross it. They must make a willpower roll vs TN 15 + warder's abjuration bonus to do it again.

Guardian Spirit (RA) - You can summon a Guardian Spirit that will help defend you. Its rating is based on your bonus with Abjuration. It will be of your element.

Sanctuary (CA/SA) - You can create a ward that keeps out the weather, rain, and cold. The area inside the ward will stay warm and dry as if there was a fire there.

Wizard Lock (CA) - You can add a lock to an object, door, or container that will prevent it from being opened by anyone but the caster. It will also protect the object from damage as well.

Focused Aptitudes

Astral Ward (CA/SA) - Your Ward will keep astral as well as psionic attacks out.

Demonic Ward (CA/SA) - Your Ward will keep out the energies and creatures of Demonic energy out.

Nexus Ward (CA/SA) - Your Ward will keep the chaotic effects and entities of the Nexus out as well as Void spirits.

Project Self (RA) - You can project an image of yourself into your warded area and communicate from that point of view.

Reflecting - You can reflect a magical attack back on the attacker or someone else if the attack is of an Opposing Factor.

Scry Ward (CA) - You can close your eyes and see your warded areas from an overview. You can't hear though.

Shamanic Ward - (CA/SA) Your Ward will keep out spirits. Spirits of Opposing Factors are kept at a greater distance.

Shield Bracelets (En) - These are a way to carry a ward around with you.

Talisman (En) - You can attach a Shield to a Talisman and put it on someone else. It still counts against your limits.

Mastery Aptitudes

Attack Warder (CA) - You can dump an attack through someone's ward so that it hits them from a distance. Only can be done with a ward of a Supporting Factor.

Pass Ward (CA) - You can enter the ward of another Mage without setting off their alarms.

Permanent Ward (En) - You can make one of your wards permanent and not connected to you anymore. It doesn't count against your limit but it also doesn't notify you when breached. The wards have to be in a moderate mana level environment to work.

Remove Ward (RA) - You can take someone else's ward apart. They will notice the shift. This includes wizard locks.

Ward Vs Outsiders (RA) - This will protect an area from Outsiders.

Medium Tech

Trained Aptitudes

Bullet Ward (CA/SA) - adds DR to the Ward 5 DR x upgrade level. Penetration from non-magical attacks does not apply.

Focused Aptitudes

Bullet Shield (DA) - You can produce a shield that will stop bullets. It will not stop magic attacks or melee weapons. This often causes magic users to learn melee to fight each other.

Ward Vehicle (En) - You can apply a ward to a vehicle such as a carriage or train. If the motion of the vehicle would force a ward on something that is prevented from entering then the vehicle takes damage but is forced through.

High Tech

Focused Aptitudes

Life Support (CA/SA) - The area inside the ward will give you an indefinite supply of air. It will keep out toxic gases, the ocean, or a vacuum.

Abjuration in Space using Local Mana Level rules

You can only set a ward in a place with at least a low mana level. Abjuration in space is more complicated due to the fact that there isn't the same sense of boundaries in a vehicle or space station. You have to have Ward Vehicle to do this and you have to either do it in sections or move about, in contact with, the entire area that you are trying to ward. It does no good to just ward a door on a space ship since it has no threshold to start with.

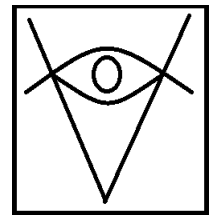
All Channeled Mana

If the setting only uses Channeled Mana and does not have local mana then Abjuration should not work.

Air

(Direct, Subtle, Int) Spark 4, Low Tech, Air Element

This is the power of Elemental Air. Air Magic involves knowledge and revealing secrets. Air Mages are often scholars and teachers.



Basic - You can move calm winds around at will or still them. Short range.

Trained - You always have fresh air to breathe. You don't have to worry about toxins or pollution. You can move moderate winds around or still them. Medium Range. You can create air to fill a small space and it will always be fresh. You can also detect storms from a distance by changes in pressure and humidity.

Focused - You can move Strong winds around or still them. Long Range.

Mastery - You can create whirlwinds that will cause serious damage to any buildings or rigid structures in an area. You can also banish them. Very Long Range

Error Effects

Attempt - You feel too unfocused for this.

Failure - Your concentration is scattered like the winds.

Complication - You start to move the winds around for the rest of the scene based on your emotions.

Botch - You are stunned until your next action.

Flaws

Movement required - You can't use this power if your hands are bound.

Focus Needed - If you don't have your focus for this power then you have much less control. Range is reduced one level and error range is +2.

Focus required (2) - You can't use this power without a specific focus.

Fear of Heights – You can't fly or go high with this power.

Speech required – You can't use this power without being able to speak.

Subconscious Use – Your subconscious will use this power against your conscious will.

External Source – You have a spirit that you can ask for its help. This means that all actions are complex actions unless you set something up beforehand. You lose this power if the spirit moves away from you.

Trained Feats

Air Watcher – You can create a small Air Elemental that can carry messages or watch an area for you. They are basic in intelligence but they will always know what you mean as they are made from a fragment of yourself. They are a rank 2 Watcher spirits and you can create up to half your rank of them.

Alarm – You can leave an alarm on an area, person, or item and know if it is being damaged or move and always where it is.

Clear Vision – You can see through illusions. You can't see through illusions created by a Master until you are one as well.

Detect Hidden Panels – You can see where any hidden panels and doorways are very easily.

Detect Lies – You can always tell when you are being lied to.

Force Field – You can create a force field of hardened air around yourself and those within CQ range. It will provide DR equal to your rank.

Light Touch – You can press or push objects at a distance with air control but only with the strength of a finger.

Memory – You have near perfect recall.

Push – You can knock a person back or over with this.

Silence – You can mute all sound vibrations in close range.

Subtle Vibrations – You can see perfectly through smoke, fog, or even darkness by knowing where the air is and is not around you. You can also use this to take exact measurements of anything in the room or area this way.

Thunderclap – You can cause a thunderclap that will startle everyone within your range.

Tracking Scent – Your sense of smell becomes so good that you can track by it. You can identify odors that you have encountered before.

Focused Feats

Air Guardian – You can create a medium sized Air elemental that will guard you. They are rank 8 Guardian Spirits but they are constructs. You can create up to half your rank of them.

Circle of Truth – You can create a circle on the ground where anyone within it must speak the truth. They can refuse to speak once they realize the effect but what they say must be the truth as they understand it.

Detect Traps – You can detect when there is something that has been set up to harm. This could be a bucket over a door or poison in a drink. It has to be done deliberately for you to detect it. You will also know who did it and why.

Found – You can send your Wizard's eye to find anything that you once touched. You will be able to see the location.

Identify – You can identify an item, its intended uses, and its history.

Levitate – You can float around at a speed equal to your skill level in mph.

Lore – You can add your Air Rank to your Academic skill bonus as your mind is able to find out more than normal about a subject.

Pathfinder – You can concentrate on a target and then see a path to get there from where you are.

Speak with Birds – You can speak with and understand any Bird. They will try and help you to the best of their ability. Any flying creature will feel positively towards you.

Voices Carry – You can talk to someone within your range and it will be as if they were right beside you. Neither of you must be behind a closed door.

Wizard's Eye – You can create an invisible point of view that you can move around to see and hear what you want.

Mastery Feats

Area Sight – You can see everything around all the time, in every direction, within your CQ range. You can't be surprised by someone sneaking up on you.

Astral Factor – You augment your Astral power with your Air power rank bonus.

Body of Air – You can turn yourself into a vaporous cloud of yourself that can move through any cracks or holes but only at a slow walk. You can't be hurt in this form and you can't attack or use any other magic either. You can be heard though as a whisper in the wind.

ESP Factor – You augment your ESP power with your Air power rank bonus.

Foresight – You get images of impending danger.

Magical Linguist – You can understand any language you read or hear as your own and you can respond in kind.

Spirit Witness – There are always Air Spirits around us watching and listening. You can call one that has witnessed something and have them report on it.

Storm Factor – You augment your Storm power with your Air power rank bonus.

Telekinesis Factor – You augment your Telekinesis power with your Air power rank bonus.

Teleportation Factor – You augment your Teleportation power with your Air power rank bonus.

Different Mana Levels

Air Magic is limited by the astral space that it can gain information along. In order to use this power you must be in at least a moderate mana field. These are less common in space stations unless the station is in orbit of a moderate or high mana planet. However you can still generate enough air to breathe if you are in a closed space with pressure and have at least access to a low mana field.

Air magic creates air so you can use it to push yourself around in a vacuum.

Alchemy

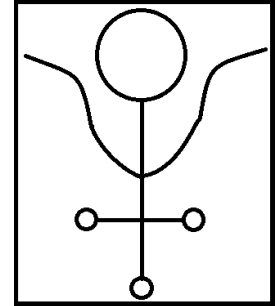
(Direct, Subtle, Int) Spark 4, Low Tech, No Aspect Required

This is the skill to create potions and various temporary magic items based on the existing mana field. It covers magical herbalism as well as creation and use of reagents. Certain ingredients may work better in certain conditions and certain times of the year or even day but the Aptitude covers all of that. These Aptitudes represent a variety of actual recipes that can all do the same things. Most people who study this don't learn a lot of alchemy potions. They usually learn just enough to keep going in the study and take the rest from potion books.

You must make a roll for each time increment listed. If you succeed then you have a potion. If you fail then you lose the materials and have to start over. For each 5 points over you can lower the brew time by 1/6 to a minimum time of 1/6 base time. On a botch your potion explodes doing some strange effect to those in the lab!

Unless Alchemy is extremely common it is unlikely that they will have more than a few Trained level potions on hand. They will need to be made to order. Of course not every Alchemist will know every potion. You may have to search around to find the right one. Potions all require at least some magical materials so they are not likely to have a lot of inventory.

Also keep in mind that an Alchemist's shop would only be in a wealthy part of town but at a somewhat secluded area since they tend to have problems a lot there. Many alchemists have a separate lab from their shop so that a runaway reaction won't include their entire inventory.



Potion Creation Costs/Time to brew

Effect Rank	Rare	Uncommon	Common	TN
Trained	\$150/2 hr	\$100/1 hr	\$50/20 min	20
Focused	\$300/4 hr	\$200/2 hr	\$100/1 hr	30
Mastery	\$600/8 hr	\$400/4 hr	\$200/2 hr	40

Potion Profit

How much profit you can make depends on the economy and how common and known magic is in the setting. If magic is not known to the general public then you can only sell to other magic users and that doesn't make for good profits, especially if Alchemy is a common magical skill. If magic is rare but the materials needed are very limited then only a few potions can be created in a month depending on when you get shipments. If you are under the service of a patron then you may not be able to make any profit since your patron is providing you with all your materials. This is fairly common in feudal cultures.

The GM should set the profit margin based on a multiple of the creation cost.

- **Poor** - x1 ½ alchemy is common or easy to do for most magic users or for some reason people don't want it
- **Moderate** - x2 alchemy is common but in some demand
- **High** - x 5 alchemy is uncommon or in very high demand
- **Very High** - x10 alchemy is rare

Error Effects

Attempt - You think that you are on the right track but some component or detail is missing. Back to the formula.

Failure - There is a puff at the wrong time and the whole thing is ruined. Problems can occur if too many ruined potions are poured out in the same place.

Complication - There was a cross contamination and now you have a potion that you don't know what it does. This could lead you to finding another formula or it could be poisonous. If the player takes it then it will do something random and probably include some health problems. If it is given to an animal then it will kill it on an odd roll and do something random on an even roll.

Botch - You think that you have something that works but it will do something else instead. If it is a potion that is easy for you then it will have some health problems that make the use of the potion pointless, such as constant farting with an invisibility potion.

Perks

Apprentice - You have an apprentice that knows much less than you but can do simple potions and help you out around the shop.

Large Shop (2) - You have a large shop that you can sell your goods. It also has living space. It will give you medium lifestyle.

Mentor - You have a mentor alchemist who can some times give you advice on a formula.

Patron - You work for a specific patron that supplies you with all of your living space and lifestyle but in exchange any potions that he needs are made freely. They may or may not allow you to sell potions on the side as well.

Small Shop - You have a small shop that you can sell your goods. It will give you medium lifestyle.

Wagon - Instead of a regular shop you have a wagon that you travel around in from village to village selling your wares.

Flaws

Aptitude only - You can't create a potion from a recipe. You have to learn it as a Aptitude to do it at all.

Dark Materials - All of your potions require a dark material such as blood. This means that you will not be accepted in a normal village.

Side Effects – All your potions cause a strange side effect that changes from person to person but will relate to the function of the potion and will not block its normal function.

Trained Aptitudes

Alert Potion – This will wake you up and make you feel refreshed. You can ignore a night of sleep. If you go without sleep for 5 nights or more then you will lose your grip on reality and hallucinate.

Astral Perception Ointment – User gains Astral Perception for 10 minutes.

Cleansing Water – You can create a bowl of water and some herbs that will drain off all the negative energy in an area. It will not alter a major background level but it can clear it of some of the astral clutter. Doing this reduces the error range of any spells that are performed there that night by 2.

Fey Sight Ointment – This will allow you to see the Fey and see through various illusions. This will last until you sleep next.

Fire Walking Balm – You can apply this to your body and you will not feel any normal fire that touches you. You could walk through a campfire and feel nothing. You could not go through a furnace. This will last 2 hours.

Herbalism – Instead of having to find the arcane herbs in the woods, you can grow your own. It also allows you to gather herbs without destroying their magical properties. Herbs found in stores or gathered incorrectly don't have any magical value.

Light Anti-Venom Potion – You can use this to cure someone of normal animal venoms and poisons.

Light Healing Potion – This will cure your damage as long as you haven't taken more than moderate damage.

Light Poison – You create a minor magical poison that will make someone sick within a few hours. This requires a magical antidote. See Resistance check for Poison rules.

Light Sleeping Drought – This will knock out a person and make them sleep for at least 4 hours. TN 25 to resist.

Minor Abjuration Paint – You can create a paint that will give a bonus to Abjurations of +3. It will only work on trained level abjurations.

Potion of Gracefulness – You gain +3 Dexterity for 10 minutes.

Rescue Remedy – You can use this to bring someone out of shock immediately. They stop being staggered or stunned unless the cause is ongoing. It will also calm someone down who is hysterical.

Scouring Solution – Cleaning potion that will clean up nearly anything.

Strength Potion – This will increase your strength by +3 for 10 minutes.

Tiger Balm – This will stop pain from injuries and burns.

Water Breathing Potion – You can breathe underwater for 1 hour.

Focused Aptitudes

Aging Potion – Your appearance changes to an older version of yourself. Lasts 30 minutes.

Endure Elements – You gain a +5 to fortitude versus environmental conditions for 1 day.

Forgetfulness Potion – While under this potion you can't seem to remember much. Last 2 hours.

Hide from Animals – Animals sense you as a part of the surroundings. You don't smell like a threat to them and you are harder to track as well. This doesn't make you invisible but just not threatening. Last 1 day.

Hide from Undead – Undead see you as one of them and ignore you. Lasts 2 hours.

Love Potion – The person who drinks this will fall into infatuation with the next person they see for 12 hours. Someone in actual love is immune to this.

Medium Anti-Venom Potion – This will cure someone of a very strong natural venoms and light magical venoms as well as medium poisons.

Medium Healing Potion – This will heal you of up to serious damage.

Medium Poison – You create a poison that will kill in a few minutes.

Petrification Antidote – This will cure magical petrification.

Polymorph Potion – You can make yourself look like someone else for 30 minutes.

Potion of Beauty – Potion makes you beautiful for a day.

Potion of Invisibility – You are actually invisible but you can be detected by other senses. Lasts 1 hour.

Potion of Leaping – You can leap up to two stories and land from that with no problems. Lasts 2 hours.

Potion of Speed – You can run at 60 mph for 10 minutes.

Shrinking Solution – It makes you change size three scales down.

Mastery Aptitudes

Deadly Poison – This will kill someone instantly even if they have regeneration.

Longevity Potion – This will give you back 10 years of life.

Love Me Potion – This love potion will make the person who drinks it infatuated with them instead of the first person they meet.

Memory Potion – This allows you to remember something you have forgotten.

Pan-immunity Potion – This will make you immune to all diseases if taken before hand. This will last for a week.

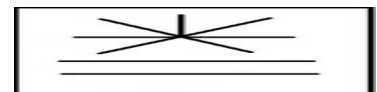
Strong Anti-Venom Potion – This will cure someone of strong magical venoms.

Strong Healing Potion – This will heal you of heavy damage as well as deadly damage if taken immediately.

Truth Serum – The person who drinks this will have to tell the truth for 1 hour.

Astral

(Indirect, Subtle, Pre) Spark 3, Low Tech, Air Element



Astral is the power over things relating to the Astral plane and it's metaplanes. This includes Astral Projection as well as calling forth spirits of those realms.

Basic - Astral Perception

Trained - You can Astrally Project

Focus - You can project into the Metaplanes and your own element's Elemental Plane.

Mastery - You can project in to Opposing Elemental Planes.

+5 TN if calling a spirit of an Opposing Spirit

Error Effects if calling a spirit

Attempt - You call a spirit but it is not bound and it leaves on its own.

Failure - The spirit will not come.

Complication - You call the spirit but it is not bound and it stays around.

Botch - You call a spirit and not only is it not bound but it considers you a threat and attacks you.

+5 TN if traveling to a plane of an Opposing Element

Error Effects if Astrally traveling

Attempt - You don't have to skill or focus to do this.

Failure - You can't focus enough.

Complication - You spread yourself out too much and are stunned until your next turn.

Botch - You lose your focus and enter a pocket of the Astral based on a negative memory. If you fail at a Resolve check TN25 you are stuck there for a round.

Astral Perception

Astral Perception allows you to see astral entities even when not projecting into the Astral. People are visible on the Astral as bodies of light with the color of their aura an indication of their health and mood. Magical constructs such as spells and wards as well as spirits are also visible on the Astral.

While you are astrally perceiving you are able to contact and manipulate astral constructs. You are insulated from spiritual attacks as long as you are not actually projecting but you are not immune altogether. While you are astrally perceiving you are effectively warded by you body and the TN to effect you with a spiritual attack raises by +5 and you have +5 DR to spiritual attacks. You can walk through wards while perceiving, however the ward will react to you and possibly attack you as if you were a spirit. You will be at least stunned for one round if you walk through a ward while astrally perceiving. You can't perceive through a ward.

Astral Body

You have created a spirit body capable of traveling separately from your own physical body. This spirit body will be seen by spirits and people with Astral or ESP. The strength, toughness, and such of your spirit body is determined by your projection bonus. You function just like a spirit in the Astral. Your force is equal to your bonus. Your attacks are your Force x 3. Your defenses are that bonus +10. Your powers should work normally but spirits may react differently to those effects. Not all powers will affect astral spirits the same as a person.

Ritual Tools

Calling spirits will usually require a place to call them, a circle to call them in, and some items related to their nature.

Perks

Good Spirit Reputation - Spirits like you in general. You are at a +5 to deal with them.

Major Spirit Allies - A certain type of spirit really likes you. They will help you without being asked and come to you to tell you things that they notice. They will refuse to attack you.

Spirit Allies - A certain type of spirit likes you. It could be spirits of your own religion, element, or domain. They will come to you quickly if you call.

Flaws

Focus Needed - If you don't have your focus for this power then you have much less control. Range is reduced one level and error range is +2.

Focus required (2) - You can't use this power without a specific focus.

Spirit Bane - A certain type of spirit dislikes you. It could be spirits of an opposing religion, element, or domain. They will resist any attempt to control them, actively work against you if they encounter you, and if directed to attack your group they will start with you.

Major Spirit Bane (2) - A certain type of spirit is actively hunting you. If you astrally project in their domain or if you pass through their domain they will follow you until they kill you or are blocked by a ward.

Bad Spirit Reputation - Your style of magic may see spirits as entities that must be bound and controlled so spirits don't trust you. They will not volunteer any help and they are at a +5 to deal with.

Poor Astral Sight - You have power but for some reason you can't see that well in the Astral and you can't use Astral Perception without full projection.

Can't Project Through Walls – You are afraid of moving through walls while you are Astrally Projecting.

Phobia of Spirits – You are afraid of spirits. This means that you can't take any spirit Aptitudes and you avoid them the rest of the time. You can take banishing.

Sleep Projection – You can only project by going to sleep. This means that you can't use this for combat.

Difficult Projection – You have a hard time projecting. You must be in a quiet place and any attempts to project or return require a Projection Test. Otherwise you are stuck and must keep trying.

Sensitive to physical – You can't block out the physical completely when you project. Any noises or physical sensations will cause you to pop right back to your body.

Insensitive to physical – You go into so deep a state that you don't feel your body at all when you project. This means that you don't know when people are trying to wake you up or even if you are taking damage in the physical.

External Anchor – You have something, either a memento or an animal, that you connect with when you project. If someone grabs this and takes off with it then you will only be able to go to the anchor and not find your body.

Limited Projection – You can't project for too long or you will start to fade. You will lose a point of your Force for every hour past the first. Once you run out of Force you are dead.

Open Shell – You project with more of your spirit than most and a spirit can take over your body when you are not in it. You will need to use Abjuration to protect yourself.

All or nothing – You can't notice anything astrally unless you open yourself to it and then you notice things all the time. While open you are constantly distracted, even while driving.

Trained Aptitudes

Ancestor Spirit (RA) – You can call an Ancestor Spirit that will help you in its domain, which will be either a family or an old family home. It won't work against the family members.

Aspect Spirit (RA) – You can call an Aspect of a greater spirit.

Banishing (CA) – You can banish a spirit. This can be one you summoned or one that someone else summoned.

Dream Travel (RA) – You can travel into the astral realm of Dreams.

Elemental Spirit (RA) – You can call an Elemental of your type to help you.

Familiar (RA) – You can magically enhance a small creature to act as a scout and guide in the physical and spiritual planes. It acts as an anchor for you when you are projecting.

Hearth Spirit (RA) – You can call the spirit of a home that can tell you what happened there or to help defend it. It won't work against the family members.

Mana Bolt (SA) – You can knock out a single person at short range at trained, medium range at focused, and longbow range at Mastery.

Nature Spirit (RA) – You can call a Nature Spirit that will help you in its domain. This will usually be a park or area of land outside the city.

Task Spirit (RA) – You can call a Task Spirit that will help you with a certain kind of task or craft.

Totem Spirit (RA) – You can call a Totem spirit to help you.

Urban Spirit (RA) – You can call an Urban Spirit that will help you in its domain. This will usually be a neighborhood in a city.

Watcher (RA) – You can create a rank 1 spirit called a watcher that can perform basic tasks such as surveillance and communication.

Focused Aptitudes

Centering (RA) – You can reduce the possibility of backlash through centering techniques

Cleansing (RA) – You can clean a polluted background count in the Astral.

Colocate (CA) – You can project while your body is doing something else. It can be listening to a lecture, music, or reading something. If someone tries to engage your body you will react more slowly but you can still hold a basic conversation. You can shift your focus from your body to your astral body easily and direct your body but you can't deal with anything too complex, like driving or complex thought. If your body is in danger you can jump fully back into your body but you will be flatfooted for a round.

Flexible Signature (CA) – You can change your signature and make it harder for someone to track you astrally.

Mana Blast (CA) – You can blast everyone in close combat range with a mental energy and knock them out.

Mask (En) – You can see and hear as a spirit and spirits see you as a spirit.

Masking (CA) – You can make your Aura look like a spirit, a weaker or stronger mage, or a mundane.

Spirit Spear (En) – You can create a spear that you can take with you when you astrally project. It will affect spirit in the Astral and in the Physical.

Statue (En) – This provides a vessel for a type of spirit to connect with and anchor to. They can guard an area that the statue is in.

Void Spirit (RA) – You can call a Void Spirit to help you. They can take your astral body and carry it to another planet or space station.

Mastery Aptitudes

Astral Bridge (RA) – You can create a bridge from one planet or space station to another.

Expand (SA) – You can expand your aura to fill the room. If someone else tries to gather energy to do magic you can pull it away and prevent it, all but cutting them off from magic. They must add your Skill Rank Bonus to their TN to cast.

Filtering (SA) – You can cleanse mana from its background count and aspect before it gets to you.

Manifest (CA) – You can manifest as a spirit.

Astral in Space

Astral space does not extend too far from planets that people live on. It will usually encompass the moons of a planet with life. Space stations will gain their own astral space after a while. If it is only a few people then it may take a few weeks. If it is several, or one is magically active, it will happen more quickly. You can't travel astrally through an area without an

astral space. Usually this will mean that you can move about in a space craft, especially an older and loved one, but not outside in space.

Within the Upper Astral for any planet, there are bridges to various other planets. They are like spiritual wormholes. A person, or powerful spirit, will have to have traveled across the void between the Astral Spaces using either a space craft or by riding a Void Spirit. It is easier to make a bridge back from a space station to the Earth than the other way around. It is easier to make a bridge from a space station to the Earth (or other populated planet) and back to another space station than to go directly from station to station. Once a bridge is built anyone may use it, unless one end comes out into a warded space. Then you would need permission to even cross the bridge. If you are attacked or pushed off an astral bridge, you will snap back to your body. On a botch you will end up floating in space. If you don't have a connection with a Void spirit then you will dissipate and die.

Most spirits will have a hard time coming into space or crossing an astral bridge unless they are carried along by a person or a more powerful spirit. Summoning spirits will be much more difficult (+5 to +10 depending on the type and circumstances). Conjuring spirits will be as normal as long as there is an Astral Space for them to occupy. Their knowledge of the area maybe more limited than usual. Most will not understand technology very well.

Most of the time, the only spirits that you will be able to easily summon are Void Spirits while you are in deep space. Once you land on another planet then the local spirits will become available but they will be unusual. Spirits around human settlements will be more like traditional spirits.

A space station will gain mana based on the planet it is in orbit of. However it will usually be of a level lower than the ambient mana level of the planet. Space stations around a moon or colonies on a moon will usually be a no mana zone at first. Once a few people die then the mana level will become low if the planet is above no mana. Then the mana zone will only follow the areas that there is life. Living plants are good for anchoring a mana zone as well, however they can't create it.

An astral space will form if there are several stations with at least a low mana zone in the same orbital level. They will start to merge. Once the asteroid belts are inhabited then a continuous astral space will eventually form along it. Given a large enough population all the inner planets may end up with a single connected astral space with thousands of bridges going farther out to other planets and solar systems.

Bonded Magic Weapons

(Direct, Obvious, Dex) Moderate Mana, Low Tech, All Elements except Chaos and Mind

These are Magic Items that are magically bonded to a person. They become more like extensions of the user. They are treated like a power and are upgraded in the similar way, with a few differences.

You can take anyone or several of these magical weapons during or after character creation. Some of them you can take without being a magic user to start with.

You take a single aptitude from a magical weapon's list while upgrading it of the level of that new upgrade. However that is the only time that you can upgrade an aptitude for one of these magical weapons. You may not take an aptitude from a magical weapon while you are upgrading a different skill or power but you still may take two other aptitudes in other skills or powers as normal. So if you have a Bonded Magical Weapon at Trained then you can only have a single Trained level aptitude for that tool, but you still have two other aptitudes that you can spend elsewhere as normal. This keeps these magical tools from becoming too powerful too quickly or silly with too many features at once.

Once it becomes magical then it is no longer fragile or can be destroyed. It will continue to exist until the person that it is bonded to dies. Then it can go to a person that the wielder wants to take it or to a descendant. It will have to start over as a power at that point at basic. It will want to reawaken it's previous powers but a new user can force new choices on it.

At trained you can add an element to your weapon and it will give a certain type of magical energy attack. You can only have one element per weapon. If you have the aptitude Double then you can take another element for the second weapon. Elemental weapons can block any kind of energy attack or direct magical attacks, even if a normal version of the weapon would conduct the attack.

Opposing Elemental weapons can cause an Elemental Backlash if they are used against each other. This also includes using an Elemental weapon to block an attack from a power. Earth, Air, Fire, and Water oppose each other. They will create an attack that is a mixture of those elements and hit both attackers. Earth and Air will create a sandstorm in the combat area for a couple of rounds. Earth and Fire will fling Lava around. Earth and Water will turn the area in close quarters to Mud. Air and Fire will create an explosion of fire in every direction in close quarters. Air and Water will create a fog (not very damaging backlash) for a minute. Fire and Water will create steam and burn everyone in close quarters.

Some elemental combinations will negate each other. This means that if one defends with the other then no damage will occur at all. Lightning and Shadow negate each other. Fire and Ice negate each other. Spectral and Earth negate each other. Water and Ice negate each other.

You can't create a magic weapon based on Chaos. It won't hold its shape.

Melee Weapons

Each upgrade in a Melee Weapon gives you a bonus (+1) for attacks and defense with this weapon. Roll your Melee skill and use this bonus as an accuracy bonus or defense bonus as needed. You must have the proper aptitudes under the Melee skill in order to use the melee weapon in the first place.

The melee weapon starts off as a normal weapon or shield until it is bonded to the user. This can be by having an artificer bond it to the user. It can also come from having it as a family weapon and you first take it up.

Once you are bonded with the weapon it becomes a +1 magic weapon. This means that it can now effect magical creatures and spirits that are immune to normal weapons.

Basic (+1)

Trained (+2)

Proficient (+3)

Focused (+4)
Expert (+5)
Mastery (+6)

Flaws

Cursed - increases error range +2 or 1-4 whichever is larger
Evil (2) - actively tried to harm people around and including the wielder.
Jinxed (2) - increases error range of allies by +2 or 1-4, whichever is larger
Noisy - Even drawing this weapon causing a noise that negates stealth checks.
Somatic Component - You have to speak a magical phrase when using your weapon.
Targeted - Only damages a certain set of people or creatures.

Trained Aptitudes

Air - The weapon has additional defense and causes additional knockback. It can also give the user the ability to leap one story. This is usually used on a metal fan or a short sword.
Chains - The weapon has chains that link it to your bracers. This allows you to swing the weapon around as a chain weapon. This requires Chain aptitude under Melee skill to use.
Double - You have two of the same type of weapon. This only applies to small weapons which are below your scale in size (4 or less for medium creatures). This requires Two Weapon Fighting aptitude under the Melee skill to use.
Earth - The Weapon does additional bashing damage and smash. This is usually used with a hammer, mace, or shield.
Fire - The weapon has a flame when drawn that does additional fire damage. It also produces light as a torch. This is usually used with a sword.
Ice - The weapon vents cold around it when drawn. Anyone it hits will be stunned and seem to be frozen for a round. Characters that are resistant or immune to cold are not subject to this. This is usually used with a rod or sword.
Lightning - The weapons does additional lightning damage. It can be a stun attack or lethal attack. This is usually a rod or sword.
Natural Weapon - The weapon is something like a claw or a sharp bone.
Retractable Blades - You have retractable blades that come from the hand, feet, or elbows.
Shadow - The weapon is shadowy and hard to see when striking out. They are invisible in low light or if the wielder is in shadows. The defender is flatfooted when they are defending against this weapon. This is usually used with a knife or small weapon.
Spectral - The weapon is made of spectral energies. It will appear in your hand and glows with a ghostly blue-white color. You cannot be disarmed with this. Does additional damage to spirits (+4/+0). This is usually a sword or spear.
Water - The weapon is made of hardened water (not ice). It forms in your hand instantly. It has the additional ability to grab as a water tentacle. You cannot be disarmed with this. This is usually a sword, large knife, or shield.
Solar - The weapon is made of solar energies. It is very bright for everyone except the user. He can turn the brightness up or down at will. It does normal damage to normal creatures but functions like solar light for vampires and shadow spirits.
Summon - You can summon the weapon to you and it will fly through the air straight to you. It will have an equivalent strength of its bonus for someone trying to keep it.

Focused Aptitudes

Additional Form - The weapon can change from its base form into a different melee weapon. This can allow a size change. So you could have a sword with a knife form for each storage. You could have a short spear turn into a long spear or polearm. You can take this aptitude twice and you will get a third form.
Catch Attack - You can catch an energy attack and fling it back on your next attack.
Create Obstacle (req Element) - You can cause an obstacle to appear around you in a circle up to the edge of close range. The nature of this depends on the element used. It will last bonus in rounds.
Create Wall (req Earth, Ice) - You touch the ground with your weapon in an arc and it will create a wall there. It can be waist height or go to the ceiling.
Earthquake Strike (req Earth) - You strike the ground with your weapon and it will knock everyone in close quarters around you and stun them for a round.
Energy Strike - You can throw an elemental strike at short range. Requires one of the elements.
Hidden - You can call the weapon to you from a hidden pocket dimension. This way you don't have to carry it around with you all the time.
Large - The melee weapon is a larger version of the normal one of its type. It is not as heavy in your hands as it should be.
Lightning Strike (req Lightning) - You touch the ground with your weapon and it will shock everyone in close quarters around you and stun them for a round.
Opposing Element - You can cause elemental backlash to occur against your opponent only. Requires that the attack be an opposing element from your own.
Ranged Attack - You can throw a ranged elemental attack at a target within short range. Use the Ranged skill to do this attack.
Remote Control (req Chains) - You can move a chain around remotely. You can use it to grab with and even pull someone around or up with a strength level equal to the bonus.
Sharp - The melee weapon is sharper than a normal one of its type. Add +0/+4 to all of its forms. You can take this aptitude twice.
Shockwave (req Water) - You touch the ground with your weapon and it will knock back everyone in close quarters and stun them for a round.

Mastery Aptitudes

Charge Attack (req Element) – You can increase the elemental attack value up to triple its standard attack value. Each increase takes a round to charge up. So on the second round of charging up it doubles and on the third round it triples. During this time the character must focus and this makes them Hindered. They will also glow brightly.

Ground Strike (req Lightning, Earth, Ice) – You strike the ground and the lethal elemental strike comes from the ground to attack at short range.

Shadow Strike (req Shadow) – You stab into a shadow and the weapon comes out another shadow to hit the target. It is short ranged.

Vampiric – Damage done by the item heals the wielder the same amount.

Magical Bow

Each upgrade with a Magical Bow gives you a bonus for attacks with that weapon. Roll your Ranged skill and use this bonus as an accuracy bonus. You must have the proper aptitudes under the Ranged skill in order to use this ranged weapon in the first place. Your range with the bow is based on your Ranged Skill, not your Magical Range in this case. You must use the traits of the Bow type that your character is aware of. If the Longbow has not been invented yet or he has never seen one then the bow will be a Self or Composite Bow, depending on which one he knows of. If he uses a better bow then his magical bow will change to be of the better type.

The Magical Bow off as a normal weapon until it is bonded to the user. This can be by having an artificer bond it to the user. It can also come from having it as a family weapon and you first take it up. Once you are bonded with the weapon it becomes a magical weapon for you only. This means that it can now effect magical creatures and spirits that are immune to normal weapons.

It creates its own arrows from energy. They will appear when the bow is pulled back and disappear once it hits its target, unless the user wants the arrow to stay, such as with the piton power. This effect is not limited to the normal magical range rules. If you don't have them disappear intentionally, all arrows will disappear during the next sunrise.

If the arrows cross a magical circle or a ward that blocks a certain effect then the arrow will continue as normal but any additional magical effects will disappear at the circle or ward's edge. This means that you can fire at targets from inside a circle but the extra effect will not carry over. These arrows are still considered magical for attacks against creatures immune to normal weapons but crossing over the barrier strips the extra effect from the arrows. These arrows will disappear immediately since the caster can't maintain a connection with them past the barrier.

The bow itself isn't linked to a specific element. It can produce many different attacks. Individual elemental attacks use the Opposing and Negating Elemental effects rules.

Basic (+1)

Trained (+2)

Proficient (+3)

Focused (+4)

Expert (+5)

Mastery (+6)

Flaws

Cursed – increases error range +2 or 1-4 whichever is larger

Evil (2) – actively tries to harm people around, including the wielder.

Jinxed (2) – increases error range of allies by +2 or 1-4, whichever is larger

Noisy – Even drawing this weapon causing a noise that negates stealth checks.

Reduced Range – Has one level less of normal range.

Somatic Component – You have to speak a magical phrase when using your weapon.

Targeted – Only damages a certain set of people or creatures.

Trained Aptitudes

Air – The arrow does knockback only.

Earth – The arrow does bashing damage and has a high smash effect.

Fire – The arrow is on fire and will ignite any flammable materials around where it hits.

Fog (req Water) – The arrow creates a fog that fills up an area equal to short range that is hard to see through normally.

Ground (req Earth) – The arrow will stick to an object that is being held and pull it to the ground. It will be too heavy to move (resists with Magical Bow bonus in strength). This will work for a sword or a shield that is used to parry. If it hits the person it will pin that person to the ground with the same strength bonus.

Ice – The arrow becomes a shard of ice. Anyone it hits will be stunned and seem to be frozen for a moment. Characters that are resistant or immune to cold are not subject to this.

Lightning – The arrow does additional lightning damage. It can stun or do lethal damage. This is chosen when fired.

Pitons – The arrow becomes a piton that is firmly embedded into a surface. Several of these can be used to create a climbing aid or it can pin something to a surface. It will last an hour unless you will them away before that. You can will individual ones away.

Shadow – The arrow is shadowy and hard to see when striking out. They are invisible in low light or if the wielder is in shadows. The defender is flatfooted when they are defending against this weapon.

Sleep – The arrow will knock someone unconscious and they will sleep until waken normally.

Solar – The arrow is a bolt of solar energy. It will do extra damage to vampires and shadow spirits but functions as a normal, if bright, arrow on anyone else. It can be used to temporarily blind someone. It can be used as a light source or a signal flare. The wielder can set the brightness before firing it and have it last as a light source for ten minutes per bonus.

Spectral – The arrow is made of spectral energies and glows with a ghostly blue-white color. Does damage to spirits (+4/+0).

Summon - You can summon the weapon to you and it will fly through the air straight to you. It will have an equivalent strength of its bonus for someone trying to keep it.

Water - The arrow will splash the target with water. It can be used to put out a small fire or short out electronics.

Web - The arrow will create a web that will bind the target.

Zipline - The arrow will create a metal cable behind it attached to the bow. You can use this to pull someone to you, swing from, or climb with it. It can be fired again and attach the other end to a different point. The cable will be attached between these two points. You can use this to slide down or as a reinforcing anchor. It will last for an hour or until you will it to go away.

Focused Aptitudes

Burst Attack - You can target and hit a number of targets equal to your bonus. All the targets must be visible and in range at the same time. This is a complex action and you only roll once. You compare that attack roll to all targets. You can't target a specific hit location on anyone.

Eagle Eyes - When using the bow the user can see details twice as far as normal.

Hidden - You can call the weapon to you from a hidden pocket dimension. This way you don't have to carry it around with you all the time.

Ice Sheet (req Ice) - The arrow hits the ground and causes the surrounding 30 ft radius (or less if you will it) to become a sheet of ice for 5 rounds.

Shadow Pin (req Shadow) - The arrow hits the person's shadow and the target is immobilized until the arrow is pulled out of the shadow.

Sniper - The bow's range is increased to long range.

Spectral Penetration - The arrow will pass through the outer layer of any armor without actually touching it.

Mastery Aptitudes

Charge Attack (req Element) - You can increase the elemental attack value up to triple its standard attack value. Each increase takes a round to charge up. So on the second round of charging up it doubles and on the third round it triples. During this time the character must focus and this makes them Hindered. They will also glow brightly.

Hail Storm - The archer fires into the air and the arrows multiply and it will hit any uncovered target in a 30 ft radius from the center of impact. This is a complex action.

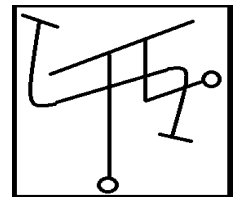
Shadow Shot (req Shadow) - You fire into a shadow and have the arrow come out another shadow. You have to be able to see the target when you fire.

Vampiric - Damage done by the item heals the wielder the same amount.

Chaos

(Indirect, Subtle, Wit) Spark 4, Low tech, Chaos Element

This allows some ability to control or at least direct chaos energy. Chaos energies are bad for computers and electrical devices. They tend to short them out and scramble them. This is strong enough to occur as an area effect around someone focused on Chaos. Food tends to spoil around a Master automatically. Animals don't like anyone who uses this energy.



Characters with this power find that it affects all their other powers as well, usually in bad ways. Any time you are gaining information from a power or a spirit it will always include a lie in there. Fire magic will include balefire effects unless you force it to be clean. Healing magic will always leave scars, even if it isn't supposed to.

Any spirits you conjure will do nasty things when they are between commands. Any Chaos spirits that you summon you can't control if they are the same Force as your Rank unlike standard spirits.

Basic - You gain Dark Sight. You can see Chaos energy and spirits of Chaos including Demons and Horrors.

Trained - You can direct chance games in your favor but the overall outcome will be negative. You can push a point of your error range to someone else but you have to know them and be around them at the time.

Focused - You can direct chaos energy to spoil food, rot fruit, or age wood and make it brittle. Attacks cause persistent scaring.

Expert - You can transmute objects into any shape that you want. It will always have a disturbing look to it. You can hex any electrical device just by concentrating on it.

Mastery - Characters around you must make a fear check every day based on their own fears. You can direct this at your enemies.

Error Effects

Attempt - You feel that you could have succeeded if others were not trying to stop you. You need more power.

Failure - You feel like you are being blocked by some force out there and you need to find it and destroy it for you to be free.

Complication - You have gained the attention of something dark. It will appear and it may help you if it likes what you are doing, or it may hurt you, or both. You fail at the action you were attempting.

Botch - You take a point of sanity damage.

Perks

Minions (2) - You have minions that will help you to do your dark experiments as well as defend you. They will be corrupted by the chaos and not very intelligent or independent.

Workshop - You have a workshop that you can use to further your dark experiments.

Flaws

Movement required - You can't use this power if your hands are bound.

Focus Needed - If you don't have your focus for this power then you have much less control. Range is reduced one level and error range is +2.

Focus required (2) - You can't use this power without a specific focus.

Speech required - You can't use this power without being able to speak. You may need to speak an arcane language as well.

Requires Potion to Activate - You must take a potion that contains a distillation of chaos ichor in order to activate you power. This will last a few hours or a scene.

Subconscious Use - Your subconscious will use this power against your conscious will.

External Source - You have a spirit that you can ask for its help. This means that all actions are complex actions unless you set something up beforehand. You lose this power if the spirit moves away from you.

Electrical Damage - Chaos energies are bad for computers and electrical devices. They tend to short them out and scramble them. This is strong enough to occur as an area effect around someone focused on Chaos.

Area Effect Corruption - Whenever you use your powers it causes plants to wither, paint to peel, and a general increase of entropy around you.

Dark Materials - All of your ritual require a dark material such as blood and paints are made from human fat or something worse. This means that you will not be accepted in a normal village.

Trained Aptitudes

Accident - You can cause an accident in an area or to a person. The area will determine the damage effects.

Balefire - You can create a green flame blast of Balefire.

Ignore - People just seem not to notice you. You are not invisible. You are just ignored. People happen to look away or are not paying attention at that moment. You show up on sensors but the people watching them just don't pay attention. They can notice you later if they review the data.

Jinx - People around you seem to always have bad luck. Their error rating doubles for all tasks around you. Easy tasks are more difficult than normal. Things that you would not normally have to roll for you do. All characters must subtract your Chaos rating from all skill checks around you. You can't direct this effect, only turn it on and off.

Parasites (RA) - You can call a Parasite.

Focused Aptitudes

Animate Object - You can have furniture come alive and attack people.

Balefire Torch - This torch lights with balefire instead when lit with normal fire. It does the same effects of balefire when it touches a target. Its light shows dark entities.

Cause Phobia - You can cause a person to gain a phobia or delusion.

Curse (req Jinx) - You can apply the effects of jinx to a person for a number of days equal your Chaos rating.

Demons (RA) - You can call a Demon.

Hidden - You do not show up as a magical being. Your true nature is hidden. This can include your race and identity.

Mutating Blast - Your Balefire causes a lasting problematic mutation such as twisted features and glowing green eyes. They gain a penalty to social rolls equal to double the damage marks they take from this. Life magic can correct this.

Outsider (RA) - You can call an Outsider.

Scales - You gain +10 DR

Scramble - You can direct the random effect of chaos on electrical devices and only target those that you wish.

Mastery Aptitudes

Acid - You spit acid and spray acid when hit.

Cause Madness - You can cause a person to go totally insane.

Chaos Walk - You can pass through walls and fly with strange leathery wings. You always enter and leave at odd angles and your movement is jerky and blinking.

Drain Intelligence - You can damage a person's ability to reason temporarily.

Hideous Form - You can give yourself tentacles and claws as well as make yourself a strong creature of your size. You cause a fright check.

Infect - You can bite someone can cause them to become an obedient zombie temporarily.

Necromancy Factor - You augment your Necromancy power with your Chaos power rank bonus.

Shadow Factor - You augment your Shadow power with your Chaos power rank bonus.

Different Mana Levels

You can't use most of the powers below moderate mana. However you can still use Dark Sight in low mana. A dark spirit can exist in a low or no mana field by hiding in a person. They cannot interact at all in no mana but they can influence someone in a low mana field.

Chi Control

(Direct, Subtle, Wit) Spark 3, Low Tech

Chi Control covers the mystical Asian arts of generating and controlling the chi that flows through our body and through the world.

Your growth in this is limited in two ways. You must have your Willpower at least at the same level as your Chi Control and you must have a source of training about Chi Control.

At a Low Mana level most Chi Control actions require a ready action consisting of centering and focusing yourself.

Basic - You can feel chi move through yourself.

Trained - You can direct chi through yourself as well as feel chi blockages. You automatically have the Sense Chi ability.

Focused - You can direct chi through yourself to keep yourself warm. Add chi control to resistance of illness.

Mastery - Reduce your error ranges for all actions by 2 due to self mastery.

Sense Chi - You can feel the chi in the environment. You can sense the general chi levels in life around you and detect others with lots of chi within your range. This adds to your perception for detecting lifeforms.

You can sense chi at touch range. At Focused you can sense chi at Close Quarters range. At Mastery you can sense chi out to short range. You can use this to attack targets at range without being able to see them.

Flaws

Martial Arts required (2) - You have to have your Martial Arts rank at the same level or higher than this power in order to use this power. You must also be able to move.

Movement required - You can't use this power without being able to move. This is very common with this power.

Touch Only (2) - You can't make any ranged attacks. Everything is touch range only.

Trained

Calming Chi - You can use your chi to calm an animal or person. This includes relaxing someone that is in shock.

Chi Strikes - Add your Chi Control rank as penetration for strikes. If you can sense spirits then you can use this to strike them as if they were physical creatures.

Convert Chi - You can convert the negative chi in an area into positive chi at your sense chi range.

Detect Imbalances - You can feel the imbalances in someone's body and know where they have injuries or illnesses.

Sense Spirits - You can sense spirits around you at your sense chi range.

Shout - You can use your chi to shock those around you. Everyone in your sense chi range is stunned for one round.

Focused

Blending Chi - Your chi blends with the area to the point that people don't pay attention to you. You are just one of the crowd.

Blind Sense - You can sense the chi around you to the point of detecting attacks you can't see. You are never flatfooted from surprise.

Healing Chi - You can use chi to heal others of up to moderate bashing damage or illnesses.

Iron Shirt - Increase Toughness through concentration. Add your Chi Control to your Toughness for that attack.

Light Foot - You gain one level of Leaping (Close Quarters/1 story jump).

Push - You can push someone over through another object. You can also push small objects around.

Redirect Force - You can take force directed at you and redirect it into the ground, possibly cracking the floor. Any bashing attacks directed at you while you are ready do no damage to you. You negate all knockback.

Shatter Strike - You can strike with your chi and destroy a solid object such as a door or a wall.

Mastery

Cavity Press - You can strike at one of the body cavities to cause someone's organs to rupture. They will slowly die without immediate surgery. Can be a delayed death of up to a week. This can be countered by someone using Healing Chi.

Convert Strikes - You can convert the chi of a strike to chi that you can eat.

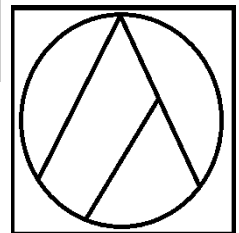
Eat Chi - You can take in chi as a meal. You no longer need material food.

Light as a Feather (Req Light Foot) - You gain Leaping 2 (Short range/2 story jump) and can stand on tree branches without breaking them from your weight. You can also walk so lightly across a surface as to not leave foot prints or fall through a weak floor.

Earth

(Direct, Obvious, Wit) Spark 4, Low tech, Earth Element

This is magic of Elemental Earth. It is not about moving rocks around so much as a grounded life, prosperity, and nature. It's about growing things and promoting life. Earth Wardens often study Life magic as well. Some study Transmutation in order to change things about the life they foster. They will naturally attract wild animals, especially injured ones. Some study Astral to connect more with Nature Spirits.



Error Effects

Attempt - You feel that you are growing towards your goals of being able to help the Earth and others but you still have some growing to do. You still feel good about this.

Failure - You feel that you are still growing and things will develop in time.

Complication - Something unexpected but positive happens. You discover something in need in the area that the Earth felt was more important than what you were working on.

Botch - You didn't focus correctly and you are stunned until your next turn.

Perks

Good Spirit Reputation - Spirits like you in general. You are at a +5 to deal with them.

Major Spirit Allies - Nature spirits really likes you. They will help you without being asked and come to you to tell you things that they notice. They will refuse to attack you.

Spirit Allies - Nature spirits likes you. They will come to you quickly if you call.

Flaws

Earth Contact Required - You can't use this power if you are not in contact with the Earth. If you are in water too deep to feel the bottom or being held up in the air then you can't connect with the Earth.

External Source - You have a spirit that you can ask for its help. This means that all actions are complex actions unless you set something up beforehand. You lose this power if the spirit moves away from you.

Focus Needed - If you don't have your focus for this power then you have much less control. Range is reduced one level and error range is +2.

Focus required (2) - You can't use this power without a specific focus.

Identifying Mark - A specific plant will grow around whenever you do magic. It can be used to identify you as the caster.

Movement required - You can't use this power if your hands are bound.

Speech required - You can't use this power without being able to speak. You may need to speak an arcane language as well.

Subconscious Use - Your subconscious will use this power against your conscious will.

Trained Feats

Augment Herbs - You can augment the herbal effects of a plant. Add Earth Ranks to Herbal use.

Belong - You can blend with your surroundings and move without a trace through them. You can move through the territory at full speed no matter the terrain.

Call Animals - Animals within twice your range will come to aid you if you call.

Moon Wand - You can ask a tree to give you a wand bathed in moonlight. You can call up that moon light to see in the dark pushing back even magical darkness or shadows. You can also use this as a Foci for Earth, Life, or Transmutation magic. It will provide a bonus equal to half your rank in Earth. When you are a Master it will become a staff instead.

Move Earth - You can levitate rocks and earth to move it.

Shape Wood (RA/Crafting+) - You can shape wood as a carpenter or woodcarver but without tools. You can also mend wooden objects.

Shaping Stone (RA/Crafting+) - You can shape stone with your will. You can create doorways, smooth out caves, or even create small stone buildings. You can use this to repair stone objects as well.

Speak with Animals - You can speak with any kind of animal and it will understand you. It will still be focused on what is normal for them but they can do things for you within their abilities. They will like you after you speak to them (assuming you are nice to them).

Speak with Plants - You can speak with plants. They can tell you what has occurred nearby, what they are interested in, what nutrients they need, and things relating to their nature. They can tell you what they would be good for or if they are poisonous. They will have a limited understanding of the world around. You can ask them to grow in different ways and directions. They will still grow at a normal rate.

Treasures - You can sense metals, gems, and other objects hidden under the earth within your range down. You can detect layers of earth sediment as well as caves or ruins under the earth.

Focused Feats

Craft Elementals - You can create Earth Elementals that will follow your commands.

Earth Meld - You can sink into the Earth, move underneath it, and rise where you wish within your range on your next turn. You can do this bound.

Elemental Strength - You can use your element to augment your strength to lift or carry things. Add half your rank to your strength for this action. You must maintain connection with the Earth (or another planet) to do this. If you are removed from contact you lose this effect.

Growth - You can cause the plants in an area, limited by your range, to grow faster and lusher. You can use this to make beautiful gardens, healthy crops, block paths or clear them. You can even entangle someone in strong roots and hold them.

Hold Person - You can cause your element to hold a person in place. Earth will become soft then hard again.

Sense Movement (Per+) - You can use changes in pressure or vibrations to detect movement and target opponents in total darkness or when blinded.

Shape Glass (RA/Crafting+) - You can shape glass by pulling it out of sand with no tools or fire. You can also mend glass objects.

Shape Metal (RA/Crafting+) - You can shape metal as a blacksmith would but with no fires. You can craft Metal objects or mend them.

Speak with Stone - You can speak with stone and ask it what has occurred nearby. They are limited in their understanding of the world around them and they see things very slowly.

Territory - You can mark the boundaries of an area around where you live or around a place of nature that you guard. You will know anything that goes on there.

Mastery Feats

Calm Earthquakes (RA) - You can calm earthquakes and prevent them from damaging an area.

Chasm (CA) - You can create a long chasm down your range. Characters can dodge out of the way but it will damage buildings and swallow carts.

Grounding - Any electrical attacks directed against you are automatically grounded. You are totally immune to electrical attacks of any scale.

Reshaping the land (RA) - You can reshape the land around you up to medium range at a time. This can be to create hills, valleys, move rivers, or create islands.

Totemic Factor - You augment your Totemic power with your Earth power rank bonus.

Transmutation Factor - You augment your Transmutation power with your Earth power rank bonus.

Different Mana Levels

Earth magic will not work below moderate mana levels. In a low mana field you can sense plant and animal life around you in general but not very directional.

You can use Earth magic to grow a garden but not terraform a planet. It would not be very useful in space unless you get the mana level to moderate in a large space station or asteroid. This would be extremely rare.

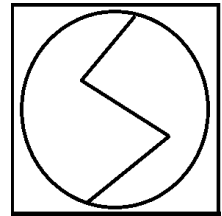
Electrokinesis

(Direct, Obvious, Wit) Spark 4, High Tech, Fire Element

You can control electrical energies.

Immunities - Electrical damage, tasers

Basic - sense electricity anywhere near you. This will allow you to detect the path of wiring and when equipment that is powered is nearby. You can charge a battery as well. Your attacks do light base damage.



Trained - You can see EM fields. Your attacks do moderate base damage. You can effect up to a scale 6 creature with a Heavy Strike.

Focused - Your attacks do serious base damage. You can effect up to a scale 7 creature with a heavy strike.

Mastery - Your attacks do heavy base damage. You can effect up to a scale 8 creature with a heavy strike.

Error Effects

Attempt - You can't quite do it.

Failure - There is a pop at your fingers but it didn't work.

Complication - You pulled in too much power and it will arc off things around you until your next round doing light damage to people and objects.

Botch - There is an electrical arc between you and anything grounded around you. You take light bashing damage, are stunned for a round, and you are thrown back from the area.

Flaws

Focus Needed - If you don't have your focus for this power then you have much less control. Range is reduced one level and error range is +2.

Focus required (2) - You can't use this power without a specific focus.

Movement required - You can't use this power if your hands are bound.

Requires Potion to Activate - You must take a potion that contains an energy drink in order to activate this power. This will last a few hours or a scene.

Speech required - You can't use this power without being able to speak.

Static Electricity - You produce a lot of static electricity when you are upset.

Subconscious Use - Your subconscious will use this power against your conscious will.

Attacks

Armor that is not resistant to electrical attacks does not provide DR. Toughness does apply. Larger creatures and vehicles are vulnerable to electrical damage when hit with a heavy strike. Your rank will determine how large a creature or vehicle you can affect. Otherwise you can't concentrate it in a way to hurt something too large for you.

Light Strike - You can make a light strike as a simple action. Your damage will be based on your own damage thresholds.

Heavy Strike - This requires a complex action. Your damage will be based on the damage thresholds of your target.

Ritual Tools

Lightning Rods, electrical cables and tools.

Trained Aptitudes

Confuse - You can mess with the electricity that runs through a person's brain and confuse them.

Dazzle - You can create an arc that dazzles the sight and a thunderclap that dazzles the hearing.

Taser - Lightning Bolt Stun

Lightning Bolt - Lightning Bolt Lethal

Hold Person - Stimulate the muscles to prevent a person from moving.

Datalink - You can connect to a computer without wires. You just need to touch the case. At Focus you can do this at your power in yards range. You still have to have the ability to hack the computer or access codes.

Focus Aptitudes

Absorb Energy - You can absorb your skill rating x3 in energy damage. It is dissipated into the area harmlessly.

Lightning Blast - Lightning Blast Lethal Area Attack

Drain Electricity - You can drain electricity from one source and either ground it out or direct it into something else. This will usually mess up electrical objects.

Disruption (CA) - You can disrupt electrical objects in a radius around you. You can isolate a few things to still work.

Magnetic Control (SA) - You can control magnetic fields as well and move metal objects as telekinesis.

Plasma Torch (CA) - You can cut through heavy metal or weld metal together.

Electrical Shield (DA) - You create a damaging shield around you that does your quick blast damage to anyone within 5 ft of you. You can adjust this to contact only but at one power level lower.

Satlink (SA) - You can route a signal through satellites even though the system may not have that ability.

Mastery Aptitudes

Absorb Radiation (DA) - You can ignore Radiation damage totally.

Absorb Major (DA) - You can absorb amounts of energy equal to your level x5 in energy damage. It is dissipated or can be redirected at another target as a SA.

Ion Cannon (CA) - This is designed to attack large vehicles. It does your damage as vehicle scale shock damage.

Lightning Form (CA) - You can turn your body into pure energy and move through conductive materials.

Different Mana Levels

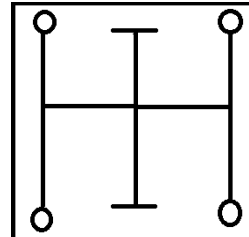
In a low mana field you have your basic level abilities and that is it. You do get to keep half your bonus as DR versus electrical damage.

Elemental Combat

(Direct, Obvious, Dex) Spark 4, Low Tech, All Elements

You can wield the powers of the Elements with your Martial Arts attacks (People who follow the path of Elemental Combat usually also follow an Elemental Martial Art). You must choose which Element is your Path before you start and only take those powers based on that Element. Some feats are available to those of any element.

Much of the time you will be using other skills for the actual rolls. They will be noted as the abbreviation for the skill after the Elements. If you add your Elemental Combat rank to this roll then the skill abbreviation will be followed by a plus sign.



Ranges

Basic - Step

Trained - Close Quarters

Focused - Short

Mastery - Medium

Elements

Air

You can push air out of your hands and feet. This allows you to knock over and knock back targets. You can also use this to propel yourself and dodge or redirect attacks.

You gain the ability to add your Elemental Combat rank bonus to your Dodge and Perception as long as you are in an atmosphere.

You must be in an atmosphere for this to work.

Earth

You can cause local rocks and dirt to move around in tune with your hands and feet. They can pop up and block incoming attacks or strike out at your opponents.

You gain the ability to add your Elemental Combat rank bonus to your Block and Resistance. You can levitate rocks and earth to move it.

You must be near or actually touching Earth for you to use your abilities. It can be Stone and dirt but not Concrete or anything heavily manufactured like Asphalt or solid Metal.

Fire

You generate Fire from your inner Chi and direct it outwards to deflect or attack your opponents.

You gain the ability to add your Elemental Combat rank bonus to your HtH AP and Resolve. You can always control your temperature. You can't be harmed by normal fires and you can control the shape of fire as Crafting skill (add your rank).

You must be in an atmosphere with oxygen to produce fire.

Water

You are able to shape existing water and move it around in tune with your hands and feet. It will float through the air and block or attack your opponents. You can convert it to ice and back with a thought.

You gain the ability to add your Elemental Combat rank bonus to your Block and Stunned Defense. You can move water around through the air.

You must have a source of Water for you to use your Water powers. This must be actual water and not just any liquids, though you could pull the water out of the liquid if it contained it. You can't just pull water out of the air unless it is raining or very humid.

Chaos

You are able to cause a strange smoky cloud of sparking green energy to come from around you. You can pull more around other people who are doing destructive actions. You are able to block or strike with this cloud. You gain a form of Chaos Walk. You are hard to focus on. Instead of being fluid, your combat movements are jerky and hard to follow.

Add your power rank bonus to your Dodge for your Chaos Walk. You can't move at more than a walk while doing this and you can't operate any electrical devices while using this power as it will scramble or short them out.

You must have a source of chaos nearby. You can't do this around a peaceful place with people who meditate a lot. Those that are angry will be a good source and it will cause them to become more destructive. You are not immune to their attacks so if you anger a mob, make sure that you are directing it!

Flaws

Focus Needed - If you don't have your focus for this power then you have much less control. Range is reduced one level and error range is +2.

Focus required (2) - You can't use this power without a specific focus.

Martial Arts required (2) - You have to have your Martial Arts rank at the same level or higher than this power in order to use this power. You must also be able to move.

Movement required - You can't use this power without being able to move. This is very common with this power.

Speech required - You can't use this power without being able to speak.

Touch Only (2) - You can't make any ranged attacks. Everything is touch range only.

Note: If you don't have Martial Arts in your campaign, you can use Athletics and take the Brawling feat. Add your bonus to Athletics anywhere it says MA+.

Opposing Factors

The Elemental Combat power is the prime example of Opposing Factors. This means that if you are using a different Element than your attacker then the elements may reflect off in a random direction and effect your environment or other targets.

Error Effects

Attempt – You feel that you are growing towards your goals of being able to help the Earth and others but you still have some growing to do. You still feel good about this.

Failure – You feel that you are still growing and things will develop in time.

Complication – Something unexpected but positive happens. You discover something in need in the area that the Earth felt was more important than what you were working on.

Botch – You didn't focus correctly and you are stunned until your next turn.

Trained Aptitudes

Elemental Block (Air, Earth, Fire, Water/MA+ or Ath+) – You can make an Element jump in front of you and block a ranged attack.

Elemental Shield (Air, Earth, Fire, Water/Mel+) – You can make a shield out of your element that can be used to parry with. You must also take the Shield feat under Melee. Then you will be able to add this to your Parry defense. You can't hand this shield to someone else.

Elemental Strike (Air, Earth, Fire, Water/MA+ or Ath+) – You cause your fists and feet to be surrounded in your element in order to increase the effectiveness of your hand to hand attacks or just to negate the damage from blocking an elemental attack with your hands. Air just blocks, Earth does lethal bashing and increases your strength by your rank for the attack, Fire increases your damage, and Water does lethal bashing.

Knock Down (Air, Earth) – You cause everyone within Short Range to be knocked off their feet. You can negate this effect if you have the same element.

Leaping (Air, Earth, Fire, Water/Ath+) – You can use your element to push you into the air. This is often used with Swift Movement. You can leap equal to your bonus x 5 ft. So if you are Trained (+4) then you can leap 20 ft.

Ranged Push (Air, Earth, Water/MA+ or Rng+) – You can make a Martial Arts attack that pushes the target back starting at CQ range and pushes them out to your maximum range.

Ranged Strike (Air, Earth, Fire, Water/MA+ or Rng+) – You make a Martial Arts attack against a target within your range.

Swift Movement (Air, Earth, Fire, Water/Ath+) – You can use your element to propel yourself along much faster than normally possible. The Wind will make you run fast, Water will freeze underneath you and propel your surfboard along the water quickly, the Earth will slide along underneath you and propel you forward quickly, and Fire will create small jets out of your feet (You don't burn your shoes off) and you hover along the ground. Figure your Run speed by adding your rank to your Move and use that.

Thunderclap (Air) – You can create a sonic boom that deafens everyone in the area. This is a heavy stun attack.

Focused Aptitudes

Aerial Acrobatics (Air/Ath+) – You can jump non-linearly and flip and twist in various ways that are not normally possible by using the air to carry you. You never take falling damage. You can leap for 100 yards and about 3 stories high. You always land lightly. You can even use this to keep someone else from getting hurt in a fall.

Air Bubble (Air) – You can create a bubble of air that stays with you and others around you in order to breathe and protect them from the elements. It will stay fresh.

Armor (Earth, Water) – You can shape your element around your body to create DR equal to your Rank.

Create Fog (CA/Air, Water) – creates concealment.

Deflect (DA/Air) – You can use your power to add to your melee and martial arts dodge. You can use this against low powered ranged attacks – not energy attacks or bullets. At Mastery you can deflect bullets.

Earth Meld (Earth) – You can sink into the Earth, move underneath it, and rise where you wish within your range on your next turn. You can do this bound.

Elemental Strength (Earth, Water) – You can use your element to augment your strength to lift or carry things. Add half your rank to your strength for this action. You must maintain connection with your element to do this. If you are removed from contact you lose this effect.

Elemental Weapon (Air, Earth, Fire, Water/Mel+) - You can create a melee weapon out of your element. It will have the same traits as a normal weapon of that kind but you are never disarmed. Air creates throwing weapons, Earth creates bashing weapons, causes rocks to float up and be kicked forward, or lethal crystal throwing weapons, Fire creates blades, and Water creates either Water whips or an Ice Bashing weapon. You can't create weapons that you have never seen or used.

Heavy Strike (Air, Earth, Water/ MA+ or Ath+) - You can strike an object and do serious damage to it. You could knock down an iron door, break open a house, or even collapse a roof. This requires objects that are static and can't move with the attack to relieve the pressure.

Hold Person (Earth, Water/Ath+) - You can cause your element to hold a person in place. Earth will become soft then hard again. Water will splash on a person and become ice instantly. You can negate this effect if you have the same element.

Levitation (Air) - You can ride the winds

Sense Movement (Air, Earth, Water/Per+) - You can use changes in pressure or vibrations to detect movement and target opponents in total darkness or when blinded.

Suffocation (Air) - You can pull good air away from a person and hold it there so that they suffocate.

Mastery Aptitudes

Breathe Fire (Fire) - You can Breathe Fire as an attack. It does 10/12 damage. You can do this bound as long as your mouth is not covered.

Chasm (CA/Earth) - You can create a long chasm down your range. Characters can dodge out of the way but it will damage buildings and swallow carts.

Desiccate (CA/Water) - You can pull the water out of a person. This is a lethal attack that does 10/15 damage.

Earth Dodge (Earth/Ath+) - You can dodge into the Earth instead of to the side. You must have Earth Meld but you will be able to come up anywhere within your range on your next turn.

Flame Aura (Fire) - You can create an Aura of flames around yourself that will do 5 damage to anyone who grabs you. People will jerk their hands back instead of touching you.

Knock the Wind out (CA/Air) - You can create vacuum concussion pops which can knock everyone in an area unconscious.

Lightning (Fire) - You can fire lightning at your target as a ranged attack. It will do 15/20 damage.

Redirect Lightning (Earth, Fire, Water) - You can channel the lightning through yourself and out again to some other target. You need to roll higher than the attack roll. You take the difference as damage but you don't take the base damage. Toughness does not resist this damage either.

Tentacles (Water) - You can create multiple tentacles and control them attacking with them. You can create up to 8 water tentacles that can grab, trip, slap, or punch. They will have Water Bonus in strength.

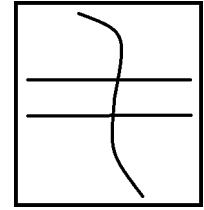
Tornado (CA/Air) - You can create a Tornado in the open that you control. It does serious damage to any structures a 20 foot radius. It throws cars and up to huge creatures around like toys.

Different Mana Levels

You have no abilities outside of a moderate or high mana field. You can move elemental earth through a vacuum but the difficulty will rise by +5. Fire needs oxygen to function but you can create heat in a vacuum but the difficulty will rise by +15. Water will freeze immediately but you can still move it as normal. Air can be used at close quarters range only and any ranged attack will have the difficulty rise by +15. However since you create air with your power, you can push yourself around and fly in space.

ESP

(Indirect, Subtle, Wits) Spark 1, Low Tech, Air Element



Extra Sensory Perception includes various kinds of Psychic or Mystical sensitivities to Magical or spiritual energies. A magic user that focuses on ESP is called a Mystic.

Your conscious state and your sensitive state are very different. You need to relax and close your mind to external distractions. This makes it hard to use this power in combat. You can use this power in combination with a few other powers such as Astral and Telepathy. Any subject that you are in contact with because of these other powers you can use ESP on as well.

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ESP is about sensing the connections between people. ESP is not always accurate because those connections are full of emotions about the people involved. It is not limited by distance but by connection to you or the person you are scanning. If you are close to someone then you will always be able to sense them, however if someone wants you to scan for a person that neither of them knows then it is nearly impossible, even if they were in the same room with you. ESP is not like magic "sensors." It depends greatly on how questions are phrased by the person scanning. Sometimes you will get exactly the information you asked, assumptions and all, and sometimes you will get great wisdom and see the bigger picture.

TNs for ESP

Scanning a person or object

Touch 20

CQ 30

Short 40

Medium 50

Connection with that person or object

You have a strong personal connection with it or is directed at you -10

You have a moderate personal connection with it or is directed in your direction -5

You are scanning a person or object that has a strong personal connection with it +0

You are scanning a person or object that has a moderate personal connection with it +5

You have scanned it before -5

Object has been handled since the person you are scanning for has handled it +5

Object was very important to your target for a long time -5

If you are scanning something someone handled then you get information about them at the point that they handled it instead of current information.

3 Boosts - You can tell about major events in their life, what they are afraid of, what they are worried about, etc. You can hear their surface thoughts and see around them.

2 Boosts - You can tell the number of powers they have and what those powers are. You can give an exact diagnosis for any illnesses the subject has if you have the medical skill to describe it (otherwise you are telling them in areas of the body and symbols). You can tell what mental disorders they have.

1 Boost - You can tell if you have scanned this person in the past. You can tell if they have cyberware or any prosthetics. If you can detect magic you can tell what kind of spirit or power they have that is active. You can tell if someone is generally a moral person or a cruel one. You can tell if someone has any major mental disorders or sanity damage and something about what caused it.

Successful - You can get an image of the person, their gender and general appearance. You get their general health level and emotional state. If you are reading an aura you can see their health problems and emotions as colors in specific places. If you can detect magic you can tell if someone is magical or supernatural.

Error Effects

Attempt - You can tell general hostility towards you, if there is any, but nothing else

Failure - You can't get a clear reading

Complication - There is a stronger signal interfering with your reading.

Botch - You connect too much to someone's sanity damage and you experience a part of it.

Flaws

Calm only - You can only use this power when you are calm and in a calm area. If someone is bugging you or very upset you will not be able to get a reading on anything.

External Source - You have a spirit that actually has this power. This means that all actions are complex actions unless you set something up beforehand. You lose this power if the spirit moves away from you.

Forced Trace - You go into a trance when you use this ability and speak out what you see. You don't remember anything when you come out of the trance.

Requires Potion to Activate - You must take a potion that contains a certain hallucinogen in order to activate this power. This will last a few hours or a scene.

Scanning Spikes - If you are in a highly populated place you will get occasional spikes of random esp information from the nearest several miles. This will stun you and give you a headache.

Uncontrolled Scanning - You can't stop yourself from scanning others. This may cause a lot of problems.

Trained Aptitudes

Clairvoyance – This allows you to see the area around a target or yourself. On a critical you gain the ability to hear as well and you may even smell things from there. You need to have some connection with the target to do this.

Danger Sense – You can sense when you are personally in danger. You will avoid airplanes that will crash or develop a cramp and pull over in a car when you would have been in a car wreck later. You can tell when you are being targeted but not necessarily by whom. You are not subject to surprise from dangers.

Empathy – You can feel the emotions of those around you.

Psychometry – You have the ability to see into the history of an object. On a failure you may scan so far back then you just get the history of the jewels or metal in the object in the Earth or something else useless.

Read Auras – You can read a person's aura of a person and find all kinds of information about them. You need to be within close range and looking directly at the person for this to work. You can tell their emotional state, intentions towards people around them, and locations of health problems in their body. If you have Detect Magic then you can see if they are magic users, if you have sense spirits then you can see spirits around them, if you have psychometry then you can see some information about the things they are carrying, etc.

Scan – You can scan a person for information about their history, concerns, intentions and some minor facts about them. You can usually pick up some mental flashes as well. If you have other abilities you can combine them into this scan. You can't use this to pry specific information like passwords and specific secrets but you may get something they don't want known in the mix.

Focused Aptitudes

Block Scans – You can block someone trying to scan you or around you. You will just be a blank spot. You can't do this while you are scanning at a distance.

Combat Sense – You can sense the intentions of those around you to the point that you see what they are about to do before they do it. This will allow you to react before the action occurs. This means that you can add your ESP ranks to your Defense.

Detect Magic – You can detect magic when you scan. You can tell generally what kind of magic was involved or even tell if it is being currently used and see a connection with the person doing it.

Future Sight – You can see some possible futures for someone you are scanning.

Psychic Navigation – You can see your many paths ahead and follow the ones that will bring you to where you want to go.

Read the Writer – You can use Psychometry to sense the mind of the person who wrote something. This will allow you to understand what it says even if you don't know the language. You can also pick up more subtlety than just what the words say. You have to be touching or looking at the object they actually wrote on, not a picture of it or text on a screen.

Scan Area – You can scan an area for some person or item you are looking for. You need to have a personal connection or scan someone who has a personal connection to find anything.

Sense Scan – You can feel that you are being scanned and you can see who is doing it. If you have clairvoyance you can see where they are as well. Once you detect this you are no longer dependent on their scanning for the connection. They will have to block you out to prevent further scanning.

Sense Spirits – You can detect spirits and ghosts of various types. You can kind of see them as vague images and flickers around you. You can get a sense of them if you have Read Auras.

Mastery Aptitudes

Leave a Trail – You can create a path and see what will happen to people who follow it. You can use this to leave messages for people along the path. You can leave objects that they will need and will find. You can even leave a message for a specific person that they will find.

Rewind – You can see into several futures in order to know what to do. You can see up to a minute. This means that if you want to you can back up several actions and do something different. You must spend a hero point to activate this each time.

Subtle Sight – You can actually see energies around you all the time. You don't need to scan for them. Subtle powers become obvious to you. Any ESP aptitudes you have are active all the time for you.

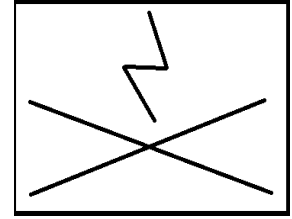
Different Mana Levels

ESP requires at least a low mana field to function. You can't scan or anticipate activities of people if they are within a no mana zone. You could detect that there is a danger in general but if that danger was outside a space station you would not be able to identify anything about it.

Fire

(Direct, Obvious, Wit) Spark 4, Low Tech, Fire Element

Fire covers basic fire, heat, light, vitality, and more advanced forms of fire like plasma at high tech.



Basic - covers small fires within close quarters range. You can light a candle or make existing fires move or flare. You can warm yourself and heat your body and are immune to normal cold when conscious. You can see in the Infrared and you are immune to Flash attacks. Bright lights don't bother you.

Trained - covers Fire, heat, and light within short range. You can light all the candles in a room and put out a fire within your range. They can set something flammable on fire but otherwise will leave a scorch mark. You can heat up a room without overheating anyone. You can create floating lights. You can ignore low level heat or flames. You can pick up burning wood without taking damage. You are immune to magical Fear.

Focused - covers more extreme uses of fire. You can affect fires within medium range. You can create lasers or plasma torch effects. You can be subtle enough with the fire to heat someone else up just enough to make them pass out. You can create a small sun worth of light above you.

Expert - You can create fires within longbow range. You can heat metals that you are holding without taking damage. You can heat metals at different rates to cause them to split. You can pick up hot metal without taking damage. You could even forge a sword without a forge. You can damage a vehicle at vehicle scale.

Mastery - This covers some very powerful effects. You can affect fires within long range. You can break down walls, melt stone, melt vehicles, etc.

Error Effects

Attempt - The fire is too strong for you. You struggle to keep it under control.

Failure - You can't focus enough to generate or direct the fire.

Complication - You lose focus and heat up the area around you without realizing it until fires start or people pass out. This can also occur if you become too upset as well.

Botch - You can't stop it for an action and everything that you look at is targeted. This can cause you to attack people you care about by accident.

Flaws

Aura - Whenever you use this power it causes you to glow in proportion to the level of the effect. It will make you even more obviously the source at low levels. Mastery level effects will blind others.

Draws Heat - Whenever you use this power it draws heat from your surroundings and freezes everything else around you.

External Source - You have a spirit that you can ask for its help. This means that all actions are complex actions unless you set something up beforehand. You lose this power if the spirit moves away from you.

Focus Needed - If you don't have your focus for this power then you have much less control. Range is reduced one level and error range is +2.

Focus required (2) - You can't use this power without a specific focus.

Insensitive to Fire - You are resistant to fire to the point that you don't notice that your clothes have burned away.

Requires Potion to Activate - You must take a potion that contains a certain hot spice in order to activate this power. This will last a few hours or a scene.

Restriction - Speech required - You can't use this power without being able to speak.

Subconscious Use - Your subconscious will use this power against your conscious will.

Melting

You can cause metal and stone to slowly heat up in certain sections. This can be to cause seams to split, different metals to separate, or even to melt metal after a few rounds. For higher tech materials they could be lighter and harder to heat up so raise their effective scale on the chart. You can also limit your effects to a part of an object at a +5 over the scale of the part that you want to effect.

Melt Metal and Stone Chart

Size (Scale)	Heat Up	Red Hot	Melt
Tiny (3) Sword	15	1 round	2 rounds
Small (4)	20	2 rounds	4 rounds
Medium (5) Door	25	3 rounds	6 rounds

Large (6) Vault	30	4 rounds	8 rounds
Huge (7)	35	5 rounds	10 rounds
Gargantuan (8)	40	6 rounds	12 rounds

Immunities - Cold, Heat, Fire

Trained Aptitudes

Create Image - You can create an image from your mind. It is obviously a projection though.

Energize - You can charge a person up with energy and make them motivated. You can cause them to overcome fear.

Fire Fist - You can make fire appear around your hands so that when you strike with Martial Arts you add +5/+bonus to your attack.

Fire Shield (DA) - You try to divert or destroy incoming attacks.

Fireball - You can throw a bolt of fire.

Firewall (CA) - You can create a barrier that will do blast damage to anyone who crosses it. It also creates heat and smoke distortion for +5 concealment.

Fireworks - You can create bright, colorful, and festive bursts of light to entertain. You can even create moving objects of fire.

Flash - You can create a flash of light that will blind everyone within close quarters for a round.

Heat Stroke - You can knock someone out by overheating them without causing lasting damage. This is a stun attack that does a base 10/12.

Smoke - You can create smoke that will conceal an area and choke those within it as well. Resist with TN 10 + skill bonus.

Suffocation - You heat up the air in a confined area to suffocate someone. Resist with TN 15 + skill bonus.

Focus Aptitudes

Blazing Sword - You can create a melee weapon out of your fire. It will have the same traits as a normal weapon of that kind but you are never disarmed. You can't create weapons that you have never seen or used. Use melee skill to wield.

Breathe Fire - Light attack and intimidation. You can use this attack with your hands bound.

Fire blast - You can throw an area effect blast of fire as a light attack.

Fire Elementals - You can call a Fire Elemental up to a Force equal to your Rank.

Flame Aura - Anyone grabbing you takes 5/+bonus fire damage. Your aura will burn nearby materials. All of the stuff that you are wearing is immune unless you drop it.

Flight - You can cause yourself to fly through the air. This can look like jets coming from your feet or wings of flame from your back.

Forge - You can craft metal objects without a forge.

Speak Draconic - You can speak the language of Dragons. You can talk to them and they will generally like you.

Vitality - You can push warmth and life back into someone who has just died or is dying. This will work if they were not killed by getting hacked to death or destroyed but their system shut down from disease, shock, or any other trauma that leaves their body mostly intact. It can be used to stabilize a person as well.

Weld - You can weld metal together by running your finger along the seam that you want to join. You can also cut it this way.

Mastery Aptitudes

Call Dragon Ally - You can call a Dragon anywhere in that world, that you have made friends with, and he will come to you if possible.

Electrokinesis Factor - You augment your Electrokinesis power with your Fire power rank bonus.

Energy Control Factor - You augment your Energy Control power with your Fire power rank bonus.

Firestorm - You cause it to rain fire from the sky.

Interface Factor - You augment your Interface power with your Fire power rank bonus.

Lava - You can turn an area of up to close range into lava. This will destroy pretty much anything in its path. However it flows fairly slowly. You can direct its path.

Lightning - You can create lightning or redirect it. This does 10/+10+bonus damage.

Phoenix - If you are killed then you will burst into flames and be reborn. You are effectively immortal.

Different Mana Levels

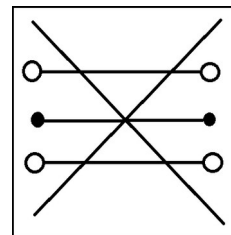
Fire magic requires at least a moderate mana level in order to work. At low mana, you can meditate and heat your body up. Otherwise you cannot do any fire magic at low or no mana levels.

Interface

(Indirect, Subtle, Int) Spark 4, High Tech, Fire Element

You have the ability to magically interface with computerized systems. Interface allows you to manipulate technology in ways that make no sense from a software or hardware point of view. You can dominate virtual reality and make it work like you think it should. You could punch someone's Avatar and it would show up on their body. You are not super hacker because you don't actually hack at all. You can connect to any computerized system and alter the way it behaves. You could prevent them from being targeted by a targeting system but not shot, stabbed, or punched.

Some magic users, called Cyphers, perceive the universe as a simulation. They see magic as reprogramming reality or using cheat codes.



Basic - You can sense wiring and devices by touch. You can talk to autonomous devices.

Trained - You can see the wiring through the walls around you.

Proficient - You can put your hands near a wire to hear or see what is being carried along it. You can talk to a complex device.

Focused - You can project your sight along it to a camera to look out. You can talk to a simple device.

Error Effects

Attempt - It is just a little beyond you.

Failure - You don't succeed.

Complication - Something technological near you goes nuts. It depends on where you are to determine if this is dangerous. A toaster cycling every five seconds is amusing. An airlock doing the same is life threatening.

Botch - You call a gremlin (basically a malicious sprite) and it goes nuts.

Flaws

Focus Needed - If you don't have your focus for this power then you have much less control. Range is reduced one level and error range is +2.

Focus required (2) - You can't use this power without a specific focus.

Speech required - You can't use this power without being able to speak.

Subconscious Use - Your subconscious will use this power against your conscious will.

External Source - You have a spirit that you can ask for its help. This means that all actions are complex actions unless you set something up beforehand. You lose this power if the spirit moves away from you.

Electric Whispers - You hear cell phone and radio conversations randomly whenever you are near a city. You may think that you are crazy.

Tagging Required - You have to tag any physical targets first in order to interact with them. This can be with spray paint or a paint marker.

Talk to a device

You can talk to any computerized device. They will have limited understanding of the world beyond their normal functions. These are basically machine spirits.

Autonomous device (+0) - This is a device that can operate on its own. This could be as simple as an electric door or as complex as an autocab.

Complex Device (+10) - This is a device that can't operate on its own but can with an external force such as a mechanical lock.

Simple Device (+20) - This is a device that just requires force to move such as a bar across a door or a jammed door.

Devices will start at a certain attitude step depending on how security conscious its normal users are. The difficulties for changing their attitude are listed below. You may only move their attitude one step positive once per encounter unless otherwise noted. On a botch their attitude will drop all the way down to Hostile. You can spend a social point and make it a failure instead. This is a complex action. If you make the roll then the device will do its normal function for you (a door will open, a lock will unlock, etc.).

On a critical success it will become helpful to you from now on.

High Security (30) - Any device that is only for use by very restricted personnel will start with a Hostile military attitude.

Medium Security (20) - This level of device sees itself as protecting someone, such as a family or a place. It will start at indifferent but it will go to friendly or unfriendly depending on how you intend to treat the people it is protecting.

Low Security (15) - Most people are able to get in. This is for places that may be locked at the moment but most of the time is open to anyone. It will start at friendly.

Attitude Steps Table

Attitude	The Device:

Helpful	It will help you out and hinder others that work against you.

Friendly	Will do its normal function for you and continue to do so in the immediate future.

Indifferent	It will do a function that it would normally do for others but you need to roll for each time.
Unfriendly	It will not do its function for you but it might do it for someone else in your party.
Hostile	It will not help anyone in your group; it will shut down or lock up and will help others against you.

Error Effects

Attempt – The device is interested in helping you but they are not sure yet. Reroll next round.

Failure – The device is not interested in helping you.

Complication – Something confuses the device. It may partially help you and partially hinder you.

Botch – The device has become unfriendly to you if it isn't personal or illegal business and hostile if it is.

Trained Aptitudes

AR Illusions (SA) – You can create illusions with the AR system around you. Anyone who is seeing AR in that area will see it. It must keep LoS with you. Only works if people are commonly using AR.

Create Key (SA) – You can create a skeleton key for an electronic lock. It will look like a large gold key. When you move it towards the door a keyhole will form to accept it. Roll Interface to unlock the door. It can also be used as car keys.

Driver (NA) – Once you sit down in a vehicle you know how to drive it or pilot it. However you lose this knowledge as soon as you step away from that vehicle. You can add your Interface bonus to your drive, pilot, or operations skill if you have the correct aptitudes or you can substitute your Interface skill.

Hard to Hit (NA) – Any HUD systems or smartlinks will report incorrectly when targeting you. If they turn it off and use line of sight then this will not stop them. Add your Interface bonus to your Defense rating.

Possess Drone (CA) – You can sit down and project your mind into a drone that is in your line of sight. It can move out of your LoS after that. This includes cars that have no driver. If they do have a driver then they can interfere with your control. You take an action on your turn with the vehicle and they take an action on their turn. Neither of you can shut the other out. Remote drones are easier to control because you can shut off their commlink. You need Drive or Pilot and Operations for control actions. You have to know how to control it, unless you have Driver.

Possess System (CA) – You can possess a system such as a security system. You can control what alarms go where and what doors open and close. You can't lock the normal security riggers out. You can also take control of a system in a ship as well. You take a separate action from the crew. Neither side can lock the other out.

Repairs (NA) – You know any damage or problems that a device has and you can use this to help you repair damage. You can add your Interface bonus to your engineering skill if you have the correct aptitudes or you can substitute your Interface skill.

System Communication (NA) – You can communicate with computers without a physical connection. You can also process and understand them. This also gives you the ability to understand the computer languages. You can write code at the speed of thought. You can perform software actions as a complex action instead of a minute or more. Add your Interface rating to your Computer roll.

Focused Aptitudes

IC Spike (SA) – If you see someone who is connected to an electrical device through a headset, datajack, or whatever you can force a large amount of static through a person's brains that causes them to go into shock. This is a base 10 stun attack.

Invisible to Tech (SA) – You are invisible to cameras, targeting systems, and cybereyes. No technology will spot you or report you. It may report that a door opened or other such alarms that are reporting a changed condition. If you are using Matrix Projection then you can be invisible to even security personnel in the Matrix.

Lock Out (SA) – You can lock out the crew or normal user of a system.

Matrix Projection (CA) – You can project into the Matrix as long as there is enough Matrix traffic in the area, even without a VR rig. While in the Matrix you can do things that don't quite make sense for VR. You can punch someone as if they were really there. Cyphers are just as vulnerable to each other as normal people on the street. You can prevent someone from jacking out of VR as long as you hold them. You can also slap them out of it and dump them out of VR.

You can't kill anyone from VR. If you try to they will just pop out of VR stunned. If you cut them up then they will not be able to move that part of their Avatar. They may have a bruise their on their body but they won't actually lose the limb. Bullets don't really work for Cyphers for this reason, they usually use cutting melee weapons instead. If the place has no rules for taking damage normally then it won't accept gradual damage to an Avatar.

You can grab on to and manipulate floating signs as solid objects. You can break virtual objects as if they were real and it will break that file.

If you know how to program then you can open up the code inside a virtual object and change it. You can also read any data attached to it. On an Avatar this would include their accesses, bookmarks, etc.

Sprite (CA) – You can create a spirit of the machine called a Sprite. You can have a number of Sprites equal to your Composure at one time. They can also turn into various objects in VR. Each one can possess a different device in the real world but only to do what the device could normally do. The device must be electrical. You can't have it possess anything unpowered.

Super Repair – You can sense the patterns of a machine and repair a device that you have never even seen. Add your Interface to your Computer skill and you are never defaulting even if you are facing completely unknown technologies. You don't necessarily remember how you did it though.

Mastery Aptitudes

Fist of Steel (SA) – Technological objects move as if you had struck them with great strength. You can force open doors, parry power armor hand to hand, kick down drones, etc. The metal doesn't actually bend or dent. The devices move back

or stop in accordance with your movement. As long as you succeed in the Martial Arts roll plus your Interface bonus then you can parry mechs! This will not stop anything that the device could not stop in the first place.

Datajack Jaunt (CA) - If you encounter someone with a datajack and connect with them through the Matrix or even by passing a file, then you can enter their mind and read their thoughts. You can communicate telepathically with them as well. You can even access their memories with a 10 + their willpower TN check.

Different Mana Levels

You have no abilities with this at Low or No Mana.

Life

(Indirect, Subtle, Con) Spark 4, Low Tech, Water Element

Heal yourself and others, alter others health, etc. Add Life Bonus to Fortitude Saves. Also includes projecting positive health energies around you.

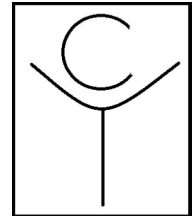
Basic - Touch Range, can heal bruises only

Trained - Step Range, Diagnose ailments at Touch range, can heal up to light lethal wounds only

Focused - Close Quarters Range

Expert - Short Range, Immune to disease or illness

Mastery - Medium Range, Immune to magical illness



Magic Healing

There are several different levels of damage in SMARTd20. Damage is divided into Light, Moderate, Serious, Heavy and Deadly damage. You can have several light wounds without adding up to a moderate wound. If you have a moderate wound or your light wounds have added up to a moderate wound then it takes more powerful healing then healing some light wounds. If you can only do light healing to someone and they have moderate wound level then all of their light wounds are healed but they still have that moderate wound.

Healing Chart

Light Bruises (10)

Moderate Bruises /Stun (15)

Serious Bruises /Staggered (20)

Heavy Bruises /Unconsciousness (25)

Deadly Bruises (30)

Light Lethal (15)

Moderate Lethal (20)

Serious Lethal (25)

Heavy Lethal (30)

Deadly Lethal (40)

Stabilization of Lethal Damage -5

Heal yourself -5

+1 per person past the first one for area effect magic.

Error Effects

Attempt - You can heal a bruise or stun but nothing stronger.

Failure - You are not able to focus enough.

Complication - You connect to their nervous system and feel the same level of pain that they do. You now have the same pain penalties that they have until you successfully heal them or someone sedates one of you.

Botch - The wound disappears on your patient and appears on you. Now you have to heal yourself with the pain penalties (assuming you are conscious).

Flaws

Drain - You take the same level of damage as you heal but as fatigue.

Life Draw - Any healing that you do will draw the life energy out of any plants and small animals in the area.

Life Trade (2) - Any healing that you do must have an equal level of damage done to someone else.

Painful - You are not able to take the remove pain and any healing you do is very painful.

Requires Potion to Activate - You must take a potion that contains a certain poison in order to activate this power. Then you have to heal yourself quickly or die. This will last a few hours or a scene.

Ritual Only - You can only heal during a ritual.

Subconscious Override - You can't heal people that you don't like.

Touch Only - You can only heal by touching someone. You can't take any ranged healing feats.

Uncontrolled - Anyone touching you will be healed of anything that you can heal regardless of choice on either part.

Life Energy and the Undead

If you use Life Energy on a Shadow Spirit or any kind of Undead it will harm them instead. If you don't have range with your healing then you have to touch them to damage them as well.

Ritual Tools

Bandages, herbs, poultices, and religious icons.

Trained Aptitudes

Cure disease - Your ability to heal is extended to curing normal illnesses and poisons. The damage level of the illness or poison determines the target number from the Healing Chart. This does not include magical illnesses or poisons.

Light - You can light up the area around you. It will appear to be everywhere. Covers your range.

Purge - You can touch someone and cause them to purge all the drugs and poisons out of their system. Once they stop vomiting they will feel great!

Remove Pain - You can cause someone that you touch will no longer have any pain. You can use this and do surgery without them feeling anything.

Resist Fatigue - You can resist any non-magical fatigue. You still need sleep but you don't actually feel the fatigue. You can extend this to everyone within CQ range.

Resist Hunger - You can resist any non-magical hunger. You still need to eat but you don't actually feel the hunger. You can extend this to everyone within CQ range. This also covers thirst.

Sleep - You can cause a person to relax and go to sleep. You can cause unconsciousness with a touch, a successful resistance save will cause only stunned damage condition.

Trust - You project a feeling of calm and healing from yourself that makes people trust you. This will calm people and animals.

Turn Undead - You can force a willpower check to cause undead to flee from you. TN is your Skill Bonus +10.

Focus Aptitudes

Area Effect Heal - You can heal everyone within CQ range. You can heal out to Short range at Mastery.

Aura - You can glow with an inner light that can be used to intimidate or impress others.

Bless - Provide your Skill Bonus to all savings throws for everyone you want to within your range.

Calm - This can be used to remove the effects of fear, magical fear, and sanity checks while they are around you. They will have to make a check after they get away but magical enhancements will be gone.

Cure Magical Conditions - Your ability to heal is extended to magical conditions. The damage level of the condition determines your target number.

Cure Magical Conditions - Your ability to heal is extended to magical conditions. The damage level of the condition determines your target number.

Harm Undead - Damage to undead and shadow spirits is 15/20

Impervious to Cold - You are immune to any normal non-magical cold. You can extend this to everyone within CQ range.

Impervious to Heat - You are immune to any normal non-magical heat but not actually being in or on fire. You can extend this to everyone within CQ range.

Stasis - You can put someone in stasis and they will not age or die.

Mastery Aptitudes

Raise Dead - You can take the remains of the recently dead and bring them back to life.

Regenerate - You can cause limbs to grow back.

Sunlight - You can create a small sun over your head and it will affect the undead and dark spirits just like the sun. It does not generate actual heat.

Youth - You can remove 10 years from a person. The healer will stop aging at all.

Different Mana Levels

You can ease someone's pain at low mana. You can also do a very basic diagnosis. You have no abilities at no mana.

Necromancy

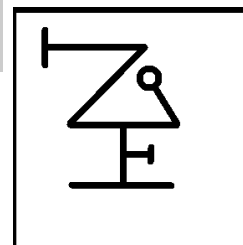
(Indirect, Subtle, Pre) Spark 5, Low Tech, Chaos Element

This is the ability to deal with the energies of the Underworld and pull those energies into this world. Necromancers spend a lot of their time creating strange creatures to do their bidding. In many ways they are the opposite of Life mages.

Basic - You can see Underworld energies and spirits

Trained - Project into the Underworld. See the rules under Astral for details.

Focused - The dead will whisper secrets about a place to you. You have no control over this.



Error Effects

Attempt - You feel that you could have succeeded if others were not trying to stop you. You need more power.

Failure - You feel like you are being blocked by some force out there and you need to find it and destroy it for you to be free.

Complication - You have gained the attention of something dark. It will appear and it may help you if it likes what you are doing, or it may hurt you, or both. You fail at the action you were attempting.

Botch - You take a point of sanity damage.

Flaws

Cold - It is colder and darker around you than it should be.

External Source – You have a spirit that you can ask for its help. This means that all actions are complex actions unless you set something up beforehand. You lose this power if the spirit moves away from you.

Fear of Ghosts – This could be a problem.

Focus Needed – If you don't have your focus for this power then you have much less control. Range is reduced one level and error range is +2.

Focus required (2) – You can't use this power without a specific focus.

Life Draw – Any use of this power will draw the life energy out of any plants and small animals in the area.

Movement required – You can't use this power if your hands are bound.

Speech required – You can't use this power without being able to speak. You may need to speak an arcane language as well.

Subconscious Use – Your subconscious will use this power against your conscious will.

Whispers – The dead will whisper secrets about a place to you. You have no control over this.

Ritual Tools

Blood, Bones and Skulls. Book of the Dead.

Trained Aptitudes

Last Sight – You can look into the eyes of a corpse and see the last things that they saw.

Shade – You can call upon a Shade as a servant spirit. They can manifest or possess a corpse at your command. They make good workers. They are slow when they possess a body.

Shiver – You can send a necromantic spirit hand into a person and touch their heart. They will fall to the floor clutching their chest. They are stunned for one round. This is great for intimidation.

Skull – You can create a vessel for a spirit to live in and anchor them to.

Soul Communication – You can call up the spirit of a person that has died to gain information.

Soul Jar – You can put a piece of yourself into an object and hide it. As long as it is not destroyed then you can return to life after being killed.

Focused Aptitudes

Abomination – You can cause the corpses of an area to form into a single huge strong creature.

Absorb Spark – You can absorb the spark from a spirit that is around you or that you have killed.

Cross Over Alive – You can physically enter the Underworld. You can come out at places dedicated to the dead.

Death Charge – You can call up all the dead in an area to come and attack a target.

Death Hounds – You can summon a pack of death hounds to serve you.

Immune to Normal Weapons – You have become a minor supernatural creature due to the constant exposure to magical energies. You are no longer vulnerable to normal weapons. They just don't affect you anymore. It takes magic or a magical weapon to hurt you. This is the reason that some mages start carrying magical swords around. You also age much slower than a normal person. Your life span is about 400 years.

Nightmare – You can summon a Nightmare to ride in this world and in the next.

Psychic Vampirism – You can pull energy from someone to help yourself. Transfer health damage to them as drain mark

Skin Riding – You can project and go into someone else. You can either just go along for the ride or try and take control.

Torment – You can cause a spirit or even a living being pain and emotional agony. They will be stunned and have to make a fear check.

Twisted – You can twist a corpse creature into a winged inhuman looking large strong beast.

Wraith – You can call upon a Wraith as an attack spirit. They are violent and angry spirit. They can manifest or possess a corpse at your command. They make good fighters and are fast when they possess a body.

Mastery Aptitudes

Deathlord – You can summon a Deathlord and get them to perform a service for you.

Lich req. Immune to Normal Weapons – You are truly immortal at a price. You become an Adamant creature but no one will want to associate with you. Natural animals will hate you.

Open Death Gate – You can open a gate into the Underworld. This will allow others to come with you. If you bring someone back from the land of the dead they will return to life.

Different Mana Levels

You can't use any of these abilities at low or no mana. A spirit can travel through a low mana zone but not manifest. They will either go around or stop at a no mana zone. Conjured or summoned creatures cannot pass through a low mana zone.

Shadow

(Indirect, Subtle, Pre) Spark 4, Low Tech, Chaos Element

This covers controlling actual shadows and making them do your bidding. You can add your Shadow bonus to your Stealth rating. Shadows are subject to fire and light sources. You can also affect a person's will.

Basic – You can move existing shadows. You can stretch and overlap existing darkness to create patches of gloom.



Trained – You can create area effect darkness. This has the effect of putting out candles but not full fires. It will reduce sound and muffle it. Electrical lights don't pierce it well. You can see perfectly in it and all darkness.

Focused – You can create objects out of the shadows. This can include furniture. They are a bit soft and not good as melee weapons.

Expert – Your shadows are more resistant to light now and can appear in weak artificial light. They are still vulnerable to fire damage.

Mastery – You can Shadow Meld, effectively Teleporting from one Shadow to another. You can only move within short range this way.

Error Effects

Attempt – The shadows start to move to obey but then move back to where they came from.

Failure – Nothing happens.

Complication – The shadows take payment from you. Take a point of bashing damage from them pulling energy from you.

Botch – A shadow spirit shows up, not under your command and not visible to you, but wanting to act out your fears.

Flaws

Cold – It is colder and darker around you than it should be.

External Source – You have a spirit that you can ask for its help. This means that all actions are complex actions unless you set something up beforehand. You lose this power if the spirit moves away from you.

Focus Needed – If you don't have your focus for this power then you have much less control. Range is reduced one level and error range is +2.

Focus required (2) – You can't use this power without a specific focus.

Movement required – You can't use this power if your hands are bound.

Requires Potion to Activate – You must take a potion that contains a certain type of ink in order to activate this power. This will last a few hours or a scene.

Speech required – You can't use this power without being able to speak and you may need to speak an arcane language as well.

Subconscious Use – Your subconscious will use this power against your conscious will.

Sunlight Hurts – You are in pain whenever you are in direct sunlight. You are effectively stunned.

Ritual Items

A black rod and black candles

Trained Aptitudes

Blind – You can concentrate the darkness on the eyes of a single person and blind them.

Concealment – You can make yourself nearly invisible by blending the darkness to hide yourself.

Engulf – You can smother a person in the darkness. It takes twice as long as being underwater.

Fear – You can cause the shadow to become a thing to prey upon the victim's fears. You can make it cold and terrifying for them. It causes a fear check.

Shadow Bolt – You can throw a bolt of shadow energy.

Shadow Lift – You can use the shadows to lift yourself and climb along a rough surface.

Suit – You can wrap the shadows around you to look like a set of clothes.

Focused Aptitudes

Claws (req. Tentacles) – Your tentacles have claws that do lethal damage equal to str+4/str+2. Your Imps also have claws.

Imps – Imps are shadow creatures that do your bidding. They are mischievous on their own. You can have a number of Imps equal to your Composure. Your Imps last until you dismiss them or they are destroyed.

Sap the Light – You can pull some of the energies from a person to strengthen yourself. You can transfer bashing or fatigue damage to someone else.

Shadow Spirits – You can summon shadow spirits to help you.

Tentacles – You can create several tentacles that can be used to grasp and slap at people. They have a strength and dexterity equal to the character's skill bonus -2. They reach out a number of feet equal to your shadow bonus. You can create a number of tentacles equal to your shadow bonus.

Mastery Aptitudes

Drain Presence – You can drain their Ego and Self-image away temporarily.

Drain Wits – You can drain their focus and common sense away temporarily.

Meld Others – You can shadow meld someone else and move them with you.

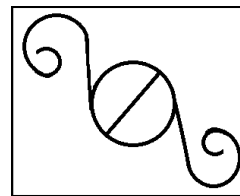
Shadow Form – You can become a flying shadow that can pass through walls. You are immune to normal weapons while in this form.

Different Mana Levels

Shadow requires moderate mana. You can't use this ability in or across a no mana zone.

Storm

(Direct, Subtle, Wit) Spark 4, Low Tech



This gives power over the weather. This is more of a connection with Nature than an Elemental effect. Most attacks do bashing damage.

Immunities – Lightning, Rain, Wind

Basic – Cause it to rain, sense weather in the area, you can create strong winds as well.

Trained – You can create waves in open water. You can stop rain around yourself.

Focused – You can make the temperature hot or cold in an area around yourself or others. You can break other people's fall or fall from a large height (cliff, tall building, etc.).

Expert – You can cause it to rain or stop rain in a 2 mile radius from yourself. You can move the clouds around above yourself.

Mastery – You can feel the movement of everything around you and hear or speak up to 2 miles because of your sensitivity and control of air current changes.

Error Effects

Attempt – You become charged with static electricity but you are otherwise not able to focus the storm energies further.

Failure – You are not able to focus the storm energies.

Complication – Whatever you were trying to do only applies to you. You can stop the rain from everywhere else but above you. If you are trying to direct lightning you are the one hit, repeatedly. You take no damage from this but it is hard to interact with others while it happens. Anything that you are wearing is not immune.

Botch – You lose control of the storm energies. They are not happy with you trying to restrain them. Whatever you were trying to do, the opposite happens or some wild version of it happens.

Flaws

External Source – You have a spirit that you can ask for its help. This means that all actions are complex actions unless you set something up beforehand. You lose this power if the spirit moves away from you.

Fear of Heights – You can't fly or go high with this power.

Focus Needed – If you don't have your focus for this power then you have much less control. Range is reduced one level and error range is +2.

Focus required (2) – You can't use this power without a specific focus.

Movement required – You can't use this power if your hands are bound.

Requires Potion to Activate – You must take a potion that contains a certain hallucinogen in order to activate this power. This will last a few hours or a scene.

Speech required – You can't use this power without being able to speak.

Subconscious Use – Your subconscious will use this power against your conscious will.

Ritual Items

Storm rattle and drum

Trained Aptitudes

Create Fog (CA) – creates concealment.

Freshen Air (SA) – You can keep the air nice and fresh around you even if the surround air is not so good.

Frost (CA) – You can make it cold in an area. The area will frost over as the local moisture freezes. This will only last for a few minutes if it is a hot day. If there is water on something it will become slick. You can cause it rain in an area and create dangerous area this way.

Hail (CA) – Area effect heavy bashing attack. You can direct this at a general target area.

Levitation (SA) – You can ride the winds

Thunderclap (CA) – You can create a sonic boom that deafens everyone in the area. This is a heavy stun attack.

Tide (CA) – You can cause a tide large enough to crash over a large ship and flip a small one.

Focus Aptitudes

Gale Storm (CA) – You can create a gale storm area heavy attack.

Lightning (SA) – You can cause a target to get struck by lightning. They must be near or under the sky. They take 10 lethal damage, with total penetration, unless they have some insulation versus electrical damage.

Shape Waves – You can direct waves with your hands, cause them to move and hit things or even recede and let you by.

Snow – You can make it snow in a region a few miles across.

Mastery Aptitudes

Tornado (CA) – You can create a Tornado in the open that you control. It does serious damage to a 50 foot radius. It throws cars and up to huge creatures around like toys.

Ball Lighting (CA) – You can create lightning indoors and even underground. This is a 10 lethal damage attack with total penetration on everyone in the area.

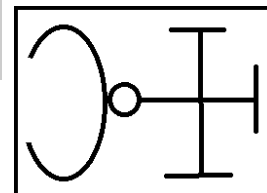
Different Mana Levels

At low mana levels you can move air around and freshen it. You can sense pressure changes. Otherwise you can't use this power in anything but moderate or higher mana.

Telekinesis

(Direct, Subtle, Wit) Spark 4, Low Tech

You can move objects with the power of your thoughts. This skill determines the weight that you can move and your Telekinesis power determines how accurately you can move things.



Telekinetic Strength Level

Telekinesis gives you a remote strength rating. Your Spark level determines how much you can lift with your mind. However, strength is broken down into various load levels. Your rank with Telekinesis will determine how long you can hold up various load levels.

You can move an object slowly at your weight limit. You can toss an object one level lower doing light damage to it. If it hits something else then the object hit will take the moved object's moderate wound level as bashing damage. You can throw an object two levels down fast. The object will take serious damage to itself (unless it is designed to be thrown like a baseball) and any objects hit will take the object's heavy damage wound level as bashing damage.

Telekinesis Strength Chart

Spark 1) Str 3 Rat strength
Spark 2) Str 4 Small cat strength
Spark 3) Str 5 Small dog strength
Spark 4) Str 6 Child strength
Spark 5) Str 8 Teenager strength
Spark 6) Str 10 Adult Strength
Spark 7) Str 12 Above Average Strength
Spark 8) Str 14 Athletic Strength
Spark 9) Str 16 Weightlifter Strength
Spark 10) Str 18 Extremely Strong Strength
Spark 11) Str 21 Super strength

Spark 12) Str 24
Spark 13) Str 26
Spark 14) Str 28
Spark 15) Str 30
Spark 16) Str 32
Spark 17) Str 34
Spark 18) Str 36
Spark 19) Str 38
Spark 20) Str 40
etc

Basic – You can only move things around at your Light Load level. You can make things wiggle or roll if they can roll easily out to Step range. You can move a single object any direction and you can throw things around out to short range. You can move yourself slowly, if you can lift your own weight.

Trained – You can move things at your heavy load level for a round. You can move things around at medium load level for a few minutes but it will exhaust you.

Proficient – You can move things up to your Max load for a round. You can move things around at heavy load level for a few minutes but it will exhaust you.

Focused – You can move things at your Push Pull level but not actually lift it up. You are only dragging it around. You can only move it very slowly and it will exhaust you after three rounds. You can move several objects around together and throw one at a time out to medium range. You can move yourself quickly as you levitate. You can travel about 40 mph.

Expert – You can push/pull for a minute if you need to before you become exhausted.

Mastery – You can move multiple objects in different ways out to your line of sight. You can fly like a super hero. You can move at the speed of sound.

Error Effects

Attempt – You don't have the strength.

Failure – You don't have the focus.

Complication – You push yourself too much. Take a point of bashing damage and a nose bleed.

Botch – You push yourself way too much. Take a point of lethal damage, you are stunned, and you have blood coming from your ears and nose.

Flaws

Contact TK – You can't use your powers at anything but touch range. It will look like you have super powers instead of TK. You may not even realize that it isn't super strength.

External Source – You have a spirit that you can ask for its help. This means that all actions are complex actions unless you set something up beforehand. You lose this power if the spirit moves away from you.

Focus Needed – If you don't have your focus for this power then you have much less control. Range is reduced one level and error range is +2.

Focus required (2) – You can't use this power without a specific focus.

No fine control – You can only push things around with brute force. You can't aim things or manipulate with fine control.

No heavy objects – You don't believe that you can lift objects larger than small scale.

Nothing living – You don't believe that you can move living creatures. You can't levitate, leap, or run.

Obvious – A glow connects you to the object that you are moving so that everyone knows that you are doing it.

Poltergeist (2) – Your subconscious uses this power as if it were a separate entity that is acting out your fears. It could hurt you or lash out at anyone who hurts your feelings.

Speech required – You can't use this power without being able to speak.

Subconscious Use – Your subconscious will use this power against your conscious will.

Trained Aptitudes

Crushing Attack (CA) – Suffocate, crush throat, etc. If you can see the throat or face of the target or they are not armored then you can make an attack. Natural armor does apply. This can be maintained. This causes the character to be staggered and held while this occurs. Damage is stun until they pass out but becomes lethal one round after that.

TK Blast (SA) – This is a TK stun area attack at close range.

TK Bolt (SA) – You throw a TK bolt out to your max range. KB concussion attack, Push, etc. Bashing damage.

TK Force Field (DA) – You can create a force field in any direction. You can defend others within the field as well. It takes extra effort to protect more than a few in a group. Your DR is equal to your TK rating + your Resolve rating. This will only work versus physical objects. You can't stop energy attacks.

TK Redirect (SA) – You can divert the path of arrows and thrown weapons. With a critical you can aim them as well.

Focus Aptitudes

Armor (CA) – You create a suit of armor made from objects and force field. This will move with you and can be a size larger than yourself. Its strength will be based on the amount they could normally lift.

Control Gases – You can push gases and water vapor around as a cloud. You can also make a bubble of air to block the wind.

Precise – Fine manipulation out to your max range and be within line of sight.

TK Feel – You can feel where objects are around automatically. You are basically touching them with your mind. You can even feel a bit about their texture and if they are soft or hard. This allows you to see where objects are in the dark or if you are being attacked from behind. This only extends to close quarters range at most.

TK Weapon (SA) – Can do lethal damage at range like a TK blade cutting into objects. Its damage is equal to your TK rating and its penetration is equal to your Resolve rating.

Mastery Aptitudes

Control Plasma – You can move a bolt of plasma around or block it. You can stop fire attacks and plasma attacks with your force-field now.

Invasive – You can feel the internal workings of objects, scanning through them based on density and motion. This can allow you to detect medical problems if you have medical training. It can also allow you to stop someone's heart. You can also use this to repair or damage mechanical objects. You can move things around inside a lock and unlock it.

Rend (CA) – You do push and pull all parts of the target at once. This is direct damage power. If you do deadly damage they explode in a fine red mist.

Supersonic Flight (SA) – You can fly at up to Mach 2 and can create a shield around yourself to keep the speed from hurting you.

Whirlwind (CA) – You can make many small objects whirl around you to strike anyone who comes near, strike out as an attack or act as a defense. They become a sort of force field but at the DR at the damage level of the object.

Different Mana Levels

All actions take a complex action and any attacks are at half damage. At no mana you can't use this ability.

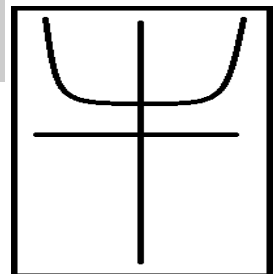
Telepathy

(Indirect, Subtle, Pre) Spark 3, Low Tech

This is the ability to read someone's mind and manipulate them.

Basic – Read Emotion

Trained – Mental Communication



Read Emotion (Basic Ability)

You can tell what emotional state someone is in. You can tell if they are lying or at least if they believe that they are lying. The target can try and conceal their feelings with a persuasion roll. You can add your Telepathy bonus to your Persuasion for attempts at manipulation.

Mental Communication (Trained Ability)

You can talk and hear the thoughts of a person as if they were speaking directly. You can send and receive images and sounds as well. At Trained level you can communicate with someone at your Line of Sight. At Focused you can communicate with someone you know within a city block but pick up if they are in distress nearly anywhere. You can communicate with up to 4 people at a time. At Mastery you can communicate anywhere and make yourself a switchboard to communicate through. You can communicate with a dozen people or shout at everyone in a city.

Error Effects

Attempt - You don't quite have the power to do this.

Failure - You don't have the focus at the moment. The target gets a cumulative +1 per attempt.

Complication - They become aware of you in their mind. Any attempts after this give the target a +5.

Botch - You become lost in their mind for a minute or until someone snaps you out of it. If they have a higher resolve than you do then they can actually look through your mind. If you are doing an attack you are stunned instead for the rest of the scene. The target may also take mental damage because of your botch.

Flaws

Absorb Emotions - You take on the same mood as the person that you just read. It will take you a few minutes to calm yourself and realize that the emotions are not your own. Before that you will lash out or flirt with people based on the way the target felt.

Calm only - You can only use this power when you are calm and in a calm area. If someone is bugging you or very upset you will not be able to get a reading on anything.

External Source - You have a spirit that actually has the power. This means that all actions are complex actions unless you set something up beforehand. You lose this power if the spirit moves away from you.

Forced Trace - You go into a trance when you use this ability and speak out what you see. You don't remember anything when you come out of the trance.

Insensitive to Physical - You go into so deep a state when you read someone that you don't feel your body at. This means that you don't know when people are trying to wake you up or even if you are taking damage.

Requires Potion to Activate - You must take a potion that contains a certain hallucinogen in order to activate this power. This will last a few hours or a scene.

Scanning Spikes - If you are in a highly populated place you will get occasional spikes of random information from the nearest several miles. This will stun you and give you a headache when you first enter the area.

Touch Range only - You can only use this ability at Touch Range.

Uncontrolled Reading - Under certain circumstances you will automatically read someone. This could be when you make skin contact or even look into another person's eyes. You can do things to make it harder to occur such as wear gloves or always look down.

Uncontrolled Scanning - You can't stop yourself from reading others. This may cause a lot of problems.

Resisting Telepathic Control

Targets may resist telepathic control depending on how strong their will is and how aware they are of your control. If someone is controlling their body then they will be aware of something being wrong. If you have a higher resolve than the target does then they don't get any additional rolls. If they have a resolve rank equal to you then they can force you to reroll for each harmful action that you have them do. If they have resolve at a higher rank than you then they can force you to reroll every action you tell them to do. If they have their resolve at Mastery and you do not then they can force a reroll every round!

Mental Damage

Targets of mind control will tend to develop mental disorders, phobias, and derangements due to the interference in their mind. If they encounter evidence of being mentally altered, they will develop more problems. The more they are manipulated the more they will become unstable. Eventually they will have a mental break down or commit suicide.

Telepathy can be used to repair the damage and this will remove the disorders they have developed. It can also be used to better cover it up by removing the contradictions that they have experienced and forcing them to ignore any evidence they encounter.

Ritual Items

Mad Scientist lab with lots of wires, head gear, and tables

Trained Feats

Animal Connection (SA) - You can connect and use your Telepathy with animals.

Command (CA) - You can direct someone to do something. This is the Jedi mind trick.

Danger Sense (NA) - You can sense if someone has hostile intentions towards you. It won't warn against random danger or accidents.

Detect Minds (SA) - You can sense the presence of other minds in a room. You can use this as a sense of where people are in the room. You can feel where their emotions are emanating from and detect people you can't see. Only people with Mind Shield are hidden from you and only if they are equal to or greater in power than you are.

Mental Bond (CA) - You can create a bond with someone that you have connected with. If they felt favorably towards you already then they will feel an even stronger connection with them. You will be able to Mentally Communicate with them at any range and sense when they are afraid or injured. In the case of animals, they will become effectively domesticated around you.

Mind Reading (SA) - You can listen in on someone's surface thoughts. You will also get a sense of their basic nature.

Mind Shield (NA) – You are good at blocking attempts to read your mind, command you, or even detect your presence and hostility. Add your Telepathy rank bonus to your Will Save versus Telepathy.

Simple Illusion (CA) – You can create an illusory object in someone's field of view or a sound or smell. You have to be able to connect with them in the first place.

Stun Bolt (CA/SA) – Single Target indirect will attack

Focus Feats

Anticipate (DA) – You can anticipate the movements of others. Add your Telepathy rank bonus to your Defense against anyone within your Telepathy range. This doesn't apply to unconscious attack, automated weapons, or anything where there is no person directing it at you.

Complex Illusion (CA) (req. Simple Illusion) – You can create a complex illusion for them to see or a change to what they are sensing to edit out something (like yourself).

Drain Intelligence (CA) – You can make someone incapable of abstract thought.

Drain Presence (CA) – You can make someone's self-image collapse.

Drain Wits (CA) – You can make someone lose all common sense and spatial perception.

Forget (CA) – You can make a person forget recent events up to a few hours.

Hold Person (CA) – You can hold a person as a statue. They will not have any thoughts during this time.

Implant Command (CA) – You can plant a command in someone's mind that they will do later on. You can trigger it will another mental command or a spoken word. The command must be simple and not violent. You could make someone stand still and ignore everything but not attack a person.

Influence (CA) – You can influence people to feel an emotion in general. This can make the people in a room like you; fear you, or some other object or person in the room. You can make people ignore you or assume that you belong and they will even hold the door open for you.

Mental Bolt (SA) – Single Target indirect lethal will attack

Mental Guard (SA) – You can extend your Mind Shield to others in your area.

Mental Probe (CA) – You can probe for information from a person. You can ask one question per round. If the target doesn't know the answer, then you know that. Especially personal or guarded information grants the target a +5 bonus on the Will save, while information the subject doesn't consciously know (subconscious or forgotten due to amnesia, for example) grants a +10 bonus on the Will save.

Puppetteering (CA) – You can take over a person's body and make them do whatever you want them to do. They will be aware of what is going on and remember it. You will be able to make them do anything but if the action is violent or self-destructive then the DC goes up by +5 to +10.

Stun Blast (SA) – Area effect indirect will attack

Mastery Feats

Erase Memories (CA) – You can make someone forget certain information or even people.

Hold People (CA) – This is an area effect version of hold person.

Mental Ball (CA) – Area Effect indirect lethal attack

Mental World (CA) – You can create a whole world that a person will think that they are moving through. They may figure out that it is fake but this won't get them out. You can adjust the time rate for those inside. You can do this and leave them there while you go through their memories or alter them. They do not get to resist those actions until they break out of the mental world.

Mind Walk (CA) – You can walk around inside someone's mind as if it was a landscape, either with or without them walking with you. You can help them face their fears and deal with problems in their past as well as hidden memories or you can torture them with their fears and make them make repeated fear checks.

Possession (CA) – You can Mind Control a person totally. They get pushed into the background and you control their body as if it were your own. They only get a willpower test at the beginning.

Rewrite Mind (RA) – You can erase a person's personality and create another for them. They will always have the old personality hidden within them. You can also be more selective and block off memories or skills.

Different Mana Levels

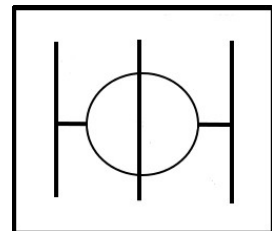
At no mana you can't use this ability.

Teleportation

(Direct, Obvious, Wit) Spark 8, Low Tech, Chaos Element

You can create portals and teleport. This uses Chaos energies to break the laws of physics. This is used by many creatures of the Outer Chaos.

If you are phased then you can roll to pick up an object and make it phase too. You can force objects into each other and they will merge together that way. This will obviously hurt a living being. It is like being stabbed with it but harder to remove.



Basic – You can sense the density of objects. You can sense portals and phase shifted individuals and objects.

Trained – You can Teleport yourself within line of sight. This is a complex action.

Focused – You can teleport as a standard action. You can teleport out of line of sight using phase shifting at the same time to slide into place at the last moment. You are limited to a number of miles equal to your Teleportation rating. You can bring others when you teleport. You can also bring others when you shift. You are limited to a number of people equal to your Teleportation rating.

Mastery – You can teleport as a reaction. You can Teleport yourself and others 50 miles times the Teleportation rating as long as you know well or can see through some active media like a video camera.

Error Effects

Attempt – You blink for a moment but don't go anywhere.

Failure – You concentrate and nothing happens.

Complication – You succeed but have no control over your destination. You throw up from this.

Botch – You create a fracture. This can allow something from the Nexus or Outer Chaos to come through. It can damage some objects or people that you were focusing on.

Flaws

External Source – You have a spirit that you can ask for its help. This means that all actions are complex actions unless you set something up beforehand. You lose this power if the spirit moves away from you.

Focus required – You can't use this power without a specific focus.

Painful Transport – Any teleportation that you do, to yourself or others, is painful and they arrive stunned.

Running Start – You have to have a running start in order to teleport yourself or others.

Science! (2) – You believe that you don't have a power. You think that you have discovered a new science. This means that you will always require a device of some sort to act as a focus for each effect or feat and knowledge of Science and Engineering to Focused.

Speech required – You can't use this power without being able to speak.

Subconscious Use – Your subconscious will use this power against your conscious will.

Ritual Items

Strange technologies, mirrors, odd clothes with devices on them.

Trained Aptitudes

Call (SA) – You can call an object to your hand that you can see.

Dimensional Pocket (En) – You can create small pockets that can store more on the inside than a pocket of that size.

Hold (SA) – You can prevent someone from phasing or teleporting while you hold them.

Ley Line Transport (RA) – You can transport farther than you normally could along a ley line.

Pass Wall (CA) – You can create a hole in the wall and step through. Other objects can come through as well. It must remain in your line of sight.

Phase Shift (CA/SA) – You can phase shift yourself and make yourself immaterial. You are still visible.

Phase Strike (SA) – You can hit phased targets, even spirits.

Phase Vision (SA) – You can see through objects and target objects through other objects.

Portal (CA) – You can create a portal on one wall and another somewhere else. Things go in one and out the other. You don't have to keep these in your line of sight. You can only create two portals. If you create too many then older portals will disappear to allow for new ones.

Focus Aptitudes

Anchor (CA) – You can prevent an object from shifting or teleporting for one hour or until you dispel it.

Beacon (En) – You can leave a beacon that will allow you to teleport back to that place even out of range. These will last indefinitely.

Defensive Portal (SA/DA) – You can create a portal in the air that can be used as a mobile shield. As an attack you can put another portal near an enemy and aim it at them. Any attacks that you successfully defend against come out the other portal. It only goes one way so they can't toss a grenade back through.

Dimensional Room (En) – You can make a room that you can access from a large bag. You can store lots of things in there, even have people hide in there.

Harden Reality (CA) – You can use this to close rips in reality. This increases the difficulty in crossing into another realm.

Invisible Portals (CA) – Your Portals are not visible and people can't see in and out of them except you.

Mutually Exclusive (CA) – You can make any two objects, including people, that are not anchored or more than large sized and make them incapable of interacting with each other. Others can do so normally.

Phase Dodge (DA) – You dodge by shifting instead of by moving your body.

Portkey (En) – You can turn any item into a portkey. Anyone who touches it will be teleported to a location specified by the caster when the portkey was created.

Swap (CA) – You can take any two objects that are not anchored or more than large sized and swap their positions.

Trace (CA) – You can Trace someone who has teleported or gated and you can track their movements. You can cast it on the last place a person was there and trace them from there. You will only be able to see the next point they went to at any one time.

Mastery Aptitudes

Differential Phase (CA) – You can separate objects or parts into smaller part including people. If used as an attack this will do 15/total. You can also grab things out of their pocket or pull their cyberware off.

Divert (CA) – You can Divert a Teleport or Gate to your location instead.

Doorway (En) – You can link a doorway in one place to a doorway in another place, realm, dimension, or planet. When you, or someone you have given permission opens that door then they will come out the other door. Otherwise the doors will just go into the next room as normal. Some wizards collect these to help them travel around.

Gate (RA) - You can open a gate into another realm or dimension. If the user knows about other planets then they can gate within the same solar system.

Phased Strike (CA) - You can strike from out of phase.

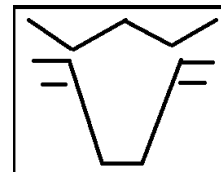
Teleport Dodge (DA) - You can dodge by Teleporting. Add your Teleport power rank bonus to your Dodge. You can Teleport repeatedly in short range.

Different Mana Levels

You can only use this in high mana areas. You can't teleport into a no mana zone.

Totemic

(Indirect, Subtle, Pre) Spark 2, Low Tech, Earth Element



You are bonded with a spirit that will help you out. They can be an Ancestor spirit, an Avatar of a God or Goddess, a Totem spirit, or even a Demon and you become a Warlock. You must choose at character creation. You don't have to have any other powers. This can be your only one or you have another power based on your spirit type.

Some powers are based around the spirit and some are based around the person. Totemic Adepts use this power. Your mentor spirit has a force equal to your power bonus. They are very resistant to banishing and normal powers that control spirits because they are tied to you. You are its plane of origin now.

Intimidation Form

The Totemic power is technically a subtle power but you can make it obvious in connection with your powers if you choose to. If you are shamanic then you can make an aura of your totem glow around you when you use your powers. If you are a shape shifter then you will take on some of the animal's traits such as fangs, some fur, and claws.

Spirit Powers - Your spirit can get feats from its domain powers. You can spend a feat to give the spirit more powers in that domain. For example, if your spirit was connected with Fire then you could take Fire feats equal to or less than your skill level.

Trained - The spirit can separately notice danger and warn you, including stand guard over you and wake you up. It can defend you in the Astral. It has to merge with you for your powers to work. If you send it to do something then you lose your powers. It can't do much in the physical but it can travel through the Astral and find out things. You can communicate with it by meditating and talking with it. It can give you advice but the totem spirit only has a vague understanding of humanity and this is not always helpful.

Focused - The spirit has a greater bond with you. You can hear it in your head as long as it is nearby. You have your powers as long as it is nearby but it can take its own separate actions at the same time. It has a greater understanding of the physical now and you. It will try to help you on its own and give better advice. It will also influence you more towards the interests and causes it believes in. It provides a constant magic defense for you as well. You can close your eyes and see through the senses of the spirit.

Mastery - The spirit is a powerful ally now. It is possible for it to keep you from dying.

Error Effects

Attempt - You need to practice more - young one.

Failure - Failure is a learning experience.

Complication - Your spirit has become distracted. You need to spend a round connecting with your spirit to get it to focus back on you.

Botch - Energy feedback causes your spirit to be stunned for a round. None of your totemic powers work for that round.

Flaws

Animalistic Transformation - When you invoke your powers your features change and you look like an animal.

Animals uncomfortable - Most animals are uncomfortable around you. They perceive you as a predator.

Dissimilar Totem - Your totem is nothing like you. It will want to do things based on its personality that you do not like or want to do. These would be things that would get you in a lot of trouble.

Focus required - You can't use this power without a specific focus.

Major Spirit takes control - In order to use your powers you have to let the spirit take over. It will do things based on instinct and it may not follow plans or keep itself under control in stressful situations.

Obvious - When you use your totemic powers you have an aura that glows and looks like the animal spirit you are invoking.

Rage - When you are angry you may go into a rage and transform without control.

Requires Potion to Activate - You must take a potion that contains a certain hallucinogen in order to activate this power. This will last a few hours or a scene. A Major Flaw version would require different potions for each power.

Silent Totem - Your totem will not speak directly to you. It may guide you with vague visions but no direct conversations.

Speech required - You can't use this power without being able to speak.

Totem Dislikes (2) - Totem spirits have personalities. They have things that they like and dislike. You must define one dislike or disadvantage at trained, another at focused, and another at mastery. It will work against you in relation to this subject. The penalty to your will roll is equal to the force of the Totem spirit.

Totemic Vulnerability - You gain a vulnerability to something based on the spirit's nature. This will do extra damage or your defenses will not work against it.

Interests

Totem spirits gain an interest in something at Trained, another at Focused, and a third at Mastery. They are the things that they like to read, or collect or whatever. They can be bribed with these.

Trained Feats

Aura Reading - The spirit can see and read auras as well as emotions and will pass that information on to you.

Bear Shirt - You can wear the pelt of a bear that you have prepared and it will give you your Totemic bonus as DR. You can't wear this over metal armor.

Beast Speech - You can talk with the animals. Your spirit is actually translating for you. Add your Totemic Bonus to your Beastcraft skill.

Cat Eyes - You can see in the dark and find it easy to spot motion. Add to your Perception; don't stack this with any other Perception bonuses. It just uncovers more clues.

Catlike Reflexes - Add your Totemic bonus to your Dexterity.

Clinging - You can cling to all but the smoothest surfaces.

Eyes of the Eagle - You can extremely good sight and can see details at great distances. This can negate range penalties from ranged weapons up to and including long range.

Leaping - You can leap across a city block or up two stories easily.

Senses of the Wolf - This is acute and tracking sense. You can hear incredibly quiet sounds and hear the ultrasonic range. You can identify people by smell. . Add to your Perception; don't stack this with any other Perception bonuses. It just uncovers more clues.

Skin Walker - You can wear the pelt of an animal that you have prepared and it will give you the ability to shift into that animal. You will be a normal version of that animal, except that you will still have your mind and intelligence.

Spirit Healing - The spirit can heal you.

Spirit Skill - You can channel a skill that the spirit has that you don't have as well. You take whichever is higher. This must be for something that would make sense for the spirit. Ancestor spirits are more likely to have human skills but most spirits are bad with technology.

Spirit Strike - Claws of the totem spirit.

Spirit Vision - You can see with the eyes of your spirit.

Spirit Weapon - You pick up a stick and the spirit's weapon of choice is projected around it. You can fight as if you had that weapon. Its traits go up with your power. This is for human spirits instead of Spirit Strike. Take one or the other.

Strength of the Bear - Add the Totemic bonus to your Strength.

Focused Feats

Additional Domain - You can link your spirit to your home or some other important space. It can instantly appear there and can always see what is going on.

Animal Control - Your spirit can call and direct animals from the area. They should be predators. Ideally they should be of a type connected with the spirit but they can control others.

Astral Journey - Your spirit can take you on a journey into the Astral. It is the guide and is in control of the journey. You don't even have to have the ability yourself. You will go to sleep and it will pull out your astral body.

Astral Tracking - You gain the ability to see the astral links between things and can follow them.

Concealment - Your spirit can hide you or something else.

Dire Form - You can shapeshift into the dire form of your Totem animal. If you have Skin Walker, you can shift into the dire form of that animal. If you are already a shape shifter then you can turn any of your animal forms into a dire form.

Eat Backlash - Your spirit can actually consume the backlash of failed magic. It will take it instead of you. The actual result of this will depend on the kind of magic. Magic of its own domain will not affect it. Other types will impact it in different ways.

Hidden Lore - Your spirit can connect to hidden lore in the Astral. Add Totem bonus to Lore check. The effect is that the spirit goes off and finds the knowledge and brings it back.

Independence - The disadvantages for the spirit are only half as much. The spirit is also more likely to keep secrets from you as well.

Manifest - The spirit can manifest to help you out or fight beside you. If it gets disrupted it will return to the Astral and cannot manifest again for 24 hours. It can manifest as a person or an animal. It depends on the personality of the spirit. All animal spirits can also appear as a person, usually someone fairly shamanic.

Nature Spirits (RA) - You can call Nature spirits.

Totem Spirits (RA) - You can call Totem spirits.

Tough as a Bear - Add the Totemic bonus to your Toughness.

Translator - Your spirit can translate any spoken or written language known as long as it is not in code or purely technical jargon. You will be able to respond in that language as well.

Mastery Feats

Immunity to Aging - You stop aging and will stay healthy. You can't die from it but can be killed in other ways.

Immunity to Death - If you are killed and your body is destroyed then you become a spirit of the same type as your Totem. If your body is mostly intact then your Totem will hold your spirit and repair your body and then put you back in. You will need to sleep a lot after that to recover. The only way to kill you is to destroy you AND your Totem.

Immunity to Normal Weapons - You have become supernatural and are immune to normal weapons. It takes a magical weapon or an attack based on the vulnerability of the spirit.

Monstrous Hybrid – You can shapeshift into a monstrous hybrid of your totem and a human. If you are a wolf shape shifter then you will have a huge werewolf hybrid form.

Step Sideways – You can convert your body into spirit material and enter the Astral. You do not leave a body behind. You can move through it and step out somewhere else whole. There are other dangers in the Astral though.

Different Mana Levels

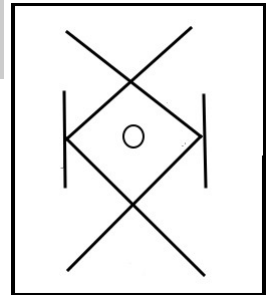
You can't use this ability in a no mana zone.

Transfiguration

(Direct, Subtle, Wit) Spark 4, Low Tech

This is the power of creating images and objects. They are not just images to trick the mind. That is the feat of Illusion from Telepathy. It can produce objects that have real effect on the world but are transitory. These objects are visible to sensors but may look wrong to them at lower levels.

This is not a system where all you have to do is disbelieve. You can't actually change life forms or creatures (that is Transmutation). You can change their appearance.



Basic – You can affect how you look. This includes the ability to look like someone else or the ability to blend into your surroundings and blur your outline. You can't make yourself completely invisible, change your general shape, or your shadow with this so you can still be noticed. You will still show up on other senses as you really are.

Trained – You can create illusionary surroundings or make a few changes to the world around you.

Focused – You can create any object out of another. They should have some thematic connection with what you are changing them into. You can create solid objects, not complex mechanical ones. These will stay in their forms as long as they are around you but they will return to normal the next morning if they are parted from you. You can create a melee weapon but not a blaster. You can't create complex chemicals but you can create various natural metals. You can reshape things of the same material but organized in a very different way. You can convert trees or ropes into a bridge. You can make furniture or any simple construct. If you have the craft skill then you can create stronger and more beautiful items.

Mastery – You can transfigure entire buildings and they will stay that way. You can create objects that behave one way for you and another way for others such as a passageway that is blocked for everyone else. The buildings stay that way as long as you are alive and are staying there most of the time.

Error Effects

Attempt – The illusion appears for a moment but then disappears.

Failure – It doesn't work.

Complication – You produce an illusion that is obviously false.

Botch – You see the illusion as successful but you are the only one who does.

Flaws

Dark Materials – All of your transfigurations require a dark material such as blood. This means that you will not be accepted in a normal village.

Feat only – You can't create a transfiguration from a book. You have to learn it as a feat to do it at all.

Focus required – You can't use this power without a specific focus.

Magical Materials – All your transfigurations require a magical material.

Mark – Your transfigurations always have a mark such as a stripe of a certain color or a pattern that shows they come from you.

Requires Potion to Activate – You must take a potion that contains a certain drug in order to activate this power. This will last a few hours or a scene.

Shadows don't lie – The shadow of any transfiguration you make will reflect its true shape.

Trained Aptitudes

Animate object – You can animate any small item. It will move gumby style along with any normal joints it has. It has a strength bonus equal to skill bonus -2.

Chaotic World – You can make the area completely disorienting. The target will have no ability to judge space and distance.

Create Light – You can cause a light source to appear in the air and float along or you can attach it to a small item. It must stay in your area and will go out if you become unconscious.

Darkness – You can eliminate all light in an area in all wave lengths.

Independent Image – You can create an illusion that works without direction from you.

Invisibility – You can become completely invisible by editing yourself out of the scene. Shadows will still betray you as will other senses.

Silence – You can eliminate all sound in an area around the caster.

Focused Aptitudes

Faerie Gold – You can change lesser metals into Gold and it will stay that way as long as it is with you. At Mastery they will wait to change until the next morning.

Group Invisibility – You can make a group of people invisible. They can go out of your line of sight. It will work until you release it or any of the group engages in combat.

Messenger – You can create the image of a person or creature that can go to a certain person and deliver a message. It will stay connected to you so you can continue to communicate through it. It can have your voice or the voice of another.

Open Door – You basically reshape a locked door into an unlocked door.

Servant – You can create a servant out of animated objects. It is medium sized as long as you have the materials. It has its own intelligence but it is only very basic. It can do any simple actions that the caster can do.

Shatter – You can break things apart. It's an attack power that only works on objects.

Shelter – You can form a one room house out of local materials.

Walls – You can reshape the available materials into walls. You can reorganize walls in an area into any order that you want. They will still be walls and they will not move fast to attack any conscious people.

Mastery Aptitudes

Anchor Transfigurations – You can create an anchor that will keep a transfiguration in place for months on end. The anchor has to be a physical object and it can't be concealed (that would make everything invisible). Usually it is something that would look normal in the setting like a mirror or chair. If that anchor is held by someone else they can see its true nature. If they have Transfiguration they can alter it. If they destroy it then it reverts to its natural state. The anchor must stay with the Transformation.

Different Mana Levels

You can't use this power in low or no mana areas. Taking a transfigured object into a low or no mana area will cause it to revert.

Transmutation

(Direct, Obvious, Int) Spark 5, Low Tech

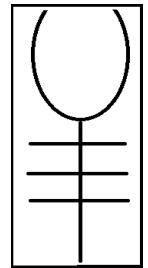
You can control and alter animals, control plants, create life forms, etc. You can shape shift yourself or others as well. You can awaken a tree to human like intelligence. Magic users with Transmutation will often take various creatures and change them into powerful monsters under their control.

Basic – Scan Life

Trained – Control Life, Minor Alter, You can control animal minds but not human ones. Lasts until the next morning; one creature

Focused – Major Alter Life; two creatures

Mastery – Create Life; three creatures



Any plants or animals you alter become magical creatures. If they encounter a no mana zone they will lose their alterations and become normal again. Magical creatures may not cross thresholds without being invited in however if their master is invited in then they can be invited in by their master. If they are forced across a threshold then they will become normal again. The morning is like a threshold of the day and if they are not made to last then they will also revert to their normal state.

Transmutation is limited in that you can only have a limited number of creatures anchored to a location or person, including the caster. At Trained you can have one, Focused – two, Mastery – three. You can anchor a creature to a location to guard it and it will stay as long as it can. If it is an animal then it will move around and hunt in that area but still monitor the place it is guarding. It will be linked to that location and know when someone enters. A location anchor covers a building or an entrance. If that creature gets into a fight with someone or dies, the caster will know it.

You can train a creature that you are anchored to at 1/4 the time. It will know when you are in danger and your general mood. A creature is considered bonded to you if you work with it for two weeks at least. If you fight with it too much before that then it will never bond with you. Once it bonds with you it will want to protect you.

If you abuse or kill your creatures too much then you can gain a blight on your spirit that all creatures, including your own, will react to. This blight will cause them to act more aggressive and chaotic. Then only mean creatures will bond with you.

If you use Transmutation on an intelligent creature it will bring their intelligence down to a primitive level (Int -5) while the alteration is active. If it stops or is dispelled then they will return to normal but they will have very weak memories of that time.

Your ability to change creatures is based on your spark level. You are limited to the kind of abilities that could be given to a creature if you were to construct it under the creature rules if it had your spark level. So if you are trying to give a spark 6 ability or scale change, you will have to be spark 6.

Anything that drains spark that is directed at one of your creatures will put them to sleep instead of just de-powering them.

Control Life – This allows you to direct the actions of a single creature that is nearby to do things within their nature as if it was trained. It can't do things that are too complex or against their nature such as an Eagle doing math or a Bunny attacking a Wolf. This depends on concentration. If you lose concentration or the animal gets more than medium range away from you then it will go off on its own business.

Minor Alter – This allows you to alter animals in minor ways with no problem. More complex alterations require a feat.

Major Alter Life – This allows you to make more major alterations to animals.

Error Effects

Attempt – You are not able to handle that complex a project yet.

Failure – You have something in the formula wrong.

Complication – There is something wrong with your creation. It may have traits that it should not have.

Botch – You create something that can't survive.

Flaws

Animalistic Appearance – You have developed some traits of the animals that you have shape shifted into.

Focus required – You can't use this power without a specific focus.

Painful Transformations – Any transformations that you do are painful and you are stunned for one round. Any animals will be hostile for a minute after a transformation.

Requires Potion to Activate – You must take a potion that contains a certain hallucinogen in order to activate this power. This will last a few hours or a scene.

Science! (2) – You believe that you don't have a power. You think that you have discovered a new science. This means that you will always require a device of some sort to act as a focus for each effect or feat and knowledge of Science and Engineering to Focused.

Slow Transformations – Any transformations must be done out of combat. They take several minutes to hours.

Speech required – You can't use this power without being able to speak.

Training required – You must have Beastcraft and use this to train your creatures.

Ritual Tools

Crystals, Bronze Scythe, or if technological a Mad Scientist lab.

Trained Aptitudes

Animal Communication (SA) – You can mentally communicate with animals.

Call Guardian (CA) – You can call upon a local predator to come and act as your guardian.

Call Swarm (CA) – You can call upon a lot of local insects to come and attack a target.

Call Vermin (CA) – You can call a swarm of local vermin to come and attack a target.

Control Animal (CA) – You can influence and control natural animals.

Control Plants (CA) – You can control plants, make them grow, and have them form into any shape or attack someone.

Minor Shapeshift (CA) – You can shapeshift yourself or another into an animal that is tiny to medium sized.

Plant Communication (SA) – You can mentally communicate with plants and sense through a forest.

Anchor (RA) – You can anchor a creature to another person or to a location.

Focused Aptitudes

Armor (RA) – You can grant armor to an animal.

Awaken (RA) – You can awaken a plant or animal to human like intelligence (Int -3). They can learn skills and become more intelligent after that.

Clone (RA) – You can make a copy of an animal.

Dominate Creatures (CA) – You can dominate supernatural animal intelligences.

Extra Senses (RA) – You can grant an animal extra natural senses of any other animal.

Graceful (RA) – You can increase the Dexterity of a creature and increase its Athletics by one level. You can include aptitudes that you know but only if they are logical.

Grant Flight (RA) – You can give wings to a creature that will allow it to fly on its own.

Growth (RA) – You can cause an animal to increase by one size category. Maximum size is huge.

Heal Animal (RA) – You can reshape an animal back into its healthy pattern.

Major Shape shift (CA) – You can shape shift yourself or another into a large sized animal.

Strong (RA) – You can increase a standard creature to a strong creature of its size.

Tree Guardian (RA) – You can cause a tree to become a mobile guardian that will obey you.

Encase (RA) – You can cause a creature that you have anchored to become a statue until a certain condition occurs near the statue, such as intruders. It will respond as previously directed and then return to its statue state if it is still alive.

Mastery Aptitudes

Adamant (RA) – You can turn a creature into an adamant creature of its size.

Create Life (RA) – You can grant life to something you have put together. It can be made out of anything but it will turn into a living creature of that shape – not of that material.

Dominate Monster (CA) – You can dominate a huge or larger creature.

Hybrid (RA) – You can cause two creatures to merge and add powers and traits together.

Monstrous Size (RA) – You can cause a creature to grow to gigantic size limited by your spark level.

Independence (RA) – You cause a creature to become independent and no longer anchored to you or a location. It can mate with a creature of any of the base types of creatures that it is made from and make more of itself. How it treats you once freed will depend on how you treated it.

Different Mana Levels

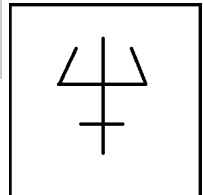
You can't use this power at low or no mana. Something that you create may or may not be able to survive in a low or no mana zone. It depends on what changes were made and how much biology the caster understands.

Water

(Direct, Obvious, Wit) Spark 4, Low Tech, Water Element

Water magic allows you to control water, travel underwater, and deal with water in all its forms.

Basic – You can direct light currents.



Trained – You are immune to the cold of water. You can breathe underwater as normal and you can swim at your normal speed. You can direct moderate currents and cause or stop a light rain. You can freeze large amounts of water, within your range. You can freeze the surface of water to make it possible to walk across, cause a rainy road to become slick, or even create objects out of water. If you are Ice Sculpting you can add your Water Ranks to your Crafting Skill.

Focused – You are immune to the pressure of the ocean's depths. You have no trouble with nitrogen narcosis. You can direct strong currents and cause or stop a heavy rain. You can pull water from the Elemental Plane of Water. This means that you can create effects that require water without actually carrying it around. It is pure fresh water and is safe to drink as well.

Mastery – You can control major storms.

Error Effects

Attempt – You can't focus enough.

Failure – You can't focus enough.

Complication – You draw the attention of some sea creatures that will get in your way because they want to be around you.

Botch – You lose control of whatever use you were trying to do with your power at the time for a round.

Flaws

Aquatic Traits – You have a fishy look about you. Your eyes are a bit glassy and your hands and feet are a bit webbed.

External Source – You have a spirit that you can ask for its help. This means that all actions are complex actions unless you set something up beforehand. You lose this power if the spirit moves away from you.

Focus required – You can't use this power without a specific focus.

No Dry Speech – You can only speak underwater. In the air your speech sounds like shrieks.

Non-human looking (2) – You look more like a bipedal fish creature instead of a human.

Requires Potion to Activate – You must take a potion in order to activate this power. This will last a few hours or a scene.

Trained Aptitudes

Aquatic Senses – You can use changes in pressure or vibrations to detect movement and target opponents in total darkness. This is partially echolocation but you can also see in near total darkness.

Elemental Weapon (Melee+) – You can create a melee weapon out of your element. It will have the same traits as a normal weapon of that kind but you are never disarmed. Water creates either Water whips or an Ice Bashing weapon. You can't create weapons that you have never seen or used.

Hold Person – You can cause your element to hold a person in place. Water will splash on a person and become ice instantly. Your target can negate this effect if they also have the Water Magic.

Ice Armor – You can shape water into ice around your body to create DR equal to your skill bonus.

Ice Surfboard (Ath+) – Water will freeze underneath you and propel your ice surfboard along the water quickly. You can go up to 10mph x your skill bonus.

Speak Underwater – You can talk normally underwater and you can project your voice up to your range and be heard clearly.

Water Control – You can move water around through the air. You must have a source of Water for you to use your Water powers. This must be actual water and not just any liquids, though you could pull the water out of the liquid if it contained it. You can't just pull water out of the air unless it is raining or very humid.

Waterproof – Make items that you are carrying waterproof and not bothered by being underwater. This will not change that they are moving through water though.

Focused Aptitudes

Aquatic Speech – You can speak with any kind of aquatic animal and understand them as well. They will have limited scopes and understanding.

Elemental Strength - You can use your element to augment your strength to lift or carry things. Add half your rank to your strength for this action. You must maintain connection with your element to do this. If you are removed from contact you lose this effect.

Freedom - You can move underwater just as you would above water. The water does not seem to cause any resistance to your actions. This can allow melee or martial arts to work underwater while everyone else is constrained.

Hail - You can attack an area by causing it to hail. It will be dangerous terrain to move through causing moderate damage to most everything in the area that isn't armored.

Probe - You can create an aquatic Wizard's eye that will let you hear and see things far away. You can even cause this to go into the air but it will have to maintain connection with water.

Propel - You can direct the water around you to propel you at high speeds underwater. You can go 5mph per skill bonus.

Summon Aid - You can summon aquatic animals to help you. You need Aquatic Speech in order to explain what you need if it is not obvious.

Water Punch - You can cause the water to compress with your fist and magnify your "punch" to great levels. It will drive someone back several yards at least. It does 15/20 bashing. This only works underwater.

Mastery Aptitudes

Blood Control - You can control the water in the blood of a person to stop their heart or move them around like a puppet.

Stasis (CA) - You can freeze someone in such a way that they will not be harmed and can stay in stasis until the ice is broken. Then they will wake up as they were before.

Whirlpool (CA) - Create whirlpool that can damage large ships. The Whirlpool is 540 ft across (longbow range) and pulls any ships into the area into it knocking them against each other. Ships larger than this will be spun around and knocked into other things.

Different Mana Levels

You can't use this power at lower than moderate mana.

Section 2

GM Reference

Section 2.1 GM Systems

Fortune Roll - This is the basic mechanic for GM Systems.

Quality System - This is the system for quality ratings for items.

Computer System - This is the quality system used for computers.

Clue System - This is the system to use for clues in the campaign.

Project System - This is the system for creating projects.

NPC Ratings - This is the ratings for NPCs.

Random Damage - This is a system for using the Fortune Roll for damage.

Downtime System - This is a system for actions during downtime.

Tactics System - This is a system for NPC tactics in combat.

Section 2.2 Scales

SMARTd20 Master Scales - Everything in this system comes back to these scales. It uses a wound scale system that increases with size and density.

Magnitude - This is used for comparing creatures and characters of different power levels.

Weapon Scales - The Weapons are scaled to the Wound Scales so that the numbers don't get out of hand too quickly and it is easy to create any kind of weapon.

Melee Weapons Master List - This is a list of all the major types of melee weapons based on their materials for different scale humanoids.

Low Tech Ranged Master List - This is a list of the major types of low tech ranged weapons for different scale humanoids.

Fantasy Firearms Master Reference - This is a list of the major types of firearms with some extra types added for larger scale humanoids.

Fortune Roll

The Fortune Roll is a basic mechanic, primarily for the GM to use to decide random issues. In that roll you roll d6s with the number of d6s depending on the circumstances and chances. The Fortune Roll can be used for nearly anything outside of skill rolls.

You roll a set dice pool of dice and take the highest number in the results. If the highest is 1-3, nothing happens or a failure happens, depending on what you are rolling for. On a 4-5, there is a complication or a partial success. If you are rolling for a Progress Clock, a partial success can be one tick on the clock. On a 6, you have a full success or a success without a complication. If you are rolling for a Progress Clock, you can add two ticks to the clock. Depending on the roll, it is possible to get more than one 6. This is a critical success. You can do additional ticks on a Progress Clock or have some other benefit.

Random Encounters

This is a roll to see if something random happens. This could be out traveling on the road, camping late at night, or sneaking around a facility.

Complication could be an employee noting you, an animal that is a problem but not attacking, a locked door, or some other problem. Usually the complication is a force weaker than the players.

- 1) Low number of guards, low activity, infrequent rounds
- 2) Moderate number of guards, moderate activity, moderate number of rounds
- 3) Higher number of guards, high activity, several guards on rounds

NPC Reaction System

You can give dice based on how friendly they are likely to be or should be (ie customer service person, etc.). On a failure, they don't like you and start out hostile. On a partial success, they are having a problem of their own but tolerate you. On a full success, they like you.

Creature Reactions

Creatures are more likely to attack with more creatures. Add a dice for each creature, maxing dice at 6. On a partial success, they will harass but not actually attack. On a full success, they attack and do the successes in damage.

Aggression Level

Instead of numbers, you can use aggression level to check for creature reactions.

- 1) Low - Unlikely to attack, tries to flee as soon as possible if injured
- 2) Moderate - Is generally open to favorable reactions unless attacked first
- 3) High - Will likely attack

Dice Type

You can modify this as you want. I used the example of d6s but you can use d10s or d20 or any dice you have several of. Just adjust the numbers for the dice to have about the same chances.

Quality System

The quality system is used in conjunction with the Fortune Roll to give a number of dice for that roll. It is mainly used by the GM to check for behind the scenes actions. It is meant to be a fairly abstract and quick system. The idea is that you can list any number of Qualities with a number from 1-6. Then roll that many d6 and see what you get.

The quality system ties in with the Progress Clocks in that is what you roll to make progress for NPCs. You could compare the Qualities of two groups against each other and either take the higher of the two result or have them both advance their own clocks. This could also be a chase with one group moving forwards and the other results moving the clock backwards.

If a subject has more than one quality, you roll the quality dice pool most relevant to that question. You could even have different quality pools for each side.

Qualities can represent several different things and can be used in different ways in the game. They can be rolled as a pool, used as a bonus for another roll, or used as bonus dice. Quality could set a target number with the Quality level x 5.

Repair or upgrades could involve switching points from one quality to another. For example, Sensors having their rating lowered to increase their range.

Device - This is a general bonus and quality of a device. You can roll it as a dice pool to check it was damaged. A partial success means that it was slightly damaged and has a glitch. A full success means that it wasn't damaged at all. If it is versus a force level, use common sense.

If you are using it as a device then it adds it's rating as a bonus to skill rolls.

Goods

0 Poor - A rusty knife, worn and tattered clothing, a rickety shack

1 Adequate - a combat knife, regular clothes, cheap food or drugs, cheap motel

2 Good - A regular sidearm, respectable clothing, an apartment, an exotic pet, a low-level bodyguard

3 Excellent - A land vehicle, a military rifle, stylish clothing, a small house, a mercenary soldier, designer drugs

4 Superior - A personal racing ship, a townhouse

5 Impeccable - A small spaceship, Noble Clothing

6 Luxury - A mansion, a large spaceship

Area

0 Closet

1 Small Room

2 Large Room

3 Several Rooms

4 Small Building

5 Large Building

6 City Block

Duration

0 A few moments

1 A few minutes

2 An hour

3 A few hours

4 A day

5 Several days

6 A week

Range

0 Within reach

1 A dozen paces

2 Large Room

3 Several Rooms

4 A few blocks

5 A few kilometers

6 Across town

Force

0 Weak – A firm shove, a candle flame, a breeze, a tiny spark, a rattling table, a pungent aroma

1 Moderate – A solid punch, a bright flashlight, a shock from an electrical outlet, a noisy room

2 Strong – A powerful blow, a searing brand, an electrical shock from a live wire

3 Serious – A crushing blow, a grenade, a raging fire, an electrical surge, the wake of a jet engine

4 Powerful – A plasma cutter, a bomb, a tornado, electrocution, a dangerous magnetic field

5 Overwhelming – A ship's guns, a massive fire, a lightning strike, an earthquake, the wake of a jump drive

6 Devastating – A capital ship weapon, molten lava, a tsunami, a cosmic maelstrom, a huge asteroid impact

Skill – Basic to Mastery

1) Basic – Novice

2) Trained – Standard

3) Proficient

4) Focused – Veteran

5) Expert

6) Mastery

Group – Size of the group, Mobs, gang

0 One or two people

1 Small gang (3-6)

2 Medium gang (12)

3 Large gang (20)

4 Huge gang (40)

5 Massive gang (80)

6 Colossal gang (160)

Random Encounters – Chances of encountering something go up with certain types of areas.

Dangerous areas have an increased amount. Complication means that the force is weaker than the players

Planet – Weirdness – Chances of encountering something useful go up with certain types of planets. On a partial success, it is dangerous. On a full success, it is useful and mostly nice.

Planet – Crime – How much crime is there for random encounters

Planet – Wealth – How much wealth does the people have on average. This can also be rolled to see if the players find mineral riches or biological riches.

Planet – Population – In general how populated is the planet. Roll this to see encounters with colonies or police.

Factions – Tiers are used for the general power level of that faction.

Tech Levels – If you have two things of different tech levels, you can give a quality bonus to the one with the higher tech level of the difference in tech levels.

Vehicle Traits – Vehicle traits are similar to the Device rating. They can be used for various systems on a vehicle. They can also be used as damage locations.

Vehicle – Engine – This is the main engine of the vehicle.

Vehicle – FTL – This is the FTL engine of the vehicle.

Vehicle – Sensors – This is the sensor trait for the vehicle.

Vehicle – Comms – This is the communications trait for the vehicle.

Vehicle – Weapons – This is the weapons trait for the vehicle.

Crew

Check for morale in a group, partially effected by the size of the group. This can be used as a trait on a ship as well covering damage to the crew. It can also be used to check for Stress or Shock to the crew with a failure meaning they are stunned. This can cover the general quality of the crew. You can roll it and on a failure, they don't take an action. On a partial success, they have a complication. On a full success, they do a good job.

Plan

You can get bonus dice for spending time on a plan, even if the plan is detailed off camera. Each time the group does an action that relates to coming up with a plan, such as investigating a location, testing responses, etc. they can get a bonus dice. Once they are in the heist or job, they can spend the dice as a bonus on the roll to negate a system or in combat against guards or anything else the GM allows. You can also spend Funds to gain more dice.

Ritual Magic – Number of people gives you more dice. Each success adds to the progress clock to cast the spell.

Spirits – Spirits doing damage as a success instead of using normal damage rules. The more powerful the spirit, the more dice they have.

Funds

Funds is an abstraction of the financial system so that there can be accounting in their resources but they are easy and quick to deal with. Instead of writing each and every credit or dollar around, the group has what are called Bucks. This system is more for the GM than the players.

This can be combined with other qualities to gain a bonus or something similar

1 Buck – Month's wages

2 Bucks – A fine weapon, week's income from a small business, luxury clothes

4 Bucks – Monthly income from a small business

6 Bucks – Significant asset – car, hovercar, small house

8 Bucks – Small personal ship

10 Bucks – Medium Trader

Computer Systems

System Rating

The system rating is a general rating for computers to allow you to compare computers of different scales and from different tech levels easily. It's rating is a function of the scale and the tech level of the computer.

Computers with a higher rating have a bonus when hacking computers of a lower rating equal to the difference. They can also run a computer of a lower rating as a virtual computer if they want to.

If the computer with a lower computer tries to to hack into one with a higher rating then add +5 per 1 rating that it is below it's own rating. This is added to the TNs for computer actions and Firewalls for hacking into a more advanced computer.

The computer rating can help to decide how likely it is for someone to be able to figure out an alien computer.

It is a limiter for which systems can support an AI of certain complexity levels.

You can have a program that will help you do some specific action. This could be hacking software or some other action. At lower tech levels it is often just enough that you have software to do the action at all. The maximum benefit from software that you can get is a +5 but it can't be higher than the rating for the computer. So a Network Age computer with a rating of 2 can't have any software higher than +2 on it.

Tech Level Modifier

TL 13) Atomic Age N/A

TL 14) Information Age -2

TL 15) Network Age +0

TL 16) Cyber Age +2

TL 17) Fusion Age +4

TL 18) Colonial Age +6

TL 19) Gravitic Age +8

TL 20) Hyperspace Age +10

TL 21) Dimensional Age +12

TL 22) Transluminal Age +14

TL 23) Wormhole Age +16

TL 24) Force Age +18

TL 25) Temporal Age +20

Scale

There are many different sizes of computers. At the low end you have nanites, which are programmed to alter materials or even people at the molecular level. At the high end you have huge Megaframe computers that are designed to control a whole planet's computer network. AIs and certain uses for different scales of computers will change with increasing tech levels as things become smaller.

The scale of the computer reflects certain abilities relative to the tech level such as the system's intelligence rating. Listed in each tech level is the maximum traits. One of these is the Intelligence rating. This gives the rating of a standard computer. Then you must modify this for the scale. So a nanite with a -6 to Intelligence but in a tech level with an Intelligence rating for standard at +2 would have a -4.

Computer systems also have a certain level of security based on the scale. This is listed as the Firewall rating.

Computer Scale

Nanites (-6) Sealed Nanites, Firewall - None

Secure Nanites (-6) Military Nanites, External Nanites, Firewall 20/20

Microscopic Chips (-4) Standard Embedded Chips, Firewall 14/14

Secure Microscopic Chips (-4) Military Embedded Chips, Firewall 22/22

Tiny Chips (-2) Interface chips, RFID Chips, Firewall 16/16

Secure Chip (-2) Military Interface Chips, Firewall 25/25

Small (-1) Laptop, Tablet, Router, Small computer, Robot brain, Firewall 18/18

Secure Small Computer (-1) Military Robot Brain, Cybercomp, Firewall 28/28

Standard (+0) Desktop, house brain, larger robot brain, small business, Firewall 20/20

Secure Standard Computer (+0) Military Robot Brain, Hacker's Computer, Small Nanite Swarm, Firewall 30/30

Microframe (+1) Lab computer, web servers, cell phone towers, System Routers, cloud servers, universities, commercial spacecraft, large ships, Comsat Uplink, State Government servers, Firewall 25/25

Secure Microframe (+1) R&D labs, military servers, Bank Server, Personal Nanite Swarm, Firewall 35/35

Mainframe (+2) Starships, major manufacturing, major businesses, major labs, Firewall 30/30

Secure Mainframe (+2) IRS, DOD, Air Traffic Control, NSA, Major R&D labs, National Bank Server, Medium Nanite Swarm, Firewall 40/40

Macroframe (+3) Peaceful City control system, traffic control, government level mainframes, Firewall 35/35

Secure Macroframe (+3) Disruptive culture's City control system, traffic control, government level mainframes, Large Nanite Swarm, Firewall 45/45

Megaframe (+4) Peaceful Nation or planetary control computers, Firewall 40/40

Secure Megaframe (+4) Disruptive culture's national or planetary control computers, Huge Nanite Swarm, Firewall 50/50

Interface

This is a quality rating for the interface to use the computer. Specialized computers and devices will have a lower Interface rating. Interfaces made for novices are higher. This is rolled against if someone who isn't trained in this computer or device tries to use it.

On a failure, they can't do anything that round as they try to figure out how to get around in it. On a partial failure they run into a problem that occupies them for at least that round. On a success, they can roll for the thing that they want to do.

Security

This is a Quality rating for security. It is added as the Firewall rating to the system rating. It is rolled to see if a particular security method is active. It goes up in rating for higher security and goes down when used by regular users.

On a security roll, you are checking to see if they set off an alarm or raised the security rating of the device. Once it reaches 6 then it cuts off functions.

Device Rating

This is a quality rating for the device in general. It covers how advanced a device is. It's basically a catch all for the system. You can roll to see if it handles a fall or impact well. On a success, it is still working. On a partial success, it develops a problem. On a failure, it needs repair to work.

Clue System

The Clue System works with the Fortune Roll and the Quality system to track clues for minor mysteries or research being collected together. There are lots of times that a scientist is searching for an answer to a mystery and while the character would understand all the details, the player and GM may not. You could also have a Hunter collecting information in order to make a ritual to get rid of a Demon. The GM keeps up with a number of points worth of Clues. These Clue points are collected along a Progress Clock where the resolution means that the mystery is solved.

You don't have to define each clue but you can if you want to. This can be a good opportunity to give some Lore about the setting. The idea is that this system puts the focus back on the player characters to solve the mystery more than the players. If it is a scientific mystery, you can give a technobabble explanation why this is an issue as well.

Once you get all the clues and finish the progress clock, you can explain what happened. It could be that you are collecting clues to prove your case or have enough to arrest someone. You could have your own theories ahead of time. The GM can even give you a clue point for figuring something out about the mystery on your own. If it is a scientific mystery, for example a spacecraft traveling through a nebula giving off strange reading, you could solve the mystery and use it to surprise an opponent. It could give you a new attack vector or a bonus somehow.

Libraries

Libraries are great places to gain clues for certain things. They can give you clues about certain subjects but the GM needs to figure out how many clues that library has in it. He can roll a number of dice based on how focused on that particular topic the library is and how large it is. So if you have a library for a Hunter then they would be much more likely to have the information that you need than the library of a random noble.

On a partial success, you get a clue, on a full success you get two clues. On a critical success, you get more clues. Then the players have to roll to actually find those clues.

- 1) Small library – a small collection of books
- 2) Medium library – a room full of books
- 3) Large library – a building of books

- 1) General library – Random selection of books
- 2) Specific library – Has some books about the question
- 3) Focused library – Focused on a subject related to the question

- 1) Obscure references
- 2) Different languages
- +1) Popular subject

Sensors

Sensors can give you clues about a mystery as well, assuming that the mystery relates to a physical mystery. The GM can roll ahead of time to see how many clues can be gained from your sensors. Then they have to rolls to actually find those clues. On a partial success, you get a clue, on a full success you get two clues. On a critical success, you get more clues. Then the players have to roll to actually find those clues.

- 1) Basic sensors
- 2) Military sensors
- 3) Science sensors

+rating of science systems

- +1) Common situation
- 2) Unknown process
- 2) Concealed

Project System

This project system is for when a player character wants to do a project, such as a construction, an upgrade, or even research.

Units of Time

First you need to find out what the unit of time is for the project. For large construction, it could be months as the basic unit. Most projects will be measured in days or hours. See the Skill Challenge rules for this.

For each unit of time, you make a skill roll or some sort of skill check.

Progress Clock

You check to see if you make progress with a skill check. Each success is a tick on the progress clock for that project. Once you run out the clock, you are either finished with the project or finished with that stage of the project.

If something sets you back it can remove ticks from the clock.

Circumstances

Each time the player makes a roll, the GM also makes a roll. This determines how much interference they get while working on their project.

Dice

You roll one for a normal project with no problems. As you add problems, you add dice. Some of this can be altered by the player and some are things they have nothing they can do about it.

+1) Busy area

+2) Crime ridden area

+1) per tech level difference for inventions

+1) Regulated where regulators can see it

+2) Problematic creation – polluting, noisy, etc.

+2) Immoral creation (talked about more)

Results

A failure for this roll means nothing got in the way. Normal work. A partial success means that something happened that can be resolved during that project time, such as an inspector or minor accident. This will usually require an additional skill roll to get through a minor encounter.

A full success means that something has stopped the work and it will require a side quest to get back on track. This could be negated by spending a salvage point or an upgrade.

If there is more than one success then this project has gotten mixed up in your main quest or mission.

Requirements

Some progress clocks have requirements. Basically, you can only get so far without either finding certain specialized information or ingredients. The missing requirement depends on the nature of the project. Research projects will cause you to discover that you need certain resources after the first few rolls. A magic item would require magical materials. An upgrade would require either salvage or a device. Money can be used to buy some of these but most of the time you would need to go on a side mission to get the missing part.

NPC Ratings

NPCs have a few major ratings to represent their behavior.

Power Level

This gives you their scope and abilities in shorthand and is rolled by the GM.

Connection Level

This gives how connected to the player the NPC is. This will set their starting willingness to help them as well as if they will help them on their own. This can be modified by persuasion rolls and money.

Morale

This can be their morale or their aggression level. It has to do with how into this fight they are. You roll the dice and this show how many of them attack that turn. This lets you have a group that isn't totally dedicated to fighting to the death and produce more realistic and unexpected actions. If they break up then they will fight in reply to the players.

This can be changed by making intimidation rolls or taunting a group.

Random Damage

Sometimes you want to check and see how much damage someone takes without going through the larger vehicle rules or combat rules. You can also use this when you don't know how much damage something should cause.

Figure out a number of dice and each success is a wound of damage. Allow a save only if you have an aptitude or some reason to reduce this damage.

Car Accident

Roll a dice for each 10 mph up to 6 dice. Each success is a lethal wound. Remove dice for extra safety features. Add dice for additional vehicles colliding.

Falling

Roll a dice per 5 feet up to 6 dice. Each success is a lethal wound. Remove dice for soft surfaces or safety equipment. Add dice for hitting several things on the way down.

Getting hit by something

Roll a dice per object or 10 lbs of an object up to 6 dice. Each success is bashing or lethal depending on the nature of the materials. Remove dice for soft objects or safety gear. Add dice for particularly sharp objects.

Downtime System

Between adventures, characters have downtime. This is time that they can work on their own projects. Each downtime will give them a set number of actions that they can take. Most of the time, this will be two downtime actions but the GM can extend it.

Required Actions

Some actions are required actions. This means that they occupy one of those downtime actions.

War – If your group is at War with another group then you end up spending some of your time either avoiding them or dealing with the war. This applies to everyone in the group.

Healing – Characters who have major injuries have to spend one of their downtime actions just healing and resting.

Projects

A major thing that players can do is to spend time doing projects. Each action spent on this enables a roll and progression on the project clock for that project. This could be a project for themselves or allow them to upgrade the ship in some way.

You can also use this for creating magic items.

Research

You can spend a downtime action researching some mystery. This will progress you on those mysteries and give you clues. You can also investigate by asking around about your mystery as well.

Tactics

Pick a primary and a secondary tactic

Most creatures and NPCs will operate on their primary tactic unless it doesn't work and then they will switch to their secondary.

Artillery – Artillery creatures attack at range and have less armor. They try to stay out of reach of their targets when they attack.

Bolter – Bolters will scatter and go evasive. They will never turn and attack or defend each other.

Brute – Brutes rely on Toughness and up close attacks. They intimidate, charge, and attack.

Controller – Controllers control other creatures to do their fighting for them. They could be a leader type or a manipulator.

Coward – Flees in the face of danger.

Defensive – Fights to defend itself and will flee

Directed – Fights because it is directed to and no other reason

Harrier – Harriers are evasive attackers that operate in packs.

Hungry – Fights to feed and that is all

Hunter – Fights to bring down the prey and will pursue over time

Lurker – Lurkers use it and run tactics. They charge, attack, and then move again each turn.

Negotiate – Tries to bargain with the threat.

Opportunistic – Fights when it can get something out of it, especially against weaker creatures

Organized – Fights based on a plan and an authority

Stamperder – Stampederers react to danger by running as a herd. This can lead to stampedes.

During a stampede, a herd can turn and attack as a group. Bulls will sometimes turn and attack if they are with a small herd.

Territorial – Fights to defend territory and will back off when you leave

Vicious – Fights because they are mean and will often fight to the death

SMART D20 Master Scales

The SMART D20 Scale System is designed to unify creatures, vehicles, and buildings in a single scale chart. It is based on the concept that the larger something is the greater it can absorb damage out of sheer size. Huge objects don't have to be armored to shrug off large impacts. It is just a factor of their mass. This is true of many things. The opposite applies to small objects. A kick that would annoy a large creature could kill a tiny one. By making everything function in the same scale it makes it extremely easy to deal with things of different sizes from any setting.

Size Examples

Size	Scale	Length (ft)	Length (meters)	Examples
32	Minor Planetoid	484 - 970 miles	780 - 1,560 km	Death Star II, Distance across Texas
31	Pallas Class Asteroid	242 - 484 miles	390 - 780 km.	
30	Interamnia Class Asteroid	121 - 242 miles	195 - 390 km.	
29	Alauda Class Asteroid	60 - 121 miles	97- 195 km.	Death Star I
28	Minor Asteroid	30 - 60 miles	48 - 97 km.	Rama
27	Major City	15 - 30 miles	24 - 48 km.	Major City
26	Large Station	40K-80K ft.	12,192 - 24,384 m.	Eclipse Class SSD, Kushan Mothership, Progenitor Mothership, Andromeda Ascendent
25	Medium Station	20K-40K ft.	6,096 - 12,192 m.	Babylon 5, Executor Class SSD, Cortez Class Explorer
24	Small Station	10K-20K ft.	3,048 - 6,096 m.	Federation Earth Spacedock, Battlestar, Colonial Age Mothership
23	Large Capitol	6K-10K ft.	1,828.8 - 3,048 m.	Borg Cube, Warlock Class Destroyer
22	Medium Capitol	4K-6K ft.	1,219.2 - 1,828.8 m.	Imperial Star Destroyer, Deep Space 9, Minbari Sharlin Warcruiser, Vorlon Dreadnaught
21	Small Capitol	3K-4K ft.	914.4 - 1,219.2 m.	Mon Calimari Cruiser
20	Large Cruiser	2.3K-3K ft.	701.04 - 914.4 m.	Acclamator Class Cruiser
19	Medium Cruiser	1.7K-2.3K ft.	518.16 - 701.04 m.	Galaxy Class, Sovereign Class, Omega Class Destroyer, Large Ha'tak, Moya
18	Small Cruiser	1,2K-1,7K ft.	365.76 - 518.16 m.	Excelsior Class, USS Angelus, Seawise Giant Supertankers, Go'a'uld Ha'tak, Sulaco
17	Battleship	800-1.2K ft.	243.84 - 365.76 m.	Nimitz Aircraft Carrier, Constitution Class, Iowa Battleship, Hyperion Cruiser, Seaquest
16	Liner	600-800 ft.	182.88 - 243.84 m.	Nx-Class Enterprise, Container Ships, Thunderbolt Class Cruiser
15	Destroyer	450-600 ft.	137.16 - 182.88 m.	Arleigh Burke Class Destroyer, Ohio Class Submarine, Discovery One
14	Frigate	300-450 ft.	91.44 - 137.16 m.	Los Angeles Class Submarine, Defiant, Olympus Class Corvette, Godzilla
13	Large Transport	200-300 ft.	60.96 - 91.44 m.	747 Passenger Jet, Firefly Class Transport, Larger Kaiju, Jaegers
12	Medium Transport	120-200 ft.	36.57 - 60.96 m.	B-52, 727 Passenger Jet, Space Shuttle, Bebop, Smaller Kaiju
11	Small Transport	70-120 ft.	21.33 - 36.57 m.	YT-1300, C-130H, SR-71, CH-47, Blue Whale, Ultrasaurus
10	Huge Vehicle	35-70 ft.	10.66 - 21.33 m.	X-wing, F-14, F-15, F-16, F-18, B-2, City Bus, Learjets, Helicopter, Apatosaurus
9	Large Vehicle	21-35 ft.	6.4 - 10.66 m.	A-wing, Moving Vans, Tanks, APCs, Tyrannosaurus Rex, Triceratops
8	Medium Vehicle	14-21 ft.	4.26 - 6.4 m.	Cars, Trucks, SUVs, Elephant
7	Small Vehicle	7-14 ft.	2.13 - 4.26 m.	Subcompact Cars, Cattle, Horses
6	Large Character	6-7 ft	1.8 - 2.13 m.	Motorcycles, Large Humans, Great Cats
5	Medium Character	5-6 ft.	1.5 - 1.8 m.	Humans
4	Small Character	2 ^{1/2} - 5 ft.	0.76 - 1.5 m.	Medium Drone, Jet Pack, Small Table, Eagle
3	Tiny Creature	1-2 ^{1/2} ft.	0.3 - 0.76 m.	Small Drone, Desktop, Falcon, Owl, House Cat, Bucket
2	Diminutive Creature	1/2 - 1 ft.	0.15 - 0.3 m.	Mini-drone, Laptop
1	Large Insect	< 1/2 ft.	8 to 15 cm	Micro-drone, Cell Phone, Mouse, Vial
0	Insect	1 - 3 in	3 - cm	Tarantulas, Large Electronic Chip
-1	Small Insect	½ - 1 in	1 - 3 cm	Beetles, Wasp, Small Electronic Chip
-2	Tiny Insects		1 cm	Organic Tissues, Ants, Fly
-3	Small Tissue		1 mm	Small Organic Tissues
-4	Plant Cells		100 µm	Plant Cells
-5	Animal Cells		10 µm	Animal Cells, Red Blood Cells, White Blood Cells
-6	Bacterium		1 µm	Bacterium
-7	Virus		100 nm	Virus, Large Molecules
-8	Protein		10 nm	Globular Protein
-9	Small Molecule		1 nm	Small Molecule
-10	Atomic		0.1 nm	Atom

Size and Scale

Most of the time the Size and Scale are the same. Your scale reflects your size and density. However, there are times when they are not the same. You can have an object or vehicle that is tall or long so that much of it's length is thin. You can also have a cargo vessel with considerable size not a part of the ship's systems. You can have a vehicle with long antennas extending the size.

The Scale reflects the strength and wounds/hit points of the object. Size reflects the amount of space it occupies and things like difficulty to hit that target.

Wound Scales

This system uses a wound system based on size. Each object has four wound levels listed with them: Light, Moderate, Serious, and Heavy damage. Each one is a range of hit points that the object can take. If the damage total is less than or equal to the light damage range then they take a light wound (-1). If they take greater than light wound but less than or equal to moderate damage then they take a moderate wound (-2) and so on. Damage over the Heavy damage rating is instant death. Moderate damage is twice the light, serious is three times light, and heavy is four times light damage.

There are eight scales: Fragile, Weak, Standard, Strong, Resilient, Mighty, Hardened, and Adamant. So between the scale and size of any object an instant wound damage scale can be generated. The listings are Light/Moderate/Serious/Heavy damages for that scale. Size is listed for any object, creature, or vehicle as a size number and the column such as 14B. This will allow you to figure out the wound scale for any particular vehicle, creature, or building easily.

The various scales are based on the density of materials in lbs/ft^3. This is the number listed beside the scale name (Strong (100)). The overall material types partially determine the scale but there are also objects that are not solid but made of tougher materials. Most vehicles are between 18% to 36% in actual materials because the whole point of a vehicle is the space inside to carry objects. So if you take the percentage of the vehicle that is actually a tougher material and multiply by the density, you get the various scale levels (or close enough for the game to work with).

The Fragile Scale covers extremely light materials and very fragile creatures. The Weak Scale covers lighter materials and more fragile creatures. The Standard Scale covers most natural animals as well as some wooden structures, heavy plastics and such. It includes some objects made of steel and lighter metals with a lot of open space. The Strong level covers creatures that are strong for their size, heavier wooden objects, or vehicles made of steel with a lower overall density from being mostly open spaces. Resilient covers objects made of stone or objects made of steel but with an overall density that is lower from lots of open spaces. This covers a most light military vehicles, lighter ships, and older forts made of stone. Mighty covers heavier materials as well as most modern naval ships. Hardened covers reinforced structures, such as tanks and mecha. Adamant covers heavily reinforced vaults and solid steel objects.

This is a very general scale system and it will not always perfectly match the weight class for each of those objects. If you look the specific object up, just use the correct weight class for that object. Heavy duty vehicles will often go to the right but some, such as many cargo vehicles, bombers, and such act as if they were larger due to larger open spaces. They are not exactly tougher in the normal way of thinking of tougher. They just have more structure that is not engines or control areas.

Size	A - Fragile (10)	B- Weak (30)	C - Standard (60)	D - Strong (100)	E- Resilient (140)	F - Mighty (180)	G - Hardened (300)	H - Adamant (400)
Ex:	Very Fragile materials, Foam, Drywall, etc	Light Materials, Most wood, Plastics, lighter buildings	Organic Materials, Heavy Plastics, Light Metals, and Wooden Sailing Ships	Tough Organic, mixed density, cars, trucks, vans	Heavier vehicles	Solid Stone and 36% density Brick and stone buildings	Reinforced Buildings and Heavier metal vehicles	Vault Doors and solid steel objects
18				Seawise Supertanker		Empire State Building (102 stories)		
17					Iowa Battleship, Nimitz Aircraft Carrier	Bloomberg Tower (64 stories)		
16	Hindenburg	Wooden Oceanliner		Large Container Ships		50 story Skyscraper		
15					Ohio Class Submarine Arleigh Burke Class Destroyer	40 story Skyscraper, Huge Castle,	Raven Rock Mountain Complex	
14		Saturn V Rocket	Ironclad Frigate		Los Angeles Submarine	Large Castle, 30 story Skyscraper	Cheyenne Mountain Complex	
13		Delta IV Rocket, Atlas V Rocket,	1 st rate	747 Passenger Jet,	Wooden Motte & Bailey Castle	Medium Castle, 20 story Skyscraper		
12	Small Zeppelin	Rocket Boosters, Falcon Series Rockets, Showboats, Wooden Ferries,	Mansion, 2 nd Rate	727 Passenger Jet, B-52, Space Shuttle		Small Castle, 15 story Building		
11	Hot Air Balloons	Huge Raft	Large House, 3 rd Rate, Brigantine	Zeppelin Gondala, C-130H, SR-71, CH-47		Large Fort, 10 Story Building	Iron Mountain Bunker	
10		Mobile Home, ISS Modules, Keelboats	Small House, 4 th Rate. Pinnacle	Learjet, Apache Longbow, F-14A Tomcat, Bell Jet Ranger,		5 Story Building, 50 ft stone Tower, Multipied Tank, Heavy Mech	Large Personal Bunker,	
9		Medium Utility Building	3 Story Building, Sloop of War, Frigate	MH-6 Little Bird, Limo, Moving Van	Armored Truck, Bradley APC,	Small Tower, Abrams Tank, Light Mech,	Medium Personal Bunker,	
8		Interior Wall, Shed, Small Utility Building	Elephants, 1 story Building, Castle Draw Bridge	Cars, Light Trucks	Hummer, Heavy Trucks, Brick, or Concrete Wall,	Heavy Stone Wall, Trooper Mech, Very Thick Rock Wall	Small Personal Bunker, Reinforced Metal Wall,	Military Blast Door
7		Light Double Doors, Rowboats	Brown Bear, Bison, Warhorse, Light Horse, Heavy Double Doors	Dodge Neon, Airlock Doors, Reinforced Double Doors		Heavy Power Armor	Hardened Airlock Doors,	Vault Door
6		Light Wooden Door, Light Canoe	Large Human, Heavy Wooden Door	Mercury Capsule, Jetski, Reinforced Wooden Door, Sport Motorcycle	Harley, Reinforced Metal Door	Light Power Armor, Medium Power Armor		Heavy Solid Metal Door
5			Medium Human	Medium drone	Medium combat drone			
4			Lynx, Dog					

3		Falcon	Large House Cat, Small Dog	Small drone	Small combat drone			
2		Rat, Possum	Small House Cat, Kitten	Mini-drone, Laptop	Mini- combat drone			
1		Mouse, Bat		Micro-drone, Cell Phone				
0	Butterfly	Spider	Beetle					

Figuring Vehicle Scale

The first and most important trait for a vehicle is the size and scale of the vehicle. Take the vehicle's longest dimension and use that to figure out the scale. Ignore antennas and things that are sticking out that don't have much mass. You want the size of the main body.

Then you need to figure out the Scale of the vehicle. The scale is a combination of the size and the strength of the vehicle. Once you have the scale of the vehicle it will give you a default Wounds, Toughness, and Hardness. The Wounds reflects that a larger object can simply take more of a beating then a smaller object can. Toughness and Wounds are a function of the scale as well for the same reason.

Scale shift from Shape

The longest length of the object is the first factor to figure out. However, the scale charts are based on the mass of a humanoid or a shallow rectangle so you have to modify which row you are on based on the general shape of the object. If you are dealing with a taller rectangle, such as most ships, or a cylinder then go up one row. You would also go up one row for a creature with four legs or more. If you are dealing with a sphere or a cube then you go up two rows. This will compensate so the difference in the volume.

This is a very general rule and it may not come out perfectly in every case. However, the point of this is a way to generate stats quickly. The chart under Wound Scales is based on the length. Make sure that you shift based on the shape of the object.

You also choose based on the type of vehicle. Earlier versions are going to have a lower column (earlier letter).

Shapes

Taller rectangle - Up one row

Cylinder - Up one row

Sphere - Up two rows

Cube - Up two rows

Column by type

A Fragile buildings, Primitive space stations, Skin covered boats

B Aircraft, Most spacecraft, Early wooden boats

C Buildings, Fighter Aircraft, Ocean-going Wooden Sailing Ships

D Modern Vehicles, Construction Vehicles

E Submarines, Commercial Ships

F Modern Military Naval Ships, Bunkers

G Tanks, Mechs, Gravitic Age Vehicles

H Vaults, Intergalactic Era Vehicles

Wound Levels by Scale Chart

Size	A - Fragile (15)	B- Weak (30)	C - Standard (60)	D - Strong (100)	E- Resilient (140)
18	(19) 32/37/46/73/74+	(33) 60/69/87/141/142+	(62) 116/134/170/278/279+	(102) 192/222/282/462/463+	(192) 372/432/552/912/913+
17	(17) 28/32/39/62/63+	(28) 50/58/73/118/119+	(51) 96/111/141/231/232+	(83) 158/183/233/383/384+	(162) 312/362/462/762/763+
16	(12) 21/24/30/48/49+	(24) 42/48/60/96/97+	(42) 78/90/114/186/187+	(66) 126/146/186/306/307+	(132) 252/292/372/612/613+
15	(6) 12/15/24/33/34+	(16) 29/34/43/70/71+	(30) 57/66/84/138/139+	(51) 96/111/141/231/232+	(98) 188/218/278/458/459+
14	(4) 8/12/18/24/25+	(9) 18/21/27/45/46+	(21) 39/45/57/93/94+	(36) 66/76/96/156/157+	(68) 128/148/188/308/309+
13	(4) 8/12/16/20/21+	(8) 16/18/26/40/41+	(16) 32/37/48/80/81+	(27) 51/59/75/123/124+	(54) 102/118/150/246/247+
12	(3) 6/9/14/18/19+	(7) 14/16/24/35/36+	(14) 28/32/42/70/71+	(24) 45/52/66/108/109+	(48) 90/104/132/216/217+
11	(3) 6/9/12/16/17+	(6) 12/16/22/30/31+	(12) 24/28/36/60/61+	(21) 39/45/57/93/94+	(39) 75/87/111/183/184+
10	(2) 4/6/12/14/15+	(5) 10/15/20/25/26+	(10) 20/23/30/50/51+	(18) 33/38/48/78/79+	(33) 63/73/93/153/154+
9	(2) 4/6/10/12/13+	(4) 8/12/18/22/23+	(9) 18/21/27/45/46+	(16) 29/34/43/70/71+	(30) 57/66/84/138/139+
8	(2) 4/6/8/10/11+	(4) 8/12/16/20/21+	(8) 16/18/24/40/41+	(12) 24/28/36/60/61+	(24) 48/56/72/120/121+
7	(1) 2/4/6/8/9+	(3) 6/9/12/18/19+	(7) 14/16/21/35/36+	(10) 20/24/31/52/53+	(21) 42/49/63/105/106+
6	(1) 2/4/5/7/8+	(3) 6/9/12/16/17+	(6) 12/14/22/30/31+	(9) 18/21/27/45/46+	(18) 36/42/54/90/91+
5	(1) 2/3/4/6/7+	(2) 4/6/10/12/13+	(5) 10/15/20/25/26+	(7) 14/17/22/37/38+	(15) 30/35/45/75/76+
4	(1) 2/3/4/5/6+	(2) 4/6/8/10/11+	(4) 8/9/12/20/21+	(6) 12/14/18/30/31+	(12) 24/28/36/60/61+
3	(0) 0/1/2/3/4+	(1) 2/3/4/7/8+	(3) 6/7/9/15/16+	(4) 8/10/13/22/23+	(9) 18/21/27/45/46+
2	(0) 0/0/1/2/3+	(1) 2/3/4/5/6+	(2) 4/4/6/10/11+	(3) 6/7/9/15/16+	(6) 12/14/18/30/31+
1	(0) 0/0/0/1/2+	(0) 0/0/1/2/3+	(1) 2/2/3/5/6+	(1) 2/3/4/7/8+	(3) 6/7/9/15/16+

(Toughness) Light/Moderate/Serious/Heavy (Deadly is Heavy +1)

Take a damage value and compare it to your chart. Base human chart is (0) 5/10/15/20. If you have 12 damage coming in then that is within the Moderate damage level for a human.

Multiple Damage Tracks

Some creatures and objects have multiple damage tracks. These are different tracks depending on the kind of damage. So a Vampire might have a high damage track for most combat but have a lower damage track that covers their Vulnerabilities. If they take moderate damage with regular damage, it is the same as moderate damage from their vulnerability.

Ships will have their main damage track as Structural Damage. Going through the Resilience for Structural Damage means the ships breaks apart but most ships are not destroyed like this. They also have a Hull Track which covers damage below the waterline and a Sail Track which covers damage to the sails.

Additional damage tracks can have different effects. In the case of a Vulnerability it would just feed into the main damage track but each wound would need much less damage. Some would have their own track, such as the Sail Track. Once you run through that track then you have no more Sails. For Hull, it will cause damage marks in flooding. Once you reach your Hull Resilience the ship sinks. Each point of damage to the hull is also a point of damage to the Structure.

The advantage of this system is that it doesn't need additional rolls to have this increased level of detail. If an attack would damage the sails then mark it down for the Sails. If it would hit below the waterline then mark it down for the Hull and Structure. If there is a way to beach the ship before it sinks then to can still function as a base until the Structure is destroyed.

You could even have vehicles that are designed to detach as separate damage tracks. You could have a spacecraft with an Engine Track and a Compartment Track for the occupied section. You could have a Starship with a Primary Hull and a Secondary Hull. You can have one damage track to cover the entire structure and smaller damage tracks to cover the important sections. You can have several smaller sections and no overall damage track.

In the case of a Sailing ship, you would have one for the Structure and the others would be the same scale but on a lower density column. Sails would be Fragile, most likely. The Hull would be at least one column lower, possibility two. This would depend on if it was designed for military or commercial usage.

Each track would have it's own Resilience and that Resilience can represent different things. You could have one as a System track to cover damage to electrical systems. The Resilience for the Hull Track covers flooding.

Each track may also have it's own Hardness rating. Sails are softer than wood. A Ship could have armor along the waterline.

Hardness

Hardness is compared with the Penetration of the attack. If the power is greater than or equal to the hardness of the target then the attack applies as normal. If not, then the attack bounces off or just doesn't effect the target.

	Hardness								
Scale	A	B	C	D	E	F	G	H	Scale
Size	Fragile	Weak	Standard	Strong	Resilient	Mighty	Hardened	Adamant	Size
18	10	20	28	38	40	44	48	52	18
17	9	18	26	36	38	42	46	50	17
16	8	16	24	34	36	40	44	48	16
15	8	16	22	32	34	38	42	46	15
14	7	14	20	30	32	36	40	44	14
13	6	12	18	28	30	34	38	42	13
12	5	11	16	26	28	32	36	40	12
11	5	10	14	24	26	30	34	38	11
10	4	9	12	22	24	28	32	36	10
9	4	8	10	20	22	26	30	34	9
8	3	7	8	18	20	24	28	32	8
7	3	6	7	14	18	22	26	30	7
6	2	5	6	12	16	20	24	28	6
5	2	4	5	10	14	18	22	26	5
4	1	3	4	9	12	16	20	24	4
3	1	2	3	8	10	14	18	22	3
2	0	1	2	7	9	12	16	20	2
1	0	0	1	6	8	10	14	18	1

Resilience

Resilience is a measure of how much shock and punishment the creature, object, or vehicle can take.

So if you take a light wound (-1) and then a serious wound (-3), then you will have a wound total of -4. Humans have a Resilience of 8 wound points. If you take a total of -8 and some of it is bashing, then you go unconscious. If all of it is lethal damage then you are dying. If you are attacking a bashing attack of at least moderate damage and the attacker gets +10 to the attack then the attack becomes lethal.

Everything has a Resilience equal to their size + their column. So a creature that is size 3 and their column is fragile (+1) then they get a total Resilience of 4. Humans are at Scale 5C so that is 5 + 3 = 8.

Standard Creature - Standard creatures are effected by every point of wounds. They switch to Hindered Defense once they have taken their Resilience in damage.

Buildings - A light wound counts as a hole in the wall in a non-structural location. However, once the building gets to it's Resilience it will collapse from too much accumulated damage.

Ships - Once the ship reaches it's Resilience in wounds then it will break up. Ships have Vitals ratings.

Vehicles - Once a vehicle reaches it's Resilience in wounds then it falls apart. Vehicles have Vitals ratings.

Staged Creatures - Staged Creatures will start at a certain scale and once you reach their Resilience, they change into another creature that you have to start over and damage that one separately. It could become a more powerful form or it could break up into several smaller creatures. These creatures could be a version of the base creature or something completely different. You can even have one creature that is riding the other one. Once the mount is down then you can attack the rider more easily.

Vitals

Vehicles split the effect of Resilience with a Vitals rating. All damage goes to the Resilience. Any wound over Light damage subtracts one from the penalty and goes to Vitals damage. Vital rating is always 10 points. Only apply wound penalties from Vitals rating to rolls for that vehicle.

For example, you have a ship with a 22 Resilience and it takes 3 wounds. It subtracts 3 from the 22 as well as taking 2 from the Vitals rating. Now the Vitals rating is at -2 and this rating is applied as a penalty for most actions on that ship.

Shields

Shields are force fields used to protect a ship, object, or creature. They are treated as a separate scale wound chart. While this system is active, any damage is applied to the shields instead of the hull of the ship or other object. Often the shields will be of a higher scale than a regular hull can be. Shields have a Hardness rating as well as a wound chart.

Deflectors

Shields function like hulls in terms of Resilience and System. The Resilience for Shields is called the Deflector rating. The system rating for shields is just called the Shield rating and it is also based on 10 points. Every point of damage reduces the Deflectors but subtract one before applying that damage to the Shield rating.

As the Shield rating is lowered, it lowers the Hardness of the Shields by that much. So if you have 4 damage to the Shield rating then it lowers the Hardness by 4. This means that weapons that may not work against the shields at first may work after damage from another weapon brings them down some.

Deflector damage recovers quickly. It will renew 1 point per round and recover completely for the next scene. Shield damage, however, requires repairs and stays until fixed. Once the shields go down, the deflectors also go down. They will return once at least 1 point of Shields is repaired.

Magnitude

0) Average Magnitude

Characters: Noncombatants, Kids, safe pets, old people

Powers: None

AI: Most AIs that are not autonomous or independent. Basic characters, observer, dependent, and Subordinate AIs.

1) Brave Magnitude

Characters: Regular Humans, Natural Animals

Creatures: Humanoid animals, especially if small in size

Powers: Armor, Clinging, Natural Flight, Leaping, Natural Weapons, Natural Senses, Special Environments, Scale C creatures, Swimming, Uplift

Ordinance: Knife

AI: Subordinate AIs, Pets

2) Capable Magnitude

Characters: SWAT, FBI, Some larger Predators, Small Dinosaurs, Pistol Brick, Biotech, Spacer, Tall or large people

Creatures: Shapeshifter - Small animal form, Dwarves, Elves, Goblins, Pixie, Salamari

Powers: Low mana powers, mostly ESP, Scale E creatures, Super Strength, Super Dexterity, Super Constitution

Super Strength 15

Super Dexterity +6

Super Constitution +6

Ordinance: Pistols, shotguns

AI: Subordinate and Autonomous AIs

3) Daring Magnitude

Characters: Spec Ops, Spies, Very Large Predators, Dinosaurs, Rifle Brick, Genie, Splicer, Gangbot, Spinner

Creatures: Shapeshifters - Large animal form, Weak Vampires, Trolls, Dragonkin, Shapeshifters Hybrid Form

Powers: Most magical powers, up to Scale 7 Alternate Form, Scale F creatures

Super Strength 18

Super Dexterity +10

Super Constitution +10

Ordinance: Rifles

AI: Subordinate, Autonomous, and limited Independent AIs.

4) Fierce Magnitude

Characters: Super Soldiers, Minor Dragons, Larger Dinosaurs, Scale 8 Alternate Form, Scale F creatures, Machine Gun Brick, super strength, Heavy Cyborg, Artificer, Weird Science, Cyberbrain, Street Samurai, Batman, Iron Fist, Spiderman, Wolverine, Luke Cage, Capt America,

Creatures: Vampires, Shapeshifters Warform

Powers: Creation, Teleportation, Scale G creatures, Super Speed

Super Strength 21

Super Dexterity +14

Super Speed 1

Super Constitution +14

Ordinance: Light Power Armor, Machine Guns

AI: Subordinate, Autonomous, and Independent AIs. These can be made independent of their bodies and be moved from body to body.

5) Grand Magnitude

Characters: Autocannon Brick, Starfire, Ironman, Colossus, Aquaman,

Creatures: Minor Demons, Major Vampires

Powers: Scale 9 Alternate Form, Scale H creatures

Super Strength 25

Super Dexterity +18

Super Speed 2

Super Constitution +18

Ordinance: Power Armor, Autocannon

AI: Subordinate, Autonomous, and Independent AIs. These can be made independent of their bodies and be moved from body to body.

6) Hardened Magnitude

Characters: Major Demons, Artillery Brick, Firestorm, Storm, The Flash, Hulk,

Powers: Scale I creatures

Super Strength 29

Super Dexterity +22

Super Speed 3

Super Constitution +22

Ordinance: Light Mech, Heavy Power Armor, Light Starfighter, Armed Transport, Artillery

AI: Subordinate, Autonomous, and Independent AIs. These can be made as pure software and expand into the system they are in.

7) Nuclear Magnitude

Characters: Magneto, Graviton, Jean Grey, Vision, Thor, Wonder Woman, Juggernaut, Great Dragons, Dr Strange, Deck Gun Brick, Heavy Mech, Heavy Starfighter, Gunship

Powers: Scale J creatures

Super Strength 33

Mega Strength 1

Super Dexterity +26

Super Speed 4

Super Constitution +26

8) Extreme Magnitude

Characters: Superman, Sentry, Silver Surfer, Doomsday, Thor in comics, Martian Manhunter, Dr. Strange w/ Eye of Agamotto

Super Strength 36

Mega Strength 2

Super Dexterity +30

Super Speed 5

Super Constitution +30

9) Megaton Magnitude

Characters: Advanced Starship Captains, Chaos Entites

Threats are interplanetary

Locations: Space

Super Strength 40

Mega Strength 3

Super Dexterity +34

Super Constitution +34

10) Tectonic Magnitude

Characters: Asteroids, Odin, Zeus, Runic Thor

Threats are global destruction

Locations: Space

11) Asteroid Magnitude

Characters: Super Nova

Threats are cosmic super weapons and super novas

Locations: Space

12) Planetary Magnitude

Characters: Super Nova, Galactis

Threats are cosmic super weapons and super novas

Locations: Space

Weapon Scales

Scale	Categories	Examples	Damage	Scale Examples
1	Touch	Finger	None	Personal
2	Light punch	Fist	6/5B	Personal
3	Moderate punch	Fist	8/6 B	Personal
4	Heavier punch	Fist	10/7 B	Personal
5	Knife	Knives	12/8	Personal
6	Short Sword	Short Sword	15/9	Personal
7	Sword	Long Swords	16/10	Personal
8	Light pistol	.22 rimfire,.25ACP,.32ACP, 12g shot	12/12	Personal
9	Medium pistol	9mm, .357mag, .44mag, .45ACP	14/14	Personal
10	Heavy pistol	.44 Magnum,.41 Magnum	16/16	Personal
11	Ex. heavy pistol	.221 Fireball,.454 Casull, 12g Slug	18/18	Personal
12	Light rifle	.22 rifle, .30 carbine	14/20	Personal
13	Medium rifle	5.56mm,4.9mm caseless	16/22	Personal
14	Heavy rifle/LMG	7.62mm,6mm,.338 Magnum	20/24	Personal
15	Elephant rifle/MMG	.460 Magnum	25/26	Personal Vehicles
16	Heavy machine gun	12.7mm, 50 cal	30/28	Personal Vehicles
17	Ex. heavy machine gun	14.5mm,15mm	35/30	Personal Vehicles
18	Light Autocannon	20mm,23mm,25mm	45/32	Vehicles/Missiles
19	Medium Autocannon	37mm/63, 40mm/60	55/34	Vehicles/Missiles/Buildings
20	Heavy Autocannon	Mk 15 GL, 130mm/50	55/36	Vehicles/Missiles/Buildings
21	Light Tank Gun/Artillery	105mm Coastal Gun	60/38	Ships/Buildings
22	Medium Tank Gun/Artillery	127mm/54	65/40	Ships/Buildings
23	Heavy Tank Gun/Artillery	76mm/62	75/42	Ships/Buildings
24	Light Naval Deckgun	Bofors 120mm/50	85/44	Ships/Buildings
25	Medium Naval Deckgun	203mm/55	95/46	Ships/Buildings
26	Heavy Naval Deckgun	1 kiloton	100/48	80m/220m/.5km
27	Tactical Nukes	10 kiloton	800/50	200m/470m/1.4 km
28	Destroy a city	100 kilotons	1600/52	500m/1 km/3.9 km
29	Strategic Nukes, large city	500 kilotons	1900/54	.95 km/2.18 km/10.7 km
30	Nuclear Winter/Destroy NY	1 Megatons	2500/56	1.26 km/7 km/12 km
31	Largest bomb	10 Megatons	3100/58	2.43 km/15 km/33 km
32	Volcanoes/Photorp	100 Megatons	3700/60	6.11 km/32.6 km/73.7 km
33	Large Volcanoes	500 Megatons	4300/62	8.4 km/56 km/149 km
34		1 Gigaton	4900/64	11 km/70 km/198 km
35		10 Gigatons	5400/66	27 km/150 km/509 km
36	Asteroid 1 mile across	100 Gigatons	6000/68	70 km/322 km/1,308 km
37		500 Gigatons	6300/70	
38	Minor asteroid destroyed	10 Kbms	7000/75	
39	Major asteroid destroyed	20 Kbms	8000/80	
40	Small planet destroyed	30 Kbms	9000/85	
41	Earth sized planet destroyed	40 Kbms	10,000/90	
42	Gas Giant destroyed	50 Kbms	11,000/95	
43	Super Gas Giant destroyed	60 Kbms	12,000/100	
44		70 Kbms	13,000/110	
45		80 Kbms	14,000/120	

Nuclear Weapons

Nuclear yields are given in the following format: Fireball (objects and people vaporized)/Air Blast (buildings destroyed and people dead)/Thermal (3rd degree burns and several injury) assuming a surface strike.

Cantwell Scale

Beyond nuclear scale is the Cantwell scale. This covers weapons capable of destroying an asteroid up to the largest planet. It is measured in Kbms or Kabooms.

Melee Weapons

Soft Wood

Scale	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
Huge	Spear	21	17/12	0/4	Pi/SL/2H	+1/+2
	Quarterstaff	20	17/6	0/4	B/2H	+4/+3
	Club/Baton	19	15/6	1/1	B/1H	+1/+2
	Tree	24	16/6	-1/4	B/2H	+2/+2
Large	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Spear	15	11/8	0/4	Pi/SL/2H	+1/+2
	Quarterstaff	14	11/5	0/4	B/2H	+4/+3
	Club/Baton	13	9/5	1/1	B/1H	+1/+2
	Small Tree	18	10/5	-1/4	B/2H	+2/+2
Medium	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Spear	10	6/6	0/4	Pi/SL/2H	+1/+2
	Quarterstaff	9	6/4	0/4	B/2H	+4/+3
	Club/Baton	8	4/4	1/1	B/1H	+1/+2
	Tree Limb	10	5/4	-1/4	B/2H	+2/+2
Small	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Spear	6	5/5	0/4	Pi/SL/2H	+1/+2
	Quarterstaff	5	5/3	0/4	B/2H	+4/+3
	Club/Baton	4	3/3	1/1	B/1H	+1/+2
	Stick	6	5/3	-1/4	B/2H	+2/+2
Tiny	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Spear	5	4/5	0/4	Pi/SL/2H	+1/+2
	Quarterstaff	4	4/2	0/4	B/2H	+4/+3
	Club/Baton	3	2/2	1/1	B/1H	+1/+2
	Twig	5	4/2	-1/4	B/2H	+2/+2

Hard Wood

Scale	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
Huge	Spear	21	19/12	0/4	Pi/SL/2H	+1/+2
	Quarterstaff	20	19/7	0/4	B/2H	+4/+3
	Club/Baton	19	17/7	1/1	B/1H	+1/+2
	Tree	24	18/6	-1/4	B/2H	+2/+2
Large	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Spear	15	12/8	0/4	B/2H	+4/+3
	Quarterstaff	14	12/6	0/4	B/2H	+4/+3
	Club/Baton	13	10/6	1/1	B/1H	+1/+2
	Small Tree	18	11/5	-1/4	B/2H	+2/+2
Medium	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Spear	10	7/6	0/4	Pi/SL/2H	+1/+2
	Quarterstaff	9	7/6	0/4	B/2H	+4/+3
	Club/Baton	8	5/5	1/1	B/1H	+1/+2

Melee Weapons

	Tree Limb	10	6/5	-1/4	B/2H	+2/+2
Small	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Spear	6	6/5	0/4	Pi/SL/2H	+1/+2
	Quarterstaff	5	6/5	0/4	B/2H	+4/+3
	Club/Baton	4	4/5	1/1	B/1H	+1/+2
	Stick	6	5/6	-1/4	B/2H	+2/+2
Tiny	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Spear	5	5/5	0/4	Pi/SL/2H	+1/+2
	Quarterstaff	4	4/4	0/4	B/2H	+4/+3
	Club/Baton	3	2/4	1/1	B/1H	+1/+2
	Twig	5	3/4	-1/4	B/2H	+2/+2
Stone Head						
Scale	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
Huge	Spear	21	19/12	0/4	Pi/SL/2H	+1/+2
	Club	18	17/7	1/1	B/1H	+1/+2
	Axe	18	23/14	0/1	SL/Ch/1H	-2/+2
	Hatchet	18	19/14	1/1	SL/Ch/1H	+1/+2
	Large Knife	16	19/7	1/0	Pi/SL/1H	-2/-1
	Small Knife	14	17/7	2/-1	Pi/SL/1H	-4/+1
Large	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Spear	14	12/6	0/4	B/2H	+4/+3
	Club	13	10/6	1/1	B/1H	+1/+2
	Axe	14	16/9	0/1	SL/Ch/1H	-2/+2
	Hatchet	14	14/9	1/1	SL/Ch/1H	+1/+2
	Large Knife	11	13/6	1/0	Pi/SL/1H	-2/-1
	Small Knife	9	12/6	2/-1	Pi/SL/1H	-4/+1
Medium	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Spear	10	7/6	0/4	Pi/SL/2H	+1/+2
	Club	8	5/5	1/1	B/1H	+1/+2
	Axe	8	10/6	0/1	SL/Ch/1H	-2/+2
	Hatchet	8	7/6	1/1	SL/Ch/1H	+1/+2
	Large Knife	6	8/5	1/0	Pi/SL/1H	-2/-1
	Small Knife	4	7/5	2/-1	Pi/SL/1H	-4/+1
Small	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Spear	6	6/5	0/4	Pi/SL/2H	+1/+2
	Club	4	4/5	1/1	B/1H	+1/+2
	Axe	6	9/6	0/1	SL/Ch/1H	-2/+2
	Hatchet	6	6/6	1/1	SL/Ch/1H	+1/+2
	Large Knife	4	4/5	1/0	Pi/SL/1H	-2/-1
	Small Knife	3	3/5	2/-1	Pi/SL/1H	-4/+1
Tiny	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Spear	5	5/5	0/4	Pi/SL/2H	+1/+2

Melee Weapons

Club	3	2/4	1/1	B/1H	+1/+2
Axe	5	8/6	0/1	SL/Ch/1H	-2/+2
Hatchet	5	5/6	1/1	SL/Ch/1H	+1/+2
Large Knife	3	2/4	1/0	Pi/SL/1H	-2/-1
Small Knife	2	¼	2/-1	Pi/SL/1H	-4/+1

Bronze

Scale	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
Huge	Polearm	21	26/11	-1/4	SL/2H	+1/+2
	Spear	20	21/9	0/4	Pi/SL/2H	+1/+1
	Short Sword	17	22/9	0/1	SL/1H	+1/+1
	Long Axe	20	23/10	-2/3	SL/Ch/2H	+0/+2
	Short Axe	18	21/9	0/1	SL/Ch/1H	-2/+2
	Hatchet	18	17/9	9/7	SL/Ch/1H	+1/+2
	Long Knife	16	19/8	1/0	Pi/SL/1H	-2/+1
	Short Knife	14	18/8	2/-1	Pi/SL/1H	-4/+1

Large	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Polearm	15	20/10	-1/4	SL/2H	+1/+2
	Spear	14	15/8	0/4	Pi/SL/2H	+1/+1
	Short Sword	13	18/8	0/1	SL/1H	+1/+1
	Long Axe	16	19/9	-2/3	SL/Ch/2H	+0/+2
	Short Axe	14	17/8	0/1	SL/Ch/1H	-2/+2
	Hatchet	15	14/8	9/7	SL/Ch/1H	+1/+2
	Long Knife	13	16/7	1/0	Pi/SL/1H	-2/+1
	Short Knife	10	14/7	2/-1	Pi/SL/1H	-4/+1

Medium	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Polearm	11	16/9	-1/4	SL/2H	+1/+2
	Spear	9	10/7	0/4	Pi/SL/2H	+1/+1
	Short Sword	8	13/7	0/1	SL/1H	+1/+1
	Long Axe	11	14/8	-2/3	SL/Ch/2H	+0/+2
	Short Axe	9	12/7	0/1	SL/Ch/1H	-2/+2
	Hatchet	10	9/7	9/7	SL/Ch/1H	+1/+2
	Long Knife	7	10/6	1/0	Pi/SL/1H	-2/+1
	Short Knife	5	9/6	2/-1	Pi/SL/1H	-4/+1

Small	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Polearm	7	14/8	-1/4	SL/2H	+1/+2
	Spear	6	9/6	0/4	Pi/SL/2H	+1/+1
	Short Sword	6	11/6	0/1	SL/1H	+1/+1
	Long Axe	7	12/7	-2/3	SL/Ch/2H	+0/+2
	Short Axe	5	10/6	0/1	SL/Ch/1H	-2/+2
	Hatchet	6	8/6	9/7	SL/Ch/1H	+1/+2
	Long Knife	5	9/6	1/0	Pi/SL/1H	-2/+1
	Short Knife	4	6/6	2/-1	Pi/SL/1H	-4/+1

Tiny	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err

Melee Weapons

Polearm	6	12/7	-1/4	SL/2H	+1/+2
Spear	5	7/5	0/4	Pi/SL/2H	+1/+1
Short Sword	5	9/5	0/1	SL/1H	+1/+1
Long Axe	6	10/6	-2/3	SL/Ch/2H	+0/+2
Short Axe	4	8/5	0/1	SL/Ch/1H	-2/+2
Hatchet	5	6/5	9/7	SL/Ch/1H	+1/+2
Long Knife	4	7/5	1/0	Pi/SL/1H	-2/+1
Short Knife	3	4/5	2/-1	Pi/SL/1H	-4/+1

Iron

Scale	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
Huge	Polearm	21	24/10	-1/4	SL/2H	+1/+2
	Spear	20	19/8	0/4	Pi/SL/2H	+1/+1
	Short Sword	17	20/8	0/1	SL/1H	+1/+1
	Long Axe	20	21/9	-2/3	SL/Ch/2H	+0/+2
	Short Axe	18	18/8	0/1	SL/Ch/1H	-2/+2
	Hatchet	18	15/7	9/7	SL/Ch/1H	+1/+2
	Long Knife	16	17/7	1/0	Pi/SL/1H	-2/+1
	Short Knife	14	16/7	2/-1	Pi/SL/1H	-4/+1
	Metal Capped Club	16	17/6	1/1	B/1H	+1/+1

Large	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
Large	Polearm	15	18/9	-1/4	SL/2H	+1/+2
	Spear	14	13/7	0/4	Pi/SL/2H	+1/+1
	Short Sword	13	16/7	0/1	SL/1H	+1/+1
	Long Axe	16	18/8	-2/3	SL/Ch/2H	+0/+2
	Short Axe	14	15/7	0/1	SL/Ch/1H	-2/+2
	Hatchet	15	12/6	9/7	SL/Ch/1H	+1/+2
	Long Knife	13	14/6	1/0	Pi/SL/1H	-2/+1
	Short Knife	10	12/6	2/-1	Pi/SL/1H	-4/+1
	Metal Capped Club	13	14/6	1/1	B/1H	+1/+1

Medium	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
Medium	Polearm	13	15/8	-1/4	SL/2H	+1/+2
	Spear	11	9/6	0/4	Pi/SL/2H	+1/+1
	Short Sword	10	12/6	0/1	SL/1H	+1/+1
	Long Axe	13	13/7	-2/3	SL/Ch/2H	+0/+2
	Short Axe	11	8/5	0/1	SL/Ch/1H	-2/+2
	Hatchet	12	8/6	9/7	SL/Ch/1H	+1/+2
	Long Knife	9	9/5	1/0	Pi/SL/1H	-2/+1
	Short Knife	7	8/5	2/-1	Pi/SL/1H	-4/+1
	Metal Capped Club	9	7/5	1/1	B/1H	+1/+1

Small	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
Small	Polearm	7	13/7	-1/4	SL/2H	+1/+2
	Spear	6	8/5	0/4	Pi/SL/2H	+1/+1
	Short Sword	6	10/5	0/1	SL/1H	+1/+1
	Long Axe	7	11/6	-2/3	SL/Ch/2H	+0/+2

Melee Weapons

Short Axe	5	9/5	0/1	SL/Ch/1H	-2/+2
Hatchet	6	8/6	9/7	SL/Ch/1H	+1/+2
Long Knife	5	8/5	1/0	Pi/SL/1H	-2/+1
Short Knife	4	5/5	2/-1	Pi/SL/1H	-4/+1
Metal Capped Club	5	6/4	1/1	B/1H	+1/+1

Tiny	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Polearm	6	12/7	-1/4	SL/2H	+1/+2
	Spear	5	7/5	0/4	Pi/SL/2H	+1/+1
	Short Sword	5	9/5	0/1	SL/1H	+1/+1
	Long Axe	6	10/6	-2/3	SL/Ch/2H	+0/+2
	Short Axe	4	8/5	0/1	SL/Ch/1H	-2/+2
	Hatchet	5	6/5	9/7	SL/Ch/1H	+1/+2
	Long Knife	4	7/5	1/0	Pi/SL/1H	-2/+1
	Short Knife	3	4/5	2/-1	Pi/SL/1H	-4/+1
	Metal Capped Club	4	7/4	1/1	B/1H	+1/+1

Poor Steel

Scale	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
Huge	Polearm	19	26/12	-1/4	SL/2H	+1/+0
	Spear	18	21/10	0/4	Pi/SL/2H	+1/+1
	Short Sword	15	22/10	0/1	SL/1H	+1/+0
	Long Axe	18	23/11	-2/3	SL/Ch/2H	+0/+1
	Short Axe	16	20/10	0/1	SL/Ch/1H	-2/+1
	Hatchet	16	17/9	9/7	SL/Ch/1H	+1/+1
	Long Knife	14	19/9	1/0	Pi/SL/1H	-2/+0
	Short Knife	12	18/9	2/-1	Pi/SL/1H	-4/+0
	Metal Capped Club	14	19/8	1/1	B/1H	+1/+0

Large	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Polearm	15	21/11	-1/4	SL/2H	+1/+0
	Spear	13	15/9	0/4	Pi/SL/2H	+1/+1
	Short Sword	12	18/9	0/1	SL/1H	+1/+0
	Long Axe	15	20/10	-2/3	SL/Ch/2H	+0/+1
	Short Axe	13	17/9	0/1	SL/Ch/1H	-2/+1
	Hatchet	14	14/8	9/7	SL/Ch/1H	+1/+1
	Long Knife	11	16/8	1/0	Pi/SL/1H	-2/+0
	Short Knife	9	14/8	2/-1	Pi/SL/1H	-4/+0
	Metal Capped Club	11	16/8	1/1	B/1H	+1/+0

Medium	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Polearm	12	17/10	-1/4	SL/2H	+1/+0
	Spear	10	11/8	0/4	Pi/SL/2H	+1/+1
	Short Sword	9	14/8	0/1	SL/1H	+1/+0
	Long Axe	12	15/9	-2/3	SL/Ch/2H	+0/+1
	Short Axe	10	13/8	0/1	SL/Ch/1H	-2/+1
	Hatchet	11	10/8	9/7	SL/Ch/1H	+1/+1
	Long Knife	8	11/7	1/0	Pi/SL/1H	-2/+0

Melee Weapons

Short Knife	6	10/7	2/-1	Pi/SL/1H	-4/+0
Metal Capped Club	8	9/6	1/1	B/1H	+1/+0

Small	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Polearm	6	15/9	-1/4	SL/2H	+1/+0
	Spear	5	10/7	0/4	Pi/SL/2H	+1/+1
	Short Sword	5	12/7	0/1	SL/1H	+1/+0
	Long Axe	6	13/8	-2/3	SL/Ch/2H	+0/+1
	Short Axe	4	11/7	0/1	SL/Ch/1H	-2/+1
	Hatchet	5	10/8	9/7	SL/Ch/1H	+1/+1
	Long Knife	4	10/6	1/0	Pi/SL/1H	-2/+0
	Short Knife	3	7/6	2/-1	Pi/SL/1H	-4/+0
	Metal Capped Club	4	8/6	1/1	B/1H	+1/+0

Tiny	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Polearm	5	13/8	-1/4	SL/2H	+1/+0
	Spear	4	8/6	0/4	Pi/SL/2H	+1/+1
	Short Sword	4	10/6	0/1	SL/1H	+1/+0
	Long Axe	5	11/7	-2/3	SL/Ch/2H	+0/+1
	Short Axe	5	9/6	0/1	SL/Ch/1H	-2/+1
	Hatchet	4	7/6	9/7	SL/Ch/1H	+1/+1
	Long Knife	3	8/6	1/0	Pi/SL/1H	-2/+0
	Short Knife	2	5/6	2/-1	Pi/SL/1H	-4/+0
	Metal Capped Club	3	8/5	1/1	B/1H	+1/+0

Good Steel

Scale	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
Huge	Polearm	19	26/13	-1/4	SL/2H	+1/+0
	Scythe Blade	15	24/10	2/2	SL/1H	+2/+0
	Great Sword	21	26/12	-2/4	SL/Ch/2H	+1/+1
	Long Sword	19	24/12	-1/3	SL/Ch/1H	+3/+0
	Side Sword	20	24/12	-1/3	SL/1H	+3/+0
	Back Sword	19	24/12	-1/3	SL/1H	+3/+0
	Arming Sword	13	22/10	2/2	SL/1H	+1/+0
	Main Gauche	13	17/10	2/-1	Pi/SL/1H	+1/+0
	Rapier	13	20/10	2/2	SL/Pi/1H	+2/+0
	Short Sword	16	23/11	0/1	SL/1H	+1/+0
	Long Axe	19	24/12	-2/3	SL/Ch/2H	+1/+1
	Short Axe	17	22/11	0/1	SL/Ch/1H	+0/+1
	Hatchet	18	19/11	1/1	SL/Ch/1H	-2/+1
	Long Knife	15	20/10	1/0	Pi/SL/1H	-2/+0
	Short Knife	13	19/10	2/-1	Pi/SL/1H	-4/+0
	Stiletto	13	19/10	2/-1	Pi/1H	-4/+0

Large	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Polearm	15	22/12	-1/4	SL/2H	+1/+0
	Scythe Blade	12	20/9	2/2	SL/1H	+2/+0
	Great Sword	17	22/11	-2/4	SL/Ch/2H	+1/+1

Melee Weapons

Long Sword	15	20/11	-1/3	SL/Ch/1H	+3/+0
Side Sword	16	20/11	-1/3	SL/1H	+3/+0
Back Sword	15	20/11	-1/3	SL/1H	+3/+0
Arming Sword	9	18/9	2/2	SL/1H	+1/+0
Main Gauche	9	15/9	2/-1	Pi/SL/1H	+1/+0
Rapier	9	16/9	2/2	SL/Pi/1H	+2/+0
Short Sword	12	19/10	0/1	SL/1H	+1/+0
Long Axe	15	20/11	-2/3	SL/Ch/2H	+1/+1
Short Axe	13	18/10	0/1	SL/Ch/1H	+0/+1
Hatchet	14	15/10	1/1	SL/Ch/1H	-2/+1
Long Knife	11	16/9	1/0	Pi/SL/1H	-2/+0
Short Knife	9	15/9	2/-1	Pi/SL/1H	-4/+0
Stiletto	9	15/9	2/-1	Pi/1H	-4/+0

Medium	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Polearm	12	18/11	-1/4	SL/2H	+1/+0
	Scythe Blade	9	16/8	2/2	SL/1H	+2/+0
	Great Sword	14	18/10	-2/4	SL/Ch/2H	+1/+1
	Long Sword	12	16/10	-1/3	SL/Ch/1H	+3/+0
	Side Sword	13	16/10	-1/3	SL/1H	+3/+0
	Back Sword	12	16/10	-1/3	SL/1H	+3/+0
	Arming Sword	6	14/8	2/2	SL/1H	+1/+0
	Main Gauche	6	11/8	2/-1	Pi/SL/1H	+1/+0
	Rapier	6	12/8	2/2	SL/Pi/1H	+2/+0
	Short Sword	9	15/9	0/1	SL/1H	+1/+0
	Long Axe	12	16/10	-2/3	SL/Ch/2H	+1/+1
	Short Axe	10	14/9	0/1	SL/Ch/1H	+0/+1
	Hatchet	11	11/9	1/1	SL/Ch/1H	-2/+1
	Long Knife	8	12/8	1/0	Pi/SL/1H	-2/+0
	Short Knife	6	11/8	2/-1	Pi/SL/1H	-4/+0
	Stiletto	6	11/8	2/-1	Pi/1H	-4/+0

Small	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Polearm	6	16/10	-1/4	SL/2H	+1/+0
	Scythe Blade	5	14/7	2/2	SL/1H	+2/+0
	Great Sword	8	16/9	-2/4	SL/Ch/2H	+1/+1
	Long Sword	6	14/9	-1/3	SL/Ch/1H	+3/+0
	Side Sword	7	14/9	-1/3	SL/1H	+3/+0
	Back Sword	6	14/9	-1/3	SL/1H	+3/+0
	Arming Sword	6	12/7	2/2	SL/1H	+1/+0
	Main Gauche	3	9/7	2/-1	Pi/SL/1H	+1/+0
	Rapier	3	10/7	2/2	SL/Pi/1H	+2/+0
	Short Sword	5	13/8	0/1	SL/1H	+1/+0
	Long Axe	6	14/9	-2/3	SL/Ch/2H	+1/+1
	Short Axe	4	12/8	0/1	SL/Ch/1H	+0/+1
	Hatchet	5	9/8	1/1	SL/Ch/1H	-2/+1
	Long Knife	4	10/7	1/0	Pi/SL/1H	-2/+0
	Short Knife	3	9/7	2/-1	Pi/SL/1H	-4/+0
	Stiletto	3	9/7	2/-1	Pi/1H	-4/+0

Melee Weapons

Tiny	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Polearm	5	14/9	-1/4	SL/2H	+1/+0
	Scythe Blade	4	12/6	2/2	SL/1H	+2/+0
	Great Sword	7	14/8	-2/4	SL/Ch/2H	+1/+1
	Long Sword	5	12/8	-1/3	SL/Ch/1H	+3/+0
	Side Sword	6	12/8	-1/3	SL/1H	+3/+0
	Back Sword	5	12/8	-1/3	SL/1H	+3/+0
	Arming Sword	5	10/6	2/2	SL/1H	+1/+0
	Main Gauche	2	7/6	2/-1	Pi/SL/1H	+1/+0
	Rapier	2	8/6	2/2	SL/Pi/1H	+2/+0
	Short Sword	4	11/7	0/1	SL/1H	+1/+0
	Long Axe	5	12/8	-2/3	SL/Ch/2H	+1/+1
	Short Axe	3	10/7	0/1	SL/Ch/1H	+0/+1
	Hatchet	4	7/7	1/1	SL/Ch/1H	-2/+1
	Long Knife	3	8/6	1/0	Pi/SL/1H	-2/+0
	Short Knife	2	7/6	2/-1	Pi/SL/1H	-4/+0
	Stiletto	2	7/6	2/-1	Pi/1H	-4/+0

Superior Steel

Scale	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
Huge	Polearm	19	28/14	-1/4	SL/2H	+1/+0
	Scythe Blade	15	26/11	2/2	SL/1H	+2/+0
	Great Sword	21	28/13	-2/4	SL/Ch/2H	+1/+1
	Long Sword	19	26/13	-1/3	SL/Ch/1H	+3/+0
	Side Sword	20	26/13	-1/3	SL/1H	+3/+0
	Back Sword	19	26/13	-1/3	SL/1H	+3/+0
	Arming Sword	13	22/11	2/2	SL/1H	+1/+0
	Main Gauche	13	19/11	2/-1	Pi/SL/1H	+1/+0
	Rapier	13	22/11	2/2	SL/Pi/1H	+2/+0
	Short Sword	16	25/12	0/1	SL/1H	+1/+0
	Long Axe	19	26/13	-2/3	SL/Ch/2H	+1/+1
	Short Axe	17	24/12	0/1	SL/Ch/1H	+0/+1
	Hatchet	18	21/12	1/1	SL/Ch/1H	-2/+1
	Long Knife	15	22/11	1/0	Pi/SL/1H	-2/+0
	Short Knife	13	21/11	2/-1	Pi/SL/1H	-4/+0
	Stiletto	13	21/11	2/-1	Pi/1H	-4/+0

Large	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Polearm	15	24/13	-1/4	SL/2H	+1/+0
	Scythe Blade	12	22/10	2/2	SL/1H	+2/+0
	Great Sword	17	24/12	-2/4	SL/Ch/2H	+1/+1
	Long Sword	15	22/12	-1/3	SL/Ch/1H	+3/+0
	Side Sword	16	22/12	-1/3	SL/1H	+3/+0
	Back Sword	15	22/12	-1/3	SL/1H	+3/+0
	Arming Sword	9	20/10	2/2	SL/1H	+1/+0
	Main Gauche	9	17/10	2/-1	Pi/SL/1H	+1/+0
	Rapier	9	18/10	2/2	SL/Pi/1H	+2/+0

Melee Weapons

Short Sword	12	21/11	0/1	SL/1H	+1/+0
Long Axe	15	22/12	-2/3	SL/Ch/2H	+1/+1
Short Axe	13	20/11	0/1	SL/Ch/1H	+0/+1
Hatchet	14	17/11	1/1	SL/Ch/1H	-2/+1
Long Knife	11	18/10	1/0	Pi/SL/1H	-2/+0
Short Knife	9	17/10	2/-1	Pi/SL/1H	-4/+0
Stiletto	9	17/10	2/-1	Pi/1H	-4/+0

Medium	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Polearm	12	19/12	-1/4	SL/2H	+1/+0
	Scythe Blade	9	17/9	2/2	SL/1H	+2/+0
	Great Sword	14	19/11	-2/4	SL/Ch/2H	+1/+1
	Long Sword	12	17/11	-1/3	SL/Ch/1H	+3/+0
	Side Sword	13	17/11	-1/3	SL/1H	+3/+0
	Back Sword	12	17/11	-1/3	SL/1H	+3/+0
	Arming Sword	6	15/9	2/2	SL/1H	+1/+0
	Main Gauche	6	12/9	2/-1	Pi/SL/1H	+1/+0
	Rapier	6	13/9	2/2	SL/Pi/1H	+2/+0
	Short Sword	9	16/10	0/1	SL/1H	+1/+0
	Long Axe	12	17/11	-2/3	SL/Ch/2H	+1/+1
	Short Axe	10	15/10	0/1	SL/Ch/1H	+0/+1
	Hatchet	11	12/10	1/1	SL/Ch/1H	-2/+1
	Long Knife	8	13/9	1/0	Pi/SL/1H	-2/+0
	Short Knife	6	12/9	2/-1	Pi/SL/1H	-4/+0
	Stiletto	6	12/9	2/-1	Pi/1H	-4/+0

Small	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Polearm	6	17/11	-1/4	SL/2H	+1/+0
	Scythe Blade	5	15/8	2/2	SL/1H	+2/+0
	Great Sword	8	17/10	-2/4	SL/Ch/2H	+1/+1
	Long Sword	6	15/10	-1/3	SL/Ch/1H	+3/+0
	Side Sword	7	15/10	-1/3	SL/1H	+3/+0
	Back Sword	6	15/10	-1/3	SL/1H	+3/+0
	Arming Sword	6	13/8	2/2	SL/1H	+1/+0
	Main Gauche	3	10/8	2/-1	Pi/SL/1H	+1/+0
	Rapier	3	11/8	2/2	SL/Pi/1H	+2/+0
	Short Sword	5	14/9	0/1	SL/1H	+1/+0
	Long Axe	6	15/10	-2/3	SL/Ch/2H	+1/+1
	Short Axe	4	13/9	0/1	SL/Ch/1H	+0/+1
	Hatchet	5	10/9	1/1	SL/Ch/1H	-2/+1
	Long Knife	4	11/8	1/0	Pi/SL/1H	-2/+0
	Short Knife	3	10/8	2/-1	Pi/SL/1H	-4/+0
	Stiletto	3	10/8	2/-1	Pi/1H	-4/+0

Tiny	Type	Str	Dmg/AP	Speed/Reach	Modes	Def/Err
	Polearm	5	15/10	-1/4	SL/2H	+1/+0
	Scythe Blade	4	13/7	2/2	SL/1H	+2/+0
	Great Sword	7	15/9	-2/4	SL/Ch/2H	+1/+1
	Long Sword	5	13/7	-1/3	SL/Ch/1H	+3/+0

Melee Weapons

Side Sword	6	13/7	-1/3	SL/1H	+3/+0
Back Sword	5	13/7	-1/3	SL/1H	+3/+0
Arming Sword	5	11/7	2/2	SL/1H	+1/+0
Main Gauche	2	8/7	2/-1	Pi/SL/1H	+1/+0
Rapier	2	9/7	2/2	SL/Pi/1H	+2/+0
Short Sword	4	12/8	0/1	SL/1H	+1/+0
Long Axe	5	13/9	-2/3	SL/Ch/2H	+1/+1
Short Axe	3	11/8	0/1	SL/Ch/1H	+0/+1
Hatchet	4	8/8	1/1	SL/Ch/1H	-2/+1
Long Knife	3	9/7	1/0	Pi/SL/1H	-2/+0
Short Knife	2	8/7	2/-1	Pi/SL/1H	-4/+0
Stiletto	2	8/7	2/-1	Pi/1H	-4/+0

Weapons

Soft Wood

Scale	Type	Str	Dmg/AP	Range	Acc/Err
Huge	Sling - Soft Wooden Ammo	17	15/11	Long	+2/+2
	Soft Wooden-tipped Javelin	19	15/11	Long	+2/+2
	Soft Wooden-tipped Spear	21	17/12	Long	+2/+2
	Soft Wood Short Self Bow	17 to 21	15/11	Long	+0/+3

Large	Type	Str	Dmg/AP	Range	Acc/Err
	Sling - Soft Wooden Ammo	12	10/8	Medium	+2/+2
	Soft Wooden-tipped Javelin	14	10/8	Medium	+2/+2
	Soft Wooden-tipped Spear	15	11/8	Medium	+2/+2
	Soft Wood Short Self Bow	11 to 15	10/8	Medium	+0/+3

Medium	Type	Str	Dmg/AP	Range	Acc/Err
	Sling - Soft Wooden Ammo	6	5/6	Medium	+2/+2
	Soft Wooden-tipped Javelin	9	5/6	Medium	+2/+2
	Soft Wooden-tipped Spear	10	6/6	Medium	+2/+2
	Soft Wood Short Self Bow	6 to 10	5/6	Medium	+0/+3

Small	Type	Str	Dmg/AP	Range	Acc/Err
	Sling - Soft Wooden Ammo	4	4/5	Medium	+2/+2
	Soft Wooden-tipped Javelin	5	4/5	Medium	+2/+2
	Soft Wooden-tipped Spear	6	5/5	Medium	+2/+2
	Soft Wood Short Self Bow	4 to 6	4/5	Medium	+0/+3

Tiny	Type	Str	Dmg/AP	Range	Acc/Err
	Sling - Soft Wooden Ammo	3	3/5	Short	+2/+2
	Soft Wooden-tipped Javelin	4	3/5	Short	+2/+2
	Soft Wooden-tipped Spear	5	4/5	Short	+2/+2
	Soft Wood Short Self Bow	3 to 5	3/5	Short	+0/+3

Hard Wood

Scale	Type	Str	Dmg/AP	Range	Acc/Err
Huge	Sling - Hard Wooden Ammo	17	17/12	Long	+2/+2
	Hard wooden-tipped Javelin	19	17/12	Long	+2/+2
	Hard wooden-tipped Spear	21	19/12	Long	+2/+2
	Hard Wood Short Self Bow	17 to 21	17/12	Long	+0/+3
	Short Composite Bow	21 to 26	17/14	Longbow	+1/+1
	Hard Wood Long Self Bow	19 to 26	19/15	Longbow	+1/+1
	Long Composite Bow	24 to 28	21/16	Longbow	+2/+1
	Light Crossbow	19 to 28	19/15	Longbow	+2/+1

Large	Type	Str	Dmg/AP	Range	Acc/Err
	Sling - Hard Wooden Ammo	12	10/8	Medium	+2/+2
	Hard wooden-tipped Javelin	14	10/8	Medium	+2/+2
	Hard wooden-tipped Spear	15	12/8	Medium	+2/+2
	Hard Wood Short Self Bow	11 to 15	10/8	Medium	+0/+3
	Short Composite Bow	15 to 19	10/10	Long	+1/+1
	Hard Wood Long Self Bow	14 to 19	12/11	Longbow	+1/+1
	Long Composite Bow	17 to 21	14/12	Longbow	+2/+1
	Light Crossbow	13 to 20	12/12	Longbow	+2/+1

Weapons

Medium	Type	Str	Dmg/AP	Range	Acc/Err
	Sling - Hard Wooden Ammo	6	5/6	Medium	+2/+2
	Hard wooden-tipped Javelin	9	7/6	Medium	+2/+2
	Hard wooden-tipped Spear	10	7/6	Medium	+2/+2
	Hard Wood Short Self Bow	6 to 10	7/6	Medium	+0/+3
	Short Composite Bow	10 to 14	7/8	Long	+1/+1
	Hard Wood Long Self Bow	9 to 14	9/9	Longbow	+1/+1
	Long Composite Bow	12 to 18	10/10	Longbow	+2/+1
	Light Crossbow	8 to 15	7/9	Longbow	+2/+1

Small	Type	Str	Dmg/AP	Range	Acc/Err
	Sling - Hard Wooden Ammo	4	5/5	Medium	+2/+2
	Hard wooden-tipped Javelin	5	5/5	Medium	+2/+2
	Hard wooden-tipped Spear	6	6/5	Medium	+2/+2
	Hard Wood Short Self Bow	4 to 6	5/5	Medium	+0/+3
	Short Composite Bow	6 to 10	5/7	Long	+1/+1
	Hard Wood Long Self Bow	6 to 10	8/8	Long	+1/+1
	Long Composite Bow	8 to 12	9/9	Longbow	+2/+1
	Light Crossbow	6 to 13	6/8	Longbow	+2/+1

Tiny	Type	Str	Dmg/AP	Range	Acc/Err
	Sling - Hard Wooden Ammo	3	4/5	Short	+2/+2
	Hard wooden-tipped Javelin	4	4/5	Short	+2/+2
	Hard wooden-tipped Spear	5	5/5	Short	+2/+2
	Hard Wood Short Self Bow	3 to 5	4/5	Short	+0/+3
	Short Composite Bow	5 to 9	4/6	Medium	+1/+1
	Hard Wood Long Self Bow	5 to 9	7/7	Medium	+1/+1
	Long Composite Bow	7 to 11	8/8	Long	+2/+1
	Light Crossbow	5 to 12	5/7	Long	+2/+1

Stone Head

Scale	Type	Str	Dmg/AP	Range	Acc/Err
Huge	Sling -Stone Ammo	21	19/12	Long	+1/+2
	Stone-tipped Javelin	18	17/7	Long	+1/+2
	Stone-tipped Spear	18	23/14	Long	-2/+2
	Stone Arrowhead		+2/+2		

Large	Type	Str	Dmg/AP	Range	Acc/Err
	Sling -Stone Ammo	14	12/6	Medium	+4/+3
	Stone-tipped Javelin	13	10/6	Medium	+1/+2
	Stone-tipped Spear	14	16/9	Medium	-2/+2
	Stone Arrowhead		+2/+1		

Medium	Type	Str	Dmg/AP	Range	Acc/Err
	Sling -Stone Ammo	10	7/6	Medium	+1/+2
	Stone-tipped Javelin	8	5/5	Medium	+1/+2
	Stone-tipped Spear	8	10/6	Medium	-2/+2
	Stone Arrowhead		+2/+1		

Small	Type	Str	Dmg/AP	Range	Acc/Err
	Sling -Stone Ammo	6	6/5	Medium	+1/+2
	Stone-tipped Javelin	4	4/5	Medium	+1/+2

Weapons

Stone-tipped Spear	6	9/6	Medium	-2/+2
Stone Arrowhead		+2/+1		

Tiny	Type	Str	Dmg/AP	Range	Acc/Err
	Sling -Stone Ammo	5	5/5	Short	+1/+2
	Stone-tipped Javelin	3	2/4	Short	+1/+2
	Stone-tipped Spear	5	8/6	Short	-2/+2
	Stone Arrowhead		+1/+1		

Bronze

Scale	Type	Str	Dmg/AP	Range	Acc/Err
Huge	Bronze-tipped Javelin	21	26/11	Medium	+1/+2
	Bronze-tipped Spear	20	21/9	Medium	+1/+1
	Bronze throwing Knife	17	22/9	Short	+1/+1
	Bronze Throwing Axe	20	23/10	Short	+0/+2
	Bronze Arrowhead		+3/+2		

Large	Type	Str	Dmg/AP	Range	Acc/Err
	Bronze-tipped Javelin	15	20/10	Short	+1/+2
	Bronze-tipped Spear	14	15/8	Short	+1/+1
	Bronze throwing Knife	13	18/8	Short	+1/+1
	Bronze Throwing Axe	16	19/9	Short	+0/+2
	Bronze Arrowhead		+3/+2		

Medium	Type	Str	Dmg/AP	Range	Acc/Err
	Bronze-tipped Javelin	11	16/9	Short	+1/+2
	Bronze-tipped Spear	9	10/7	Short	+1/+1
	Bronze throwing Knife	8	13/7	CQ	+1/+1
	Bronze Throwing Axe	11	14/8	CQ	+0/+2
	Bronze Arrowhead		+3/+2		

Small	Type	Str	Dmg/AP	Range	Acc/Err
	Bronze-tipped Javelin	7	14/8	Short	+1/+2
	Bronze-tipped Spear	6	9/6	Short	+1/+1
	Bronze throwing Knife	6	11/6	CQ	+1/+1
	Bronze Throwing Axe	7	12/7	CQ	+0/+2
	Bronze Arrowhead		+2/+2		

Tiny	Type	Str	Dmg/AP	Range	Acc/Err
	Bronze-tipped Javelin	6	12/7	Short	+1/+2
	Bronze-tipped Spear	5	7/5	Short	+1/+1
	Bronze throwing Knife	5	9/5	CQ	+1/+1
	Bronze Throwing Axe	6	10/6	CQ	+0/+2
	Bronze Arrowhead		+1/+2		

Iron

Scale	Type	Str	Dmg/AP	Range	Acc/Err
Huge	Sling - Iron Ammo	21	24/10	Medium	+1/+2
	Iron-tipped Javelin	20	19/8	Medium	+1/+1
	Iron-tipped Spear	17	20/8	Medium	+1/+1
	Iron Throwing Knife	20	21/9	Short	+0/+2

Weapons

Iron Throwing Axe	18	18/8	Short	-2/+2
Iron Arrowhead		+3/+1		

Large	Type	Str	Dmg/AP	Range	Acc/Err
	Sling – Iron Ammo	15	18/9	Short	+1/+2
	Iron-tipped Javelin	14	13/7	Short	+1/+1
	Iron-tipped Spear	13	16/7	Short	+1/+1
	Iron Throwing Knife	16	18/8	Short	+0/+2
	Iron Throwing Axe	14	15/7	Short	-2/+2
	Iron Arrowhead		+3/+1		

Medium	Type	Str	Dmg/AP	Range	Acc/Err
	Sling – Iron Ammo	13	15/8	Short	+1/+2
	Iron-tipped Javelin	11	9/6	Short	+1/+1
	Iron-tipped Spear	10	12/6	Short	+1/+1
	Iron Throwing Knife	13	13/7	CQ	+0/+2
	Iron Throwing Axe	11	8/5	CQ	-2/+2
	Iron Arrowhead		+3/+1		

Small	Type	Str	Dmg/AP	Range	Acc/Err
	Sling – Iron Ammo	7	13/7	Short	+1/+2
	Iron-tipped Javelin	6	8/5	Short	+1/+1
	Iron-tipped Spear	6	10/5	Short	+1/+1
	Iron Throwing Knife	7	11/6	CQ	+0/+2
	Iron Throwing Axe	5	9/5	CQ	-2/+2
	Iron Arrowhead		+2/+1		

Tiny	Type	Str	Dmg/AP	Range	Acc/Err
	Sling – Iron Ammo	6	12/7	Short	+1/+2
	Iron-tipped Javelin	5	7/5	Short	+1/+1
	Iron-tipped Spear	5	9/5	Short	+1/+1
	Iron Throwing Knife	6	10/6	CQ	+0/+2
	Iron Throwing Axe	4	8/5	CQ	-2/+2
	Iron Arrowhead		+1/+2		

Poor Steel

Scale	Type	Str	Dmg/AP	Range	Acc/Err
Huge	Sling – Poor Steel Ammo	19	26/12	Medium	+1/+0
	Poor steel-tipped Javelin	18	21/10	Medium	+1/+1
	Poor steel-tipped Spear	15	22/10	Medium	+1/+0
	Poor steel throwing Knife	18	23/11	Short	+0/+1
	Poor steel throwing Axe	16	20/10	Short	-2/+1
	Heavy Crossbow	20 to 30	24/17	Longbow	+2/+1

Large	Type	Str	Dmg/AP	Range	Acc/Err
	Sling – Poor Steel Ammo	15	21/11	Short	+1/+0
	Poor steel-tipped Javelin	13	15/9	Short	+1/+1
	Poor steel-tipped Spear	12	18/9	Short	+1/+0
	Poor steel throwing Knife	15	20/10	Short	+0/+1
	Poor steel throwing Axe	13	17/9	Short	-2/+1
	Heavy Crossbow	15 to 22	15/12	Longbow	+2/+1

Weapons

Medium	Type	Str	Dmg/AP	Range	Acc/Err
	Sling - Poor Steel Ammo	12	17/10	Short	+1/+0
	Poor steel-tipped Javelin	10	11/8	Short	+1/+1
	Poor steel-tipped Spear	9	14/8	Short	+1/+0
	Poor steel throwing Knife	12	15/9	CQ	+0/+1
	Poor steel throwing Axe	10	13/8	CQ	-2/+1
	Heavy Crossbow	12 to 20	14/12	Longbow	+2/+1
Small	Type	Str	Dmg/AP	Range	Acc/Err
	Sling - Poor Steel Ammo	6	15/9	Short	+1/+0
	Poor steel-tipped Javelin	5	10/7	Short	+1/+1
	Poor steel-tipped Spear	5	12/7	Short	+1/+0
	Poor steel throwing Knife	6	13/8	CQ	+0/+1
	Poor steel throwing Axe	4	11/7	CQ	-2/+1
	Heavy Crossbow	4 to 6	12/11	Longbow	+2/+1
Tiny	Type	Str	Dmg/AP	Range	Acc/Err
	Sling - Poor Steel Ammo	5	13/8	Short	+1/+0
	Poor steel-tipped Javelin	4	8/6	Short	+1/+1
	Poor steel-tipped Spear	4	10/6	Short	+1/+0
	Poor steel throwing Knife	5	11/7	CQ	+0/+1
	Poor steel throwing Axe	5	9/6	CQ	-2/+1

er list of Melee Weapons at Human						
Relative Values						
Type	Damage	Power	Modes	Defense	Str	Error
Short Knife	L+4	+2	Pi/SL/1H	-4	-4	0
Long Knife	M	+2	Pi/SL/1H	-2	-2	0
Short Sword	M+3	+3	SL/1H	1	-1	0
Rapier	M	+2	SL/Pi/1H	1	-4	0
Long Sword	M+4	+4	SL/Ch/1H	2	2	0
Great Sword	S+1	+5	SL/Ch/2H	3	4	0
Hatchet	L+4	+3	SL/Ch/1H	1	-1	1
Short Axe	M+2	+3	SL/Ch/1H	-2	0	1
Long Axe	M+4	+4	SL/Ch/2H	0	2	1
Polearm	S+1	+5	SL/2H	1	2	1
Spear	M	+3	Pi/SL/2H	1	1	0
Club/Baton	L+3	+2	B/1H	1	-2	0
Quarterstaff	M	+2	B/2H	4	-1	1
Metal Pipe	M+1	+4	B/1H	1	0	0
Baseball Bat	S	+3	B/2H	2	0	0
Bottle*	L+2	+1	B(SL)/1H	-4	-4	1
Chair*	M+2	+2	B/2H	5	2	2
Human Base Values						
Type	Damage	Power	Modes	Defense	Str	Error
Short Knife	10	7	Pi/SL/1H	-4	6	0
Long Knife	11	7	Pi/SL/1H	-2	8	0
Short Sword	14	8	SL/1H	1	9	0
Rapier	11	7	SL/Pi/1H	1	6	0
Long Sword	15	9	SL/Ch/1H	2	12	0
Great Sword	17	10	SL/Ch/2H	3	14	0
Hatchet	10	8	SL/Ch/1H	1	11	1
Short Axe	13	8	SL/Ch/1H	-2	10	1
Long Axe	15	9	SL/Ch/2H	0	12	1
Polearm	17	10	SL/2H	1	12	1
Spear	11	8	Pi/SL/2H	1	10	0
Club/Baton	9	7	B/1H	1	8	0
Quarterstaff	11	7	B/2H	4	9	1
Metal Pipe	12	9	B/1H	1	10	0
Baseball Bat	16	8	B/2H	2	10	0
Bottle*	8	6	B(SL)/1H	-4	6	1
Chair*	13	7	B/2H	5	12	2
Soft Wood						
Type	Damage	Power	Modes	Defense	Str	Error
Spear	6	5	Pi/SL/2H	1	9	2
Club/Baton	4	4	B/1H	1	7	2
Quarterstaff	6	4	B/2H	4	8	3
Hard Wood						
Type	Damage	Power	Modes	Defense	Str	Error
Spear	7	5	Pi/SL/2H	1	10	0
Club/Baton	5	4	B/1H	1	8	0
Quarterstaff	7	4	B/2H	4	9	1

Raw Data

Stone Head	-3	-2		0	-2	1
Type	Damage	Power	Modes	Defense	Str	Error
Short Knife	7	5	Pi/SL/1H	-4	4	1
Long Knife	8	5	Pi/SL/1H	-2	6	1
Hatchet	7	6	SL/Ch/1H	1	9	2
Short Axe	10	6	SL/Ch/1H	-2	8	2
Spear	8	6	Pi/SL/2H	1	8	1
Bronze	-1	-1		0	-1	1
Type	Damage	Power	Modes	Defense	Str	Error
Short Knife	9	6	Pi/SL/1H	-4	5	1
Long Knife	10	6	Pi/SL/1H	-2	7	1
Short Sword	13	7	SL/1H	1	8	1
Hatchet	9	7	SL/Ch/1H	1	10	2
Short Axe	12	7	SL/Ch/1H	-2	9	2
Long Axe	14	8	SL/Ch/2H	0	11	2
Polearm	16	9	SL/2H	1	11	2
Spear	10	7	Pi/SL/2H	1	9	1
Club/Baton	8	6	B/1H	1	7	1
Iron	-2	-2		0	1	1
Type	Damage	Power	Modes	Defense	Str	Error
Short Knife	8	5	Pi/SL/1H	-4	7	1
Long Knife	9	5	Pi/SL/1H	-2	9	1
Short Sword	12	6	SL/1H	1	10	1
Hatchet	8	6	SL/Ch/1H	1	12	2
Short Axe	11	6	SL/Ch/1H	-2	11	2
Long Axe	13	7	SL/Ch/2H	0	13	2
Polearm	15	8	SL/2H	1	13	2
Spear	9	6	Pi/SL/2H	1	11	1
Club/Baton	7	5	B/1H	1	9	1
Poor Steel	0	0		0	0	0
Type	Damage	Power	Modes	Defense	Str	Error
Short Knife	10	7	Pi/SL/1H	-4	6	0
Long Knife	11	7	Pi/SL/1H	-2	8	0
Short Sword	14	8	SL/1H	1	9	0
Long Sword	15	9	SL/Ch/1H	2	12	0
Great Sword	17	10	SL/Ch/2H	3	14	0
Hatchet	10	8	SL/Ch/1H	1	11	1
Short Axe	13	8	SL/Ch/1H	-2	10	1
Long Axe	15	9	SL/Ch/2H	0	12	1
Polearm	17	10	SL/2H	1	12	1
Spear	11	8	Pi/SL/2H	1	10	0
Good Steel	1	1		0	0	0
Type	Damage	Power	Modes	Defense	Str	Error
Short Knife	11	8	Pi/SL/1H	-4	6	0
Long Knife	12	8	Pi/SL/1H	-2	8	0
Short Sword	15	9	SL/1H	1	9	0
Rapier	12	8	SL/Pi/1H	1	6	0
Long Sword	16	10	SL/Ch/1H	2	12	0
Great Sword	18	11	SL/Ch/2H	3	14	0
Hatchet	11	9	SL/Ch/1H	1	11	1

Raw Data

Short Axe	14	9	SL/Ch/1H	-2	10	1
Long Axe	16	10	SL/Ch/2H	0	12	1
Polearm	18	11	SL/2H	1	12	1
Superior Steel	2	2		0	0	0
Type	Damage	Power	Modes	Defense	Str	Error
Short Knife	12	9	Pi/SL/1H	-4	6	0
Long Knife	13	9	Pi/SL/1H	-2	8	0
Short Sword	16	10	SL/1H	1	9	0
Rapier	13	9	SL/Pi/1H	1	6	0
Long Sword	17	11	SL/Ch/1H	2	12	0
Great Sword	19	12	SL/Ch/2H	3	14	0
Hatchet	12	10	SL/Ch/1H	1	11	1
Short Axe	15	10	SL/Ch/1H	-2	10	1
Long Axe	17	11	SL/Ch/2H	0	12	1
Polearm	19	12	SL/2H	1	12	1

Master Firearms Reference

Age of Crisis TL 6

Hand Culverin (aka Fire Lance)

This was basically a metal tube on the end of a stick. You pushed a hot wire into a small hole to set off the lance. They were fired like a rifle. It could be used with a stand or using a long handle. It could be loaded with shot with a cone of damage out to it's range or a regular projectile. It fired projectiles that were 2-3 inches across.

Handgonne

The Handgonne is the origin of the word Gun and is the result of bringing the Hand Culverin down to a more portable size. It fired projectiles that were .5 to .7 caliber.

Ranged Weapons	Dmg/AP	Str	Modes	Acc/Error	Ammo	Range	Cost
Hand Culverin	18/12	12	SS	-4/+4	1	Medium	
- shot	16/10		SS	-2/+4	1	Short	
Handgonne	14/10	10	SS	-3/+4	1	Short	

Age of Discovery TL 7

Matchlock (1450s-1650s)

A Matchlock takes 40 sec for trained character, 15 sec for focused, and 12 sec for expert characters. Characters may not declare a hit location with a Matchlock until expert. They have to have a lit fuse to work so if this goes out or they are on duty too long it will go out. It takes a complex action to light the fuse. Any rain or water would put this out.

Huge Scale	HQ Dmg/AP	LQ Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Minion Matchlock	40/10	30/10	24	SS	-10/+4	1	Longbow	
Grape shot	16/8	14/8		SS	-6/+4	1	Short	
Saker Matchlock	45/10	35/10	26	SS	-10/+4	1	Longbow	
Grape shot	17/8	15/8		SS	-6/+4	1	Short	
Large Scale	HQ Dmg/AP	LQ Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Rabinet Matchlock	18/9	14/8	16	SS	-4/+3	1	Medium	4 Dbl
Grape shot	13/7	11/6			+3/+2	1	Short	
Falconet Matchlock	24/10	16/9	18	SS	-4/+3	1	Long	6 Dbl
Grape shot	14/8	12/7			+3/+2	1	Short	
Falcon Matchlock	28/10	20/9	20	SS	-4/+3	1	Long	8 Dbl
Grape shot	15/8	13/7			+3/+2	1	Short	
Medium Scale	HQ Dmg/AP	LQ Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Arquebus .65 (16.5mm)	16/10	12/8	9	SS	-4/+3	1	Medium	1 Dbl
Musket .80(20mm)	20/12	16/10	10	SS	-4/+3	1	Medium	4 Dbl
Cavalier .75 (19mm)	18/12	14/10	10	SS	-4/+3	1	Medium	3p
Target Rifle .85 (21.65 mm)	20/12	16/10	10	SS	-3/+3	1	Medium	6 Dbl

Wheellock (1500s-1650s)

A Wheellock takes 1 minute for trained characters, 40 sec for trained, and 30 sec for expert characters. Characters may not declare a hit location with a Wheellock until expert.

Huge Scale	HQ Dmg/AP	LQ Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Minion Matchlock	40/10	30/10	24	SS	-10/+4	1	Longbow	
Grape shot	16/8	14/8		SS	-6/+4	1	Short	
Saker Matchlock	45/10	35/10	26	SS	-10/+4	1	Longbow	
Grape shot	17/8	15/8		SS	-6/+4	1	Short	
Large Scale	HQ Dmg/AP	LQ Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Rabinet Wheellock	18/9	14/8	16	SS	-3/+2	1	Medium	
Grape shot	13/7	11/6			+3/+2	1	Short	
Falconet Wheellock	24/10	16/9	18	SS	-3/+2	1	Long	
Grape shot	14/8	12/7			+3/+2	1	Short	
Falcon Wheellock	28/10	20/9	20	SS	-3/+2	1	Long	
Grape shot	15/8	13/7			+3/+2	1	Short	
Medium Scale	HQ Dmg/AP	LQ Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Pocket Pistol .50 (12.7mm)	15/10	11/8	8	SS	-5/+2	1	Short	2 Dbl
Belt Pistol .60 (15.2mm)	16/10	12/8	8	SS	-5/+2	1	Short	2 Dbl
Horse Pistol .75 (19mm)	17/12	14/10	9	SS	-5/+2	1	Short	15 Dbl
Double-Barreled Carbine .60 (15.2mm)	16/10	12/8	10	SS	-3/+2	2	Medium	11 Dbl
Jager Rifle .85 (21.65mm)	20/12	16/10	10	SS	-3/+2	1	Medium	8 Dbl

Age of Enlightenment TL 8

Flintlock (1650s-1800s)

Huge Scale	HQ Dmg/AP	LQ Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Minion Flintlock	40/10	30/10	24	SS	-10/+4	1	Longbow	
Grape shot	16/8	14/8		SS	-6/+4	1	Short	
Saker Flintlock	45/10	35/10	26	SS	-10/+4	1	Longbow	
Grape shot	17/8	15/8		SS	-6/+4	1	Short	

Large Scale	HQ Dmg/AP	LQ Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Rabinet Flintlock	18/9	14/8	16	SS	-3/+2	1	Medium	
Grape shot	13/7	11/6			+3/+2	1	Short	
Falconet Flintlock	24/10	16/9	18	SS	-3/+2	1	Long	
Grape shot	14/8	12/7			+3/+2	1	Short	
Falcon Flintlock	28/10	20/9	20	SS	-3/+2	1	Long	
Grape shot	15/8	13/7			+3/+2	1	Short	

Ranged Weapons	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Naval Pistol .51	15/10	10	SS	-3/+1	1	Short	2 Dbl
Duck Foot Pistol .40	12/10	7	SS	-3/+1	4	Short	3p
Highland Pistol .52	15/10	10	SS	-2/+1	1	Short	4 Dbl
Durs Egg Holster Pistol .60	16/10	9	SS	-2/+1	1	Short	3p
Wogdon Dueller .45	13/10	9	SS	-1/+1	1	Short	20 Dbl
Blunderbuss (shotgun) 8g	15/10	7	SS	+1/+2	1	CQ	2r
Fusil .65	16/10	10	SS	-1/+1	1	Medium	8p
Brown Bess .75	17/12	9	SS	-1/+1	1	Medium	4r
Charleville .69	16/10	10	SS	-1/+1	1	Medium	4r
Musketoon .69	16/10	11	SS	-1/+1	1	Medium	4r
Pennsylvania Rifle .45	19/12	10	SS	-1/+1	1	Medium	5p

Age of Revolution TL 9

Large and Huge scale Flintlocks continued to be in use after medium scale weapons switched to different firing mechanisms.

Huge Scale	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Traits	Cost
Minion Flintlock	40/10	24	SS	-10/+4	1	Longbow		
Grape shot	16/8		SS	-6/+4	1	Short		
Saker Flintlock	45/10	26	SS	-10/+4	1	Longbow		
Grape shot	17/8		SS	-6/+4	1	Short		

Large Scale	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Traits	Cost
Rabinet Flintlock	18/9	16	SS	-3/+2	1	Medium		
Grape shot	13/7			+3/+2	1	Short		
Falconet Flintlock	24/10	18	SS	-3/+2	1	Long		
Grape shot	14/8			+3/+2	1	Short		
Falcon Flintlock	28/10	20	SS	-3/+2	1	Long		
Grape shot	15/8			+3/+2	1	Short		

Medium Scale Pistols	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Traits	Cost
Colt .44 Army	14/14	10	SA	+1/+0	6	Short	Cap and Ball	\$14
Colt .36 Navy	12/12	10	SA	+1/+0	6	Short	Cap and Ball	\$6
.44 Deringer	12/12	9	SS	0	1	Close		\$8
Colt .45 Peacemaker	16/16	10	SA	+1/+0	6	Short		\$15
Shotguns								
Single Barrel	14/10	8	SS	+4/+0	1	Short		\$25
Double Barrel	14/10	8	SS	+4/+0	2	Short		\$35
Shattergun	16/10	8	SS	+5/+0	1	CQ		\$35
Rifles								
.44-40 Winchester '73	20/24	10	SA	+3/+0	2	Longbow	magazine	\$25
.50 Sharp's Big 50	25/26	10	SS	+3/+0	1	Longbow	Breech loaded	\$20
.58 Springfield	30/28	10	SS	+1/+0	1	Longbow	Muzzle loaded	\$8

Steam Age TL 10

Large and Huge scale Flintlocks continued to be in use after medium scale weapons switched to different firing mechanisms.

Huge Scale	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Traits	Cost
Minion Flintlock	40/10	24	SS	-10/+4	1	Longbow		
Grape shot	16/8		SS	-6/+4	1	Short		

Saker Flintlock	45/10	26	SS	-10/+4	1	Longbow
Grape shot	17/8		SS	-6/+4	1	Short

Large Scale	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Traits	Cost
Rabinet Flintlock	18/9	16	SS	-3/+2	1	Medium		
Grape shot	13/7			+3/+2	1	Short		
Falconet Flintlock	24/10	18	SS	-3/+2	1	Long		
Grape shot	14/8			+3/+2	1	Short		
Falcon Flintlock	28/10	20	SS	-3/+2	1	Long		
Grape shot	15/8			+3/+2	1	Short		

Medium Scale	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Traits	Cost
Pistols								
Colt .44 Army	14/14	10	SA	+1/+0	6	Short	Cap and Ball	\$14
Colt .36 Navy	12/12	10	SA	+1/+0	6	Short	Cap and Ball	\$6
.44 Deringer	12/12	9	SS	0	1	Close		\$8
Colt .45 Peacemaker	16/16	10	SA	+1/+0	6	Short		\$15
Shotguns								
Single Barrel	14/10	8	SS	+4/+0	1	Short		\$25
Double Barrel	14/10	8	SS	+4/+0	2	Short		\$35
Shattergun	16/10	8	SS	+5/+0	1	CQ		\$35
Rifles								
.44-40 Winchester '73	20/24	10	SA	+3/+0	2	Longbow	magazine	\$25
.50 Sharp's Big 50	25/26	10	SS	+3/+0	1	Longbow	Breech loaded	\$20
.58 Springfield	30/28	10	SS	+1/+0	1	Longbow	Muzzle loaded	\$8

Electrical Age TL 11

Large scale calibers run up to 14.5 mm ish
Huge scale calibers run from 20 mm to 60 mm

Light Pistols	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Webly Revolver .38	12/12	8	SA	+2/+0	6cy	Medium	\$25
S&W Model 10 .38	12/12	8	SA	+2/+0	6cy	Medium	\$25
M1892 .38 Long Colt	12/12	8	SA	+2/+0	6cy	Medium	\$25

Medium Pistols	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Nagant M1895 7.62mm	12/12	9	SA	+1/+0	7c	Medium	\$20
FN Model 1903 9mm	13/13	9	SA	+1/+0	8c	Medium	\$25
Lugar P08 9mm	13/13	9	SA	+1/+0	8c	Medium	\$50
Mauser C96 7.63mm	13/13	9	SA	+1/+0	10c	Medium	\$20
Wbley-Fosbery Automatic Revolver .455	14/14	10	SA	+0/+0	7c	Medium	\$30
Colt M1911 .45 ACP	14/14	10	SA	+0/+0	7c	Medium	\$30
Colt New Service .455	14/14	10	SA	+0/+0	6c	Medium	\$30
S&W 1917 Revolver .45 ACP	14/14	10	SA	+0/+0	6cy	Medium	\$30
M1917 Revolver .45 ACP	14/14	10	SA	+0/+0	6cy	Medium	\$30

Rifles	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Lee- Enfield .303 No.1 MKIII	14/20	8	BA	+3/+0	10+1	Very Long	\$30
Mauser Gew98/98K 7.62mm	14/20	8	BA	+3/+0	5+1	Very Long	\$30
Berthier 8x50R Lebel	16/22	8	BA	+3/+0	5+1	Very Long	\$40
Mosin Nagant Model 91 7.62R	14/20	8	BA	+3/+0	5+1	Very Long	\$25
Carcano 6.5mm	12/18	8	BA	+3/+0	6+1	Very Long	\$25
Steyr-Mannlicher M1895 8x50R	16/20	8	BA	+3/+0	5+1	Very Long	\$30
Springfield M1903 30.06	14/20	8	BA	+3/+0	5+1	Very Long	\$30
1917 Enfield 30.06	14/20	8	BA	+3/+0	5+1	Very Long	\$30

Shotguns	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Remington Model 10	16/14	8	SS	+4/+0	5+1	Medium	\$23
Browning Automatic 12g	16/14	8	SS	+4/+0	5+1	Medium	\$50
Winchester Model 1897 12g	16/14	8	SS	+4/+0	5+1	Medium	\$45

Machine Guns	Dmg/AP	Str	Modes	Acc/Burst	Ammo	Range	Cost
Lewis Mk I .303 British	14/20	10	FA	+1/+3	47c	Very Long	\$100
M-1918A2 BAR .30-06	14/20	10	FA	+1/+3	20c	Very Long	\$50
Browning M-1917 .30-06	14/20	10	FA	+1/+3	250c	Very Long	\$300
Marsden M1904 7.62mm	14/20	10	FA	+1/+3	30c	Very Long	\$125
Marsden Mo.1908 6.5mm	14/20	10	FA	+1/+3	30c	Very Long	\$125
Benét-Mercié M1909 .30-06	14/20	10	FA	+1/+3	30c	Very Long	\$75
Hotchkiss M1908/13 8mm Lebel	16/20	10	FA	+1/+3	75c	Very Long	\$250
Lewis M1913 7.65mm	14/20	10	FA	+1/+3	47c	Very Long	\$100

Air Age TL 12

Light Pistols	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Browning Model 1910, .380 ACP	12/12	7	SA	+2/+0	7c	Medium	\$30
Walther PPK .32 ACP	12/12	7	SA	+2/+0	7c	Medium	\$75
Enfield No. 2 Mk I, .38 S&W	12/12	7	SA	+2/+0	6cy	Medium	\$20
Beretta Model 1934, .380 ACP	12/12	7	SA	+2/+0	7c	Medium	\$40
Nambu 14 Shiki, 8mm Nambu	12/12	7	SA	+2/+0	8c	Medium	\$15
Nambu 94 Shiki, 8mm Nambu	12/12	7	SA	+2/+0	6c	Medium	\$5

Medium Pistols	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Browning HP 35, 9mm P.	14/14	8	SA	+1/+0	13c	Medium	\$80
Luger P 08, 9mm P.	14/14	8	SA	+1/+0	8c	Medium	\$50
Walther P 38 9mm P.	14/14	8	SA	+1/+0	8c	Medium	\$35
Broomhandle Mauser 7.62 mm T.	14/14	8	SA	+1/+0	10c	Medium	\$40
Tokarev TT-33 7.62 mm T.	14/14	8	SA	+1/+0	8c	Medium	\$25
Nagant M-1895, 7.62 mm Nagant	14/14	8	SA	+1/+0	7cy	Medium	\$20

Heavy Pistols	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Colt Model 1911A1, .45 ACP	16/16	9	SA	+0	7c	Medium	\$30
S&W M-1917, .45 ACP	16/16	9	SA	+0	6cy	Medium	\$30

SMG	Dmg/AP	Str	Modes	Acc/Burst	Ammo	Range	Cost
Lanchester Mk I, 9mm P	14/14	8	BF+2	+1/+2	50c	Medium	\$100
Sten Mk II, 9mm P	14/14	8	BF+2	+1/+2	32c	Medium	\$10
Owen Mk I, 9mm P	14/14	8	BF+2	+1/+2	33c	Medium	\$40
M-1A1 Thompson .45 ACP	16/16	9	BF+2	+1/+2	30c	Medium	\$70
M-3 "Greasegun" .45 ACP	16/16	9	BF+2	+1/+2	30c	Medium	\$45
PPS-43 7.62mm Tokarev	12/12	8	BF+2	+1/+2	35c	Medium	\$50
PPSh-41 7.62mm Tokarev	12/12	8	BF+2	+1/+2	71c	Medium	\$65
MP38 or 40, 9mm P	14/14	8	BF+2	+1/+2	32c	Medium	\$70
KP31 "Suomi" 9mm P	14/14	8	BF+2	+1/+2	70c	Medium	\$150
Kokura 100 Shiki 8mm Nambu	12/12	8	BF+2	+1/+2	30c	Medium	\$45
Beretta Model 38A 9mm P	14/14	8	BF+2	+1/+2	40c	Medium	\$80

Shotgun	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Browning Automatic 12g	16/14	8	SS	+4/+0	5+1	Medium	\$50
Winchester Model 1897 12g	16/14	8	SS	+4/+0	5+1	Medium	\$45

Rifles	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Lee-Enfield No. 4 Mk I .303 British	14/20	8	BA	+3/+0	10+1	Very Long	\$30
Boys Mk I .55 Boys	24/28	12	BA	+3/+0	5+1	Very Long	\$75
Mosin-Nagant 1891/30 7.62mm	14/20	8	BA	+3/+0	5+1	Very Long	\$25
Tokarev Svt-40 7.62mm	14/20	8	SA	+2/+0	10+1	Very Long	\$80
PTRS-41 14.5mm	26/30	12	SA	+2/+0	5+1	Very Long	\$180
Springfield M-1903 .30-06	14/20	8	BA	+3/+0	5+1	Very Long	\$35
M-1 Garand .30-06	14/20	8	SA	+3/+0	8	Very Long	\$100
M-1 Carbine .30 Carbine	14/20	8	SA	+3/+0	15+1	Very Long	\$50
Karabiner 98k 7.92mm Mauser	18/24	9	BA	+3/+0	5+1	Very Long	\$35
Gewehr 43 7.92mm Mauser	18/24	9	SA	+2/+0	10+1	Very Long	\$90
FG42 7.92mm Mauser	18/24	9	SA/FA+3	+2/+0	20+1	Very Long	\$300
Stormgewehr 44 7.92mm Kurz	18/24	9	SA/FA+3	+2/+0	30+1	Very Long	\$70
Panzerbuchse 39 7.92mm Pz39	18/24	9	BA	+2/+0	1	Very Long	\$135
Arisaka 99 Shiki 7.7mm	14/20	8	BA	+2/+0	5+1	Very Long	\$30
Kokura 97 Shiki 20mm	30/32	12	BA	+2/+0	7+1	Very Long	\$375
MAS Mle 36 7.5mm MAS	14/20	8	BA	+2/+0	5+1	Very Long	\$30

Machine Guns	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Lewis Mk I .303 British	14/20	8	FA+3	-2/+0	47c	Very Long	\$100
Bren Mk II.303 British	14/20	8	FA+3	-2/+0	30c	Very Long	\$120
Vickers Mk I .303 British	14/20	8	FA+3	-2/+0	250c	Very Long	\$300
M-1918A2 BAR .30-06	14/20	8	FA+3	-2/+0	20c	Very Long	\$50
Browning M-1917 .30-06	14/20	8	FA+3	-2/+0	250c	Very Long	\$300
Browning M-1919A .30-06	14/20	8	FA+3	-2/+0	250c	Very Long	\$250
Browning M-2HB .50 BMG	22/28	14	FA+3	-2/+0	105c	Very Long	\$1,000
DP 7.62mm Russian	14/20	8	FA+3	-2/+0	47c	Very Long	\$90
SG-43 7.62mm Russian	14/20	8	FA+3	-2/+0	250c	Very Long	\$250
DshK-38 12.7mm Russian	22/28	14	FA+3	-2/+0	50c	Very Long	\$800
MG34 7.92mm Mauser	18/24	9	FA+3	-2/+0	50c	Very Long	\$400
MG42 7.92mm Mauser	18/24	9	FA+3	-2/+0	50c	Very Long	\$300
Nambu 11 Shiki 6.5mm Arisaka	14/20	8	FA+3	-2/+0	30c	Very Long	\$100
99 Shiki 7.7mm Arisaka	14/20	8	FA+3	-2/+0	30c	Very Long	\$125
ZB vz. 26 or 30 7.92mm Mauser	18/24	9	FA+3	-2/+0	20c	Very Long	\$120
FM Mle 1924/29 7.5mm MAS	14/20	8	FA+3	-2/+0	25c	Very Long	\$150

Atomic Age TL 13

Korean War Weapons

Light Pistols	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Browning Model 1910, .380 ACP	12/12	7	SA	+2/+0	7c	Medium	\$60
Walther PPK .32 ACP	12/12	7	SA	+2/+0	7c	Medium	\$150
Enfield No. 2 Mk I, .38 S&W	12/12	7	SA	+2/+0	6cy	Medium	\$40
Beretta Model 1934, .380 ACP	12/12	7	SA	+2/+0	7c	Medium	\$80
Nambu 14 Shiki, 8mm Nambu	12/12	7	SA	+2/+0	8c	Medium	\$30
Medium Pistols	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Browning HP 35, 9mm P.	14/14	8	SA	+1/+0	13c	Medium	\$160
Luger P 08, 9mm P.	14/14	8	SA	+1/+0	8c	Medium	\$100
Walther P 38 9mm P.	14/14	8	SA	+1/+0	8c	Medium	\$70
Broomhandle Mauser 7.62 mm T.	14/14	8	SA	+1/+0	10c	Medium	\$80
Tokarev TT-33 7.62 mm T.	14/14	8	SA	+1/+0	8c	Medium	\$50
Nagant M-1895, 7.62 mm Nagant	14/14	8	SA	+1/+0	7cy	Medium	\$40
Heavy Pistols	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Colt Model 1911A1, .45 ACP	16/16	9	SA	+0	7c	Medium	\$60
S&W M-1917, .45 ACP	16/16	9	SA	+0	6cy	Medium	\$60
SMG	Dmg/AP	Str	Modes	Acc/Burst	Ammo	Range	Cost
Lanchester Mk I, 9mm P	14/14	8	BF+2	+0/+2	50c	Medium	\$200
Sten Mk II, 9mm P	14/14	8	BF+2	+0/+2	32c	Medium	\$20
Owen Mk I, 9mm P	14/14	8	BF+2	+0/+2	33c	Medium	\$80
M-1A1 Thompson .45 ACP	16/16	9	BF+2	+0/+2	30c	Medium	\$140
M-3 "Greasegun" .45 ACP	16/16	9	BF+2	+0/+2	30c	Medium	\$90
PPS-43 7.62mm Tokarev	12/12	8	BF+2	+0/+2	35c	Medium	\$100
PPSh-41 7.62mm Tokarev	12/12	8	BF+2	+0/+2	71c	Medium	\$130
MP38 or 40, 9mm P	14/14	8	BF+2	+0/+2	32c	Medium	\$140
KP31 "Suomi" 9mm P	14/14	8	BF+2	+0/+2	70c	Medium	\$300
Kokura 100 Shiki 8mm Nambu	12/12	8	BF+2	+0/+2	30c	Medium	\$90
Beretta Model 38A 9mm P	14/14	8	BF+2	+0/+2	40c	Medium	\$90
Shotgun	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Browing Automatic 12g	16/14	8	SS	+4/+0	5+1	Medium	\$100
Winchester Model 1897 12g	16/14	8	SS	+4/+0	5+1	Medium	\$90
Rifles	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Lee-Enfield No. 4 Mk I .303 British	14/20	8	BA	+3/+0	10+1	Very Long	\$60
Boys Mk I .55 Boys	24/28	12	BA	+3/+0	5+1	Very Long	\$150
Mosin-Nagant 1891/30 7.62mm	14/20	8	BA	+3/+0	5+1	Very Long	\$50
Tokarev Svt-40 7.62mm	14/20	8	SA	+2/+0	10+1	Very Long	\$160
PTRS-41 14.5mm	26/30	12	SA	+2/+0	5+1	Very Long	\$360
Springfield M-1903 .30-06	14/20	8	BA	+3/+0	5+1	Very Long	\$70
M-1 Garand .30-06	14/20	8	SA	+3/+0	8	Very Long	\$200
M-1 Carbine .30 Carbine	14/20	8	SA	+3/+0	15+1	Very Long	\$100
Karabiner 98k 7.92mm Mauser	18/24	9	BA	+3/+0	5+1	Very Long	\$70
Gewehr 43 7.92mm Mauser	18/24	9	SA	+2/+0	10+1	Very Long	\$180
FG42 7.92mm Mauser	18/24	9	SA/FA+3	+2/+0	20+1	Very Long	\$600
Stormgewehr 44 7.92mm Kurz	18/24	9	SA/FA+3	+2/+0	30+1	Very Long	\$140
Panzerbuchse 39 7.92mm Pz39	18/24	9	BA	+2/+0	1	Very Long	\$280
Arisaka 99 Shiki 7.7mm	14/20	8	BA	+2/+0	5+1	Very Long	\$60
Kokura 97 Shiki 20mm	30/32	12	BA	+2/+0	7+1	Very Long	\$700
MAS Mle 36 7.5mm MAS	14/20	8	BA	+2/+0	5+1	Very Long	\$60
Machine Guns	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Lewis Mk I .303 British	14/20	8	FA+3	-2/+0	47c	Very Long	\$200
Bren Mk II.303 British	14/20	8	FA+3	-2/+0	30c	Very Long	\$240
Vickers Mk I .303 British	14/20	8	FA+3	-2/+0	250c	Very Long	\$600
M-1918A2 BAR .30-06	14/20	8	FA+3	-2/+0	20c	Very Long	\$100
Browning M-1917 .30-06	14/20	8	FA+3	-2/+0	250c	Very Long	\$600
Browning M-1919A .30-06	14/20	8	FA+3	-2/+0	250c	Very Long	\$500
Browning M-2HB .50 BMG	22/28	14	FA+3	-2/+0	105c	Very Long	\$2,000
DP 7.62mm Russian	14/20	8	FA+3	-2/+0	47c	Very Long	\$180
SG-43 7.62mm Russian	14/20	8	FA+3	-2/+0	250c	Very Long	\$500
DshK-38 12.7mm Russian	22/28	14	FA+3	-2/+0	50c	Very Long	\$1,600
MG34 7.92mm Mauser	18/24	9	FA+3	-2/+0	50c	Very Long	\$800
MG42 7.92mm Mauser	18/24	9	FA+3	-2/+0	50c	Very Long	\$600
Nambu 11 Shiki 6.5mm Arisaka	14/20	8	FA+3	-2/+0	30c	Very Long	\$200
99 Shiki 7.7mm Arisaka	14/20	8	FA+3	-2/+0	30c	Very Long	\$250
ZB vz. 26 or 30 7.92mm Mauser	18/24	9	FA+3	-2/+0	20c	Very Long	\$240
FM Mle 1924/29 7.5mm MAS	18/24	8	FA+3	-2/+0	25c	Very Long	\$300

Vietnam War Weapons

Light Pistols	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Browning Model 1910, .380 ACP	12/12	7	SA	+2/+0	7c	Medium	\$530
Walther PPK .32 ACP	12/12	7	SA	+2/+0	7c	Medium	\$575
Enfield No. 2 Mk I, .38 S&W	12/12	7	SA	+2/+0	6cy	Medium	\$520
Beretta Model 1934, .380 ACP	12/12	7	SA	+2/+0	7c	Medium	\$540
S&W Model 15, .38 Special	12/12	7	SA	+2/+0	6cy	Medium	\$500
High Standard HDMS .22 LR	10/12	7	SA	+2/+0	10c	Medium	\$700
Medium Pistols	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Browning HP 35, 9mm P.	14/14	8	SA	+1	13c	Medium	\$625
Walther P 38 9mm P.	14/14	8	SA	+1	8c	Medium	\$500
Tokarev TT-33 7.62 mm T.	12/12	8	SA	+1	8c	Medium	\$340
S&W Model 39 9mm	14/14	8	SA	+1	8c	Medium	\$470
S&W MK 22 MOD 0 9mm, Suppressed	14/14	8	SA	+1	8c	Medium	\$1,000
Heavy Pistols	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Colt Model 1911A1, .45 ACP	16/16	9	SA	+0	7c	Medium	\$600
S&W M-1917, .45 ACP	16/16	9	SA	+0	6cy	Medium	\$600
SMG	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Guide Lamp M3A1 .45 ACP	16/16	9	BF+2	+1/+0	30c	Medium	\$350
K-49M 7.62mm	12/12	8	BF+2	+1/+0	35c	Medium	\$350
Carl Gustaf "Swedish K" 9mm	14/14	8	BF+2	+1/+0	36c	Medium	\$250
S&W MK 24 MOD 0 9mm	14/14	8	BF+2	+1/+0	36c	Medium	#380
Shotgun	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Ithaca Model 37 12g	16/14	8	SS	+4/+0	4+1	Medium	\$450
Remington Model 7188 12g	16/14	8	SS	+4/+0	7+1	Medium	\$1000
Rifles	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
Browning M1918A2 BAR 30-06	18/24	9	BF+2/FA+3	+3/+0	20	Very Long	\$3,000
Winchester M2 Carbine .30 M1	18/24	9	BF+2/FA+3	+3/+0	30+	Very Long	\$760
SKS-45 (K-56) 7.62	18/24	9	BF+2/FA+3	+3/+0	10	Very Long	\$200
AK-47 (K-56) 7.62	18/24	9	BF+2/FA+3	+3/+0	30+	Very Long	\$300
Colt CAR-15 R607 .223	16/22	8	BF+2/FA+3	+3/+0	20+	Very Long	\$650
Colt M16A1 .223	16/22	8	BF+2/FA+3	+3/+0	20+	Very Long	\$550
Colt XM177E2 .223	16/22	8	BF+2/FA+3	+3/+0	20+	Very Long	\$650
Stoner XM23 .223	16/22	8	BF+2/FA+3	+3/+0	30+	Very Long	\$4,000
H&R T223 .223	16/22	8	BF+2/FA+3	+3/+0	40+	Very Long	\$1,200
Colt MK 4 MOD 0 .223	16/22	8	BF+2/FA+3	+3/+0	30+	Very Long	\$550
Machine Guns	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Cost
RPD (K-56) 7.62	18/24	9	FA+3	-2/+0	100	Very Long	\$1,500
Saco M60 7.62	18/24	9	FA+3	-2/+0	100	Very Long	\$6,000
Stoner Model 63 .223	16/22	8	FA+3	-2/+0	150	Very Long	\$5,000
Stoner XM207 .223	16/22	8	FA+3	-2/+0	150	Very Long	\$5,000
Stoner MK 23 MOD 0 .223	16/22	8	FA+3	-2/+0	100	Very Long	\$5,000

Information Age TL 14

Light Pistols	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Low	High
Ruger IV .22cal	12/12	7	SA	+2/+0	10c	Medium	\$200.00	\$300.00
Bersa Thunderer .380cal	12/12	7	SA	+2/+0	10c	Medium	\$350.00	\$400.00
S&W .38cal	12/12	7	SA	+2/+0	5cy	Medium	\$450.00	\$700.00
Medium Pistols	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range		
Glock 17 9mm	14/14	8	SA	+1/+0	17c	Medium	\$375.00	\$600.00
Taurus 24/7-40B .40cal	14/14	8	SA	+1/+0	10c	Medium	\$200.00	\$450.00
Beretta PX-4 Storm .40cal	14/14	8	SA	+1/+0	14c	Medium	\$230.00	\$500.00
Heavy Pistols	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range		
Desert Eagle .50AE	18/18	12	SA	+0	7c	Medium	\$600.00	\$1,500.00
S&W X-frame .500 magnum	16/16	9	SA	+0	6cy	Medium	\$800.00	\$1,300.00
Colt M1911A1 .45cal	16/16	9	SA	+0	7c	Medium	\$250.00	\$800.00
SMG	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range		
H&K MP-5 9mm	14/14	8	SA/BF+2	+0/+0	20c	Medium	\$400.00	\$700.00
FN P-90 5.28x17mm AP	16/22	9	A/BF+2/FA+	+1/+0	50c	Medium	\$500.00	\$900.00
Uzi 9mm	14/14	8	BF+2	+0/+0	20c	Medium	\$125.00	\$300.00
Assault Rifle	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range		

AK-47 7.62x39mm	18/24	8	A/BF+2/FA+	-2/+0	30c	Extreme	\$120.00	\$290.00
Colt M-4 Assault Carbine 5.56mm	16/22	8	A/BF+2/FA+	-1/+0	30c	Extreme	\$400.00	\$700.00
H&K G36 5.56mm	16/22	9	A/BF+2/FA+	-1/+0	30c	Extreme	\$350.00	\$600.00
Shotgun	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range		
Remington 870 Pump 12-gauge	16/14	8	SS	+4/+0	3-8tube	Medium	\$150.00	\$400.00
Mossberg M-500 12-gauge	16/14	8	SS	+4/+0	5-8tube	Medium	\$400.00	\$800.00
Atchisson Assault 12-gauge	16/14	8	SS	+4/+0	10c/30drum	Medium	\$400.00	\$800.00
Sniper Rifle	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range		
Armilite AR-50 .50BMG	22/28	9	SS	+3/+0	1	Telescopic	\$1,800.00	\$3,000.00
H&K MSG-90A1 7.62mm	18/24	8	SA	+3/+0	5c or 20 box	Telescopic	\$1,200.00	\$2,000.00
M110 SASS 7.62mm	18/24	8	A/BF+2/FA+	+3/+0	10c	Telescopic	\$2,000.00	\$3,000.00
SAW	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range		
FN Minimi M249 5.56mm	16/22	10	FA+4	-2/+0	belt	Extreme	\$1,500.00	\$3,000.00
H&K MG4 5.56mm	16/22	10	FA+4	-2/+0	belt	Extreme	\$200.00	\$400.00
RPK 7.62mm	18/24	10	FA+4	-2/+0	30-40rd box	Extreme	\$150.00	\$290.00
M60 7.62mm	18/24	10	FA+4	-2/+0	30-40rd box	Extreme	\$700.00	\$1,300.00

Network Age TL 15

Light Pistols	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Low	High
Ruger IV .22cal	12/12	7	SA	+2/+0	10c	Medium	\$200.00	\$300.00
Bersa Thunderer .380cal	12/12	7	SA	+2/+0	10c	Medium	\$350.00	\$400.00
S&W .38cal	12/12	7	SA	+2/+0	5cy	Medium	\$450.00	\$700.00
Medium Pistols	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range		
Glock 17 9mm	14/14	8	SA	+1/+0	17c	Medium	\$375.00	\$600.00
Taurus 24/7-40B .40cal	14/14	8	SA	+1/+0	10c	Medium	\$200.00	\$450.00
Beretta PX-4 Storm .40cal	14/14	8	SA	+1/+0	14c	Medium	\$230.00	\$500.00
Heavy Pistols	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range		
Desert Eagle .50AE	18/18	12	SA	+0	7c	Medium	\$600.00	\$1,500.00
S&W X-frame .500 magnum	16/16	9	SA	+0	6cy	Medium	\$800.00	\$1,300.00
Colt M1911A1 .45cal	16/16	9	SA	+0	7c	Medium	\$250.00	\$800.00
SMG	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range		
H&K MP-5 9mm	14/14	8	SA/BF+2	+0/+0	20c	Medium	\$400.00	\$700.00
FN P-90 5.28x17mm AP	16/22	9	A/BF+2/FA+	+1/+0	50c	Medium	\$500.00	\$900.00
Uzi 9mm	14/14	8	BF+2	+0/+0	20c	Medium	\$125.00	\$300.00
Assault Rifle	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range		
AK-47 7.62x39mm	18/24	8	A/BF+2/FA+	-2/+0	30c	Extreme	\$120.00	\$290.00
Colt M-4 Assault Carbine 5.56mm	16/22	8	A/BF+2/FA+	-1/+0	30c	Extreme	\$400.00	\$700.00
H&K G36 5.56mm	16/22	9	A/BF+2/FA+	-1/+0	30c	Extreme	\$350.00	\$600.00
Shotgun	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range		
Remington 870 Pump 12-gauge	16/14	8	SS	+4/+0	3-8tube	Medium	\$150.00	\$400.00
Mossberg M-500 12-gauge	16/14	8	SS	+4/+0	5-8tube	Medium	\$400.00	\$800.00
Atchisson Assault 12-gauge	16/14	8	SS	+4/+0	10c/30drum	Medium	\$400.00	\$800.00
Sniper Rifle	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range		
Armilite AR-50 .50BMG	22/28	9	SS	+3/+0	1	Telescopic	\$1,800.00	\$3,000.00
H&K MSG-90A1 7.62mm	18/24	8	SA	+3/+0	5c or 20 box	Telescopic	\$1,200.00	\$2,000.00
M110 SASS 7.62mm	18/24	8	A/BF+2/FA+	+3/+0	10c	Telescopic	\$2,000.00	\$3,000.00
SAW	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range		
FN Minimi M249 5.56mm	16/22	10	FA+4	-2/+0	belt	Extreme	\$1,500.00	\$3,000.00
H&K MG4 5.56mm	16/22	10	FA+4	-2/+0	belt	Extreme	\$200.00	\$400.00
RPK 7.62mm	18/24	10	FA+4	-2/+0	30-40rd box	Extreme	\$150.00	\$290.00
M60 7.62mm	18/24	10	FA+4	-2/+0	30-40rd box	Extreme	\$700.00	\$1,300.00

Section 3 Campaigns

Section 3 Campaigns

Tech Levels – These are the tech levels that the system is built around.

Axe Age Tech Level – This is the Viking Age to use for low tech settings.

Age of Discovery Tech Level – This is the Age of Sail and Gunpowder.

Steam Age Tech Level – This is the expansion of the Industrial Revolution.

Information Age Tech Level – This is a fairly modern tech level to make use of.

SMART Tech Levels

Tech levels reflect the general technologies of a setting. Some settings will have different cultures at different tech levels. Some skills and powers are also divided by tech level in a very general sense. Some powers and skills don't exist in lower tech levels.

The dates given are generalizations. Not every culture came into these ages at these exact times. Some came in earlier or later or even skipped an Age. The dates for the Ages in the Future are even more of a guess. Change them based on your setting.

Some technologies will reflect a certain tech level but will work in a different way. If the TL has a B in front of it then the technology is Biological but covers the same level of technologies. If it has a M in front then it is Magic based. If the TL has a T in front of it then it is based on Trade with another culture.

If the TL has a P in front of it then that culture previously had a higher tech level but due to some circumstances it has lost it. This means that they understand the technologies of a higher tech level but they no longer have the industrial base to produce it. This could be from a Post-Apocalyptic setting or moving into a new area and they haven't had a chance to build back up yet. It could also be a cultural decision

So you could have a TL that was TL4/M7/T10. This means that the culture is based at the Early Middle Ages but has magic that allows for more advanced sailing technologies and is in trade with a culture that is Steam Age.

Shield Era

TL 1.1: Stone Age (up to 9,000 BCE)

You can use sticks and stones to break people's bones. A lack of harder farming implements limits stone age cultures to hunter gather sustenance living. The best defense is either caves or mobility.

This can also be used for Stone Age tribes such as Native Americans, African tribes, or other Aboriginal cultures.

TL 1.2: Neolithic Age (9,000 to ~ 3,300 BCE)

This is the beginning of forming larger communities. This includes stone and mud brick buildings. This is the beginning of agriculture and domestication. Once you have the ability to form farming tools there is a surplus and a boom of specialized people in the culture. There is a large focus on domestication and the beginnings of economics. Cities are built as large forts. This includes the Babylonians and the Egyptians.

Once you have the ability to form farming tools there is a surplus and a boom of specialized people in the culture. There is a large focus on domestication and the beginnings of economics.

TL 1.3 Bronze Age (3300 - 1200 BCE)

Bronze versions of stone weapons were made but only the wealthy would have access to them. Everyone else was still using stone weapons. Once you have the ability to form farming tools there is a surplus and a boom of specialized people in the culture. There is a large focus on domestication and the beginnings of economics. Most people lived in one of thousands of tribes. Only a few cities existed. Cities are built as large forts. Mostly there were villages that had around 20 houses. Buildings were mostly round with straw thatched roofs.

Use of written language is developed.

Major cultures of the Age of Ancients include Egyptian, Sumerian, Akkadian, Babylonian, Minoan, Canaanite, Hittite, and Elamite.

TL 1.4: Iron Age (1200-800 BCE)

Iron smelting opens up the use of iron for more than jewelry. It is usually work hardened at this point and is only a bit stronger than bronze weapons. Most soldiers would be carrying a steel headed spear and a shield. Slings were extremely common at this point. There were a lot more cities and nations had expanded to the point of frequent warfare.

TL 1.5: Classical Age (800 BCE-44 BCE)

This includes the Iron Age II cultures including the Assyrians, Persians, Carthaginians, Greeks and the Roman Republic. Various kinds of steel were developed during this time. There was a change in the warfare with the invention of carburization of iron into steel. This opened up the use of personal armor and the development of heavy infantry.

TL 1.6: Imperial Age (44 BCE - 476 CE)

This is the time of the Roman Empire and a series of civil wars within the Empire as well as nearly constant attacks by various German tribes. Larger scale constructions are now possible with concrete.

TL 1.7: Ax Age (476 - 1000 CE)

This was a time period of population decline, a shift away from urban centers, a loss of cultural development, and increased immigration. The two major cultural powers at the time were the Byzantine Empire and the Islamic Caliphates. Around 800 there was the expansion of the Carolingian Empire with a shift towards feudalism.

The stirrup was adopted slowly across Europe during the latter half of this era.

TL 1.8: Age of Crusades (1000-1300 CE)

The Age of Crusades saw developments in agriculture, windmills, and armored warfare as well as printing. This was a time of rapidly increasing population and urbanization. Horseshoes become common during this age. At first they were bronze but then they switched to iron.

Industrial Era

TL 2.1: Age of Crisis (1300 - 1453 CE)

This includes what is normally classified as the Late Middle Ages. This is when gunpowder was first introduced to Europe. Gunpowder weapons, swords, and armor coexisted during this time period.

This was a particularly bad time in the history of Europe. Climate change and weather disasters destroyed much of the farm land. The Black Plague began killing people in the millions. The economy took a huge plunge. The population of Europe was cut in half by all these disasters. During this time there are several wars, especially between the English and the French during the Hundred Years' War. The peasants eventually revolt but are put down.

This was also the time of the Great Schism which split the Catholic Church.

TL 2.2: Age of Discovery (1453-1650 CE)

In 1453, the Ottoman Empire took over Constantinople, cutting off the Silk Road. With the fall of Constantinople, there was a search for an alternate trade route with China. This led to the discovery of several lands new to Europe, including the Americas. The Spanish, Portuguese, English, French, and Dutch all led major expeditions to explore the world.

The Ottoman Empire became a super power at this time but it was focused on ground trade.

TL 2.3: Age of Enlightenment (1650-1750 CE)

The Age of Enlightenment was a cultural movement of intellectuals that emphasized reason and individualism over tradition. It was sparked by philosophers Baruch Spinoza (1632-1677), John Locke (1632-1704), Pierre Bayle (1647-1706), Voltaire (1694-1778) and physicist Isaac Newton (1643-1727). Much of the basis of the formation of the United States and the French Revolution come from the writings of this age. This was also the beginning of the scientific method and the industrial revolutions.

Gunpowder supplants Steel as the weapon of the day. After the 1650's, the accuracy of firearms increases. This leads to a drop in the use of armor. Armor becomes mostly ceremonial. This is the time of a series of scientific discoveries made during this time that shifted our understanding of the world.

TL 2.4: Age of Revolution (1750-1830 CE)

This was an Age of great changes including the Industrial Revolution, the Seven Years War, the French Revolution, the American Revolution, American Civil War and the early Old West.

There was a population explosion during this time. Machines allowed farmers to grow much more food. New medicines allowed people to survive more illnesses and more children to survive.

TL 2.5: Steam Age (1830 - 1900 CE)

Screw propellers replace paddle wheels on ocean going steam boats. Ironclad replace wooden ships. This was the time of the Old West.

Electrical Era

TL 3.1: Electrical Age (1900 - 1929 CE)

This is the time of the second industrial revolution in America. Electricity became a major technology and factories and huge cities sprang up. Population levels increased from growth and from huge immigration after the Civil War. Technology was seen as a positive force. This era includes World War 1 and a major shift in warfare. Sonar invented.

TL 3.2: Air Age (1929 - 1945 CE)

This includes the Great Depression and World War 2. Technology seemed much darker to people after this. However air power changes the world at this point. Early computers were huge devices that filled up a room. They required either punch cards or physically rewiring them to change a program. Radar invented

TL 3.3: Atomic Age (1946 - 1980 CE)

This includes the space race, the Korean and Vietnam Wars, and the Civil Rights Movement. America came out of the previous era richer and a global superpower. Geiger counter invented.

TL 3.4: Information Age (1980 - 2005 CE)

This is the beginning of the age of the Internet. It is a focus on computers and shared information. Computers open up the world to many.

TL 3.5: Network Age (2005-2050 CE)

Starting with smart phones, everyone is connected all the time. 3D Printing starts to develop.

TL 3.6: Cyber Age (2050 - 2150 CE)

Cyberware becomes a major part of people's lives. We explore the solar system.

TL 3.7: Fusion Age (2150 - 2250 CE)

Humanity fully explores the solar system. Space is no longer just the realm of megacorps and nations. The asteroid belts are filled with people in a population explosion.

Interstellar Era

TL 4.1: Colonial Age (2250-2350 CE)

Humanity sends manned missions to other solar systems using cryosleep. Large rotator motherships are developed. The various colonies develop into different cultures.

Asteroid cities hold most of the people in the Sol System now. Terraforming is being carried out on several planets. Huge O'Neil type space stations and arcologies are being built using new materials. Things have an enormous scale to them now.

TL 4.2: Gravitic Age

Contra-gravity and artificial gravity open up space to the world. Basic tractor fields and force-fields are common tools now. Ships are like huge buildings at this point. They don't use rotating sections any more but the rest of the ship is similar.

New types of vehicles become available. This includes new vehicles like contragrav vehicles called Congos (Contra-gravity Operations). There are also Congo Boosted vehicles. These are wheeled vehicles that have a congo booster in them that prevents them from being destroyed by impacts and helps them jump longer and farther.

TL 4.3: Hyperspace Age

Early Hyperdrives open up space. Travel takes months from system to system at this point. Ships are discovering the dangers and wonders of Hyperspace. There is a huge focus on exploration at this point in time. Huge colony ships are used to carry colonization out into the nearby systems. FTL communications by hyperspace relays allow rapid communications.

Congo vehicles have replaced most ground vehicles at this point. Mechs are one of the only types left and they use it for leverage.

TL 4.4: Cosmic Age

Ships use a combination of huge reaction engines and contragravity drives. This gives them great maneuverability and speed. Ships are more streamlined and less bulky than they were before. Due to their contragravity drives they can land on a planet or float above it a few feet.

Repulsorlift and contragrav vehicles have replaced ground vehicles entirely by this point. Controls on ships usually have a holographic element to them.

Humanity identifies more with the colonial world that they live on than with humanity as a whole. If there are aliens they will usually try to merge with or dominate them on the same planet. New forms of humanity and aliens develop.

TL 4.5: Dimensional Age

Ships don't require large thrusters anymore. They can push a ship very quickly with their contragravity drive and only use thrusters for low powered maneuvers. Repulsorlift and contragrav vehicles have replaced ground vehicles entirely by this point. Zero point energy generators are the norm.

Multidimensional Hyperdrives allow for even faster space travel.

TL 4.6: Transluminal Age

Full FTL in this dimension is available. Ships are extremely powerful. They can land on the ground barely touching the actual ground. They can move in any direction they want. They can stand on their end on a planet without problems. They don't need to be in orbit. Huge Ships are the new cities. They roam around at FTL. Ring Worlds are achievable.

TL 4.7: Wormhole Age

Technology has progressed to the point of manipulation of stars and black holes, phased technologies, planetary scale shielding and weapons, etc. Exploration of other galaxies has spread humanity incredibly far out. Wormhole generation allows a network that stretches across the galaxy and into other galaxies.

Holographic force field armor is used to provide impressive protection from the elements and during combat.

TL 4.8: Force Age

Technology allows for force projections which can do almost anything. Entire ships can be projected and move at FTL speeds.

TL 4.9: Temporal Age

Time control and dimensional control allow for structures that defy space-time. Anything can be created, including other dimensions.

TL 4: Ax Ages (476 - 1000 CE)



The Ax Ages, aka the Early Middle Ages, was the time period after the fall of the Roman Empire. Various migrating tribes overwhelmed the Empire and it finally collapsed in the West. In the East it became known as the Byzantine Empire. Trade collapsed. Vikings, Magyars, and Muslims invaded Europe repeatedly. This is the era that is usually referred to as the Dark Ages.

Population Distribution

The world population made a slow increase during this time due to the great difficulties in survival.

500 CE - 190 million
600 CE - 200 million
700 CE - 207 million
800 CE - 220 million
900 CE - 226 million
1000 CE - 254 million

Animals

Horses were bred to be larger than ever and the true Warhorse was developed.

Armor and Weapons

The armor and the weapons mainly came from the North and East with the various invading tribes. They had fairly good steel but only the Nobles could afford them. The Vikings favored long axes and round shields.

There was a greater focus on Calvary during this time.

Entertainment

A very rare visit from a traveling acting group was about all there was beyond the occasional festival.

Food

Food became very simple again. In general everyone's food was simple and bland. There were very few spices being used at that time. Salt was expensive due to conflicts with Muslims along the Salt Road through the Middle East.

Food shops existed in towns but most peasants had to grow their own. They made rye bread, oats in various soups and stews, and pigs and sheep for meat. They had ale to drink or they had to drink water from a river or milk, neither of which tasted that good due to a lack of filters or ability to boil things easily. Other kinds of meat such as fish, deer, and fowl were available to the lord as well as wine and better bread.

Beer was available. The women would brew a batch in a big cauldron, hang out a sign, and have people over to drink. This was one of the few goods that were not restricted by Lords.

Housing

Housing in the Early Middle Ages was based on fortifications against the huge number of raiders that were moving throughout Europe at the time. With the loss of the Roman Legions to fortify the area every raider in north and Eastern Europe moved west. The Castle developed out of creating a version of Roman forts which were a permanent version of Roman marching camps.

A palisade or curtain wall of stone was built around a central tower with smaller buildings along the inside of the wall.

Villagers from surrounding areas could retreat inside the walls during an attack. The local knights and men at arms would go out and take care of the raiders if they had superior numbers. Otherwise they would wait them out inside as well. Raiders would raid the village and move on.

Village houses were made of sticks, straw, and mud. They were one room sheds that they shared with their animals. Cooking and most any other activity was done outside. They had no furniture.

Life Expectancy 30 years

Lifestyle Levels

Luxury - Duke/Prince/King - You have true opulence (10G/month) Starting Gear: You have a huge estate, many guards, and servants, and all the gear you need. You can buy anything that you want. You have 250s in your pocket.

Wealthy - Wealthy Merchant/Baron - You have the best of everything. (200s/month) Starting Gear: You have a medium sized castle, your own men at arms, several servants, several swords and sets of armor, a team of horse, etc. You have 50s just sitting in your pocket.

High - Merchant/Lord - You have it good. (50s/month) Starting Gear: You have a horse, a set of armor, a few good swords, and some traveling gear. You have several sets of clothes and you have a small manor or keep and several peasants that serve you. You have a guard that you have outfitted with a sword and basic armor as well. You have 10s to spare for incidentals.

Medium - High Peasant - You have your own house. (20s/month) Starting Gear: You have some work clothes, some daily clothes, and one set of nice clothes. You have a sword or a bow that belonged to your father. You have 5s worth of other things or to save for emergencies. You have a donkey to ride.

Low - Peasant - You have it pretty bad (5s/month) Starting Gear: You have one set of work clothes and one set of daily clothes. You have a knife to eat with, a sack to carry things and basic tools relating to your job. You have 1s hidden away for emergencies.

Street - Things really suck (1s/month) (-4 to social rolls) Starting Gear: You have one set of clothes that you are wearing. You have no starting wealth.

Medical (Western error +4, other error +3)

At best Early Middle Ages medical technology was equal to Iron and Bronze Age technologies but this would be mostly in Islamic nations, China, or India. Western culture however lost much of the Iron Age technology. Most western medical practitioners had no more than Trained level skill in Medicine.

Money

Economics in the Early Middle Ages much was less advanced then during the Empire. Coinage became rare again and barter took back over as the standard economic system. Many peasants never saw a coin. Most coins that existed were left over from the Empire or Byzantine Coinage. This was mainly used by the Nobility. A few places started minting their own gold coins but they were mainly used for huge purchases, hoarding, or displays of wealth.

Silver coins became available after Charlemagne reformed the currency system (£1 = 20s = 240d). The Sous and the Livre were originally units of accounting and not actually minted. Their Pound of silver was equal to 1.5 Roman pounds (489.6 grams vs. 327.5 grams for the old Roman pound).

Silver coins became popular in England after the Viking raids. Kings had to mint new money to pay for levies and sometimes to ransom their own lands back from the raiders. However more English silver ended up in Scandinavia than in England.

Charlemagne's Money System

1 Half Denier = \$1

1 Silver Denier "d" = 2 Half Denier = \$2

1 Silver Sous "s" (Unit) = 12 Denier = \$24

1 Silver Livre (Pound) "£" (Unit) = 20 Sous = 240 Denier = \$480

English Money System

1 Half Pence = \$1

1 Silver Pence "d" = 2 Half Pence = \$2

1 Silver Shilling "s" (Unit) = 12 Shilling = \$24

1 Silver Pound Sterling "£" (Unit) = 20 Shilling = 240 Pence = \$480

Services

During the Early Middle Ages the northern Germanic tribes took over most of Europe and imposed their own social stratification. This was a more basic system then the Roman system and lower ranks had no chance of changing their lot in life. The constant raiding by some of the tribes forced the villagers into a constant struggle for survival. They had to depend on the Lords to organize and protect them during warfare. They basically traded their freedom and products for the rest of their lives for this protection. However everyone's life was very crude at that point so it seemed like a good idea at the time.

The Feudal System that developed at that time involved a Lord owning all the land. The peasants worked in different jobs

for the lord and a certain percentage went to the Lord and a certain percentage was available to the peasant to trade for other goods and services. This eliminated the need for trade to support a local population since raiding made that too dangerous. Each area was self-sufficient and a small economy unto itself. Barter was used and coins were almost unknown outside of cities.

After a while various nations began to form and higher and higher lordships were added. Regions merged and swore loyalty to the most powerful lord and made them the King. After wars he would grant new titles and add more layers. Stability developed and everyone's standard of living increased.

Social Stratification

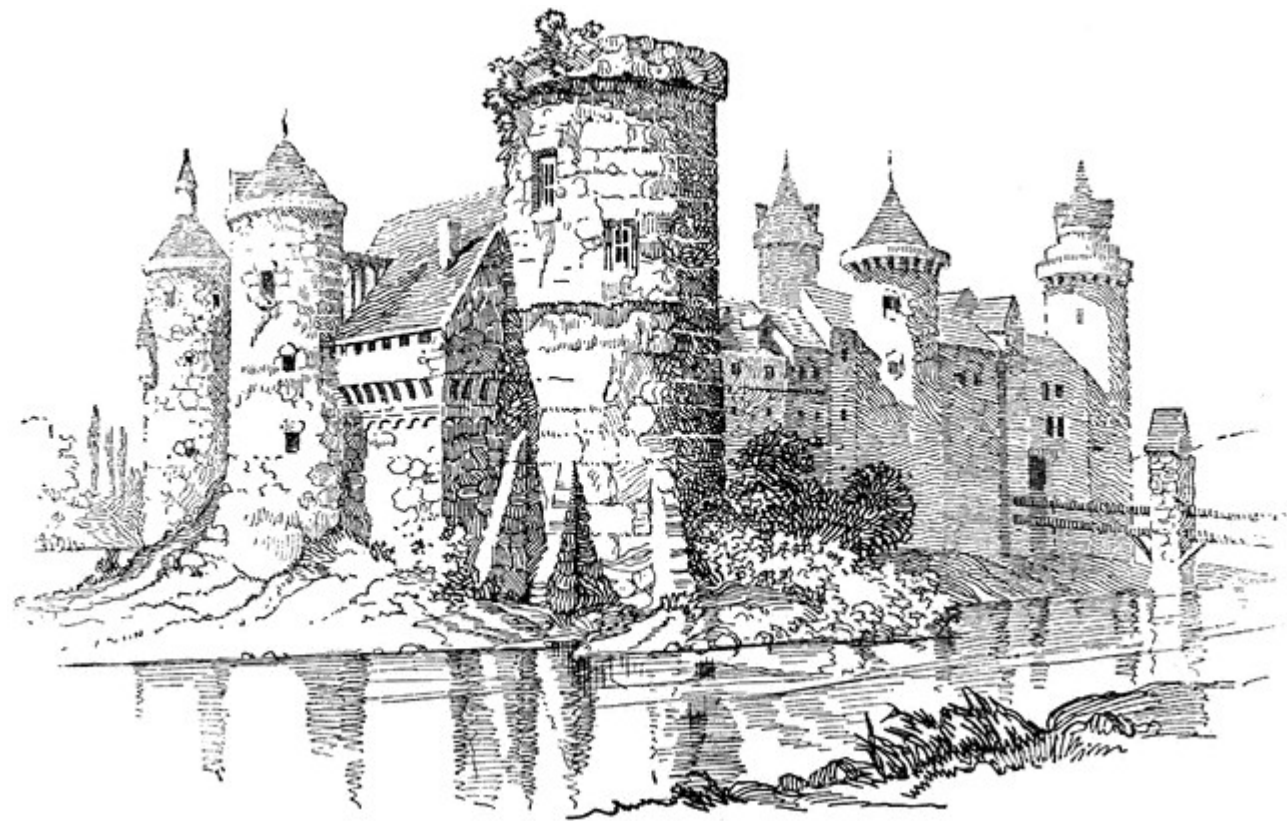
There was considerable social stratification during the Middle Ages. Most of this was based on land distribution and requirements for militia pools. Kings broke up the kingdom into sections and gave each section to a set of Dukes. Then they broke those up and gave each one to a set of Barons. Then the Barons would break up their sections and give them out to Lords. Each of these would build a castle and would be assigned land to cultivate and protect. In exchange the Lords would take their militias and combine them all to fight for the King.

Within each Castle you have further stratification with the Lord of the Manor at the top, Knights and Servants of the Lord next, then free folk, and then servants.

Transportation

There was some development of sailing vessels during this time. The Vikings developed the Longship which was an ocean going vessel that could land on a beach and they could charge from there. This was the original fast landing attack and scared the hell out of everyone at the time.

Wagons were crude during this time. They became entirely made of wood outside of a few nails. The axels would wear away or split fairly often. They had no shocks to speak of either. The wheels looked more like shields than wagon wheels.



Ax Ages Gear

Lower Class Gear

English Money System

1 Half Pence = \$1

1 Silver Pence "d" = 2 Half Pence = \$2

1 Silver Shilling "s" (Unit) = 12 Shilling = \$24

1 Silver Pound Sterling "£" (Unit) = 20 Shilling = 240 Pence = \$480

This covers small villages and poorer stores in larger cities.

Clothes

Woolen Tunic 1s 8d
Woolen Dress 2s 3d
Sandals 8d
Shoes 3s
Boots 4s
Pants 9d
Rope Belt 1d
Robe 1s
Cloak 5d
Work Gloves 1s 4d

Provisions

Good Meal 5d
Poor Meal 3d
Ale 1d
Watered Wine 2d

Gear

Blanket 1s
Lamp 10d
Water skin 8d
Sack, Small 2d
Sack, Large 4d
Belt Pouch 1s 6d

Farming Gear

Oxen 4s
Work Horse 8s
Mule/Donkey 3s 4d
Chicken 3d
Sheep 2s 6d
Goat 1s
Cattle 3s 4d
Small Cart (2w) 1s 8d
Large Cart (2w) 2s 6d
Hammer 10d
Chisel 10d
Pickax 1s 3d

Melee Weapon Statistics

Blades	Size	Dmg/AP	Smash	Defense	Str	Poor	Good
Knife	3	6/2	0	+1	-4	5d	10d
Short Sword	4	8/2	+1	+3	-2	1s 8d	3s 4d
Axe	4	8/1	+4	+2	+1	1s 3d	2s 6d
Pitch Fork	5	4/1	+1	+2	+0	5d	10d

Poor weapons do -1 dmg/-1 ap always and have a +2 error range when facing a good weapon. They can break more easily.

Ranged Weapons

Thrown	Dmg/AP	Range	Acc	Str	Cost
Sling	6/0	Short	+2	-6	5d
Throwing Knife	6/3	CQ	+1	-4	2s 6d
Throwing Axe	8/2	Short	+1	+0	2s 6d
Metal Tipped Javelin	12/3	Short	+2	+2	1s 3d
Bows					
Short Self Bow	4/3	Medium	+0	-3 to +2	1s
Short Composite Bow	4/3	Medium	+0	+0 to +4	2s 1d
Long Self Bow	10/3	Longbow	+1	-1 to +4	3s
Long Composite Bow	10/3	Longbow	+1	+2 to +8	4s

Bows

Bows have a strength range. If your strength is below the minimum for that bow then your range goes to short and you are a -1 for each point below the minimum strength. If your strength is 4 less than the minimum then you can't pull it at all. Any strength past the maximum strength is wasted and on a botch you snap the bow. Otherwise you add your strength to the damage and AP.

Armor

Type	DR:B/I	Max Dex	Cost
Quilted/Fur	1/3	+4	1s 8d
Heavy Leather Shirt	2/4	+6	2s 1d
Leather Scale Shirt	3/8	+2	2s 6d

Shield

Type	Defense	Str	Reflex	Cost
Buckler	+2	+0	-0	1s 8d
Small Wooden	+3	+1	-1	1s 3d
Large Wooden	+4	+2	-2	2s 1d

Upper Class Gear

This covers the merchant class and nobility. Stores would only be in larger towns and cities.

Clothes

Cotton Tunic 3s
Cotton Pants 3s
Boots 8s
Leather Belt 2s
Fur Cloak 4s
Fur Hood and Mantle 4s
Leather Hood and Mantle 2s
Leather Gloves 2s
Silver Broach 14s
Bronze Broach 8s
Hairbrush 4s
Dress 8s-16s

Provisions

Good Meal 2s-3s
Great Meal 4s - 6s
Good Ale 2s
Good Wine 4s
Great Wine 16s
Trail Rations 10d/day

Gear

Blanket, All Weather 2s
Ink, Quills and Paper 2s
Leather Belt Pouch 2s
Rope (10m) 4s
Saddle & Bridle 5s
Saddlebags 5s
Soldier's Mess Tin 10d
Tent, Small (3 man) 2s
Tent, Medium (2 room) 6s
Tent, Large (5 room) 8s

Housing

Small House 300£
Medium House 900£
Large House 1500-3000£

Travel

Riding Horse 2£
Nice Riding Horse 8£
Warhorse 8£
Small Caravan Wagon (4w) 8s
Large Caravan Wagon (4w - 6w) 20s
Rowboat 8s
Small Riverboat 2£
Large Riverboat 3£
Small Coastal Ship 4£
Medium Coastal Ship 6£
Large Coastal Ship 12£

Slaves

Heavy Work Slave 2£
House Slave 1£
Educator Slave 3£

Melee Weapon Statistics

Blades	Size	Dmg/AP	Smash	Defense	Str	Cost
Knife	3	6/3	+0	+1	-4	2s
Short Sword	4	8/3	+1	+3	-2	5s
Slashing Sword	5	10/3	+0	+4	+0	6s
Chopping Sword	5	10/2	+3	+4	+1	4s
Great Sword	6	12/2	+4	+2	+2	8s
Hand Axe	3	6/2	+2	+1	+1	2s
Chopping Axe	4	8/2	+4	+2	+1	3s
Long Axe	5	10/2	+4	+3	+2	3s
Great Axe	5	12/2	+5	+3	+2	10s
Light Mace	4	6/0	+2	+3	+1	10d
Heavy Mace	4	8/0	+4	+2	+2	2s
Morningstar	4	10/2	+4	+2	+2	6s
Warhammer	4	8/0	+3	+1	+2	10s
Maul Hammer	5	12/0	+5	+2	+3	12s
Polearm	6	8/3	+3	+3	+1	12s
Metal Tipped Spear	6	8/3	+2	+4	+1	3s
Quarterstaff	6	8/0 B	+2	+5	+0	10d
Club/Baton	4	8/0 B	+1	+2	+0	3d

Ranged Weapons

Thrown	Dmg/AP	Range	Acc	Str	Cost
Sling	6/0	Short	+2	-6	10d
Throwing Knife	6/3	CQ	+1	-4	3s
Throwing Axe	8/2	Short	+1	+0	3s
Metal Tipped Javelin	12/3	Short	+2	+2	2s
Bows					
Short Self Bow	4/3	Medium	+0	-3 to +2	4s
Short Composite Bow	4/3	Medium	+0	+0 to +4	12s
Long Self Bow	10/3	Longbow	+1	-1 to +4	6s
Long Composite Bow	10/3	Longbow	+1	+2 to +8	16s
Light Crossbow	6/3	Longbow	+2	-4/+5	6s
Heavy Crossbow	8/3	Long	+2	+2/+10	8s

Bows

Bows have a strength range. If your strength is below the minimum for that bow then your range goes to short and you are a -1 for each point below the minimum strength. If your strength is 4 less than the minimum then you can't pull it at all. Any strength past the maximum strength is wasted and on a botch you snap the bow. Otherwise you add your strength to the damage and AP.

Crossbows are set up a bit differently. They have two strength ratings listed. The first is the minimum strength to wield a crossbow. If your strength is below that then you can't aim unless you brace it and you take the difference as a penalty for all attacks. The second is the strength rating for the crossbow's mechanism. For every point your strength is below the strength of the crossbow you have to spend a simple action to reload it. Otherwise your own strength does not add to its damage.

Armor

Type	DR:B/I	Max Dex	Cost
Quilted/Fur	1/3	+4	2s
Heavy Leather Shirt	2/4	+6	3s
Full Suit	2/4	+3	4s
Metal Reinforced Leather	3/6	+5	6s
Full Suit	3/6	+2	8s
Leather Scale Shirt	3/8	+2	8s
Full Suit	3/8	+1	16s
Metal Scale Shirt	4/10	+3	16s
Full Suit	4/10	+1	24s
Chain Mail Shirt	4/12	+4	16£
Full Suit	4/12	+2	20£

Shield

Type	Defense	Str	Reflex	Cost
Buckler	+2	+0	-0	2s
Small Wooden	+3	+1	-1	1s
Small Steel	+3	+1	-1	12s
Large Wooden	+4	+2	-2	2s
Large Steel	+4	+2	-2	16s



Ax Ages Ships

Ships in the Ax Age, aka the Early Middle Ages, were mostly based on earlier Roman designs. However there was a drop in shipping as most coastal cities were abandoned after the fall of the Western Roman Empire and most settlements moved inland for better defense. Without an organized navy for anti-piracy, shipping ground to a halt in most of southern and western Europe. The Vikings came onto the scene with Longships capable of fast landings.

Galleys and Longships were eventually replaced by the Cog, which had higher sides which made it harder to board during combat, cover, and gave them greater cargo capacity.

Galley

Warship

Scale: Small Standard Transport (10)

Wounds: 16/32/48/64 vehicle scale

DR: 15

Str +50 for hauling cargo

Length 70-120ft

Speed: 7-10 knots with a sail/7 knots w/rowers

Crew: 200

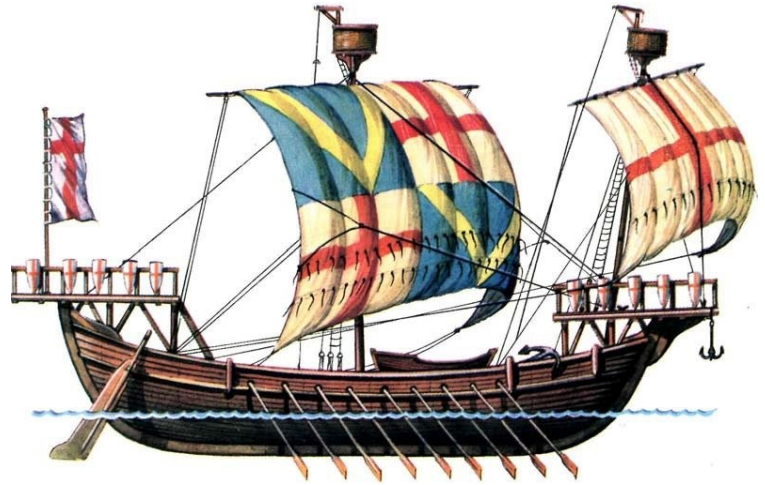
Handling (T) -4

Maneuver +0

Size: 5/+3/+0

Defense: 10/10

Galleys were the primary warship used during the Early Middle Ages. They were mainly driven by oars with their sail only used occasionally during good weather with the wind going in the right direction. They fell out of favor for the Cog, which had a much higher distance above the water, making it harder to board during combat.



Longship

Warship

Scale: Small Standard Transport (10)

Wounds: 16/32/48/64 vehicle scale

DR: 15

Str +50 for hauling cargo

Length 70-120ft

Speed: 7-10 knots with a sail/7 knots w/rowers

Crew/Passengers: 30-120/10-50

Handling (T) -4

Maneuver +0

Size: 5/+3/+0

Defense: 10/10



Longships were made famous by the Vikings. They were more narrow and streamlined than a Galley. They were much more maneuverable, capable of simply reversing direction by reorganizing the rowers. They had a low draft and were low to the water so allow for fast landings that allowed them to hit the beach running, raid a settlement, and be back to their ships before any resistance could be organized. They were also able to be lifted and carried onto the land and into a river and back.

Longships were classified by the number of rowing benches on them. Usually there would be two to four people to bench depending on the size. A small Long ship is called a Karvi (6-16 rowing benches), medium is called a Sneijka (20 rowing benches), and a large is called a Skei (30+ rowing benches). There are references to an even larger one called a Drekkar but no examples have been found. All of them would use these traits but with different numbers of crew.

Large Cog

Warship/Merchantman
Scale: Small Standard Transport (10)
Wounds: 16/32/48/64 vehicle scale
DR: 15
Str +50 for hauling cargo
Length 70-120ft
Speed: 7-10 knots with a sail/7 knots w/rowers
Crew/Passengers: 200/60
Handling (T) -6
Maneuver +0
Size: 5/+3/+0
Defense: 10/10

Cogs were a common type of trading and warship used during this time. They had a large square sail and were caravel built. They had steep sides which made them difficult to board from the water by pirates and in battle. Most were used for trading but those that were used for battle had towers added for greater height during combat. They were also flat bottomed which made them easier to load near a dock.

The Large Cog replaced the Galley and the Longship later on.

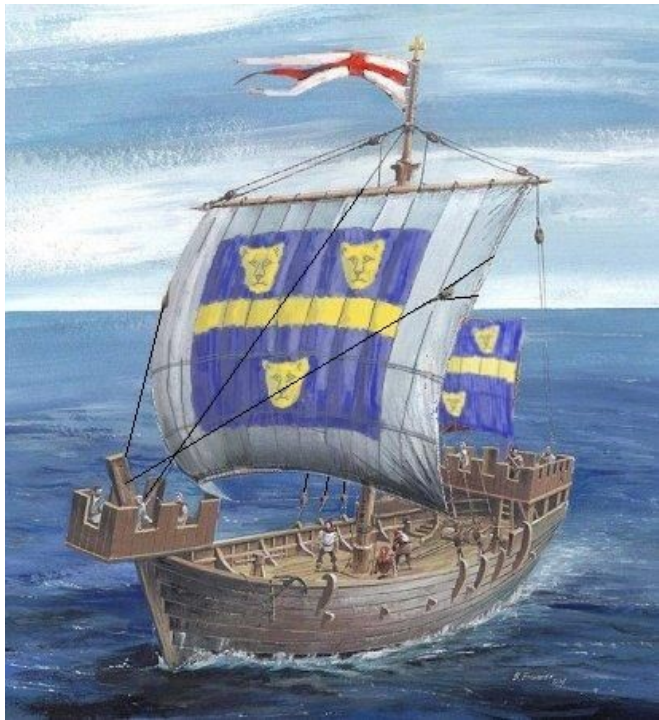


Small Cog

Warship/Merchantman
Scale: Huge Standard Vehicle (9)
Wounds: 8/16/24/32 vehicle scale
DR:15
Str +40 for hauling cargo
Length 35-70ft
Speed: 7-10 knots with a sail/2-4 knots w/rowers
Crew/Passengers: 100/20
Handling (T) -5
Maneuver +0
Size: 6/+3/+0
Defense: 11/11

Cogs were a common type of trading and warship used during this time. They had a large square sail and were caravel built. They had steep sides which made them difficult to board from the water by pirates and in battle. They were also flat bottomed which made them easier to load near a dock.

The Vikings had a kind of Medium Trading Ship called a Knarr. They were replaced by the Small Cog, but use the same stats.



Holk

Coastal Merchantman
Scale: Large Standard Vehicle (8)
Wounds: 4/8/12/16 vehicle scale
DR: 5 (wood)
Str +30 for hauling cargo
Length 21-35ft
Speed: 1-2 knots using pole, speed of the river going down stream/2-4 knots w/rowers
Crew/Passengers: 12-25/60
Handling (T) -8
Maneuver +0
Size: 7/+3/+0
Defense: 12/12

Holks were run along a coast or open rivers. Many were basically little more than towed barges.





Rowboat

Scale: Small Standard Vehicle (6)

Wounds: 1/2/4/5 vehicle scale

DR: 5 (wood)

Str +10 for hauling cargo

Length 7-14ft

Speed: 1-2 knots using pole/oar, speed of the river going down stream

Crew: 1-2

Handling (B) -6

Maneuver +0

Size: 9/+2/+0

Defense: 14/14

Rowboats were mainly used to go from a larger ship to shore or from ship to ship. They were usually stored on board of a Medium or Large Trader. However on calmer waters they can be just tied behind another vessel that doesn't have the deck space.

Social Status

The Early Middle Ages was a time of reduced urban civilization and a loss of general education level. The fall of the Western Roman Empire removed the unifying structure behind most European cultures. Most collapsed back into chaos and raiding. Germanic migrations replaced many of the existing cultures. The Catholic Church came back into those areas and was a moderating force in areas that accepted it and a destructive force in areas that did not.

Even the Nobility wasn't in great shape. Some had forts or castles but everyone was basically living in squalor. Characters are assumed to be High Peasants. Each social status above that requires a Level Adjustment.

High Peasant Starting Gear

Peasant housing was wattle and daub single room houses made with some rocks and framed with some wood and tree branches. No nails were used. Most of the activities were outside including cooking and laundry. You stayed inside only at night or during poor weather. Animals lived inside with you during poor weather and for security.

You have a single set of clothes that look decent and your regular work clothes. Choose one of each at most of the clothes under Lower Class. You have the gear for a single trade as well. If you are a merchant then you would have a cart and oxen to haul it with whatever you sell. It can't be valued more than 5s. You start with 1p for any additional gear past that.

You start with 1 month of Low Lifestyle and 1 drachma for any additional gear past that.

Low Noble Starting Gear (+1 LA) +4 to social rolls

Your family is noble but not very high. This is a common level for starting adventurers in the Early Middle Ages as it would allow some extra training and equipment. Heroes would be at least this level. Everyone else would have to spend all their time working. Your family has a small group of peasants that work for them. Your family would have a small fort to live in with a wooden or stone wall around it and some storage areas. The peasants on your land would all crowd behind the wall when raiders came.

You have some upper class clothes. If you are a warrior then you would have a chain mail shirt, a conical helmet, a small steel shield, a long sword, a knife, and a spear. You would have a cloak, a belt, a belt pouch, and boots. You would have a donkey and the saddle, bit, and bridle for it. You start with 5s for any additional gear past that. All of this would have been provided to you by a High noble that you work for.

You have a Medium Lifestyle that is maintained by your family's properties unless something happens to them.

High Noble Starting Gear (+2 LA) +6 to social rolls

Your family is wealthy and is close to the King in blood. Your immediate family would have its own small castle. Your family has many peasants, servants, and slaves to work your fields and businesses. The more famous heroes would be this level.

You have any clothes that you want. If you are a warrior then you have a full set of armor and shield. You also have a warhorse with full tack. You have 10s for any additional gear past that.

You can choose to lead men into battle. You can have a number of men at arms equal to your full character level at most. They will protect you and follow your orders in battle. They will all be Low Noblemen and will be equipped as such unless you upgrade their equipment further with your own money.

You have a High Lifestyle that is maintained by your family's properties unless something happens to them.



Social Stratification

There was still a good deal of social stratification but less than during the Roman Empire.

Craftsmen

Craftsmen were held in high regard during this time. They usually worked directly for a lord as they were the only ones that could protect them.

Farmers

The cultures that replaced the Romans were primarily agrarian. Most would pay some taxes to a local lord for protection. The feudal system was just starting to develop during this time.

Magicians

Most magic users lived in remote areas to get away from people demanding their services. Many cultures had laws against anyone but priests practicing magic. Sometimes a King would invite one and declare them under their protection.

Merchants

Merchants were poorer during this time. The trade routes were too dangerous so it was harder to get goods from one place to another. They lost much of their additional profit they could have made from the extra guards they had to hire.

Nobles

Nobles during this time were mostly tribal nobles in Western Europe. Eastern Europe still had families from during the Roman Empire in charge of the Byzantine Empire.

Priests

There were several different kinds of Christian priests during this time. The church had less central power over the outlying communities. Some priests were helpful and others were abusive.

Slaves

Slavery as a result of raiding another village was fairly permanent. However the slave economy of the Romans did not exist in the West. It was replaced by serfdom.

Strangers

Strangers were not welcome during this time. If they were Christian then a monastery might let them in but most villages were too afraid of letting in strangers that might help raiders attack them.

Warriors

This was a time of might makes right. Most people were afraid of warriors. They would come through an area and either raid or pillage as a part of an army. They would get away with more because most people could not stop them.

Often the warriors of a culture were also the nobles. This would mean that an ordinary person would have no recourse.

Skills

There was a change in focus during the Middle Ages from a coastal city based culture to an agrarian culture.

Academics (M) – An education was not that important to most people of the time period. Be careful which feats you pick.

Arcane (M) – Possible in certain settings

Athletics (M) – Athletics were studied in passing and just as a necessity.

Beastcraft (M) – This was the cornerstone of the economies of the time

Computers (N/A)

Drive (N/A)

Engineering (T) – Some of the engineering knowledge of the Romans was lost during this time.

Linguistics (T) – Travelers learned other languages.

Lore (T) – Most cultures had their own lore.

Martial Arts (M) – Oriental cultures focused on this

Medicine (T) – Medicine went back to herbal medicine at this point

Melee (M) – This would be an important skill for warriors

Nautical (M) – Sailing was reduced as a focus due to most towns and castles being inland

Operations (N/A)

Perception (M) – This was very important to watch for predators

Performance (T) – Bards were the main entertainment during this time.

Persuasion (M) – Having a golden tongue was a mark of pride

Pilot (N/A)

Ranged (M) – This was a major skill for warfare

Resistance (M) – You need lots of this on those cold nights

Resolve (M) – There were a lot of competing egos at the time

Science (T) – This was little studied and greatly lost. Only a monk would know much of this.

Stealth (M) – This is common for woodsmen

Streetwise (T) – There were fewer cities but some of the major ones had a lot of criminal activity

Survival (M) – This was common for woodsmen

Tactics (M) – Middle Age tactics were focused on cavalry, armor, and longbows.



Ax Ages Archetypes

Commoners

Archer 5th level

Archers were mostly trained villagers. They were required to practice a certain amount during each year as a part of their services to their lord. They would march with the rest of the infantry. They would fire in formation but they would usually break up and run when they were directly challenged.

Str +1, Dex +0, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +2

Dodge 16, Hindered 13, HTH 6, Tough 7, Move 5

Basic Skills: Beastcraft +4, Melee +2, Perception +4, Resolve +3, Survival +4

Athletics (T) +6: Brawling, Clubs, Forced March, choose one depending on the climate (climbing, skiing, etc.)

Crafting (T) +8: Bowyer, Choose 2 crafts

Lore (T) +6: Christianity, Hearth Lore

Ranged (T) Archery, Crossbow, Indirect Fire

Resistance (T) +7: Tireless, Iron Stomach, Resist Heat

Housing – They would live as any other villager.

Equipment – They have standard peasants clothes, crafting tools for their crafts, and a bow and set of arrows.

Bard 5th level

A bard was a type of entertainer that would travel around, trading his songs for room and board. They were sought after as one of the only forms of entertainment in a small village.

Str +0, Dex +0, Con +1, Int +1, Wit +1, Pre +2, Class Bonus +2

Dodge 16, Hindered 13, HTH 5, Tough 7, Move 5

Basic Skills: Beastcraft +3, Melee +2, Perception +3, Resolve +4, Survival +3

Athletics (T) +6: Brawling, Clubs

Lore (T) +7: Arthurian Legends, Christianity, Hearth Lore

Performance (T) +7: Singing, Fiddle, Dancing

Persuasion (T) +8: Bragging, Charming, Mooch, Oratory

Resistance (T) +7: Tireless, Iron Stomach, Resist Cold

Housing – He doesn't have a house since he travels and he doesn't have a horse since he can't afford it. He travels from town

to town, making money or trading food for song and moving on when he gets into trouble.

Equipment – The bard has woolen shirt, pants and a pair of boots on. A leather belt with a small pouch holds his small bag of coins. He carries a knife on his belt as his only weapon and that is mainly to fight through tough bread. His fiddle travels wrapped in a cloak inside a small sack that he carries.

Blacksmith 6th level +1 LA Strong = 6th level

The blacksmith had his own shop or is working with another blacksmith. If he lives in a small village he may be the only one. If he lives near a lord or a town he would work under another blacksmith that does the actual weapon smithing.

Str +6, Dex +0, Con +4, Int +0, Wit +2, Pre +3, Class Bonus +3
Dodge 16, Hindered 13, HTH +11, Tough 14, Move 5
Basic Skills: Beastcraft +3, Melee +1, Perception +3, Resolve +2, Survival +3
Athletics (T) +6: Brawling, Clubs, Lifting
Crafting +13: (T) Blacksmithing, Metalsmithing. Leatherworking
(F) Armorsmithing, Shop, Smelting, Weaponsmithing
Lore (T) +7: Christianity, Hearth Lore
Resistance (T) +13: Tireless, Iron Stomach, Resist Cold, Resist Heat
(F) Resist Pain, Hardened Limbs

Housing – His house would be nearby in a small village or he would have a shop in a town and separate house. Either way the smithy would not be attached to any other buildings do to the threat of fire.

Equipment – He has woolen shirt and pants with a leather apron over it that goes to his knees. He has a pair of boots and a leather belt but he doesn't carry money around. He can pick up a lot of tools and use them as weapons if he needs to but he is large and strong so he doesn't get into many fights.

Farmer 6th level + 1 LA Tough = 7th level

The feudal farmer would have a small house in a cluster of houses and would work a strip of land on the lord's land beside other farmers. Most of the tools belong to the lord but the farmer would have a poor knife to use as a basic tool. A woolen shirt and pants would be repeatedly patched and he would use a rope belt since a leather one would just get damaged too quickly in the fields.

Str +3, Dex +1, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +3
Dodge 16, Hindered 13, HTH 8, Tough 10, Move 5
Basic Skills: Melee +2, Perception +4, Resolve +3, Survival +4
Athletics (T) +6: Brawling, Clubs, choose one depending on the climate (swimming, skiing, etc.)
Beastcraft (T) +10: Cattle, Husbandry, Wagoneering
Crafting (T) +8: Butcher, Farmer
Lore (T) +6: Christianity, Hearth Lore
Resistance (T) +7: Tireless, Iron Stomach, Resist Heat
Resolve (T) +9: Proud, Stubborn

Housing – In some areas everyone had a small apartment in the city and went out to work during the day. In other places the farmers would have a small house near their fields. It depends on if the farmer actually owns the land at all.

Equipment – They would wear a basic one piece long shirt, a rope around their waist, and sandals. They would carry a knife as a basic tool.

Infantry 7th level +1 LA Tough = 8th level

Infantry were just framers that were given training and some extra equipment. They had to collect together and follow the local lord whenever there was a conflict. The rest of the time they were just commoners, though better armed. Most of the time the swords and shields were kept in an armory. They didn't want a bunch of random peasants running around fully armed.

Str +3, Dex +1, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +3
Dodge 18, Hindered 14, HTH 8, Tough 10, Move 5
Basic Skills: Perception +4, Resolve +3, Survival +4
Athletics (T) +8: Brawling, Clubs, choose one depending on the climate (swimming, skiing, etc.)
Beastcraft (T) +10: Cattle, Husbandry, Wagoneering
Crafting (T) +10: Butcher, Farmer
Lore (T) +7: Christianity, Hearth Lore
Melee (T) +8: Chopping Sword, Shield, Formation
Resistance (T) +11: Tireless, Iron Stomach, Resist Heat
Resolve (T) +9: Proud, Stubborn

Housing –

Equipment – If you meet one on the battlefield they would have leather or chain mail armor, a chopping sword, a spear, and a wooden shield. They would be wearing their own woolen shirt and pants. They would have a leather belt and boots. They would also have a small pack with a cloak and some camping gear in it.

On the street they would likely just have a knife as a weapon but they would be able to use it more effectively than most people.

Kid - 1st level

Kids did not run around and play like they do these days. At that time, anyone older than a toddler would be treated as a short adult and would have a lot of work to do for their parents. They would either be trained as an apprentice to their father's trade or made an apprentice to someone else. As an apprentice they would live with their new master.

If they were orphans they would either be taken in by another family or they would end up as beggars and become thieves.

Str -2, Dex +3, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +0

Dodge 17, Hindered 13, HTH 3, Tough 3, Move 5

Basic Skills: Beastcraft +2, Melee +0, Perception +2, Resistance +1, Resolve +1, Survival +2

Athletics (T) +7: Brawling, Climbing (or Swimming), Clubs

Housing - They would live with their parents, or their master, or on the street.

Equipment - They would have basic clothes and maybe a stick to smack things with.

Merchant 4th level

Merchants were common along the trade routes and in major cities.

Str +1, Dex +0, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +2

Dodge 12, Hindered 11, HTH 6, Tough 3, Move 4

Basic Skills: Athletics +2, Beastcraft +4, Melee +2, Resistance+3, Survival +4

Lore (T) +6: Christianity, Hearth Lore

Perception (T) +6: Detect Lies, Excellent Hearing, Observer, Spot Criminals, Spot Following

Persuasion (T) +7: Bragging, Charming, Hagglng

Resolve (T) +7: Professional, Stubborn

Housing & Equipment - Minor merchants would have a cart that they would set up at a town market or they would have an entire wagon that serves as their shop and living space. They might have a sword and know how to use it, especially if they also served as infantry. Otherwise they would just have a knife to defend themselves and eat with.

Moderately successful merchants would have their own shop in a town. They would also live there. They would have clothes that were close to the clothes of nobles without breaking the laws about social status. They would have a child to work in the store as well.

A very successful merchant would have a large shop, maybe with some warehouse space or a warehouse attached. He would have a separate house as nice as or nicer than most nobles and his own servants. His shop would be run by others and he would walk around with bodyguards carrying the most lethal weapons that they local guards would allow.

Monk 9th level

The Monastic life became popular around this time. It was a life of self-abuse and self-denial combined with study. They were noted for their violence towards those that they thought were not pious enough. They were especially aggressive towards women.

Str +1, Dex +0, Con +1, Int +4, Wit +0, Pre +2, Class Bonus +4

Dodge 14, Hindered 12, HTH 6, Tough 11, Move 4

Basic Skills: Athletics +4, Beastcraft +4, Melee +4, Perception +4, Survival +4

Academics +16: (T) History, Literature, Philosophy, Religion

(F) Bookworm, Secret References

Linguistics (T) +16: Latin, Greek, Hebrew

Lore (T) +12: Christianity, Hearth Lore, Greek Lore

Persuasion (T) +10: Debater, Oratory, Mooch, Teacher

Resolve (T) +14: Dedicated - Christianity, Intimidation, Stubborn

(F) Blasé, Callous, Not Impressed

Resistance (T) +13: Cat Naps, Resist Cold

(F) Resist Pain, No time to bleed

Housing & Equipment - Monks lived in monasteries most of the time. They had a single piece woolen robe with a rope tied around their bellies as a belt. A traveling monk might have better clothes such as a leather belt, woolen pants, and leather boots, especially if they had to ride a horse to get there.

Sometimes monks would carry clubs and attack villagers that they saw committing some sort of sin. It would depend on the power of the church in the area on if the guards would tolerate this or not.

They would take ropes and beat themselves over and over to purify themselves. This made them very resistant to normal pain.

Priest 7th Level

This is a basic Priest. They were found in every major nation in Europe.

Str +0, Dex +0, Con +0, Int +4, Wit +1, Pre +2, Class Bonus +3

Dodge 13, Hindered 11, HTH 5, Tough 6, Move 4

Basic Skills: Athletics +3, Beastcraft +4, Melee +3, Perception +4, Survival +4

Academics +15: (T) History, Literature, Philosophy, Religion
(F) Bookworm, Secret References
Linguistics (T) +11: Latin, Greek, Hebrew
Lore (T) +11: Christianity, Hearth Lore, Greek Lore
Persuasion (T) +9: Debater, Oratory, Mooch, Teacher
Resolve (T) +9: Dedicated - Christianity, Intimidation, Stubborn
Resistance (T) +7: Cat Naps, Resist Cold

Housing - They lived in their church or in a church order.

Equipment - They wore a basic robe with a rope around it and a cross.

Sailor 8th level + 1 LA Tough = 8th level

Sailors would mostly be encountered along the coast. They were a lot more common during the High Middle Ages than the Early Middle Ages. They preferred to hang around with other sailors and they tended to look down on land lovers as not daring or brave. They had their own lingo that could make it hard for someone not familiar with it to understand them. They also had their own lore so they ended as a subculture.

Sailors near their boats were much more likely to be armed, even on land. Local laws may or may not try to stop them but they were wary of pushing too hard about it since the ships could just avoid that port and they would lose their business.

Str +2, Dex +2, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +4
Dodge 19, Hindered 14, HTH 7, Tough 10, Move 5
Basic Skills: Beastcraft +7, Perception +7, Resolve +6, Survival +7
Athletics (T) +10: Brawling, Rowing, Swimming
Lore (T) +8: Greek Lore, Ocean Lore
Melee (T) +10: Knife, Spear, Short Sword, Shield
Nautical (T) +11: Coastal Navigation, Knotwork, Rigging, Sailboat, Ocean Training
Performance (T) +10: Salty Songs, Storytelling
Persuasion (T) +10: Hagglng, Bragging
Resistance (T) +12: Cast Iron Stomach, Tireless
Streetwise (T) +11: Gambling, Port Savvy, Pirates

Housing -

Equipment - They would normally carry around a short sword and a knife but not wear armor since it would not last at sea.

Surgeon 5th level

Surgeons were mainly common in the military or on ships. Usually any civilian surgeons came out of those professions. They were not popular with the church and they didn't have the prestige that doctors do later on. The church didn't like anyone who cut into bodies and surgeons would often have a hard time finding the dead bodies that they needed to learn their trade since the church would block them.

Usually they would do any surgery at the patient's house or in a tent near the battlefield. They didn't have shops like a merchant. They didn't make very good money from it.

Str +0, Dex +0, Con +0, Int +4, Wit +2, Pre +0, Class Bonus +2
Dodge 15, Hindered 12, HTH 5, Tough 6, Move 4
Basic Skills: Athletics +2, Beastcraft +4, Melee +2, Resolve +4, Survival +3
Lore (T) +10: Christianity, Medical Lore, Hearth Lore
Medicine +14: (T) Apothecary, Counter Poison, Herbal First Aid
(F) Basic Surgery, Bush Medicine, Dentistry, Greek Diagnosis
Perception (T) +8: Excellent Hearing, Hound Dog Nose, Detect Lies, Identify Tastes
Resistance (T) +6: Cast Iron Stomach

Housing - They would have a modest house of their own and moderately nicer clothes.

Equipment -

Thief 4th level

Thieves would only be able to survive in a fairly large city. Otherwise word would spread too quickly or too many people would recognize them. They were most common along port cities since there was always a fresh boat of people that didn't know his face.

Str +0, Dex +2, Con +1, Int +0, Wit +2, Pre +0, Class Bonus +2
Dodge 18, Hindered 14, HTH 5, Tough 3, Move 6
Basic Skills: Beastcraft +4, Lore +2, Melee +2, Resolve +3, Resistance +3, Survival +4
Athletics (T) +8: Escape, Running
Perception (T) +8: Alert, Quick Search
Stealth (T) +8: Belong, Concealment, Evasion, Pickpocket, Shadowing
Streetwise (T) +8: Fencing Goods, Scrounging, Black Market

Housing -

Equipment - Normally they would carry a club instead of a knife since that would be more likely to get them killed by the local guard.

Viking Raider 9th level + 1 LA Strong +1 LA Tough = 11th level

If they have a settlement nearby then they would usually have horses. They will even bring them short distances on a long ship. Otherwise they would be on foot.

They fought in groups and they were very dangerous on land. They were mainly coastal raiders and they could land on a beach and attack a village before the local lord could mount a defense. However the longship was no match for the medieval cog ships in the open.

Str +6, Dex +3, Con +6, Int +0, Wit +2, Pre +4, Class Bonus +4
Dodge 21, Hindered 15, HTH 11, Tough 12, Move 5
Basic Skills: Perception +6
Athletics (T) +11: Brawling, Catch, Rowing
Beastcraft (T) +10: Horsemanship
Lore (T) +6: Nordic Lore, Hearth Lore
Nautical (T) +10: Sailboat, Sailing Ships, Ocean Training, Cargo Loading, Coastal Navigation
Melee (T) +11: Knife, Spear, Chopping Sword, Shield, Hammers
Ranged (T) +10: Spear
Resistance (T) +14: Cast Iron Stomach, Hardened Limbs, Medium Armor, Shake it off, Tireless
Resolve (T) +10: Intimidation, Proud, Spirit of the Corp
Survival (T) +10: Arctic Training, Fishing

Housing -

Equipment - Vikings would normally wear chain mail. They used large round wooden shields and long axes as well as swords and spears. They would wear woolen shirt and pants with leather belt and boots. They would wear a lot of their wealth as jewelry, such as arm bands and necklaces.

Villager 4th level

This is a basic villager.

Str +1, Dex +0, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +2
Dodge 16, Hindered 13, HTH 6, Tough 7, Move 5
Basic Skills: Beastcraft +4, Melee +2, Perception +4, Resolve +3, Survival +4
Athletics (T) +6: Brawling, Climbing, Clubs, choose one depending on the climate (swimming, skiing, etc.)
Crafting (T) +8: Choose 3 crafts
Lore (T) +6: Christianity, Hearth Lore
Resistance (T) +7: Tireless, Iron Stomach, Resist Heat

Housing -

Equipment - Villagers would normally wear woolen shirt and pants or a dress for a woman. They might have a knife if they traveled around but most people didn't walk around armed. They would have a rope belt and shoes.

Most villagers would not carry any money on them.

Woodsmen 9th level + 1 LA Tough = 10th level

This is a tradesman that traps small animals and hunts wild game for food and furs.

Str +2, Dex +2, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +4

Dodge 19, Hindered 14, HTH 7, Tough 10, Move 6
Basic Skills: Beastcraft +7, Resolve +6
Athletics (T) +9: Brawling, Climbing, Clubs, Running
Crafting (T) +10: Bowyer, Furrier
Lore (T) +8: Christianity, Hearth Lore
Melee (T) +9: Knife, Staff, Spear
Perception (T) +10: Excellent Hearing, Tracking, Spot Traps
Ranged (T) +10: Archery, Spear
Resistance (T) +12: Tireless, Iron Stomach, Resist Heat
Stealth (T) +10: Shadowing, Concealment, Sneak Attack, Vantage, Smuggling
Survival (T) +10: Woodlands Training, Animal Trapping, Skinning



Housing -

Equipment - Woodsmen would normally wear some light leather armor at most, and woolen shirt and pants under that. They would have a bow and a pack of arrows. They would carry a knife and a small axe as tools. They might carry a spear if they were doing certain kinds of fishing or hunting.
Normally they would not carry money on them.

Warrior 7th level + 1 LA Strong = 8th level

This represents the various raiders in the time period. They would follow various noble lords and that lord would provide the weapons and armor for his band of men. Then many bands would get together and fight as an army.

Str +4, Dex +3, Con +2, Int +0, Wit +2, Pre +2, Class Bonus +3
Dodge 20, Hindered 15, HTH 9, Tough 8, Move 6
Basic Skills: Beastcraft +5, Perception +5, Resolve +5, Survival +5
Athletics (T) +10: Brawling, Running, Forced March, choose one depending on the climate (swimming, skiing, etc.)
Crafting (T) +8: Choose 1 craft
Lore (T) +7: Germanic Lore (or Saxon, etc.), Hearth Lore
Martial Arts (T) +10: Kicking Basics, Grapple Basics, Sweep Basics
Melee (T) +10: Knife, Spear, Chopping Sword, Shield
Ranged (T) +9: Spear, Sling or Archery
Resistance (T) +9: Light Sleeper, Medium Armor, Tireless, Iron Stomach, Resist Heat

Housing -

Equipment -

Mounted Warrior 9th level + 1 LA Strong = 10th level

This is a mounted warrior that was a part of a cavalry group or a raider. They were similar to the Celts and Germans before them but they were focused on horsemanship.

Str +4, Dex +3, Con +2, Int +0, Wit +3, Pre +2, Class Bonus +4
Dodge 20, Hindered 15, HTH 9, Tough 8, Move 6
Basic Skills: Perception +7, Resolve +6, Survival +7
Athletics (T) +11: Brawling, Running, choose one depending on the climate (swimming, skiing, etc.)
Beastcraft +15: (T) Horsemanship, Mounted Combat
(F) Ride Bareback
Crafting (T) +11: Choose 1 craft
Lore (T) +8: Germanic Lore (or Saxon, etc.), Hearth Lore
Martial Arts (T) +11: Kicking Basics, Grapple Basics, Sweep Basics
Melee (T) +11: Knife, Spear, Chopping Sword, Shield
Ranged (T) +11: Spear, Sling or Archery
Resistance (T) +10: Light Sleeper, Medium Armor, Tireless, Iron Stomach, Resist Heat

Housing -

Equipment -

Nobility

Courtier 4th level + Social Status

This covers most noble women of the time. Lower ranking noble women

They were not taught male pursuits. Usually they became a courtier in court of their nearest higher status relative, often following them after marriage.

Str -2, Dex +2, Con +0, Int +0, Wit +2, Pre +3, Class Bonus +2
Dodge 13, Hindered 11, HTH 3, Tough 2, Move 4
Basic Skills: Athletics +4, Beastcraft +4, Melee +4, Resistance +2, Survival +4
Lore (T) +6: Christianity, Hearth Lore, Arthurian Legends
Perception (T) +8: Alert, Excellent Hearing, Observer
Persuasion (T) +9: Attractive, Charming, Etiquette, Mooch
Resolve (T) +9: Professional, Proud

Housing - They would live with

Equipment - They would normally be dressed in very nice upper class dresses, usually provided by the noble woman they served. They would normally live right beside the noble woman they served.

Magistrate 6th level + Social Status

Magistrates were usually low level nobles that had been given a good education. They served as seneschals for castles or magistrates for cities. They would normally have some clerks that work for him, possibly as apprentices.

Str +0, Dex +0, Con +0, Int +4, Wit +2, Pre -1, Class Bonus +3
Dodge 13, Hindered 11, HTH 5, Tough 6, Move 4
Basic Skills: Athletics +3, Beastcraft +5, Melee +3, Survival +5
Academics (T) +11: Accounting, Administration, Bureaucracy, History, Local Law, Politics
Lore (T) +11: Christianity, Hearth Lore, Arthurian Legends
Perception (T) +9: Alert, Excellent Hearing, Observer
Persuasion (T) +6: Etiquette, Conflict Resolution, Diplomacy
Resistance (T) +7: Cat Nap
Resolve (T) +6: Dedication

Housing - They would have a small house or a room in the castle.

Equipment - They would have basic upper class clothes. They would not be carrying a weapon usually since they were around guards all the time.

Noble 8th level + Social Status

This is a standard nobleman. They were taught mainly warfare from a young age. They were usually not raised by their parents since it was believed that they would make you too soft. They were often raised by allies or even enemies as a part of a treaty. This had an effect of binding some families together and breaking many others apart.

Str +0, Dex +0, Con +0, Int +0, Wit +2, Pre +3, Class Bonus +4
Dodge 14, Hindered 12, HTH 5, Tough 6, Move 4
Basic Skills: Athletics +4, Survival +6
Academics (T) +8: History, Local Law, Politics
Beastcraft (T) +10: Horsemanship
Lore (T) +8: Christianity, Hearth Lore, Arthurian Legends
Melee (T) +8: Slashing Sword, Knife, Shield
Perception (T) +10: Alert, Excellent Hearing, Observer
Persuasion (T) +11: Attractive, Charming, Diplomacy, Etiquette, Intimidation
Resistance (T) +8: Medium Armor, Hard Drinker, Shake It Off
Resolve (T) +11: Leadership, Proud, Stubborn

Housing - The housing for nobility depends on the nation and the level of status of that noble but it was usually much better than the peasants had.

Equipment - They would have upper class clothing, nicer armor, and weapons. The rest of their equipment would depend on the wealth of the noble family.

Ax Ages Magic

In Christian lands magic users collected in hidden colleges to escape persecution. Priests no longer accepted those with magical talents and actively tried to destroy them when possible.

In Pagan lands magic users were greatly respected and given jewelry and fine clothes.

Low Mana Powers Available

Abjuration - Common for Wizards
Astral - Known to some Witches and Wizards
ESP - Common to Witches
Storm - Known to some Witches and Druids
Telekinesis - Known to some Wizards
Telepathy - Known to some Wizards
Totemic - Known to some Witches

Moderate Mana Powers Available

Air - Common for Wizards
Chaos - Common to Warlocks
Earth - Common to Druids and Witches
Elemental Combat - Elementalists use this, choose only one element
Fire - Common to some Elementalists
Life - Common to Healers, Paladins, and Witches
Necromancy - Known to Necromancers
Shadow - Known to some Necromancers and Warlocks
Transfiguration - Known to Fey
Transmutation - Known to some Witches
Water - Used by some fishermen and by Aquatic Sentients

Magical Setting Archetypes

Hunter 14th level + 1 LA Tough = 15th level

This is a supernatural hunter. They would exist if there are supernatural creatures of some sort running around, such as vampires. They could be part of an order of hunters that hunt them all over. They could be a position with the court of certain kings.

They would have good armor for the time and good weapons. If they are supported by the king then they would have a good deal of money and they may be able to call upon local lords for warriors to help them.

Str +3, Dex +3, Con +4, Int +2, Wit +2, Pre +3, Class Bonus +7
Dodge 24, Hindered 17, HTH 8, Tough 10, Move 6
Basic Skills: Beastcraft +9
Arcane (T) +17: Cryptozoology, Magic Circle, Will Strike
(F) Spirit Wards, Vampire Hunting (or other depending on kind of hunter)
Athletics (T) +14: Brawling, Climbing, Running
Lore (T) +17: Christianity, Hearth Lore
(F) Spirit Lore, Vampire Lore (or other depending on kind of hunter)
Melee (T) +18: Knife, Chopping Sword, Spear, Stake
(F) Vitals Strike
Perception (T) +13: Tracking, Excellent Hearing, Hound Dog Nose, Spot Trap, Alert
Ranged (T) +13: Spear, Choose a secondary weapon (Archery, Blowgun, Bolas, Boomerang, Sling)
Resistance (T) +15: Tireless, Iron Stomach, Resist Cold
Resolve (T) +18: Enemy: Hostile Supernaturals, Interrogation, Intimidation
(F) Hunter, Stand your ground
Stealth (T) +13: Camouflage, Stalker
Survival (T) +13: choose one terrain based on location, Animal Trapping, Skinning

Conjurer 7th level + 1 LA Adept = 9th level

A conjurer has some power but they are not the powers that they claim to have. They are con artists that use Transfiguration to appear to have other more powerful powers. They would have impressive clothes and jewelry. They would try and attach themselves to a mid-level noble and act as an adviser as long as they are provided with a good life. They might have a knife for eating with but they are not very good with it.

Str -2, Dex +0, Con +0, Int +1, Wit +4, Pre +3, Class Bonus +3
Dodge 13, Hindered 11, HTH 3, Tough 6, Move 4
Basic Skills: Athletics +3, Beastcraft +7, Melee +3, Resolve +6, Survival +7
Lore (T) +4: Christianity, Egyptian Lore, Hearth Lore
Resistance (T) +7: Tireless, Iron Stomach, Resist Heat
Perception (T) +11: Alert, Detect Lies
Persuasion (T) +10: Con Artist, Etiquette, Hagglng, Intimidation, Mooch
Streetwise (T) +11: Fencing Goods
Transfiguration +15: (T) Animate Object, Create Light, Invisibility, Independent Image
(F) Faerie Gold, Open Door, Shelter

Dark Cultist 8th level + 1 LA Adept

Cult based magic users, especially ecstatic cult members, will be very dangerous as many of their rituals are homicidal. They see themselves as embodying the force and will of a great spirit or God or Goddess and therefore their actions are justified and sanctioned by the Gods. Without performing this ritual during the holy days of that God or Goddess the magic users will not be able to use their magic at full power (lower their rank by one level for all their powers). The sacrifice can be chosen for many reasons or the cult may go on a hunt and take down a random kill depending on the God they worship.

Str +1, Dex +0, Con +1, Int +2, Wit +2, Pre +2, Class Bonus +4
Dodge 14, Hindered 12, HTH 6, Tough 3, Move 5
Basic Skills: Athletics +4, Beastcraft +6, Perception +6, Resistance +5, Survival +6
Arcane +14: (T) Lesser Containment Circle, Magic Circle, Will Strike
(F) Summon Demon, Greater Containment Circle, Mythos Lore, Mythos Magical Lore, Common Demonic Languages
Lore (T) +14: Greek Lore, Egyptian Lore, Christianity
(F) Demonology Lore, Spirit Lore
Melee (T) +8: Knife, Sword
Resolve +14: (T) Dedicated, Intimidation, Stubborn
(F) Callous
Chaos (T) +10: Accident, Balefire, Jinx, Ignore, Parasites

Fire Elementalist 6th level + 1 LA Tough + 1 LA Adept = 8th level

A setting with elementalists would be very different then a standard fantasy setting. Unless they were very rare they would likely become important tools for Warlords or as mercenaries. They may develop clans or houses around each element. Their combat would likely become somewhat ritualistic.

Str +2, Dex +3, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +3
Dodge 20, Hindered 15, HTH 7, Tough 10, Move 6
Basic Skills: Beastcraft +6, Perception +6, Resolve +6, Survival +6
Athletics (T) +10: Acrobatics, Brawling, Running
Lore (T) +7: Christianity, Hearth Lore
Melee (T) +10: Knife, Spear, Sword
Resistance (T) +11: Light Sleeper, Shake it off, Tireless, Iron Stomach

Elemental Combat: Fire +14: (T) Elemental Strike, Elemental Block, Ranged Strike
(F) Elemental Weapon, Fire Flash, Heat Stroke

Benedictine Healing Priest 6th level + 1 LA Adept = 7th level

Benedictine Monks were one of the groups that allowed healers and they became famous for them. They said that these healers were servants of God and his light was shining through them. They end up being at odds with the doctors of the era. Unfortunately their abilities were not able to stop any plagues. They could treat and cure a single person at a time but their lack of understanding of germ theory meant that they were doing nothing to stop the causes. Plus healing magic removes the illness and does not provide a resistance to it in the future so some people got reinfected.

Str +0, Dex +0, Con +0, Int +2, Wit +2, Pre 2, Class Bonus +3
Dodge 13, Hindered 11, HTH 5, Tough 2, Move 4
Basic Skills: Athletics +3, Beastcraft +5, Melee +3, Resistance +3, Survival +5
Academics (T) +9: Accounting, Local Law, Logistics, Priest
Lore (T) +8: Lore (T) +6: Christianity, Hearth Lore
Medicine +12: (T) Apothecary, Counter Poison, Herbal First Aid
(F) Basic Surgery, Bush Medicine, Dentistry, Greek Diagnosis
Perception (T) +8: Excellent Hearing, Hound Dog Nose, Detect Lies
Life (T) Cure Disease, Purge, Remove Pain, Sleep

Necromancer 9th level +1 LA Adept = 10th level

A Necromancer is a dark magic user that deals with the dead. They would not be popular anywhere. They might try and take over a small village. Otherwise he would probably stay away from most cities.

He would have the dead build him a place to live and he could end up with a very nice place. He would have nice clothes and carry a short sword and knife and he knows how to use them.

Str +0, Dex +0, Con +0, Int +2, Wit +2, Pre 3, Class Bonus +4
Dodge 14, Hindered 12, HTH 5, Tough 2, Move 4
Basic Skills: Athletics +4, Beastcraft +6, Perception +6, Resistance +4, Survival +6
Arcane (T) +10: Lesser Containment Circle, Magic Circle, Will Strike
Beastcraft (T) +10: Horsemanship
Lore +14: (T) Greek Lore, Egyptian Lore, Christianity
(F) Ghost Lore, Spirit Lore
Medicine (T) +10: Anatomy
Melee (T) +8: Knife, Sword
Resolve +15: (T) Dedicated, Intimidation, Stubborn
(F) Callous
Necromancy (T) +11: Last Sight, Psychic Vampirism, Nightmare, Shade, Shiver, Skeleton, Soul Communication

Warlock 9th level +1 LA Intelligent + 3 LA Mage = 13th level

Warlocks are basically dark wizards. They learn magic for power and they love to prove their power with it.

Str +0, Dex +0, Con +0, Int +6, Wit +5, Pre +6, Class Bonus +4
Dodge 14, Hindered 12, HTH 5, Tough 2, Move 4
Basic Skills: Athletics +4, Beastcraft +8, Melee +6, Resistance +4, Survival +8
Academic (T) +14: History, Philosophy
Arcane (T) +18: Astrology, Hermetic Magic, Magic Circle, Lesser Containment Circle
(F) Common Demonic Languages, Demonology Lore, Greater Containment
Lore (T) +14: Greek Lore, Jewish Lore, Christianity
Persuasion (T) +14: Etiquette, Debater, Teacher
Resolve +18: (T) Dedicated, Intimidation, Stubborn
(F) Blase, Callous
Chaos 17: (T) Balefire, Ignore
(F) Animate Object, Mutating Blast, Outsider, Demon, Scales
Shadow +18: (T) Suit, Fear
(F) Tentacles, Imps, Shadow Lift, Sap the Light

Wizard 9th level +1 LA Intelligent + 3 LA Mage = 13th level

Depending on the setting the Wizard may be openly powerful or hunted by the church (or both). They would exist in Hermetic Orders that may be hidden in Masonic Lodges. They could lead a double life of a prominent citizen by day and a powerful occultist by night. If they are openly acknowledged they may be a third power group for the church and the crown.

Str +0, Dex +0, Con +0, Int +6, Wit +4, Pre +4, Class Bonus +4
Dodge 14, Hindered 12, HTH 5, Tough 2, Move 4
Basic Skills: Athletics +4, Beastcraft +8, Melee +4, Resistance +4, Survival +8
Academic (T) +14: History, Philosophy
Arcane (T) +14: Astrology, Hermetic Magic, Magic Circle, Lesser Containment Circle
Lore (T) +14: Greek Lore, Jewish Lore, Christianity
Persuasion (T) +12: Etiquette, Debater, Teacher

Resolve +16: (T) Dedicated, Intimidation, Stubborn
(F) Blase
Air (T) +14: Detect Lies, Force Field, Memory, Air Watcher
Abjuration +14: (T) Guardian Spirit, Sanctuary, Wizard Lock
Telepathy +12: (T) Stun Bolt, Simple Illusion, Mind Shield

Witch 10th level + 3 LA Mage = 13th level

These were female magic users that were focused on the land and the feminine mysteries. They were sought out for help and advice but otherwise they were not usually welcome in a city. However they would have been popular in small farming communities.

They were given nice gifts in exchange for their services and they tended to wear them to advertise their past clients. They would wear nice robes as well.

They were the main magic users among the Celts, Germans, Franks, and Goths for centuries.

Str +0, Dex +0, Con +1, Int +1, Wit +2, Pre +1, Class Bonus +5
Dodge 15, Hindered 12, HTH 5, Tough 7, Move 4
Basic Skills: Athletics +5, Beastcraft +7, Melee +5, Survival +7
Arcane +10: (T) Witchcraft
Crafting +11: (T) Choose 3 crafts
Lore +10: (T) Christianity, Hearth Lore
Medicine +10: (T) Midwifery
Perception +11: (T) Alert, Detect Lies
Resistance +10: (T) Tireless, Iron Stomach, Resist Heat
Resolve +10: (T) Intimidation, Stubborn, Proud
Earth +11: (T) Augment Herbs, Belong, Call Animals, Moon Wand, Speak with Animals, Speak with Plants
Life +10: (T) Cure Disease, Purge, Remove Pain, Sleep
Transmutation +10: (T) Minor Shapeshift, Call Guardian, Control Animal, Control Plants

Campaign Sets

Low Level Campaigns (4-5th level)

Rebellion!

Characters are villagers that have just been evicted by a cruel lord for not be able to pay all their taxes even though their crops were destroyed by raiders. All of the villagers have moved into the woods and a few older woodsmen are teaching them how to live in the woods. First you have to learn how to be woodsmen (look at the Woodsman profession and start acquiring skills). Then you have to start fighting back against the cruel lord. He has some Knights but most of his forces are infantry.

At first the village elders will give you missions, and then the woodsmen that are training you will give you missions. Once you get to a point of be able to fight the infantry a retired soldier or old injured knight will arrive and give you missions. The first few sessions should have rapid progression of levels. Once you get through the training then go to a slower pace for the rebellion missions.

Horror!

The village is being overrun every night by the undead! Something happened in the Lord's Keep on the hill and every night undead creatures come out from it and kill the villagers. There are a couple of infantry and knights left but they are more interested trying to break into the keep then save the village. You have to fight them off each night and build defenses during the day. You need to also find a way into the keep and stop the creatures from coming out in the first place!

At first the village elders will give you missions. After a few nights any surviving members of the guard will give you missions.

Mid-Level Campaigns (8-10th level)

Raiders

The characters have returned after a disastrous war with the neighboring kingdom. Much of the King's men are depleted. Now you are returning and discover that your village has been raided by Vikings! If you try and get word back to the King, the Knight Commander says to look to your own defenses. They are too stretched thin to defend one village.

Now you must organize the defenses and hold out against at least two more attacks until the raiding season is over and it gets too cold for them to use their ships. If nothing is done then they may stay the winter and continue to raid.

Silk Road Escort

Characters are escorts along the Silk Road, or at least a portion of it. You and your group travel between two major points and guard the travelers. They pay you for protection but you have competition so you can't just charge them anything. You know the section of the road that you travel on very well. You pick up a group in one place and escort them to the other. Then you pick up a new group going back. Once you have done this a few times you can switch areas or get involved in some other business. If you do well one of your clients may hire you for longer than that section. This will let you see new areas.

Pagans

Characters are Pagan magical folk during a time where Pagans and Christians are coming into conflict. There is a group of Christians that are trying to destroy all Pagan sites of worship. You have to defend them.



TL 2.2: Age of Discovery (1453-1650)



In 1453, the Ottoman Empire took over Constantinople, cutting off the Silk Road. With the fall of Constantinople, there was a search for an alternate trade route with China. This led to the discovery of several lands new to Europe, including the Americas. The Spanish, Portuguese, English, French, and Dutch all led major expeditions to explore the world.

The Ottoman Empire became a super power at this time but it was focused on ground trade.

Population Distribution

World: 400 million in 1450 to 425 million in 1500

Animals

Horses were the focus of breeding programs to develop greater endurance and strength.

Armor and Weapons

Full plate continued to be the standard armor of the day. The measure of the strength of good plate was to fire an arquebus at it. The arquebus became a part of warfare with new tactics developing to deal with the slow load time. Matchlock and Wheellock rifles evolved during this time as well.

Cuirassiers were the new mounted knight. They wore full plate but carried pistols instead of a lance. Musketeers were the infantry version.

Clothing

Clothing during this time became more extravagant. Gowns became floor length with floor length sleeves. Clothes became billowy and complex. Hats and hoods became draped, jeweled, and feathered in various national patterns and trends. Large headdresses became common for women of means.

Entertainment

Plays and dances were about all there was at that time.

Life Expectancy 48 years

Lifestyle Levels

- **Luxury** - High Noble - You have true opulence (1,000 Dbl/month) Starting Gear: You have a huge estate, many guards, and servants, and all the gear you need. You can buy anything that you want. You have 250 Dbl available for gear.
- **Wealthy** - Wealthy Merchant/Medium Noble - You have the best of everything. (200 Dbl/month) Starting Gear: You have a medium sized castle, your own men at arms, several servants, a team of horses, etc. You have 50 Dbl available for gear.
- **High** - Merchant/Low Noble - You have it good. (50 Dbl/month) Starting Gear: You have a horse, a set of armor, a few good swords, and some traveling gear. You have several sets of clothes and you have a small manor or keep and several peasants that serve you. You have a guard that you have outfitted with a sword and basic armor as well. You have 10 Dbl available for gear.
- **Medium** - High Peasant - You have your own house and maybe one servant. (100p/month) Starting Gear: You have some work clothes, some daily clothes, and one set of nice clothes. You have 25p worth of other things or to save for emergencies. You have a donkey to ride.

- **Low** - Peasant/Share Cropper - You have it pretty bad (25p/month) Starting Gear: You have one set of work clothes and one set of daily clothes. You have a knife to eat with, a sack to carry things, and basic tools relating to your job. You have 5p hidden away for emergencies.
- **Street** - Things really suck (5p/month) (-4 to social rolls) Starting Gear: You have one set of clothes that you are wearing. You have no starting wealth.

Medical (error +3)

The Gunpowder Era saw a resurgence of classical medical technology and further development of medicine. They had up to Focused level skill and knowledge. They could stabilize up to a moderate lethal wound.

Money

English

Farthing (silver) = ¼ Penny = 50¢

Half Penny (silver) = ½ Penny = \$1

Penny (silver) = \$2

Groat (silver) = 4 Pence = \$8

Shilling (gold) = 12 pence = \$24

Crown (gold) = 5 shillings = \$120

Sovereign (gold) = 20 shillings = \$480

Spanish:

Maraveldi (copper) = 28¢

Real (ray-AHL) (silver) = 34 Maraveldi = \$10

Peso (silver) (aka Piece of Eight) = 8 Real = \$80

Doubloon (gold) 32 Real = \$320

French:

Deniers (silver) = \$1.50

Sou (silver) = 12 deniers = \$18

Livre (unit) = 20 sou = \$360 aka francs

Ecu d'or (gold) = 22 sou 6 deniers = \$405



Cheap Services (Low Lifestyle) - Available everywhere

Housing - Inn room 1-2p, Hostel 1p

Food - Inn Food 2-6r, Ale/Beer 2-3r

Travel - On foot

Entertainment - Play 4-5r

Standard Services (Medium and High Lifestyles) - Available in cities

Housing - Nice Inn room 8-12p, Suite 15-25p

Food - 2-3p, Wine 1-8p

Travel - Carriage 1-4p depending on trip length

Entertainment - Music Concert, Ballet, or other Live Performance 4-10p

Deluxe Services (Wealthy and Luxury Lifestyles) - Available in major cities

Housing - Luxury Hotel Suite 20-50 Dbl

Food - 2-3 Dbl, Drinks 2-5 DBI

Travel - Fine Carriage 6-8p

Entertainment - Box Seats Music Concert, Ballet, or other Live Performance 3-6 Dbl

Transportation

Wagons came back to Iron Age technology with good suspension systems and metal bracings.

Sailing ships developed greatly and this has been called the Age of Sail as well.

Weapons

Gunpowder totally changed the face of warfare. Armored warriors become obsolete in the face of firearms. Soldiers stopped wearing lots of armor and swords changed into lighter rapiers over the years.

Movies set during this time period

Richard III (1955)

Borgia (various)

The Conclave (2006)

Christopher Columbus (various)

The Tudors (2007-2010)

Elizabeth I (2005)

Elizabeth: The Golden Age (2007)

The Merchant of Venice (2004)

Shogun (1980)

The New World (2005)

Three Musketeers (various)

The Devil's Whore (2008)

Age of Discovery Gear

Lower Class Gear

This covers small villages and poorer stores in larger cities.

Clothes

Woolen Tunic 2p
Woolen Dress 3p
Sandals 6r
Shoes 10r
Boots 2p
Pants 7r
Rope Belt 1r
Robe 1p
Cloak 1p
Work Gloves 12r

Provisions

Good Meal 4r
Poor Meal 2r
Ale 1r
Watered Wine 2r

Gear

Blanket 10r
Lamp 1p
Water skin 1p
Sack, Small 2r
Sack, Large 3r
Belt Pouch 2p

Farming Gear

Oxen 5p
Work Horse 5-10p
Mule/Donkey 4p
Chicken 2r
Sheep 3p
Goat 5p
Cattle 4p
Small Cart (2w) 4p
Large Cart (2w) 6p
Hammer 2p
Chisel 2p
Pickax 3p

Upper Class Gear

This covers the merchant class and nobility. Stores would only be in larger towns and cities.

Clothes

Cotton Tunic 4p
Cotton Pants 4p
Boots 1P
Leather Belt 2p
Fur Cloak 6r
Fur Hood and Mantle 1 DbI
Leather Hood and Mantle 2p
Cotton Cloak 30r
Leather Gloves 2p
Silver Broach 3-4p
Hairbrush 1p
Mirror 1P
Dress 2-4DbI

Provisions

Good Meal 1p
Great Meal 2-3p
Good Ale 2p
Good Wine 1 DbI
Great Wine 4 DbI
Trail Rations 1p/day

Gear

Blanket, All Weather 2p
Ink, Quills and Paper 2p
Leather Belt Pouch 2p
Rope (10m) 1p
Saddle & Bridle 1 DbI
Saddlebags 1 DbI
Soldier's Mess Tin 1p
Tent, Small (3 man) 2p
Tent, Medium (2 room) 6p
Tent, Large (5 room) 2 DbI

Housing

Inn Stay Poor Room 1p/day
Inn Stay Good Room 3p/day
Inn Stay Nice Room 1 DbI/day
Small Apartment 2 DbI/month
Medium Apartment 4 DbI/month
Large Apartment 6 DbI/month
Small House 300 DbI
Medium House 900 DbI
Large House 1500-3000 DbI

Travel

Riding Horse 10 DbI
Nice Riding Horse 40 DbI
Warhorse 40 DbI
Small Caravan Wagon (4w) 20 DbI
Large Caravan Wagon (4w - 6w) 50 DbI
Rowboat 12p
Small Riverboat 10 DbI
Large Riverboat 50 DbI
Small Coastal Ship 40 DbI
Medium Coastal Ship 60 DbI
Large Coastal Ship 120 DbI

Slaves

Heavy Work Slave 20 DbI
House Slave 10 DbI
Educator Slave 30 DbI

Weapons

Melee Weapon Statistics

Blades	Size	Dmg/AP	Smash	Defense	Str	Cost	Notes
Knife	3	6/2	-2	+1	-4	1p	Standard knife
Main Gauche	3	6/2	-2	+3	-4	3p	Offhand parrying blade
Stiletto	3	6/4	-2	+1	-4	1p	Stabbing knife
Arming Sword	4	8/4	+1	+3	-2	4p	Short Sword
Rapier	5	6/4	0	+5	-2	10p	Long Thin Bladed Thrusting Sword
Scythe Blade	5	10/4	+0	+4	+0	5p	Curved one sided blade
Long Sword	5	10/2	+2	+4	+1	5p	Common Battlefield Sword
Side Sword	5	10/4	+0	+5	+0	5p	Between a longsword and a rapier
Back Sword	5	10/4	+0	+4	+0	5p	One sided blade
Great Sword	6	12/3	+4	+2	+2	8p	Very long two handed sword

Note: Many swords of this era were very fragile compared to earlier ones. A critical from an attacker can be spent in breaking the defender's blade. A botch will result in your blade being broken.

Matchlock (1450s-1650s)

A Matchlock takes 40 sec for trained character, 15 sec for focused, and 12 sec for expert characters. Characters may not declare a hit location with a Matchlock until expert. They have to have a lit fuse to work so if this goes out or they are on duty too long it will go out. It takes a complex action to light the fuse. Any rain or water would put this out. Error range is +2 for Matchlocks.

Ranged Weapons	Good Dmg/AP	Poor Dmg/AP	Str	Modes	Acc	Ammo	Range	Cost
Arquebus .65 (16.5mm)	8/0	5/0	-2	SS	-4	1	Short	1 Dbl
Musket .80(20mm)	10/0	6/0	-1	SS	-4	1	Short	4 Dbl
Cavilier .75 (19mm)	9/0	6/0	-1	SS	-4	1	Short	3p
Target Rifle .85 (21.65 mm)	10/0	6/0	-1	SS	-3	1	Short	6 Dbl

Wheellock (1500s-1650s)

A Wheellock takes 1 minute for trained characters, 40 sec for trained, and 30 sec for expert characters. Characters may not declare a hit location with a Wheellock until expert. Error range is +2.

Ranged Weapons	Good Dmg/AP	Poor Dmg/AP	Str	Modes	Acc	Ammo	Range	Cost
Pocket Pistol .50 (12.7mm)	6/0	4/0	-4	SS	-5	1	Short	2 Dbl
Belt Pistol .60 (15.2mm)	8/0	5/0	-4	SS	-5	1	Short	2 Dbl
Horse Pistol .75 (19mm)	9/0	5/0	-3	SS	-5	1	Short	15 Dbl
Double-Barreled Carbine .60 (15.2mm)	8/0	5/0	-1	SS	-3	2	Short	11 Dbl
Jager Rifle .85 (21.65mm)	10/0	6/0	-1	SS	-3	1	Short	8 Dbl

Armor

Type	DR:B/I	Max Dex	Cost
Plate Mail	5/16	+0	8Dbl
Cuirass	5/16	+4	6Dbl
3/4 Plate	5/16	+2	4Dbl
Conical Helmet	5/14	N/A	15s

¾ plate was the upper part of plate mail but the legs were not covered by plate. This was used by heavy infantry. A cavalry version had armor down to the front of the knee.



Age of Discovery Ships

Galley

Galleys were the primary warship used for centuries. They were mainly driven by oars with their sail only used occasionally during good weather with the wind going in the right direction. They were much more maneuverable than the single mast sailing ships of the time period.

They were mainly used along the coasts and in the Mediterranean.

Warship

Scale: Small Standard Transport (10)

Wounds: 16/32/48/64 vehicle scale

DR: 15

Str +50 for hauling cargo

Length 70-120ft

Speed: 7-10 knots with a sail/7 knots w/rowers

Crew/Passengers: 200/60

Handling (T) -4

Maneuver +0

Size: 5/+3/+0

Defense: 10/10

Weapons Fore: Demi-Culverin x 1

Weapons Aft: Minion x 1

Weapons Broadside: None



Large Cog

Cogs were a common type of trading and warship used during this time. They had a large square sail and were caravel built. They had steep sides which made them difficult to board from the water by pirates and in battle. Most were used for trading but those that were used for battle had towers added for greater height during combat. They were also flat bottomed which made them easier to load near a dock.

Warship/Merchantman

Scale: Small Standard Transport (10)

Wounds: 16/32/48/64 vehicle scale

DR: 15

Str +50 for hauling cargo

Length 70-120ft

Speed: 7-10 knots with a sail/7 knots w/rowers

Crew/Passengers: 200/60

Handling (T) -6

Maneuver +0

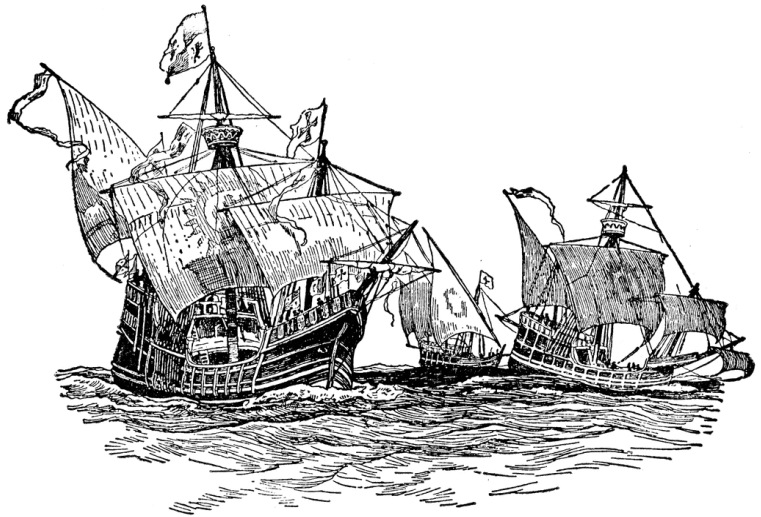
Size: 5/+3/+0

Defense: 10/10

Weapons Fore: Saker x 1

Weapons Aft: Falconet x 1

Weapons Broadside: none



Small Cog

Warship/Merchantman

Scale: Huge Standard Vehicle (9)

Wounds: 8/16/24/32 vehicle scale

DR: 10

Str +40 for hauling cargo

Length 35-70ft

Speed: 7-10 knots with a sail/2-4 knots w/rowers

Crew/Passengers: 100/20

Handling (T) -5

Maneuver +0

Size: 6/+3/+0

Defense: 11/11

Weapons Fore: Minion x 1

Weapons Aft: Falconet x 1

Weapons Broadside: none

Holk

A Holk (or Hulk) was the hull of a ship without the sail or other gear related to sailing. It was the result of taking a ship that was no longer sea worthy but would still float and stripping it down. Holks were run along a coast or open rivers. Many were basically little more than towed barges.

Coastal Merchantman
 Scale: Large Standard Vehicle (8)
 Wounds: 4/8/12/16 vehicle scale
 DR: 5 (wood)
 Str +30 for hauling cargo
 Length 21-35ft
 Speed: 1-2 knots using pole, speed of the river going down stream/2-4 knots w/rowers
 Crew/Passengers: 12-25/60
 Handling (T) -8
 Maneuver +0
 Size: 7/+3/+0
 Defense: 12/12

Rowboat

Rowboats were mainly used to go from a larger ship to shore or from ship to ship. They were usually stored on board of a Medium or Large Trader. However on calmer waters they can be just tied behind another vessel that doesn't have the deck space.

Scale: Small Standard Vehicle (6)
 Wounds: 1/2/4/5 vehicle scale
 DR: 5 (wood)
 Str +10 for hauling cargo
 Length 7-14ft
 Speed: 1-2 knots using pole/oar, speed of the river going down stream
 Crew/Passengers: 1-2/3
 Handling (B) -6
 Maneuver +0
 Size: 9/+2/+0
 Defense: 14/14



Age of Discovery Skills

The Gunpowder Age saw a return to science, engineering, sailing, and many professional skills as the Medieval agrarian lifestyle developed back into a coastal city life.

Academics (M) – An education became a lot more important to people during this time, especially nobles

Arcane (M) – Possible in certain settings

Athletics (M) – Athletics were studied in passing

Beastcraft (M) – Horsemanship was a common skill among Nobles

Crafting (M) – This is still a major skill.

Computers (N/A)

Drive (N/A)

Engineering (F) – Some of the engineering knowledge of the Romans was being recovered during this time.

Martial Arts (M) – Certain oriental cultures focused on this

Mechanical (F) – A great deal of mechanical gear was created during this time.

Medicine (F) – Roman and Greek medicine was rediscovered during this time

Melee (M) – This would be an important skill for warriors

Nautical (M) – This was the Age of Sail and Exploration

Operations (N/A)

Perception (M) – You always have to watch your back

Persuasion (M) – If you lived at court or dealt much with Nobles you needed to do so with a flourish

Pilot (N/A)

Ranged (M) – This was a major skill for warfare

Resistance (M) – You need lots of this on those cold nights

Resolve (M) – There were a lot of competing egos at the time

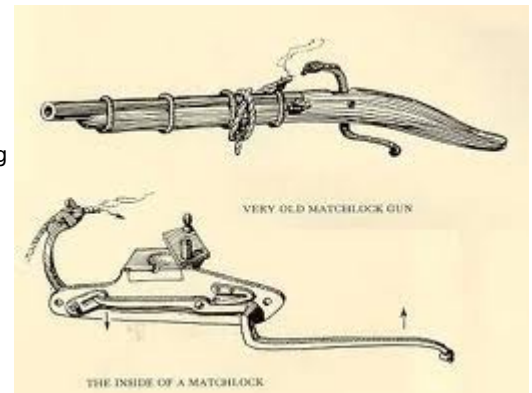
Science (T) – Science was rediscovered and exploded during this time, sometimes literally!

Stealth (M) – This is good for assassins, scouts, woodsmen, and romantics

Streetwise (T) – Criminal black markets flourished during this time with all the piracy

Survival (M) – This was common to woodsmen and scouts

Tactics (M) – Naval tactics developed greatly during this time.



Age of Discovery Social Status

The Gunpowder Age was a wonderful and dangerous time to be a Noble. This was the time of several revolutions. Many nations rejected their Noble class rather violently. This was the time of famous Pirates as well. Characters are assumed to be High Peasants. Each social status above that requires a Level Adjustment.

High Peasant Starting Gear

Housing was mostly brick and stone in most of the buildings of the cities. Peasant housing was small but it was likely to be two story housing with a narrow apartment on a narrow cobblestone street.

You have a couple of sets of clothes that look decent. Chose one of each at most of the clothes under Lower Class. You have the gear for a single trade as well. If you are a merchant then you would have a cart and an oxen to haul it with whatever you sell. It can't be valued more than 100p

You start with 1 month of medium lifestyle and 25p for any additional gear past that.

Low Noble Starting Gear (+1 LA) +4 to social rolls

Your family is noble but not very high. You have a manor in a town with several servants. You may have a personal servant that goes everywhere with you. If you are the first born male then you would have your life worked out for you. The second born was expected to go into church service but they had a little more freedom. Another further male children did what ever they could and their father let them. You have as many clothes as you want. You have 10 Dbl available for gear.

You have a Wealthy Lifestyle that is maintained by your families properties unless something happens to them.

High Noble Starting Gear (+2 LA) +6 to social rolls

Your family is wealthy and is close to the King in blood. Your immediate family would have it's own large Manor near a major city. They would have a large number of servants.

You have any clothes that you want. If you are a warrior then you have a full set of armor and shield. You also have a warhorse with full tack. You have 50 Dbl available for gear.

You have a Luxury Lifestyle that is maintained by your families properties unless something happens to them.

Age of Discovery Archetypes

Commoners

Blacksmith 6th level +1 LA Strong = 6th level

The blacksmith has his own shop or is working with another blacksmith. If he lives in a small village he may be the only one. If he lives near a lord or a town he would work under another blacksmith that does the actual weapon smithing.

He has woolen shirt and pants with a leather apron over it that goes to his knees. He has a pair of boots and a leather belt but he doesn't carry money around. He can pick up a lot of tools and use them as weapons if he needs to but he is large and strong so he doesn't get into many fights.

His house would be nearby in a small village or he would have a shop in a town and separate house. Either way the smithy would not be attached to any other buildings do to the threat of fire.

Str +6, Dex +0, Con +4, Int +0, Wit +2, Pre +3, Class Bonus +3
Dodge 16, Hindered 13, HTH +11, Tough 14, Move 5
Basic Skills: Beastcraft +3, Melee +1, Perception +3, Resolve +2, Survival +3
Athletics (T) +6: Brawling, Clubs, Lifting
Crafting (T) Blacksmithing, Metalsmithing, Leatherworking
(F) Armorsmithing, Shop, Smelting, Weaponsmithing
Lore (T) Christianity, Hearth Lore
Resistance (T) +13: Tireless, Iron Stomach, Resist Cold, Resist Heat
(F) Resist Pain, Hardened Limbs

Farmer 6th level + 1 LA Tough = 7th level

The feudal farmer would have a small house in a cluster of houses and would work a strip of land on the lord's land beside other farmers. Most of the tools belong to the lord but the farmer would have a poor knife to use as a basic tool. A woolen shirt and pants would be repeatedly patched and he would use a rope belt since a leather one would just get damaged too quickly in the fields.

Str +3, Dex +1, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +3
Dodge 16, Hindered 13, HTH 8, Tough 10, Move 5
Basic Skills: Melee +2, Perception +4, Resolve +3, Survival +4
Athletics (T) +6: Brawling, Clubs, choose one depending on the climate (swimming, skiing, etc.)
Beastcraft (T) +10: Cattle, Husbandry, Wagoneering
Crafting (T) +8: Butcher, Farmer
Lore (T) +6: Christianity, Hearth Lore
Resistance (T) +7: Tireless, Iron Stomach, Resist Heat
Resolve (T) +9: Proud, Stubborn

Infantry 7th level +1 LA Tough = 8th level

Infantry were just villagers that were given training and some extra equipment. They had to collect together and follow

the local lord whenever there was a conflict. The rest of the time they were just common villagers, though better armed. Most of the time the swords and shields were kept in an armory. They didn't want a bunch of random villagers running around fully armed.

If you meet one on the battlefield they would have leather or chain mail armor, a chopping sword, a polearm, and a wooden shield. They would be wearing their own woolen shirt and pants. They would have a leather belt and boots. They would also have a small pack with a cloak and some camping gear in it.

On the street they would likely just have a knife as a weapon but they would be able to use it more effectively than most people.

Str +3, Dex +1, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +3
Dodge 18, Hindered 14, HTH 8, Tough 10, Move 5
Basic Skills: Perception +4, Resolve +3, Survival +4
Athletics (T) +8: Brawling, Clubs
Beastcraft (T) +10: Cattle, Husbandry, Wagoneering
Crafting (T) +10: Butcher, Farmer
Lore (T) +7: Christianity, Hearth Lore
Melee (T) +8: Chopping Sword, Shield, Formation, Polearms
Resistance (T) +11: Tireless, Iron Stomach, Resist Heat
Resolve (T) +9: Proud, Stubborn

Kid - 1st level

Kids did not run around and play like they do these days. At that time, anyone older than a toddler would be treated as a short adult and would have a lot of work to do for their parents. They would either be trained as an apprentice to their father's trade or made an apprentice to someone else. As an apprentice they would live with their new master.

If they were orphans they would either be taken in by another family or they would end up as beggars and become thieves.

Str -2, Dex +3, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +0
Dodge 17, Hindered 13, HTH 3, Tough 3, Move 5
Basic Skills: Beastcraft +2, Melee +0, Perception +2, Resistance +1, Resolve +1, Survival +2
Athletics (T) +7: Brawling, Climbing (or Swimming), Clubs

Merchant 4th level

Minor merchants would have a cart that they would set up at a town market or they would have an entire wagon that serves as their shop and living space. They might have a sword and know how to use it, especially if they also served as infantry. Otherwise they would just have a knife to defend themselves and eat with.

Moderately successful merchants would have their own shop in a town. They would also live there. They would have clothes that were close to the clothes of nobles without breaking the laws about social status. They would have a child to work in the store as well.

A very successful merchant would have a large shop, maybe with some warehouse space or a warehouse attached. He would have a separate house as nice as or nicer than most nobles and his own servants. His shop would be run by others and he would walk around with bodyguards carrying the most lethal weapons that they local guards would allow.

Str +1, Dex +0, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +2
Dodge 12, Hindered 11, HTH 6, Tough 3, Move 4
Basic Skills: Athletics +2, Beastcraft +4, Melee +2, Resistance+3, Survival +4
Lore (T) +6: Christianity, Hearth Lore
Perception (T) +6: Detect Lies, Excellent Hearing, Observer, Spot Criminals, Spot Following
Persuasion (T) +7: Bragging, Charming, Hagglng
Resolve (T) +7: Professional, Stubborn

Monk 8th level

Monks lived in monasteries most of the time. They had a single piece woolen robe with a rope tied around their bellies as a belt. A traveling monk might have better clothes such as a leather belt, woolen pants, and leather boots, especially if they had to ride a horse to get there.

Sometimes monks would carry clubs and attack villagers that they saw committing some sort of sin. It would depend on the power of the church in the area on if the guards would tolerate this or not.

They would take ropes and beat themselves over and over to purify themselves. This made them very resistant to normal pain.

Str +1, Dex +0, Con +1, Int +4, Wit +0, Pre +2, Class Bonus +4
Dodge 14, Hindered 12, HTH 6, Tough 11, Move 4
Basic Skills: Athletics +4, Beastcraft +4, Melee +4, Perception +4, Survival +4
Academics +16: (T) History, Literature, Philosophy, Religion
(F) Bookworm, Secret References
Lore (T) +12: Christianity, Hearth Lore, Greek Lore
Persuasion (T) +10: Debater, Oratory, Mooch, Teacher
Resolve (T) +14: Dedicated - Christianity, Intimidation, Stubborn
(F) Blase, Callous, Not Impressed
Resistance (T) +13: Cat Naps, Resist Cold
(F) Resist Pain, No time to bleed

Priest 7th Level

This is a basic Priest. They were found in every major nation in Europe. They wore a basic robe with a rope around it and a cross. They lived in their church or in a church order.

Str +0, Dex +0, Con +0, Int +4, Wit +1, Pre +2, Class Bonus +3
Dodge 13, Hindered 11, HTH 5, Tough 6, Move 4
Basic Skills: Athletics +3, Beastcraft +4, Melee +3, Perception +4, Survival +4
Academics +15: (T) History, Literature, Philosophy, Religion
(F) Bookworm, Secret References
Linguistics (T) +11: Latin, Greek, Hebrew
Lore (T) +11: Christianity, Hearth Lore, Greek Lore
Persuasion (T) +9: Debater, Oratory, Mooch, Teacher
Resolve (T) +9: Dedicated - Christianity, Intimidation, Stubborn
Resistance (T) +7: Cat Naps, Resist Cold

Sailor 9th level + 1 LA Tough = 8th level

Sailors would mostly be encountered along the coast. They were a lot more common during the High Middle Ages than the Early Middle Ages. They preferred to hang around with other sailors and they tended to look down on land lovers as not daring or brave. They had their own lingo that could make it hard for someone not familiar with it to understand them. They also had their own lore so they ended as a subculture.

Sailors near their boats were much more likely to be armed, even on land. Local laws may or may not try to stop them but they were wary of pushing too hard about it since the ships could just avoid that port and they would lose their business.

They would normally carry around a short sword and a knife but not wear armor since it would not last at sea.

Str +2, Dex +2, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +4
Dodge 19, Hindered 14, HTH 7, Tough 10, Move 5
Basic Skills: Beastcraft +7, Perception +7, Resolve +6, Survival +7
Athletics (T) +10: Brawling, Rowing, Swimming
Lore (T) +6: Christianity, Hearth Lore, Ocean Lore
Melee (T) +10: Slashing Sword or Rapier, Off Handed Fighter, Knife
Nautical (T) +11: Coastal Navigation, Knotwork, Rigging, Sailboat, Ocean Training
Performance (T) +10: Salty Songs, Storytelling
Persuasion (T) +10: Hagglng, Bragging
Ranged (T): Matchlock or Wheellock or Flint Lock, Cannons, Indirect Fire
Resistance (T) +12: Cast Iron Stomach, Tireless
Streetwise (T) +11: Gambling, Port Savvy, Pirates

Surgeon 4th level

Surgeons were mainly common in the military or on ships. Usually any civilian surgeons came out of those professions. They were not popular with the church and they didn't have the prestige that doctors do later on. The church didn't like anyone who cut into bodies and surgeons would often have a hard time finding the dead bodies that they needed to learn their trade since the church would block them.

Usually they would do any surgery at the patient's house or in a tent near the battlefield. They didn't have shops like a merchant. They would have a modest house of their own and moderately nicer clothes. They didn't make very good money from it.

Str +0, Dex +0, Con +0, Int +4, Wit +2, Pre -1, Class Bonus +2
Dodge 15, Hindered 12, HTH 5, Tough 6, Move 4
Basic Skills: Athletics +2, Beastcraft +4, Lore +6, Melee +2, Resolve +4, Survival +3
Medicine (T) Apothecary, Counter Poison, Herbal First Aid
(F) Basic Surgery, Bush Medicine, Dentistry, Greek Diagnosis
Perception (T) Excellent Hearing, Hound Dog Nose, Detect Lies, Identify Tastes
Resistance (T) +6: Cast Iron Stomach

Thief 4th level

Thieves would only be able to survive in a fairly large city. Otherwise word would spread too quickly or too many people would recognize them. They were most common along port cities since there was always a fresh boat of people that didn't know his face.

Normally they would carry a club instead of a knife since that would be more likely to get them killed by the local guard.

Str +0, Dex +2, Con +1, Int +0, Wit +2, Pre +0, Class Bonus +2
Dodge 18, Hindered 14, HTH 5, Tough 3, Move 6
Basic Skills: Beastcraft +4, Lore +2, Melee +2, Resolve +3, Resistance +3, Survival +4
Athletics (T) +8: Running
Perception (T) +8: Alert, Quick Search
Stealth (T) +8: Belong, Concealment, Evasion, Pickpocket, Shadowing
Streetwise (T) +8: Fencing Goods, Scrounging, Black Market, Port Savvy

Villager 4th level

Villagers would normally wear woolen shirt and pants or a dress for a woman. They might have a knife if they traveled around but most people didn't walk around armed. They would have a rope belt and shoes.

Most villagers would not carry any money on them.

Str +1, Dex +0, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +2
 Dodge 16, Hindered 13, HTH 6, Tough 7, Move 5
 Basic Skills: Beastcraft +4, Melee +2, Perception +4, Resolve +3, Survival +4
 Athletics (T) +6: Brawling, Climbing, Clubs, choose one depending on the climate (swimming, skiing, etc.)
 Crafting (T) +8: Choose 3 crafts
 Lore (T) +6: Christianity, Hearth Lore
 Resistance (T) +7: Tireless, Iron Stomach, Resist Heat

Woodsmen 9th level + 1 LA Tough = 7th level

Woodsmen would normally wear some light leather armor at most, and woolen shirt and pants under that. They would have a bow and a pack of arrows. They would carry a knife and a small axe as tools. They might carry a spear if they were doing certain kinds of fishing or hunting.

Normally they would not carry money on them.

Str +2, Dex +2, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +4
 Dodge 19, Hindered 14, HTH 7, Tough 10, Move 6
 Basic Skills: Beastcraft +7, Resolve +6
 Athletics (T) +9: Brawling, Climbing, Clubs, Running
 Crafting (T) +10: Bowyer, Furrier
 Lore (T) +8: Christianity, Hearth Lore
 Melee (T) +9: Knife, Staff, Spear
 Perception (T) +10: Excellent Hearing, Tracking, Spot Traps
 Ranged (T) +10: Archery, Spear
 Resistance (T) +12: Tireless, Iron Stomach, Resist Heat
 Stealth (T) +10: Shadowing, Concealment, Sneak Attack, Vantage, Smuggling
 Survival (T) +10: Woodlands Training, Animal Trapping, Skinning

Warrior 7th level + 1 LA Strong = 8th level

This represents the various raiders in the time period. They would follow various noble lords and that lord would provide the weapons and armor for his band of men. Then many bands would get together and fight as an army.

Str +4, Dex +3, Con +2, Int +0, Wit +2, Pre +2, Class Bonus +3
 Dodge 20, Hindered 15, HTH 9, Tough 8, Move 6
 Basic Skills: Beastcraft +5, Perception +5, Resolve +5, Survival +5
 Athletics (T) +10: Brawling, Running, Forced March, choose one depending on the climate (swimming, skiing, etc.)
 Crafting (T) +8: Choose 1 craft
 Lore (T) +7: Celtic Lore (or Germanic, etc.), Hearth Lore
 Martial Arts (T) +10: Kicking Basics, Grapple Basics, Sweep Basics
 Melee (T) +10: Knife, Spear, Chopping Sword, Shield
 Ranged (T) +9: Spear, Sling or Archery
 Resistance (T) +9: Light Sleeper, Medium Armor, Tireless, Iron Stomach, Resist Heat

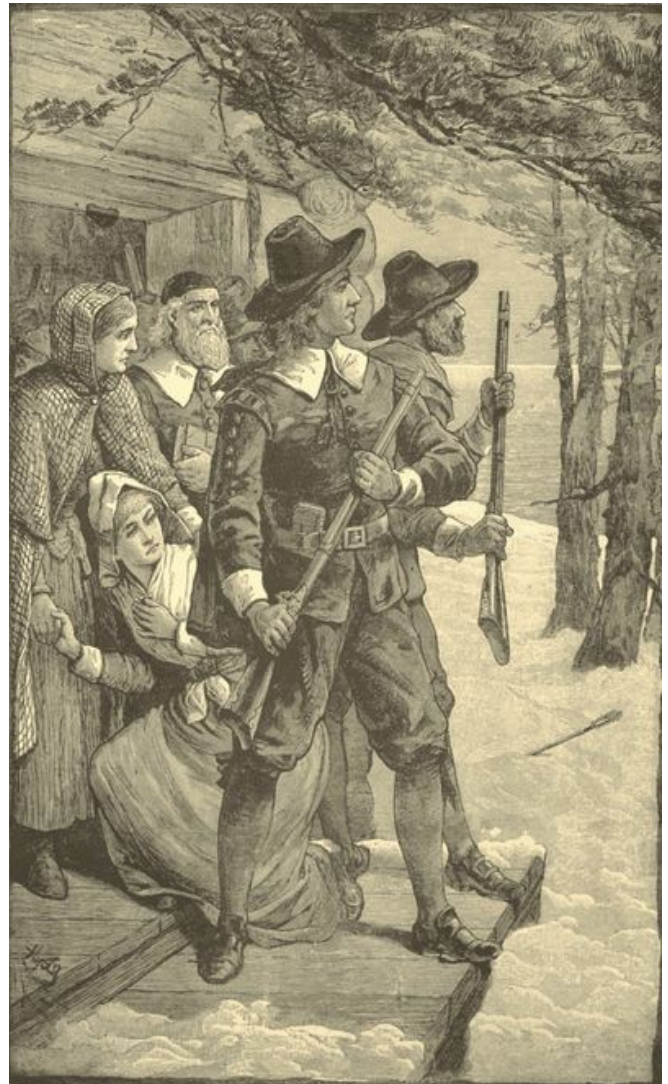
Mounted Warrior 9th level + 1 LA Strong = 10th level

This is a mounted warrior that was a part of a cavalry group or a raider. They were similar to the Celts and Germans before them but they were focused on horsemanship.

Str +4, Dex +3, Con +2, Int +0, Wit +3, Pre +2, Class Bonus +4
 Dodge 20, Hindered 15, HTH 9, Tough 8, Move 6
 Basic Skills: Perception +7, Resolve +6, Survival +7
 Athletics (T) +11: Brawling, Running, choose one depending on the climate (swimming, skiing, etc.)
 Beastcraft +15: (T) Horsemanship, Mounted Combat
 (F) Ride Bareback
 Crafting (T) +11: Choose 1 craft
 Lore (T) +8: Gothic Lore (or Frankish, etc.), Hearth Lore
 Martial Arts (T) +11: Kicking Basics, Grapple Basics, Sweep Basics
 Melee (T) +11: Knife, Spear, Chopping Sword, Shield
 Ranged (T) +11: Spear, Sling or Archery
 Resistance (T) +10: Light Sleeper, Medium Armor, Tireless, Iron Stomach, Resist Heat

Musketeers 6th level + 1 LA Graceful

Musketeers were mostly trained villagers. They were required to practice a certain amount during each year as a part of their services to their lord. They would march with the rest of the infantry. They would fire in formation and they can switch to a sword when they were directly challenged.



They would wear light armor or a cuirass and helmet or no armor as the period progressed.

Str +0, Dex +4, Con +2, Int +0, Wit +4, Pre +2, Class Bonus +3
Dodge 21, Hindered 15, HTH 6, Tough 8, Move 5
Basic Skills: Beastcraft +7, Perception +7, Resolve +5, Survival +7
Athletics (T) +11: Brawling, Jumping, Forced March, choose one depending on the climate (swimming, skiing, etc.)
Crafting (T) +11: Choose 2 crafts
Lore (T) +7: Christianity, Hearth Lore
Melee (T) +11: Slashing Sword or Rapier, Off Handed Fighter, Knife
Ranged (T) +11: Matchlock or Wheellock or Flint Lock, Cannon, Indirect Fire
Resistance (T) +9: Tireless, Iron Stomach, Resist Heat, Medium Armor

Dragoon 9th level + 1 LA Graceful = 10th level

Dragoons were cavalry musketeers. They basically replaced the Knights as actual cavalry. They would wear medium armor or none.

Str +0, Dex +4, Con +2, Int +0, Wit +4, Pre +2, Class Bonus +4
Dodge 20, Hindered 15, HTH 9, Tough 8, Move 6
Basic Skills: Perception +8, Resolve +6, Survival +8
Athletics (T) +12: Brawling, Jumping, choose one depending on the climate (swimming, skiing, etc.)
Beastcraft +12: (T) Horsemanship, Mounted Combat
Crafting (T) +12: Choose 1 craft
Lore (T) +8: Christianity, Hearth Lore
Melee (T) +12: Slashing Sword or Rapier, Off Handed Fighter, Knife
Ranged (T) +12: Matchlock or Wheellock or Flint Lock, Cannon, Indirect Fire
Resistance (T) +10: Light Sleeper, Medium Armor, Tireless, Iron Stomach, Resist Heat

Native American Warrior 10th level

Native American Warriors were the hunters as well as the defenders. They would hunt for food in groups, trapping or spearing several large animals and then bringing it back for the rest of the Tribe. Aggressive tribes would raid other tribes for resources instead of going hunting themselves. Other than hunting they would normally have very little other duties.

They would have a knife and a spear most of the time, depending on how likely danger is around their village. Their clothes would consist of skins from their kills. After contact with white men they adopted horses and rifles.

Str +0, Dex +1, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +5
Dodge 19, Hindered 14, HTH 6, Tough 7, Move 6
Basic Skills: Resolve +5
Athletics (T) +9: Brawling, Climbing, Clubs, Running, Swimming
Beastcraft (T) Horsemanship
(F) Bareback Riding
Lore (T) +8: Tribal Lore (Specific Tribe), Hearth Lore
Melee (T) +9: Knife, Spear, Hatchet
Perception (T) +10: Tracking, Excellent Hearing, Hound Dog Nose, Spot Trap, Alert
Ranged (T) +10: Rifle, Archery, Hatchet
Resistance (T) +9: Tireless, Iron Stomach, Resist Cold
Stealth (T) +10: Camouflage, Shadowing
(F) Stalker, Loose Trackers
Survival (T) +10: choose one terrain based on location, Animal Trapping, Skinning

Nobility

Courtier 3rd level + Social Status

This covers most noble women of the time. They were not taught male pursuits. Usually they became a courtier in court of their nearest higher status relative, often following them after marriage.

They would normally be dressed in very nice upper class dresses, usually provided by the noble woman they served. They would normally live right beside the noble woman they served.

Str -2, Dex +2, Con +0, Int +0, Wit +2, Pre +3, Class Bonus +1
Dodge 13, Hindered 11, HTH 3, Tough 2, Move 4
Basic Skills: Athletics +3, Beastcraft +1, Melee +3, Resistance +1, Survival +3
Perception (T) +7: Alert, Excellent Hearing, Observer
Persuasion (T) +8: Attractive, Charming, Etiquette, Mooch
Resolve (T) +8: Professional, Proud

Knight 8th level +1 LA Strong + 1 LA Tough + Social Status

Knights were the tanks of the Middle Ages. They would wear a shirt and pants, and something called quilted armor,

which functioned mainly as padding and to prevent chaffing from the metal armor. Then they would have a full suit of chain mail and then plate mail over that. They would weigh so much that they would require help just to get on a horse. Then they would carry a metal shield in their left hand and use a lance, sword, axe, or mace from their right hand.

When they walked around normally they would just a chest and back piece over a chain shirt with a tabard over everything else. They would carry just a sword.

Most of the time they would have their apprentice or a servant with them. If they were not the local lord then they would be living in a castle with the local king.

During the Age of Gunpowder the Knights were still a part of the culture at first. Jousting had become more of a sport at this point. After a while they were just ceremonial and they had been replaced by the Dragoons.

Str +6, Dex +3, Con +7, Int +0, Wit +3, Pre +4, Class Bonus +4

Dodge 17, Hindered 13, HTH 11, Tough 17, Move 4

Basic Skills: Athletics +7, Perception +7

Beastcraft +14: (T) Horsemanship, Mounted Combat

(F) Jousting

Melee (T) +11: Guard, Hammers, Spear, Chopping Sword, Shield, Lance

Persuasion (T) +12: Etiquette, Politics

Resistance +19: (T) Hardened Limbs, Medium Armor, Shake it off, Tireless

(F) Heavy Armor

Resolve (T) +12: Bushido, Dedicated, Leadership, Intimidation, Proud

Tactics (T) +8: Calvary Tactics, Formation Infantry, Fortification Tactics

Magistrate 5th level + 1 LA Social Status = 6th level

Magistrates were usually low level nobles that had been given a good education. They served as seneschals for castles or magistrates for cities. They would normally have some clerks that work for him, possibly as apprentices. They would have basic upper class clothes. They would not be carrying a weapon usually since they were around guards all the time.

They would have a small house or a room in the castle.

Str +0, Dex +0, Con +0, Int +4, Wit +2, Pre -1, Class Bonus +1

Dodge 11, Hindered 10, HTH 5, Tough 6, Move 4

Basic Skills: Athletics +1, Beastcraft +3, Melee +1, Perception +3, Survival +3

Academics (T) +9: Accounting, Administration, Bureaucracy, History, Linguistics, Local Law, Politics

Perception (T) +7: Alert, Excellent Hearing, Observer

Persuasion (T) +4: Etiquette, Conflict Resolution, Diplomacy

Resistance (T) +5: Cat Nap

Resolve (T) +4: Dedication

Noble 8th level + Social Status

This is a standard nobleman. They were taught mainly warfare from a young age. They were usually not raised by their parents since it was believed that they would make you too soft. They were often raised by allies or even enemies as a part of a treaty. This had an effect of binding some families together and breaking many others apart.

The housing for nobility depends on the nation and the level of status of that noble but it was usually much better than the peasants had.

Str +0, Dex +0, Con +0, Int +0, Wit +2, Pre +3, Class Bonus +4

Dodge 13, Hindered 11, HTH 5, Tough 6, Move 4

Basic Skills: Athletics +4, Resistance +4, Survival +6

Academics (T) +8: History, Local Law, Politics

Beastcraft (T) +10: Horsemanship

Melee (T) +8: Slashing Sword or Rapier, Off Handed Fighter, Knife

Perception (T) +10: Alert, Excellent Hearing, Observer

Persuasion (T) +11: Attractive, Charming, Diplomacy, Etiquette, Intimidation

Ranged (T) +10: Matchlock or Wheellock or Flint Lock

Resistance (T) +8: Medium Armor, Hard Drinker, Shake It Off

Resolve (T) +11: Leadership, Proud, Stubborn





Age of Discovery Magic

Developments in Alchemy and the Gunpowder Age open up magic to the common people (relatively speaking). Pressure from Merchants and Nobles forces Priests to back off from their persecution of magic. Most people embrace alchemy and exotic materials as the work of Science. Some people see most powers as just a new form of science or they see it as the craft of the divine. However dealing with spirits it still considered dangerous and potentially evil. Some religious orders start to take in healers and abjurers again. Others try to find more indirect ways to eliminate magic.

Low Mana Powers Available

Abjuration - Common for Wizards, Shamans, and Cardinals
Astral - Common to Witches, Cardinals, and Shamans
ESP - Common to Witches and Shamans
Storm - Required for Storm Wardens and known to some Witches, Wizards, and Shamans
Telekinesis - Known to some Wizards, Warlocks, Witches, and Cardinals
Telepathy - Known to some Wizards, Warlocks, Witches, and Cardinals
Totemic - Common to Witches, Shamans, and some Warlocks

Moderate Mana Powers Available

Air - Common to Wizards and Cardinals
Alchemy - Required for Alchemists, known to Wizards, Witches, Warlocks and Cardinals
Chaos - Common to Warlocks
Earth - Common to Witches and some Shamans
Elemental Combat - Some Wizards, Witches, Warlocks and Cardinals; Choose one element
Fire - Common to Wizards and Warlocks
Life - Required for Benedictine Healers and common to Witches and Shamans
Necromancy - Common to Warlocks
Shadow - Common to Warlocks
Transfiguration - Common to Witches, and known to some Wizards, Warlocks, and Cardinals
Transmutation - Common to Wizards, Warlocks, Shamans, and Cardinals
Water - Known to some Storm Wardens, Witches, Wizards, Shamans, and Warlocks

High Mana Powers Available

Enchantment - Required for Enchanters
Teleportation - Known to some Wizards, Warlocks, and Cardinals

Alchemical Weapons

This tech level starts at the Age of Gunpowder and goes forward. It takes the invention of gunpowder and mixes that

with various Alchemical potions. This expands the basic fire and projectile to many other possible attacks. These are all Focus level feats.

Alchemical Rounds

Any kind of bullet can be turned into an Alchemical Round. Use the gun's normal base damage plus the special effect listed here.

Acid Shot - The target is hit with the equivalent of a vial of strong acid (9/13)

Binding Shot - the target is bound in ropes that take 5 damage to cut and are DC 25 to break.

Burst Rounds - each round becomes a burst attack +4.

Dead Shot - full damage to dead/undead

Demon Shot - full damage to demons

Desiccating Rounds - One hit and it forces all the fluids out of the target's body by any path available and all at once. Increase damage level by 1 from this effect.

Dragon's Fire - produces a flame 5 feet from the end of the pistol for 2 rounds. It can be moved back and forth lighting up targets.

Explosive - causes extra damage not stopped by armor.

Flare - It will produce a slow decent flare that will light a cavern or a large area at night for 3 rounds.

Freeze Round - When it hits the target they will be frozen in place to 5 rounds and when they come out they will be Stunned for 1 round.

Grappling Bullet - fires a bullet into the side of a building or something similar and it can't be removed after that. It will release a strong rope or cable that goes back to the gun.

Guided Round - Round can be guided by thought so that it changes direction and attacks another target after hitting the first. Each attack takes a simple action and each target must be within visual range of the attacker. The changes in direction occur as bouncing off objects so that it looks like a coincidence. It will stop when the attacker stops guiding it or if it hits a target with enough armor to stop a normal round. Roll attack for each round with +5 accuracy. Don't use the firearm's accuracy after the first bounce.

Healing Shot - the target is healed the amount of damage that the attack would have caused.

Homing Bullet - If you write the true name of a person and fire this bullet within Long range of the target it will find them and hit them.

Kicker Rounds - fires a bullet with +10 knockback

Penetrator - infinite AP but stops at the first target it goes through.

Poisoned - causes a slow acting poison to get in the target's system.

Rabbit Rounds - anyone that takes damage from the attack turns into a rabbit for 2 rounds.

Seed Shots - fast growing vines cause entangling attacks that take 15 damage to cut and are DC 25 to break.

Shadow Rounds - Fires a shadow spirit that attacks the target.

Sleep Rounds - target drops to sleep and takes no damage. Resist at DC 20

Spirit Shot - full damage to spirits

Tunneling Rounds - You can hit a target through cover. It will tunnel through the cover and hit the target. Once it hits the target it will tunnel through any armor the target is wearing and tunnel to their heart. It does its base damage each round until the target is dead. It still requires an accurate hit.

Underwater Rounds - can fire and move underwater as if it was traveling through air.

Vampiric Rounds - Damage done to the target will heal the attacker. Once healed it will add the bonus to the attacker up to +10 to all actions.

Alchemical Grenades

Air Grenade - causes a concussion for everyone within 10 feet of the impact site plus it will push away smoke effects.

Fire Grenade - area effect fire attack with 10 foot radius

Ice Grenade - Freezes everyone in place for 2 rounds within 10 feet of the impact site.

Shadow Grenade - produces an area of darkness covering a 10 foot radius from the target. If it is a live target then it will move with them.

Wall Grenade - Throw down a wall and a walk will appear where it hits, sealing the hallway.

Magical Setting Archetypes

Shamanic Healer 10th level + 1 LA Adept = 11th level

This is a traditional healer shaman if there is magic in the setting. They would tend to have some space to themselves to do their work. They would have skins for clothes and flint or obsidian tools. They would have a lot of different herbs that they have collected and the bones of various animals that are important to him.

Str +0, Dex +0, Con +1, Int +2, Wit +2, Pre +2, Class Bonus +5

Dodge 19, Hindered 14, HTH 6, Tough 7, Move 5

Basic Skills: Beastcraft +7, Melee +5, Resolve +7, Survival +7

Athletics (T) +9: Brawling, Climbing, Clubs

Crafting (T) +11: Choose a craft

Lore (T) +15: Tribal Lore (Specific Tribe), Hearth Lore

(F) Herbal Lore, Shamanic Lore, Spirit Lore

Medicine (T) +15: Apothecary, Herbal First Aid, Midwifery

(F) Basic Surgery, Bush Medicine, Dentistry

Perception (T) +11: Excellent Hearing, Hound Dog Nose, Alert, Detect Lies, Identify Tastes

Performance (T) +11: Storytelling, Shamanic Enactment, Dancing

Resistance (T) +9: Tireless, Iron Stomach, Resist Cold

Life (T) +11: Cure Disease, Purge, Remove Pain, Sleep, Trust

Spirit Master 9th level + 1 LA Adept = 10th level

This is a traditional spirit shaman if there is magic in the setting. They would be one of the most isolated of these character types. They would either travel at the edge of the tribe or they would stay in one place and various tribes would visit when they needed him. Their place would have a lot of spiritual activity around it so most people and animals would be uncomfortable there.

Str +0, Dex +0, Con +1, Int +1, Wit +2, Pre +2, Class Bonus +4
Dodge 19, Hindered 14, HTH 6, Tough 7, Move 5
Basic Skills: Beastcraft +6, Melee +4, Resolve +6, Survival +6
Arcane (T) +9: Magic Circle, Shamanic Lore, Spirit Lore
Athletics (T) +9: Brawling, Climbing, Clubs
Crafting (T) +10: Choose a craft
Lore (T) +13: Tribal Lore (Specific Tribe), Hearth Lore
(F) Herbal Lore, Shamanic Lore, Spirit Lore
Perception (T) +10: Excellent Hearing, Hound Dog Nose, Alert, Detect Lies, Identify Tastes
Performance (T) +10: Storytelling, Shamanic Enactment, Dancing
Resistance (T) +9: Tireless, Iron Stomach, Resist Cold
Astral (T) +10: Ancestor Spirit, Banishing, Nature Spirit, Totem Spirit

Hunter 14th level + 1 LA Tough = 15th level

This is a supernatural hunter. They would exist if there are supernatural creatures of some sort running around, such as vampires. They could be part of an order of hunters that hunt them all over. They could be a position with the court of certain kings.

They would have good armor for the time and good weapons. If they are supported by the king then they would have a good deal of money and they may be able to call upon local lords for warriors to help them.

Str +3, Dex +3, Con +4, Int +2, Wit +2, Pre +3, Class Bonus +7
Dodge 24, Hindered 17, HTH 8, Tough 10, Move 6
Basic Skills: Beastcraft +9
Arcane (T) +17: Cryptozoology, Magic Circle, Will Strike
(F) Spirit Wards, Vampire Hunting (or other depending on kind of hunter)
Athletics (T) +14: Brawling, Climbing, Running
Lore (T) +17: Christianity, Hearth Lore
(F) Spirit Lore, Vampire Lore (or other depending on kind of hunter)
Melee (T) +18: Knife, Chopping Sword, Spear, Stake
(F) Vitals Strike
Perception (T) +13: Tracking, Excellent Hearing, Hound Dog Nose, Spot Trap, Alert
Ranged (T) +13: Spear, Choose a secondary weapon (Archery, Blowgun, Bolas, Boomerang, Sling)
Resistance (T) +15: Tireless, Iron Stomach, Resist Cold
Resolve (T) +18: Enemy: Hostile Supernaturals, Interrogation, Intimidation
(F) Hunter, Stand your ground
Stealth (T) +13: Camouflage, Stalker
Survival (T) +13: choose one terrain based on location, Animal Trapping, Skinning

Alchemist 11th level +1 LA Intelligent +1 LA Adept

Alchemists become in high demand by Kings and Merchants alike. A few will have a shop in a major city but mostly they would spend all of their time filling orders. Occasionally an apprentice alchemist will travel around gathering unusual materials for their masters. These would be the only traveling alchemists that a person would likely meet.

They see themselves as scientists and were indeed the first of the kind. However they must have magical ability to actually create anything alchemical so their theories of chemistry are still off. The Alchemist was trying to understand early chemistry but in a magical setting they were able to do a lot more. They were often trying out their own potions so they developed a resistance to poisons.

They would need a workshop to work in. Usually they would have a patron or they would need to have a wealthy family. Their clothing would be fairly basic and fairly singed.

Str +0, Dex +0, Con +0, Int +6, Wit +4, Pre +3, Class Bonus +5
Dodge 12, Hindered 11, HTH 5, Tough 2, Move 4
Basic Skills: Athletics +4, Beastcraft +8, Melee +6, Survival +8
Academic (T) +14: History, Philosophy
Arcane (T) +14: Astrology, Magic Circle
Lore (T) +14: Greek Lore, Jewish Lore, Christianity
Persuasion (T) +11: Etiquette, Debater, Teacher
Resistance (T) Cast Iron Stomach
(F) Resist Poisons
Resolve +15: (T) Dedicated, Intimidation, Stubborn
(F) Blase
Science (T) Early Chemistry, Metallurgy
Alchemy (T) Alert Potion, Astral Perception Ointment, Herbalism, Light Anti-Venom Potion, Light Sleeping Drought, Rescue Remedy, Tiger Balm
(F) Medium Healing Potion, Polymorph Potion, Potion of Beauty, Potion of Invisibility, Dead Shot, Demon Shot, Spirit

Shot, Sleep Shot

Cardinal 12th level + 1 LA Intelligent + 3 LA Mage

Cardinals are an order of Wizard Priests within the church. They have a lot of authority and power and use that to deal with Warlocks and Witches. They have a group of Witch Hunters that serve them (use vampire hunters).

Str +0, Dex +0, Con +0, Int +6, Wit +4, Pre +4, Class Bonus +6
Dodge 16, Hindered 13, HTH 5, Tough 2, Move 4
Basic Skills: Athletics +6, Beastcraft +10, Melee +6, Resistance +6, Survival +10
Academic (T) +16: History, Religion
Arcane +20: (T) Magic Circle, Lesser Containment Circle,
(F) Exorcism, Spirit Wards
Linguistics (T) +16: Latin, Greek, Hebrew
Lore +20: (T) Christianity
(F) Ancient Religious Lore, Angelic Lore, Demonology Lore, Witchcraft Lore
Persuasion (T) +14: Etiquette, Teacher
Resolve +18: (T) Dedicated, Intimidation, Stubborn
(F) Blase, Callous
Air (T) +14: Detect Lies, Force Field, Memory, Air Watcher
Life (T) +10: Bless, Light, Turn Dead
Telepathy (T) +14: Stun Bolt, Command, Mind Shield

Conjurer 7th level + 1 LA Adept = 9th level

A conjurer has some power but they are not the powers that they claim to have. They are con artists that use Transfiguration to appear to have other more powerful powers. They would have impressive clothes and jewelry. They would try and attach themselves to a mid-level noble and act as an adviser as long as they are provided with a good life. They might have a knife for eating with but they are not very good with it.

Str -2, Dex +0, Con +0, Int +1, Wit +4, Pre +3, Class Bonus +3
Dodge 13, Hindered 11, HTH 3, Tough 6, Move 4
Basic Skills: Athletics +3, Beastcraft +7, Melee +3, Resolve +6, Survival +7
Lore (T) +4: Christianity, Egyptian Lore, Hearth Lore
Resistance (T) +7: Tireless, Iron Stomach, Resist Heat
Perception (T) +11: Alert, Detect Lies
Persuasion (T) +10: Con Artist, Etiquette, Hagglng, Intimidation, Mooch
Streetwise (T) +11: Fencing Goods
Transfiguration +15: (T) Animate Object, Create Light, Invisibility, Independent Image
(F) Faerie Gold, Open Door, Shelter

Dark Cultist 8th level + 1 LA Adept

Cult based magic users, especially ecstatic cult members, will be very dangerous as many of their rituals are homicidal. They see themselves as embodying the force and will of a great spirit or God or Goddess and therefore their actions are justified and sanctioned by the Gods. Without performing this ritual during the holy days of that God or Goddess the magic users will not be able to use their magic at full power (lower their rank by one level for all their powers). The sacrifice can be chosen for many reasons or the cult may go on a hunt and take down a random kill depending on the God they worship.

Str +1, Dex +0, Con +1, Int +2, Wit +2, Pre +2, Class Bonus +4
Dodge 14, Hindered 12, HTH 6, Tough 3, Move 5
Basic Skills: Athletics +4, Beastcraft +6, Perception +6, Resistance +5, Survival +6
Arcane +14: (T) Lesser Containment Circle, Magic Circle, Will Strike
(F) Summon Demon, Greater Containment Circle, Mythos Lore, Mythos Magical Lore, Common Demonic Languages
Lore (T) +14: Greek Lore, Egyptian Lore, Christianity
(F) Demonology Lore, Spirit Lore
Melee (T) +8: Knife, Sword
Resolve +14: (T) Dedicated, Intimidation, Stubborn
(F) Callous
Chaos (T) +10: Accident, Balefire, Jinx, Ignore, Parasites

Fire Elementalist 6th level + 1 LA Tough + 1 LA Adept = 8th level

A setting with elementalists would be very different then a standard fantasy setting. Unless they were very rare they would likely become important tools for Warlords or as mercenaries. They may develop clans or houses around each element. Their combat would likely become somewhat ritualistic.

Str +2, Dex +3, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +3
Dodge 20, Hindered 15, HTH 7, Tough 10, Move 6
Basic Skills: Beastcraft +6, Perception +6, Resolve +6, Survival +6
Athletics (T) +10: Acrobatics, Brawling, Running

Lore (T) +7: Christianity, Hearth Lore
Melee (T) +10: Knife, Spear, Sword
Resistance (T) +11: Light Sleeper, Shake it off, Tireless, Iron Stomach
Elemental Combat: Fire +14: (T) Elemental Strike, Elemental Block, Ranged Strike
(F) Elemental Weapon, Fire Flash, Heat Stroke

Benedictine Healing Priest 6th level + 1 LA Adept = 7th level

Benedictine Monks were one of the groups that allowed healers and they became famous for them. They said that these healers were servants of God and his light was shining through them. They end up being at odds with the doctors of the era. Unfortunately their abilities were not able to stop any plagues. They could treat and cure a single person at a time but their lack of understanding of germ theory meant that they were doing nothing to stop the causes. Plus healing magic removes the illness and does not provide a resistance to it in the future so some people got reinfected.

Str +0, Dex +0, Con +0, Int +2, Wit +2, Pre 2, Class Bonus +3
Dodge 13, Hindered 11, HTH 5, Tough 2, Move 4
Basic Skills: Athletics +3, Beastcraft +5, Melee +3, Resistance +3, Survival +5
Academics (T) +9: Accounting, Local Law, Logistics, Priest
Lore (T) +8: Lore (T) +6: Christianity, Hearth Lore
Medicine +12: (T) Apothecary, Counter Poison, Herbal First Aid
(F) Basic Surgery, Bush Medicine, Dentistry, Greek Diagnosis
Perception (T) +8: Excellent Hearing, Hound Dog Nose, Detect Lies
Life (T) Cure Disease, Purge, Remove Pain, Sleep

Necromancer 9th level +1 LA Adept = 10th level

A Necromancer is a dark magic user that deals with the dead. They would not be popular anywhere. They might try and take over a small village. Otherwise he would probably stay away from most cities.

He would have the dead build him a place to live and he could end up with a very nice place. He would have nice clothes and carry a short sword and knife and he knows how to use them.

Str +0, Dex +0, Con +0, Int +2, Wit +2, Pre 3, Class Bonus +4
Dodge 14, Hindered 12, HTH 5, Tough 2, Move 4
Basic Skills: Athletics +4, Beastcraft +6, Perception +6, Resistance +4, Survival +6
Arcane (T) +10: Lesser Containment Circle, Magic Circle, Will Strike
Beastcraft (T) +10: Horsemanship
Lore +14: (T) Greek Lore, Egyptian Lore, Christianity
(F) Ghost Lore, Spirit Lore
Medicine (T) +10: Anatomy
Melee (T) +8: Knife, Sword
Resolve +15: (T) Dedicated, Intimidation, Stubborn
(F) Callous
Necromancy (T) +11: Last Sight, Psychic Vampirism, Nightmare, Shade, Shiver, Skeleton, Soul Communication



Warlock 9th level +1 LA Intelligent + 3 LA Mage = 13th level

Warlocks are basically dark wizards. They learn magic for power and they love to prove their power with it.

Str +0, Dex +0, Con +0, Int +6, Wit +5, Pre +6, Class Bonus +4
 Dodge 14, Hindered 12, HTH 5, Tough 2, Move 4
 Basic Skills: Athletics +4, Beastcraft +8, Melee +6, Resistance +4, Survival +8
 Academic (T) +14: History, Philosophy
 Arcane (T) +18: Astrology, Hermetic Magic, Magic Circle, Lesser Containment Circle
 (F) Common Demonic Languages, Demonology Lore, Greater Containment
 Lore (T) +14: Greek Lore, Jewish Lore, Christianity
 Persuasion (T) +14: Etiquette, Debater, Teacher
 Resolve +18: (T) Dedicated, Intimidation, Stubborn
 (F) Blase, Callous
 Chaos 17: (T) Balefire, Ignore
 (F) Animate Object, Mutating Blast, Outsider, Demon, Scales
 Shadow +18: (T) Suit, Fear
 (F) Tentacles, Imps, Shadow Lift, Sap the Light

Wizard 9th level +1 LA Intelligent + 3 LA Mage = 13th level

Wizards become even more focused on their Hermetic Lodges and Hidden Colleges. Some prominent noblemen are secretly members. They network and communicate through Masonic symbols and use the Masonic Lodges as training grounds for those with abilities. A Wizard becomes a term for a highly educated and skilled magic user with several powers. They say that their Wizardry is a divine science and not a product of low witchcraft or dealing with dark forces.

Str +0, Dex +0, Con +0, Int +6, Wit +4, Pre +4, Class Bonus +4
 Dodge 14, Hindered 12, HTH 5, Tough 2, Move 4
 Basic Skills: Athletics +4, Beastcraft +8, Melee +4, Resistance +4, Survival +8
 Academic (T) +14: History, Philosophy
 Arcane (T) +14: Astrology, Hermetic Magic, Magic Circle, Lesser Containment Circle
 Linguistics (T) Latin, Greek, Hebrew
 Lore (T) +14: Greek Lore, Jewish Lore, Christianity
 Persuasion (T) +12: Etiquette, Debater, Teacher
 Resolve +16: (T) Dedicated, Intimidation, Stubborn
 (F) Blase
 Air (T) +14: Detect Lies, Force Field, Memory, Air Watcher
 Abjuration +14: (T) Guardian Spirit, Sanctuary, Wizard Lock
 Telepathy +12: (T) Stun Bolt, Simple Illusion, Mind Shield

Witch 10th level + 3 LA Mage = 13th level

Witchcraft becomes a family secret that the clan matriarchs protect. They watch for those in the family line with abilities and take them in as "Aunts" to teach them. Most witches don't have the protection of nobles or of a lodge and have become the focus for Witch Hunters that are convinced that they are servants of the devil.

Wizards often look down on them as crude and uncivilized magic users so they are less likely to step in to stop them. Many Wizards are still afraid of the persecution they used to deal with and go to great lengths to declare that their Wizardry is a divine science.

Str +0, Dex +0, Con +1, Int +1, Wit +2, Pre +1, Class Bonus +5
 Dodge 15, Hindered 12, HTH 5, Tough 7, Move 4
 Basic Skills: Athletics +5, Beastcraft +7, Melee +5, Survival +7
 Arcane +10: (T) Witchcraft
 Crafting +11: (T) Choose 3 crafts
 Lore +10: (T) Christianity, Hearth Lore
 Medicine +10: (T) Midwifery
 Perception +11: (T) Alert, Detect Lies
 Resistance +10: (T) Tireless, Iron Stomach, Resist Heat
 Resolve +10: (T) Intimidation, Stubborn, Proud
 Earth +11: (T) Augment Herbs, Belong, Call Animals, Moon Wand, Speak with Animals, Speak with Plants
 Life +10: (T) Cure Disease, Purge, Remove Pain, Sleep
 Transmutation +10: (T) Minor Shapeshift, Call Guardian, Control Animal, Control Plants

Age of Discovery Campaign Sets

No Mana

Discovery

Characters are sailors on a ship out to discover new lands in the New World for their nation. They will be taking orders from the Captain but eventually they could make their way up to being Captains of their own ship, or they could just take this one!

In a fantasy setting these could be Airships discovering new lands. The ocean on this world could be too dangerous for water ships so airships are the way to go!

Spies!

The Age of Gunpowder really opened up the world of Espionage as Agents of one Crown did battle with Agents of another Crown or even of the Church. Characters were both spy and assassin seeking to further their nation's interests.

War

There were many different battlefields during that time, both direct and by proxy. Any of those battles would make for a dangerous situation for any military characters to find their glory in. This was the time of the Musketeers!

Low Mana

Hunters

Characters are Witch Hunters that have been sent by the Church. The group may also include a Benedictine Healer and a Wizard depending on the setting. They have been sent into an area that is infested with either one particular type or a lot of different types of supernatural. Depending on how much sympathy you want with the type of supernatural you could have a community that accepts Witches or a village beset by Vampires. Each community you clear out should take a few sessions at least.

Undead

The village is being overrun every night by the undead! Something happened in the Lord's Mansion on the hill and every night undead creatures come out from it and kill the villagers. There are a couple of infantry and officers left but they are more interested trying to break into the keep then save the village. You have to fight them off each night and build defenses during the day. You need to also find a way into the keep and stop the creatures from coming out in the first place!

At first the village elders will give you missions. After a few nights any surviving members of the guard will give you missions.

Vampires

Characters are vampires in the Age of Discovery. Most do not want to travel over the ocean so they are mainly trapped in Europe and Asia but they can own ships and have slaves brought to them.

Moderate Mana

Alchemist's Quests

You work for some alchemists who have you going around finding rare ingredients for their potions. Some items are easy to find but a few things not only are rare but there is competition for them!

Alchemical Revolution

Alchemical weapons and gunpowder become available together. This is a setting where magic and alchemy are considered to be a part of the new scientific revolution that was occurring. Exotic materials open up magic to use by the common person. This is an Age of Exploration but instead of just with Sailing Ships you have Airships that float above the Earth. They were trying to understand the world without the framework of the church. They explored the concepts of the after life but in this world spirits are more readily accessible.

High Mana

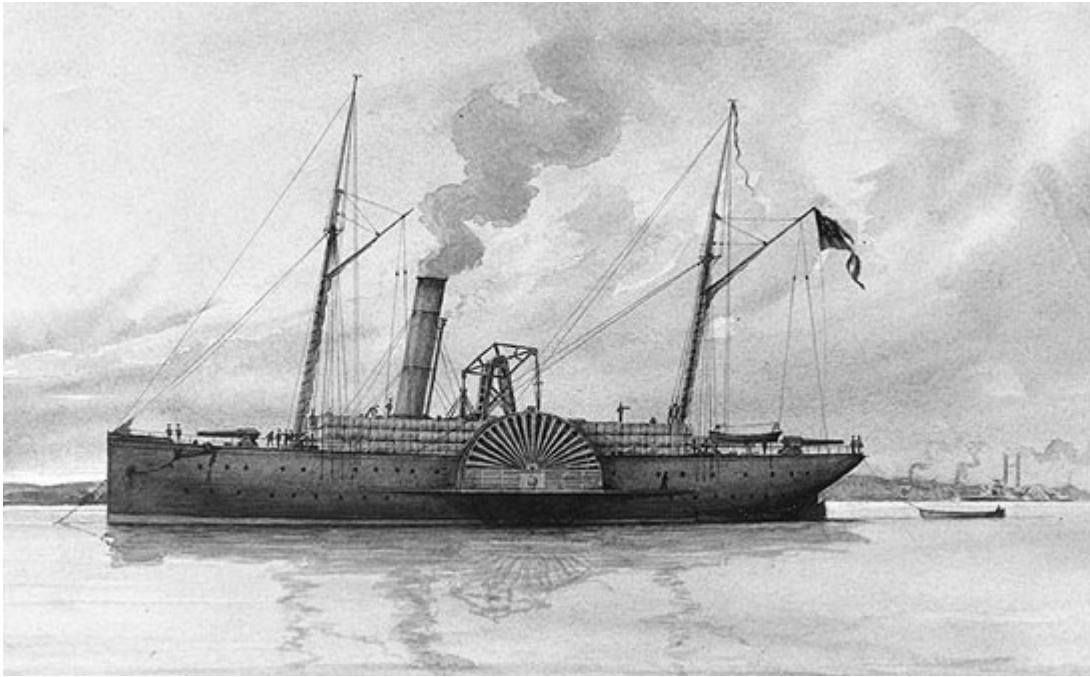
Age of Portals

The mana level has risen recently and portals to other worlds have been discovered. Ships have been trading through some of them and never returning from others. Ships are bringing back magical creatures and materials from other lands. Most of these lands are at lower tech and others at a higher tech. Many of them are before humans gained civilization or even dinosaur lands. With certain magical materials they are developing airships!

TL 2.5: Steam Age (1830 - 1901 CE)

The Steam Age was remarkable for its peace in Europe and its conflicts in the US. In the new United States the conflict between the Free States and the Slave States boiled over into the Civil War. Even after the war, fighting over civil rights continued.

Stage coaches, railroads, canals, and steamships greatly improved travel and communication throughout the world. Photography and gas lighting were both invented. There was much more of a focus on science and engineering as a gentleman's discipline which furthered scientific development.



Population Distribution

1850: Earth: 1,262 million, Asia: 809 million, Europe: 276 million, North America: 26 million

1900: Earth: 1,650 million, Asia 947 million, Europe 408 million, North America 82 million

Animals

Horses were still the main form of transportation. Covered wagons carried settlers out west to the American Frontier. Horses were mainly used by officers to get around on a battlefield at this point.

Armor and Weapons

Armor was not used any more.

Entertainment

Live entertainment such as plays and dances are popular. People mostly entertained themselves with cards and parlor games.

Life Expectancy 40 years

Lifestyle Levels

- **Luxury** - High Noble/Extremely Wealthy Merchant - You have true opulence (\$5,000/month) Starting Gear: You have a huge estate, many guards, and servants, and all the gear you need. You can buy anything that you want. You have \$1,250 available for gear.
- **Wealthy** - Wealthy Banker/Low Noble - You have the best of everything. (\$800/month) Starting Gear: You have a medium sized manor, several servants, and a team of horses, etc. You have \$200 available for gear.
- **High** - Doctor/Banker - You have it good. (\$200/month) Starting Gear: You have a horse, a carriage, and some traveling gear. You have several sets of clothes and you have a small manor or keep and several servants that serve you. You have \$50 available for gear.
- **Medium** - Middle Class - You have your own house. (\$80/month) Starting Gear: You have a rifle or pistol, some work clothes, some daily clothes, and some nice clothes. You have \$20 worth of other things or to save for emergencies. You have a horse to ride.
- **Low** - Poor/Share Cropper - You have it pretty bad (\$20/month) Starting Gear: You have one set of work clothes and one set of daily clothes. You have a knife to eat with, a hunting rifle, and basic tools relating to your job. You have \$5 hidden away for emergencies.

- **Street** – Things really suck (\$4/month) (-4 to social rolls) You have no starting wealth. Starting Gear: You have one set of clothes that you are wearing.

Medical (error +2)

Inoculation, Vaccination, and Germ theory were all developed at this time. Deadly diseases could be prevented for the first time in history. Better anesthetics and antiseptics were developed partially because of the amount of limb amputation that was occurring during that time. During this time they vastly improved sanitation around hospitals and surgery. These developments were not accepted by everyone at first so use the unsanitary conditions modifier. They were able to stabilize a serious wound at this time. They had focused level skill and knowledge.

Money

The Industrial Revolution was a major change in the way humans operated. Most of the time people functioned on subsistence farming where you barely got out more than you put in and that mostly went into your belly. With the development of machines that reduced the workload on the farmer there was a surplus that allowed the industrial worker food as well. Economic growth took off. People started having money to do more than just feed themselves.

This led to credit being extended to the farmer and the industrial worker so that they could buy goods now and pay over time. This allowed other businesses to not be subject to the ups and downs of crops and purchases that would have not been possible before to be made. Profits soared for many different businesses. More goods could be produced in factories with savings passed on to the consumer which drove up demand and greater margins for the businesses which allowed them to expand. So suddenly money was everywhere. Barter was no longer required as the main form of trade.

In the late Industrial, there was a development in paper money in Europe. Originally gold was held for safety in the Tower of London but after the King of England “borrowed” much of it to pay for a war most merchants began looking for some other place to keep it safe. They went to the gold smiths who had locked areas to keep their gold safe. They trade letters of deposit for the gold. But instead of trading it back, getting the gold and buying something they started trading the letters instead. Once the goldsmiths discovered that no one was taking back all that they put in then they started giving out more letters than they had gold to back it up. This was legitimized with the Bank of England and fractional lending was born which is the foundation of modern banking.

With the printing press paper money became the standard and replaced larger coins which allowed a person to carry much more money on themselves easily. Originally money was printed by various banks. Later it shifted to various nations. Being able to print your own money was a sign that you were a 'real' nation. However not every type of money was taken everywhere depending on the strength of a lot of early nations.

Old West \$1 = Modern \$25

Cheap Services (Low Lifestyle) - Available everywhere

Housing – Cheap Hotel room \$1-\$1.50

Food – Cheap Hotel Food 25¢-50¢, Drinks 10¢-25¢

Travel – Horse or Foot, Train ticket \$1-2

Entertainment – Play 25¢

Standard Services (Medium and High Lifestyles) - Available in cities

Housing – Nice Hotel room \$6-10

Food - \$1-2, Drinks 50¢-\$1

Travel – Carriage \$1-3 depending on how far you go, Nice Train Ticket \$2-3

Entertainment – Music Concert, Ballet, or other Live Performance \$2-4

Deluxe Services (Wealthy and Luxury Lifestyles) - Available in major cities

Housing - Luxury Hotel Suite \$12-25

Food - \$3-8, Drinks \$2-12

Travel – Fine Carriage \$2-4

Entertainment – Box Seats at a Music Concert, Ballet, or other Live Performance \$6-15

Transportation

Steam power opened up faster travel with less crew required. Trains and steamships enabled rapid expansion of western North America as well as spreading industrialization all over the world. Most of the travel throughout the world is still with horses.

Weapons

Lighter firearms developed into the pistols and rifles of the Old West. Cannons eliminate the use of most older Forts. Maneuverability becomes more important.

Movies set during this time period

Tale of Two Cities (various)

Last of the Mohicans (1992)

Brotherhood of the Wolf (2001)

John Adams (2008)

The Crossing (2000)

Horatio Hornblower (1951)

Les Misérables (various)

Count of Monte Cristo (various)

The Alamo (various)

Amistad (1997)

Gone with the Wind (1939)
 Glory (1989)
 Tombstone (1993)
 Lincoln (2012)
 Dances with Wolves (1990)

Steam Age Gear

Money System Old West \$1 = Modern \$25

Melee Weapon Statistics

Blades	Size	Dmg/AP	Smash	Defense	Str	Cost
Knife	3	6/2	0	+1	-4	\$2
Club/Baton		Size +2 B	+0	Size -2		
Metal Pipe		Size +3 B	+0	Size		
Bowie Knife	3	6/2	0	+2	-4	\$2
Bayonet	3	6/2	0	+0	-4	\$2
Saber	4	10/2	0	+3	-2	\$5
Tomahawk	3	6/2	2	+1	-4	\$1

Ranged Weapons

Thrown	Dmg/AP	Range	Acc	Cost
Throwing Knife	6/2	CQ	+1	\$1
Tomahawk	8/3	Short	+1	\$1
Spear	10/4	Short	+2	\$1
Bows				
Short Bow	4/2	Medium	+0	\$1

Ranged Weapons	Dmg/AP	Str	Modes	Acc	Ammo	Range	Traits	Cost
Pistols								
Colt .44 Army	10/6	+0	SA	+1	6	Short	Cap and Ball	\$14
Colt .36 Navy	9/6	+0	SA	+1	6	Short	Cap and Ball	\$6
.44 Deringer	9/6	+1	SS	+0	1	Close		\$8
Colt .45 Peacemaker	11/6	+1	SA	+1	6	Short		\$15
Shotguns								
Single Barrel	10/0	+0	SS	+4	1	Short		\$25
Double Barrel	10/0	+0	SS	+4	2	Short		\$35
Shattergun	10/0	+0	SS	+5	1	Short		\$35
Rifles								
.44-40 Winchester '73	21/11	+1	SA	+3	2	Longbow	magazine	\$25
.50 Sharp's Big 50	25/12	+1	SS	+3	1	Longbow	Breech loaded	\$20
.58 Springfield	10/3	+1	SS	+1	1	Longbow	Muzzle loaded	\$8

Clothes Dress Shirt/Blouse - \$3 Work Shirt/Blouse - \$1	General Equipment Ax - \$2 Backpack - \$2	Services Bath - \$1 Burial - \$5

Suit/Fancy Dress - \$15 Chaps - \$4 Boots - \$8 Shoes - \$2 Trousers/skirt - \$2 Longjohns - \$2 Silk Stockings - \$1 Duster - \$10 Winter Coat - \$15 Spectacles - \$5 Hats Derby - \$1.50 Stetson - \$5 Fedora - \$3 Sombrero - \$3.50 Bonnet - \$2 Gun Accessories Gun Belt - \$2 Holster - \$3 Quick Draw Holster - \$11 Rifle Scabbard - \$3 Shotgun Thong - 25¢ Food & Drink Cheap Stuff Shot - 10¢ Bottle - \$2 Good Stuff Shot - 25¢ Bottle - \$5 Beer - 5¢	Barbed wire - 5¢/yard Bed Roll - \$4 Camera - \$3 Photo plate - \$1 Canteen - \$1 Cigar - 5¢ Detonator, plunger \$10 Wire - \$2.50/50' Drill - \$2 File - 25¢ Guitar - \$8 Hammer - 50¢ Handcuffs - \$3.50 Harmonica - 50¢ Hatchet - \$1 Lantern - \$2.50 Lantern Oil - 10¢/gal Iron Skillet - 50¢ Matches (box of 100) - 50¢ Mess Kit - \$2 Pick - \$2 Pipe - \$2 Playing Cards - 25¢ Rope (50') - \$5 Shovel - \$1.50 Tobacco - 50¢ Watch Standard - \$2.50 Gold - \$10	Photo - \$2 Doctor Visit Office - \$3 House Call \$5 Room (per day) Boarding House - \$1.50 Low Class Hotel - \$1 High Class Hotel - \$2 Shave and Haircut - 25¢ Telegram (per word) - 5¢ Explosives Nitro (per pint) - \$2.50 Dynamite (per stick) - \$3 Blasting Cap - \$1 Fuse (per foot) - 5¢ Transportation Horse - \$150 Mule - \$50 Saddle - \$25 Saddle Bags - \$5 Conestoga Wagon - \$200 Buckboard - \$75 Buggy/cab - \$200 Stagecoach - 10¢/mile Train Ticket - 5¢/mile Riverboat - 5¢/mile

Steam Age Social Status

The Steam Age was a strange and dangerous time to be a Noble.

High Peasant Starting Gear

Housing was mostly brick and stone in most of the buildings of the cities. Peasant housing was small but it was likely to be two story housing with a narrow apartment on a narrow cobblestone street.

You have a couple of sets of clothes that look decent. Choose one of each at most of the clothes under Lower Class.

You have the gear for a single trade as well. If you are a merchant then you would have a cart and oxen to haul it with whatever you sell. It can't be valued more than \$80

You start with 1 month of medium lifestyle and \$20 for any additional gear past that.

Low Noble/Respected Family Starting Gear (+1 LA) +4 to social rolls

Your family is noble but not very high or your family is respected in a nation that doesn't have nobility. You have a manor in a town with several servants. You may have a personal servant that goes everywhere with you. You have as many clothes as you want. You have \$200 available for gear.

You have a Wealthy Lifestyle that is maintained by your family's properties unless something happens to them.

High Noble Starting Gear (+2 LA) +6 to social rolls

Your family is wealthy and is close to the King in blood. Your immediate family would have its own large Manor near a major city. They would have a large number of servants. You have any clothes that you want. You have \$1,250 available for gear.

You have a Luxury Lifestyle that is maintained by your family's properties unless something happens to them.

Steam Age Skills

Academics (M) - Nobles and wealthy become educated more often

Arcane (M) - Possible in certain settings

Athletics (M) - Athletics were studied in passing

Beastcraft (M) - This lost a lot of use during this time

Computers (N/A)

Drive (N/A)

Engineering (M) - Engineering takes off during this time

Martial Arts (M) – Certain oriental cultures focused on this
Medicine (F) – Inoculation, Vaccination, and Germ theory were all developed at this time. Deadly diseases could be prevented for the first time in history.
Melee (M) – This was only used by woodsmen and gentlemen for completely different reasons
Nautical (M) – This was the age of the Steamboat and Ironclad
Operations (N/A)
Perception (M) – You always have to watch your back
Persuasion (M) – Politicians and nobles used this
Pilot (N/A)
Ranged (M) – This was a major skill for warfare
Resistance (M) – You need lots of this on those cold nights
Resolve (M) – There were a lot of competing egos at the time
Science (T) – Science was developing considerably during this time
Stealth (M) – This is good for assassins, scouts, woodsmen, and romantics
Streetwise (M) – Criminal black markets flourished during this time
Survival (M) – This was common to woodsmen and scouts
Tactics (M) – Naval tactics developed a lot during this time.

Steam Age Archetypes

American Archetypes

Doctor 7th level

Str +0, Dex +0, Con +0, Int +4, Wit +2, Pre +0, Class Bonus +3
 Reflex 15, Stunned 12, HTH 5, Tough 6, Move 4
 Basic Skills: Athletics +3, Lore +7, Ranged +5, Survival +5
 Academics (T) +11: History
 Lore (T) Christianity, Medical Lore
 Medicine +15: (T) Basic Nursing, Counter Poison, BTLS, Herbal First Aid, Midwifery, IV Therapy, Sterilization Procedures
 (F) Basic Surgery, Bush Medicine, Dentistry, Geriatric Care, Pharmacology
 Resistance (T) +7: Cast Iron Stomach, Tireless
 Resolve (T) +7: Dedicated – His patients, Professional
 Science (T) +11: Biology, Chemistry

Doctors were highly respected during the Steam Age. There was a much greater push towards science during that time and Doctors were highly respected for their learning. Usually a Doctor would have to be from a wealthy family in order to afford to go to medical school. Doctors that work out in the American frontier would have to work for barter or credit most of the time.

Frontier Farmer 7th level + 1 LA Tough = 8th level

Str +3, Dex +1, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +3
 Reflex 16, Stunned 13, HTH 8, Tough 10, Move 5
 Basic Skills: Perception +4, Ranged +6
 Athletics (T) +6: Brawling, Clubs
 Beastcraft (T) +10: Horsemanship, Wagoneering
 Crafting (T) +8: Farmer, choose 2 other
 Lore (T) +6: Christianity, Hearth Lore
 Resistance (T) +7: Tireless, Iron Stomach, Resist Cold
 Resolve (T) +9: Proud, Stubborn
 Survival (T) +10: Woodlands

The frontier farmer colonized the American West and helped expand and settle the territories. They were a bit of a cross between a regular farmer and a survivalist in that they had to be as independent as possible when starting in a new area.

Gunslinger 9th level +1 LA Tough = 10th level

Str +2, Dex +2, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +4
 Reflex 19, Stunned 14, HTH 7, Tough 10, Move 6
 Basic Skills: Survival +7
 Athletics (T) +10: Brawling, Clubs
 Beastcraft (T) +11: Horsemanship, Cattle, Wagoneering
 Lore (T) +8: Christianity, Hearth Lore
 Perception (T) +11: Alert, Spot a Fighter
 Ranged +15: (T) Pistol, Rifle, Lasso
 (F) Deadly Shot, Fanning, Quick Draw, Sharpshooter
 Resistance (T) +12: Cast Iron Stomach, Intimidation, Light Sleeper
 Resolve (T) +10: Professional, Proud, Intimidation
 Streetwise (T) +11: Gambling

The Gunslinger is the main symbol for the American Old West. They were effectively mercenaries in the Cattle Wars. Many of them fought in one or more of the wars of the time period before they went west. They were often hired as cattle hands so that they could protect them from theft.

Infantry 7th level = 8th level

Str +3, Dex +1, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +3
 Reflex 18, Stunned 14, HTH 8, Tough 10, Move 5
 Basic Skills: Perception +4, Resolve +3, Survival +4
 Athletics (T) Brawling, Forced March, Running
 Lore (T) +7: Christianity, Hearth Lore
 Melee (T) Bayonet, Knife, Hatchet, Formation
 Ranged (T) Pistol, Rifle, Cannon
 Resistance (T) Cast Iron Stomach, Resist Cold
 Resolve (T) Discipline, Enemy, Spirit of the Corp

Kid - 1st level

Str -2, Dex +3, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +0
 Reflex 17, Stunned 13, HTH 3, Tough 3, Move 5
 Basic Skills: Beastcraft +2, Crafting +0, Perception +2,
 Resistance +1, Resolve +1, Survival +2
 Athletics (T) +7: Brawling, Climbing (or Swimming), Clubs

Marshal 10th level +1 LA Tough = 11th level

Str +2, Dex +2, Con +4, Int +1, Wit +2, Pre +2, Class Bonus +5
 Reflex 19, Stunned 14, HTH 7, Tough 10, Move 6
 Basic Skills: Survival +7
 Academics (T) +10: Local Law, Literature, Professional - Marshal
 Athletics (T) +11: Brawling, Clubs
 Beastcraft (T) +12: Horsemanship, Cattle, Wagoneering
 Lore (T) +9: Christianity, Hearth Lore
 Perception (T) +12: Alert, Spot a Fighter, Observer, Spot a Criminal, Spot Concealed
 Ranged +16: (T) Pistol, Rifle, Lasso
 (F) Deadly Shot, Fanning, Quick Draw, Sharpshooter
 Resistance (T) +13: Cast Iron Stomach, Intimidation, Light Sleeper
 Resolve (T) +11: Professional, Intimidation, Dedicated - Police Force, Interrogation, Enemy - Criminals

Native American Warrior 10th level

Str +0, Dex +1, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +5
 Reflex 19, Stunned 14, HTH 6, Tough 7, Move 6
 Basic Skills: Resolve +5
 Athletics (T) +9: Brawling, Climbing, Clubs, Running, Swimming
 Beastcraft (T) Horsemanship
 (F) Bareback Riding
 Lore (T) +8: Tribal Lore (Specific Tribe), Hearth Lore
 Melee (T) +9: Knife, Spear, Hatchet
 Perception (T) +10: Tracking, Excellent Hearing, Hound Dog Nose, Spot Trap, Alert
 Ranged (T) +10: Rifle, Archery, Hatchet
 Resistance (T) +9: Tireless, Iron Stomach, Resist Cold
 Stealth (T) +10: Camouflage, Shadowing
 (F) Stalker, Loose Trackers
 Survival (T) +10: choose one terrain based on location, Animal Trapping, Skinning

Officer 8th level + 1 LA Confident

Str +1, Dex +1, Con +1, Int +3, Wit +3, Pre +4, Class Bonus +4
 Reflex 18, Stunned 14, HTH 8, Tough 10, Move 5
 Basic Skills: Athletics +5, Perception +7, Survival +7
 Academics (T) +11: History
 Beastcraft (T) +11: Horsemanship
 Lore (T) +11: Christianity, Roman Lore
 Melee (T) +9: Slashing Sword
 Ranged (T) +11: Rifle, Pistol
 Resistance (T) +9: Cast Iron Stomach, Resist Cold

Professional soldiers developed considerably during this time. However many soldiers retired to do other jobs so this archetype may be mixed with another one.

Kids did not run around and play like they do these days. At that time, anyone older than a toddler would be treated as a short adult and would have a lot of work to do for their parents. They would either be trained as an apprentice to their father's trade or made an apprentice to someone else. As an apprentice they would live with their new master.

If they were orphans they would either be taken in by another family or they would end up as beggars and become thieves.

This is a Marshal. They were an early type of law enforcement officer. However they were really just slightly more educated versions of Gunslingers. They had a little training but there was no formal study of criminology at the time.

Native American Warriors were the hunters as well as the defenders. They would hunt for food in groups, trapping or spearing several large animals and then bringing it back for the rest of the Tribe. Aggressive tribes would raid other tribes for resources instead of going hunting themselves. Other than hunting they would normally have very little other duties.

They would have a knife and a spear most of the time, depending on how likely danger is around their village. Their clothes would consist of skins from their kills. After contact with white men they adopted horses and rifles.

This is an officer that would lead men in battle. The requirements for being an officer differed from nation to nation. Most of the old world nations required that they be from a noble family. Newer nations required that they be from a wealthy land owning family.

Resolve (T) +12: Discipline, Leadership
Tactics (T) +11: Infantry Tactics

Preacher 4th level

Str +0, Dex +0, Con +1, Int +0, Wit +2, Pre +2, Class Bonus +2
Reflex 12, Stunned 11, HTH 5, Tough 6, Move 4
Basic Skills: Athletics +2, Beastcraft +4, Perception +4, Survival +4
Lore (T) +6: Christianity, Hearth Lore
Persuasion (T) +8: Oratory, Mooch, Teacher
Resolve (T) +8: Dedicated - Christianity, Intimidation, Stubborn
Resistance (T) +7: Cast Iron Stomach, Resist Cold

This is an American Preacher. They were didn't tend to have the linguistic education that European Priests did. Many just decided to become Preachers and had no formal education. You can mix this archetype with another to reflect their lives before this. They would normally wear a wool suit and carry a bible and little else. Some wandered and lived off of donations for his preaching. Others lived in one of the many boom towns.

Rancher 6th level + 1 LA Tough = 7th level

Str +3, Dex +1, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +3
Reflex 16, Stunned 13, HTH 8, Tough 10, Move 5
Basic Skills: Perception +4
Athletics (T) +6: Brawling, Clubs
Beastcraft (T) +10: Cattle, Husbandry, Horsemanship, Wagoneering
Crafting (T) +8: Butcher
Lore (T) +6: Christianity, Hearth Lore
Ranged (T) Rifle
Resistance (T) +7: Tireless, Iron Stomach, Resist Cold
Resolve (T) +9: Proud, Stubborn
Survival (T) Woodlands

The ranchers moved in after the farmers and provided them with beef. Often the ranchers and farmers would come into conflict over territories. Also roaming ranchers would come into conflict with settled ones. Fenced in land became a line drawn between them and the source of many cattle wars. Sometimes they would hire gunslingers as cattle hands to defend their cattle.

Sailor 9th level + 1 LA Tough = 8th level

Str +2, Dex +2, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +4
Reflex 19, Stunned 14, HTH 7, Tough 10, Move 5
Basic Skills: Perception +7, Resolve +6, Survival +7
Athletics (T) +10: Brawling, Rowing, Swimming
Lore (T) +8: Christianity, Hearth Lore, Ocean Lore
Nautical (T) +11: Coastal Navigation, Knotwork, Rigging, Sailboat, Ocean Training
Performance (T) +10: Salty Songs, Storytelling
Persuasion (T) +10: Hagglng, Bragging
Ranged (T) +11: Pistols, Cannons, Indirect Fire
Resistance (T) +12: Cast Iron Stomach, Tireless
Streetwise (T) +11: Gambling, Port Savvy, Pirates

Sailors would mostly be encountered along the coast. They preferred to hang around with other sailors and they tended to look down on land lovers as not daring or brave. They had their own lingo that could make it hard for someone not familiar with it to understand them.

Sailors near their boats were much more likely to be armed, even on land. Local laws may or may not try to stop them but they were wary of pushing too hard about it since the ships could just avoid that port and they would lose their business.

They would normally carry around a pistol and a knife.

Shopkeeper 4th level

Str +0, Dex +1, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +2
Reflex 13, Stunned 11, HTH 6, Tough 7, Move 6
Basic Skills: Ath +3, Resolve +3, Survival +4
Academics (T) +6: Accounting, Economics
Beastcraft (T) +7: Cattle, Horsemanship, Wagoneering
Perception (T) +8: Alert, Excellent Hearing, Spot Criminals
Persuasion (T) +7: Hagglng, Etiquette, Gather Information, Diplomacy

This is a basic shopkeeper. The kind of shop depends on the area. In the old west they tended to be general stores instead of specific ones. Depending on the type of shop you might add a craft skill or two.

They might have a pistol but they may not be any good with it. Otherwise they would have good clothes and a horse with a wagon. They may be the wealthiest members of a small community.

Thief 4th level

Str +0, Dex +2, Con +1, Int +0, Wit +2, Pre +0, Class Bonus +2
Reflex 18, Stunned 14, HTH 5, Tough 3, Move 6
Basic Skills: Beastcraft +4, Lore +2, Melee +2, Resolve +3, Resistance +3, Survival +4
Athletics (T) +8: Running
Perception (T) +8: Alert, Quick Search
Stealth (T) +8: Belong, Concealment, Evasion, Pickpocket, Shadowing
Streetwise (T) +8: Fencing Goods, Scrounging, Black Market,

Thieves would only be able to survive in a fairly large city. Otherwise word would spread too quickly or too many people would recognize them. They were most common along port cities since there was always a fresh boat of people that didn't know his face.

Normally they would carry a club instead of a knife since that would be more likely to get them killed by the local guard.

Port Savvy

Woodsmen 9th level + 1 LA Tough = 10th level

Str +2, Dex +2, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +4

Reflex 19, Stunned 14, HTH 7, Tough 10, Move 6

Basic Skills: Resolve +6

Athletics (T) +9: Brawling, Climbing, Clubs, Running

Crafting (T) +10: Bowyer, Furrier

Lore (T) +8: Christianity, Hearth Lore

Perception (T) +10: Excellent Hearing, Tracking, Spot Traps

Ranged (T) +10: Rifle

Resistance (T) +12: Tireless, Cast Iron Stomach, Resist Cold

Stealth (T) +10: Shadowing, Concealment, Sneak Attack,

Vantage, Smuggling

Survival (T) +10: Woodlands Training, Animal Trapping,

Skinning

Woodsmen were common along the American frontier. They would trap animals for fur along the edge of civilization, always moving ahead.

European Archetypes

Priest 7th Level

Str +0, Dex +0, Con +0, Int +4, Wit +1, Pre +2, Class Bonus +3

Reflex 13, Stunned 11, HTH 5, Tough 6, Move 4

Basic Skills: Athletics +3, Beastcraft +4, Perception +4, Survival +4

Academics +15: (T) History, Literature, Philosophy, Religion
(F) Bookworm, Secret References

Linguistics (T) +11: Latin, Greek, Hebrew

Lore (T) +11: Christianity, Hearth Lore, Greek Lore

Persuasion (T) +9: Debater, Oratory, Mooch, Teacher

Resolve (T) +9: Dedicated - Christianity, Intimidation, Stubborn

Resistance (T) +7: Cat Naps, Resist Cold

This is a European Priest. They were found in every major nation in Europe. They lived in their church or in a church order.

Noble 8th level + Social Status

Str +0, Dex +0, Con +0, Int +0, Wit +2, Pre +3, Class Bonus +4

Reflex 13, Stunned 11, HTH 5, Tough 6, Move 4

Basic Skills: Athletics +4, Resistance +4, Survival +6

Academics (T) +8: History, Local Law, Politics

Beastcraft (T) +10: Horsemanship

Melee (T) +8: Slashing Sword or Rapier, Off Handed Fighter, Knife

Perception (T) +10: Alert, Excellent Hearing, Observer

Persuasion (T) +11: Attractive, Charming, Diplomacy,

Etiquette, Intimidation

Ranged (T) +10: Matchlock or Wheellock or Flint Lock

Resistance (T) +8: Medium Armor, Hard Drinker, Shake It Off

Resolve (T) +11: Leadership, Proud, Stubborn

This is a standard nobleman. They were taught mainly warfare from a young age. They were usually not raised by their parents since it was believed that they would make you too soft. They were often raised by allies or even enemies as a part of a treaty. This had an effect of binding some families together and breaking many others apart.

The housing for nobility depends on the nation and the level of status of that noble but it was usually much better than the peasants had.

Scientist 8th level + 1 LA Intelligent + Social Status

Str +0, Dex +0, Con +0, Int +6, Wit +4, Pre +2, Class Bonus +4

Reflex 13, Stunned 11, HTH 5, Tough 6, Move 4

Basic Skills: Athletics +4, Resistance +4, Survival +8

Academics (T) +14: History, Literature, Local Law, Politics, Philosophy

Beastcraft (T) +10: Horsemanship

Melee (T) +8: Slashing Sword or Rapier, Off Handed Fighter, Knife

Perception (T) +12: Identify Taste, Hound Dog Nose

Persuasion (T) +10: Attractive, Charming, Diplomacy,

Etiquette, Intimidation

Ranged (T) +12: Matchlock or Wheellock or Flint Lock

Resolve (T) +10: Leadership, Proud, Stubborn

Science (T) +14: Choose 4 feats

Steam Age Scientists were mostly nobles with a hobby. They figured out many important discoveries and discussed them with other noble scientists.

Mercenary

Str +0, Dex +0, Con +0, Int +0, Wit +2, Pre +3, Class Bonus +4

Reflex 13, Stunned 11, HTH 5, Tough 6, Move 4

Most militaries were not set up as standing armies. They were assembled for specific campaigns or wars and then disbanded again. However, some veterans discovered they liked the army life and hired themselves

Basic Skills: Athletics +4, Resistance +4, Survival +6
 Academics (T) +8: History, Local Law, Politics
 Beastcraft (T) +10: Horsemanship
 Melee (T) +8: Slashing Sword or Rapier, Off Handed Fighter, Knife
 Perception (T) +10: Alert, Excellent Hearing, Observer
 Persuasion (T) +11: Attractive, Charming, Diplomacy, Etiquette, Intimidation
 Ranged (T) +10: Matchlock or Wheellock or Flint Lock
 Resistance (T) +8: Medium Armor, Hard Drinker, Shake It Off
 Resolve (T) +11: Leadership, Proud, Stubborn

Adventurer

Str +0, Dex +0, Con +0, Int +0, Wit +2, Pre +3, Class Bonus +4
 Reflex 13, Stunned 11, HTH 5, Tough 6, Move 4
 Basic Skills:
 Academics (T) +8: Archeology, History, Local Law, Politics
 Athletics (T) Brawling, Climbing, Running
 Beastcraft (T) +10: Horsemanship
 Lore (T) Greek Lore, Roman Lore, Egyptian Lore
 Melee (T) +8: Slashing Sword or Rapier, Off Handed Fighter, Knife
 Perception (T) +10: Alert, Excellent Hearing, Observer
 Persuasion (T) +11: Attractive, Charming, Diplomacy, Etiquette, Intimidation
 Ranged (T) +10: Matchlock or Wheellock or Flint Lock
 Resistance (T) +8: Medium Armor, Hard Drinker, Shake It Off
 Resolve (T) +11: Leadership, Proud, Stubborn
 Streetwise (T)
 Survival

out or joined a mercenary company. They were often hired to act as sergeants to raw recruits in order to train them.

An Adventurer was a noble that had decided to go out and make a name for themselves. They were the prototypical hero of many stories at the time as well.

Police Officer - Bobbies 5th level

Str +1, Dex +0, Con +1, Int +0, Wit +2, Pre +1, Class Bonus +2
 Reflex 16, Stunned 13, HTH 6, Tough 5, Move 6
 Basic Skills: Aca +2
 Athletics (T) +6: Brawling, Clubs, Running
 Perception (T) +8: Alert, Observer, Spot Criminals, Detect Lies
 Resistance (T) +7: Shake it off
 Resolve (T) +7: Dedicated - Police Force, Interrogation, Enemy - Criminals, Intimidation, Spirit of the Corp, Professional
 Streetwise (T) +8: Investigation

Bobbies were the old style of police officer. They originally evolved out of France and expanded to England. There was a great deal of focus on keeping them from appearing to be military in nature so they only carried wooden sticks and a rattle or whistle for signaling for help. They wore blue since the military at the time wore red. They also wore a distinctive hat which allowed them to be seen from a greater distance.

Steam Age Magic

Developments in Alchemy and the Steam Age open up magic to the common people (relatively speaking). Pressure from Merchants and Nobles forces Priests to back off from their persecution of magic. Most people embrace alchemy and exotic materials as the work of Science. Some people see most powers as just a new form of science or they see it as the craft of the divine. However dealing with spirits it still considered dangerous and potentially evil. Some religious orders start to take in healers and abjurers again. Others try to find more indirect ways to eliminate magic.

Low Mana Powers Available

Abjuration - Common for Wizards, Shamans, and Cardinals
Astral - Common to Witches, Cardinals, and Shamans
ESP - Common to Witches and Shamans
Storm - Required for Storm Wardens and known to some Witches, Wizards, and Shamans
Telekinesis - Known to some Wizards, Warlocks, Witches, and Cardinals
Telepathy - Known to some Wizards, Warlocks, Witches, and Cardinals
Totemic - Common to Witches, Shamans, and some Warlocks

Moderate Mana Powers Available

Air - Common to Wizards and Cardinals
Alchemy - Required for Alchemists, known to Wizards, Witches, Warlocks and Cardinals
Chaos - Common to Warlocks
Earth - Common to Witches and some Shamans
Elemental Combat - Some Wizards, Witches, Warlocks and Cardinals; Choose one element
Fire - Common to Wizards and Warlocks
Life - Required for Benedictine Healers and common to Witches and Shamans

Necromancy - Common to Warlocks

Shadow - Common to Warlocks

Transfiguration - Common to Witches, and known to some Wizards, Warlocks, and Cardinals

Transmutation - Common to Wizards, Warlocks, Shamans, and Cardinals

Water - Known to some Storm Wardens, Witches, Wizards, Shamans, and Warlocks

High Mana Powers Available

Enchantment - Required for Enchanters

Teleportation - Known to some Wizards, Warlocks, and Cardinals

Magical Setting Archetypes

Hunter 14th level + 1 LA Tough = 15th level

Str +3, Dex +3, Con +4, Int +2, Wit +2, Pre +3, Class Bonus +7

Reflex 24, Stunned 17, HTH 8, Tough 10, Move 6

Basic Skills: Beastcraft +9, Survival

Arcane (T) +17: Cryptozoology, Magic Circle, Will Strike

(F) Spirit Wards, Vampire Hunting (or other depending on kind of hunter)

Athletics (T) +14: Brawling, Climbing, Running, Swimming

Lore (T) +17: Christianity, Hearth Lore

(F) Spirit Lore, Vampire Lore (or other depending on kind of hunter)

Melee (T) +18: Knife, Chopping Sword, Stake

(F) Vitals Strike, Cleave, Two Weapon Fighting, Concealed Strike

Perception (T) +13: Tracking, Excellent Hearing, Hound Dog Nose, Spot

Trap, Alert

Ranged (T) +13: Pistol, Rifle, Crossbow

Resistance (T) +15: Tireless, Iron Stomach, Resist Cold

Resolve (T) +18: Enemy: Hostile Supernaturals, Interrogation, Intimidation

(F) Hunter, Stand your ground

Stealth (T) +13: Camouflage, Shadowing, Concealment

Survival (T) +13: choose one terrain based on location, Animal Trapping, Skinning

Shamanic Healer 10th level + 1 LA Adept = 11th level

Str +0, Dex +0, Con +1, Int +2, Wit +2, Pre +2, Class Bonus +5

Reflex 19, Stunned 14, HTH 6, Tough 7, Move 5

Basic Skills: Beastcraft +7, Melee +5, Resolve +7, Survival +7

Athletics (T) +9: Brawling, Climbing, Clubs

Crafting (T) +11: Choose a craft

Lore (T) +15: Tribal Lore (Specific Tribe), Hearth Lore

(F) Herbal Lore, Shamanic Lore, Spirit Lore

Medicine (T) +15: Apothecary, Herbal First Aid, Midwifery

(F) Basic Surgery, Bush Medicine, Dentistry

Perception (T) +11: Excellent Hearing, Hound Dog Nose, Alert, Detect Lies, Identify Tastes

Performance (T) +11: Storytelling, Shamanic Enactment, Dancing

Resistance (T) +9: Tireless, Iron Stomach, Resist Cold

Life (T) +11: Cure Disease, Purge, Remove Pain, Sleep, Trust

Spirit Master 9th level + 1 LA Adept = 10th level

Str +0, Dex +0, Con +1, Int +1, Wit +2, Pre +2, Class Bonus +4

Reflex 19, Stunned 14, HTH 6, Tough 7, Move 5

Basic Skills: Beastcraft +6, Melee +4, Resolve +6, Survival +6

Arcane (T) +9: Magic Circle, Shamanic Lore, Spirit Lore

Athletics (T) +9: Brawling, Climbing, Clubs

Crafting (T) +10: Choose a craft

Lore (T) +13: Tribal Lore (Specific Tribe), Hearth Lore

(F) Herbal Lore, Shamanic Lore, Spirit Lore

Perception (T) +10: Excellent Hearing, Hound Dog Nose, Alert, Detect Lies, Identify Tastes

Performance (T) +10: Storytelling, Shamanic Enactment, Dancing

Resistance (T) +9: Tireless, Iron Stomach, Resist Cold

Astral (T) +10: Ancestor Spirit, Banishing, Nature Spirit, Totem Spirit

Alchemist 11th level + 1 LA Intelligent + 1 LA Adept

Str +0, Dex +0, Con +0, Int +6, Wit +4, Pre +3, Class Bonus +5

Reflex 12, Stunned 11, HTH 5, Tough 2, Move 4

Basic Skills: Athletics +4, Beastcraft +8, Melee +6, Survival +8

Academic (T) +14: History, Philosophy

Arcane (T) +14: Astrology, Magic Circle

This is a supernatural hunter. They would exist if there are supernatural creatures of some sort running around, such as vampires. They could be part of an order of hunters that hunt them all over. They could be a position with the court of certain kings.

They would have good armor for the time and good weapons. If they are supported by the king then they would have a good deal of money and they may be able to call upon local lords for warriors to help them.

This is a traditional healer shaman if there is magic in the setting. They would tend to have some space to themselves to do their work. They would have skins for clothes and flint or obsidian tools. They would have a lot of different herbs that they have collected and the bones of various animals that are important to him.

This would cover a Native American Shamanic Healer.

This is a traditional spirit shaman if there is magic in the setting. They would be one of the most isolated of these character types. They would either travel at the edge of the tribe or they would stay in one place and various tribes would visit when they needed him. Their place would have a lot of spiritual activity around it so most people and animals would be uncomfortable there.

This would cover a Native American Spirit Shaman.

Alchemists see themselves as scientists and were indeed the first of the kind. However they must have magical ability to actually create anything alchemical so their theories of chemistry are still off. The Alchemist was trying to understand early

Lore (T) +14: Greek Lore, Jewish Lore, Christianity
 Persuasion (T) +11: Etiquette, Debater, Teacher
 Resistance (T) Cast Iron Stomach
 (F) Resist Poisons
 Resolve +15: (T) Dedicated, Intimidation, Stubborn
 (F) Blase
 Science (T) Early Chemistry, Metallurgy
 Alchemy (T) Alert Potion, Astral Perception Ointment, Herbalism, Light Anti-Venom Potion, Light Sleeping Drought, Rescue Remedy, Tiger Balm
 (F) Medium Healing Potion, Polymorph Potion, Potion of Beauty, Potion of Invisibility, Dead Shot, Demon Shot, Spirit Shot, Sleep Shot

Conjurer 7th level + 1 LA Adept = 9th level

Str -2, Dex +0, Con +0, Int +1, Wit +4, Pre +3, Class Bonus +3
 Reflex 13, Stunned 11, HTH 3, Tough 6, Move 4
 Basic Skills: Athletics +3, Beastcraft +7, Melee +3, Resolve +6, Survival +7
 Lore (T) +4: Christianity, Egyptian Lore, Hearth Lore
 Resistance (T) +7: Tireless, Iron Stomach, Resist Heat
 Perception (T) +11: Alert, Detect Lies
 Persuasion (T) +10: Con Artist, Etiquette, Hagglng, Intimidation, Mooch
 Streetwise (T) +11: Fencing Goods
 Transfiguration +15: (T) Animate Object, Create Light, Invisibility, Independent Image
 (F) Faerie Gold, Open Door, Shelter

Dark Cultist 8th level + 1 LA Adept

Str +1, Dex +0, Con +1, Int +2, Wit +2, Pre +2, Class Bonus +4
 Reflex 14, Stunned 12, HTH 6, Tough 3, Move 5
 Basic Skills: Athletics +4, Beastcraft +6, Perception +6, Resistance +5, Survival +6
 Arcane +14: (T) Lesser Containment Circle, Magic Circle, Will Strike
 (F) Summon Demon, Greater Containment Circle, Mythos Lore, Mythos Magical Lore, Common Demonic Languages
 Lore (T) +14: Greek Lore, Egyptian Lore, Christianity
 (F) Demonology Lore, Spirit Lore
 Melee (T) +8: Knife, Sword
 Resolve +14: (T) Dedicated, Intimidation, Stubborn
 (F) Callous
 Chaos (T) +10: Accident, Balefire, Jinx, Ignore, Parasites

Fire Elementalist 6th level + 1 LA Tough + 1 LA Adept = 8th level

Str +2, Dex +3, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +3
 Reflex 20, Stunned 15, HTH 7, Tough 10, Move 6
 Basic Skills: Beastcraft +6, Perception +6, Resolve +6, Survival +6
 Athletics (T) +10: Acrobatics, Brawling, Running
 Lore (T) +7: Christianity, Hearth Lore
 Melee (T) +10: Knife, Spear, Sword
 Resistance (T) +11: Light Sleeper, Shake it off, Tireless, Iron Stomach
 Elemental Combat: Fire +14: (T) Elemental Strike, Elemental Block, Ranged Strike
 (F) Elemental Weapon, Fire Flash, Heat Stroke

Healing Priest 5th level + 1 LA Adept = 6th level

Str +0, Dex +0, Con +1, Int +0, Wit +2, Pre +2, Class Bonus +2
 Reflex 12, Stunned 11, HTH 5, Tough 6, Move 4
 Basic Skills: Athletics +2, Beastcraft +4, Perception +4, Survival +4
 Lore (T) +6: Christianity, Hearth Lore
 Persuasion (T) +8: Oratory, Mooch, Teacher
 Resolve (T) +8: Dedicated - Christianity, Intimidation, Stubborn
 Resistance (T) +7: Cast Iron Stomach, Resist Cold
 Life (T) Cure Disease, Purge, Remove Pain, Sleep

Necromancer 9th level +1 LA Adept = 10th level

Str +0, Dex +0, Con +0, Int +2, Wit +2, Pre 3, Class Bonus +4
 Reflex 14, Stunned 12, HTH 5, Tough 2, Move 4
 Basic Skills: Athletics +4, Beastcraft +6, Perception +6, Resistance +4, Survival +6

chemistry but in a magical setting they were able to do a lot more. They were often trying out their own potions so they developed a resistance to poisons.

They have become extremely important in this tech level because their magic is available to everyone.

A conjurer has some power but they are not the powers that they claim to have. They are con artists that use Transfiguration to appear to have other more powerful powers. They would have impressive clothes and jewelry. They would try and attach themselves to a mid-level noble and act as an adviser as long as they are provided with a good life. They might have a knife for eating with but they are not very good with it.

Cult based magic users, especially ecstatic cult members, will be very dangerous as many of their rituals are homicidal. They see themselves as embodying the force and will of a great spirit or God or Goddess and therefore their actions are justified and sanctioned by the Gods. Without performing a certain ritual during the holy days of that God or Goddess the magic users will not be able to use their magic at full power (lower their rank by one level for all their powers). The sacrifice can be chosen for many reasons or the cult may go on a hunt and take down a random kill depending on the God they worship.

A setting with elementalists would be very different than a standard fantasy setting. Unless they were very rare they would likely become important tools for Warlords or as mercenaries. They may develop clans or houses around each element. Their combat would likely become somewhat ritualistic. They would prefer to use melee weapons and their magic over firearms.

Benedictine Monks were one of the groups that allowed healers and they became famous for them. They said that these healers were servants of God and his light was shining through them. They end up being at odds with the doctors of the era. Unfortunately their abilities were not able to stop any plagues. They could treat and cure a single person at a time but their lack of understanding of germ theory meant that they were doing nothing to stop the causes. Plus healing magic removes the illness and does not provide a resistance to it in the future so some people got reinfected.

A Necromancer is a dark magic user that deals with the dead. They would not be popular anywhere. They might try and take over a small village. Otherwise he would probably stay away from most cities.

Arcane (T) +10: Lesser Containment Circle, Magic Circle, Will Strike
 Beastcraft (T) +10: Horsemanship
 Lore +14: (T) Greek Lore, Egyptian Lore, Christianity
 (F) Ghost Lore, Spirit Lore
 Medicine (T) +10: Anatomy
 Melee (T) +8: Knife, Sword
 Resolve +15: (T) Dedicated, Intimidation, Stubborn
 (F) Callous
 Necromancy (T) +11: Last Sight, Psychic Vampirism, Nightmare, Shade, Shiver, Skeleton, Soul Communication

Warlock 9th level +1 LA Intelligent + 3 LA Mage = 13th level

Str +0, Dex +0, Con +0, Int +6, Wit +5, Pre +6, Class Bonus +4
 Reflex 14, Stunned 12, HTH 5, Tough 2, Move 4
 Basic Skills: Athletics +4, Beastcraft +8, Melee +6, Resistance +4, Survival +8
 Academic (T) +14: History, Philosophy
 Arcane (T) +18: Astrology, Hermetic Magic, Magic Circle, Lesser Containment Circle
 (F) Common Demonic Languages, Demonology Lore, Greater Containment
 Lore (T) +14: Greek Lore, Jewish Lore, Christianity
 Persuasion (T) +14: Etiquette, Debater, Teacher
 Resolve +18: (T) Dedicated, Intimidation, Stubborn
 (F) Blase, Callous
 Chaos 17: (T) Balefire, Ignore
 (F) Animate Object, Mutating Blast, Outsider, Demon, Scales
 Shadow +18: (T) Suit, Fear
 (F) Tentacles, Imps, Shadow Lift, Sap the Light

Wizard 9th level +1 LA Intelligent + 3 LA Mage = 13th level

Str +0, Dex +0, Con +0, Int +6, Wit +4, Pre +4, Class Bonus +4
 Reflex 14, Stunned 12, HTH 5, Tough 2, Move 4
 Basic Skills: Athletics +4, Beastcraft +8, Melee +4, Resistance +4, Survival +8
 Academic (T) +14: History, Philosophy
 Arcane (T) +14: Astrology, Hermetic Magic, Magic Circle, Lesser Containment Circle
 Linguistics (T) Latin, Greek, Hebrew
 Lore (T) +14: Greek Lore, Jewish Lore, Christianity
 Persuasion (T) +12: Etiquette, Debater, Teacher
 Resolve +16: (T) Dedicated, Intimidation, Stubborn
 (F) Blase
 Air (T) +14: Detect Lies, Force Field, Memory, Air Watcher
 Abjuration +14: (T) Guardian Spirit, Sanctuary, Wizard Lock
 Telepathy +12: (T) Stun Bolt, Simple Illusion, Mind Shield

Witch 10th level + 3 LA Mage = 13th level

Str +0, Dex +0, Con +1, Int +1, Wit +2, Pre +1, Class Bonus +5
 Reflex 15, Stunned 12, HTH 5, Tough 7, Move 4
 Basic Skills: Athletics +5, Beastcraft +7, Melee +5, Survival +7
 Arcane +10: (T) Witchcraft
 Crafting +11: (T) Choose 3 crafts
 Lore +10: (T) Christianity, Hearth Lore
 Medicine +10: (T) Midwifery
 Perception +11: (T) Alert, Detect Lies
 Resistance +10: (T) Tireless, Iron Stomach, Resist Heat
 Resolve +10: (T) Intimidation, Stubborn, Proud
 Earth +11: (T) Augment Herbs, Belong, Call Animals, Moon Wand, Speak with Animals, Speak with Plants
 Life +10: (T) Cure Disease, Purge, Remove Pain, Sleep
 Transmutation +10: (T) Minor Shapeshift, Call Guardian, Control Animal, Control Plants

He would have the dead build him a place to live and he could end up with a very nice place. He would have nice clothes and carry a short sword and knife and he knows how to use them.

Warlocks are basically dark wizards. They learn magic for power and they love to prove their power with it.

Wizards become even more focused on their Hermetic Lodges and Hidden Colleges. Some prominent noblemen are secretly members. They network and communicate through Masonic symbols and use the Masonic Lodges as training grounds for those with abilities. A Wizard becomes a term for a highly educated and skilled magic user with several powers. They say that their Wizardry is a divine science and not a product of low witchcraft or dealing with dark forces.

Witchcraft becomes a family secret that the clan matriarchs protect. They watch for those in the family line with abilities and take them in as "Aunts" to teach them. Most witches don't have the protection of nobles or of a lodge and have become the focus for Witch Hunters that are convinced that they are servants of the devil.

Wizards often look down on them as crude and uncivilized magic users so they are less likely to step in to stop them. Many Wizards are still afraid of the persecution they used to deal with and go to great lengths to declare that their Wizardry is a divine science.

Steampunk

This is a Steampunk setting based on exotic materials and alchemy as well as brass and gears. The exotic materials, which do not exist in a no mana setting, allow for many of the unusual types of equipment that you have in a Steampunk setting.

This is also a setting of High Mana and High Magic.

Exotic Materials

Ember

Ember is used as a source of heat. It basically replaces coal and never burns up. It becomes hotter when air is blown across it. It is used in cannons, pistols, and steam engines as well as common tools such as lanterns, lighters, house heaters.

Adamantium – Adamantium is an extremely light and strong metal that is fairly easy to mine. In worlds that it exist in it is easier to make use of than steel and much stronger than steel. This allows an increase in tech level in several ways. Adamantium weapons are available to mortals at the Steel Age and some Supernaturals at the Bronze Age. Adamantium is excellent for Steam Engines and later developments. Clockwork mechanisms work better with Adamantium because they can handle much greater stresses and not break.

Adamantium is actually a magical metal and only exists where magic exists. Unlike regular metals it is capable of being moved by Earth magic.

Add +2/+2 to the weapon damage if it is made from Adamantium.

Orichalcum

Orichalcum is a magical metal that conducts the flow of magical energies. It is a necessary component to allow non-magic users to use magic items. It looks a lot like brass.

Astral Quartz

This is a special type of quartz that can be ground into lenses to see various magical energies or supernatural creatures. Goggles of various types can be created to see fairies and past illusions or even to see ghosts.

Cavorite – Cavorite is easy to find in its natural state in large amounts as it will cause the section of earth it is in to float. These floating islands can be mined for Cavorite and used in many technologies.

The effects of Cavorite depend on how much of Cavorite you have versus the weight. A small amount for an object will just lower the weight. A balanced amount will allow it to fly and land given another driving force like propellers. A heavy amount will keep it in the sky forever. In its natural state you can't use Cavorite to go higher than a few miles above the earth. However later tech levels have discovered greater abilities.

In settings rich with Cavorite, entire civilizations live among the clouds. Usually only small rocks are mined and the larger ones are used as places to live.

Airships become an early technology to use Cavorite. They are set to balanced, using sails and propellers to direct the ship around. Single person crafts using manual propeller systems are also common. You have variations on wind sails as well.

Weapons and Armor can be made with Cavorite. Small rocks of it can be used to lower the weight of these items however this is more useful in armor than it is in weapons. The problem with it in weapons is that while you can wield a larger sword than normal it doesn't have that much weight behind it when it comes down.

Cavorite augments telekinesis. Any object with Cavorite can be lifted by someone with Telekinesis beyond their normal size limits. This allows TKs to direct strange craft made with the material.

Airshipman 10th level + 1 LA Tough = 11th level

Str +2, Dex +3, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +5
Reflex 22, Stunned 16, HTH 7, Tough 10, Move 5
Basic Skills: Beastcraft +7, Perception +7, Resolve +6, Survival +7
Athletics (T) +12: Brawling, Glider, Parachute, Rappelling, Rope Climbing
Lore (T) +9: Christianity, Hearth Lore
Melee (T) +12: Slashing Sword or Rapier, Off Handed Fighter, Knife
Nautical (T) +16: Sailboat, Sailing Ships, Magical Airships, Cargo Loading,
Flag Signaling, Lantern Signaling, Navigation
(F) Star Navigation
Performance (T) +11: Salty Songs
Persuasion (T) +11: Hagglng, Bragging
Ranged (T): +12: Matchlock or Wheellock or Flint Lock, Cannons, Indirect
Fire
Resistance (T) +13: Cast Iron Stomach, Tireless
Streetwise (T) +12: Gambling, Port Savvy, Pirates

These are the sailors of the skies. They are airshipmen if that exists in your setting. They are similar in behavior to sailors but they have some specialized gear such as gliders and parachutes.

Storm Warden 11th level + 1 LA Tough +1 LA Adept = 13th level

Str +2, Dex +3, Con +4, Int +0, Wit +3, Pre +2, Class Bonus +5
Reflex 22, Stunned 16, HTH 7, Tough 10, Move 5
Basic Skills: Beastcraft +7, Perception +7, Resolve +6, Survival +7
Athletics (T) +12: Brawling, Glider, Parachute, Rappelling, Rope Climbing
Lore (T) +9: Christianity, Hearth Lore
Melee (T) +12: Slashing Sword or Rapier, Off Handed Fighter, Knife
Nautical (T) +16: Sailboat, Sailing Ships, Magical Airships, Cargo Loading,
Flag Signaling, Lantern Signaling, Navigation
(F) Star Navigation
Performance (T) +11: Salty Songs
Persuasion (T) +11: Hagglng, Bragging

A Storm Warden is a person with power over storms. They are in high demand on Airships. They can calm a storm or drive the wind to speed them on. Most Storm Wardens work as the Captain of the ship since they felt there was no need to take the orders of someone else who needed them so badly. Some crews don't like working for a Storm Warden Captain, since they tend to be arrogant and ignore the needs of the crew since they feel they are the all replaceable except themselves.

Ranged (T): +12: Matchlock or Wheellock or Flint Lock, Cannons, Indirect Fire
Resistance (T) +13: Cast Iron Stomach, Tireless
Streetwise (T) +12: Gambling, Port Savvy, Pirates
Storm (T) Create Fog, Hail, Levitation

Alchemical Rounds - \$12/round

Any kind of bullet can be turned into an Alchemical Round. Use the gun's normal base damage plus the special effect listed here. All of these recipes count as Focused level feats.

Acid Shot - The target is hit with the equivalent of a vial of strong acid (9/13)

Binding Shot - the target is bound in ropes that take 5 damage to cut and are DC 25 to break.

Burst Rounds - each round becomes a burst attack +4.

Dead Shot - full damage to dead/undead

Demon Shot - full damage to demons

Desiccating Rounds - One hit and it forces all the fluids out of the target's body by any path available and all at once. Increase damage level by 1 from this effect.

Dragon's Fire - produces a flame 5 feet from the end of the pistol for 2 rounds . It can be moved back and forth lighting up targets.

Explosive - causes extra damage not stopped by armor.

Flare - It will produce a slow decent flare that will light a cavern or a large area at night for 3 rounds.

Freeze Round - When it hits the target they will be frozen in place to 5 rounds and when they come out they will be stunned for 1 round.

Grappling Bullet - fires a bullet into the side of a building or something similar and it can't be removed after that. It will release a strong rope or cable that goes back to the gun.

Guided Round - Round can be guided by thought so that it changes direction and attacks another target after hitting the first. Each attack takes a simple action and each target must be within visual range of the attacker. The changes in direction occur as bouncing off objects so that it looks like a coincidence. It will stop when the attacker stops guiding it or if it hits a target with enough armor to stop a normal round. Roll attack for each round with +5 accuracy after the first hit. Don't use the firearm's accuracy after the first bounce.

Healing Shot - the target is healed the amount of damage that the attack would have caused.

Homing Bullet - If you write the true name of a person and fire this bullet within Long range of the target it will find them and hit them.

Kicker Rounds - fires a bullet with +10 knockback

Penetrator - infinite AP but stops at the first target it goes through.

Poisoned - causes a slow acting poison to get in the target's system.

Rabbit Rounds - anyone that takes damage from the attack turns into a rabbit for 2 rounds.

Seed Shots - fast growing vines cause entangling attacks that take 15 damage to cut and are DC 25 to break.

Shadow Rounds - Fires a shadow spirit that attacks the target.

Sleep Rounds - target drops to sleep and takes no damage. Resist at DC 20

Spirit Shot - full damage to spirits

Tunneling Rounds - You can hit a target through cover. It will tunnel through the cover and hit the target. Once it hits the target it will tunnel through any armor the target is wearing and tunnel to their heart. It does its base damage each round until the target is dead. It still requires an accurate hit.

Underwater Rounds - can fire and move underwater as if it was traveling through air.

Vampiric Rounds - Damage done to the target will heal the attacker. Once healed it will add the bonus to the attacker up to +10 to all actions.

Alchemical Grenades - \$20/grenade

Air Grenade - causes a concussion for everyone within 10 feet of the impact site plus it will push away smoke effects.

Fire Grenade - area effect fire attack with 10 foot radius

Ice Grenade - Freezes everyone in place for 2 rounds within 10 feet of the impact site.

Shadow Grenade - produces an area of darkness covering a 10 foot radius from the target. If it is a live target then it will move with them.

Wall Grenade - Throw down a hall and a solid wall of stone will appear where it hits, sealing the hallway.

Steam Age Campaign Sets

No Mana

Old West

Characters are gunslingers living in the old west.

Detectives

Characters are Pinkerton Detectives trying to find their quarry.

Low Mana

Adventurers

Characters are seeking out strange artifacts and legendary creatures to pit themselves against them or merely to learn about them.

Hunters

Characters are Hunters that have been sent by the Church. The group may also include a Benedictine Healer and a Wizard depending on the setting. They have been sent into an area that is infested with either one particular type or a lot of different types of supernatural. Depending on how much sympathy you want with the type of supernatural you could have a community that accepts Witches or a village beset by Vampires. Each community you clear out should take a few sessions at least.

Characters could also be Hunters in the colonies or new United States.

Legacy

Characters are a part of an order that fights supernatural invasions into this realm. They are similar to Hunters but they are focused differently.

Magical Agents

Characters were both spy and assassin seeking to further their nation's interests but they have some magical abilities to help them out. Perhaps some of the Americans have learned Shamanic Magic.

Vampires

Characters are Vampires in the Victorian Age. They are enjoying the developing comforts of technology.

Moderate Mana

Alchemist's Quests

You work for some alchemists who have you going around finding rare ingredients for their potions. Some items are easy to find but a few things not only are rare but there is competition for them!

Steampunk

Moderate mana, alchemy, and magical materials combine with steam engines to produce a whole new way of life. Blimps are augmented by magical materials to become Airships.

Weird West

The Native Americans and the Settlers have magic. Native Americans have Shamanic magic and Settlers have Alchemy and Western Magic. Native Americans have held much more territory in this version. Some of them are choosing to join the new United States and others do not.

High Mana

Dimensional Bureau

Characters are a part of a Victorian Special Bureau of Dimensions that is responsible for collecting information and goods from other timelines and Earths for use by the Crown. They are working on altering their own timeline as well as colonization of other Earths. Their technology uses a lot of magical materials and is steampunk in form. Airships are common as are Dimensional Steamers.

Aeolis

Aeolis is a world that lives on top of mountains and floating islands. The world is full of Cavorite, an exotic mineral that can cause large islands to float through the air. The people of Aeolis have taken Cavorite and focused their technology on its uses. They exist in a Victorian Age Tech Level but it is based on Weird Science.

Weird Science Engineering is everywhere. They even have the ability to access the Nexus. They trade through the Nexus. The land at ground level is dangerous because of low lying gas that mutates and damages people and animals called Ichor. Some scientists have tried to work with it but it tends to produce dangerous results no matter what people try with it.

Steam Age Ships

There were some experiments with Steam Engines all the way back to 1807 but the age didn't really get going until the 1830s.

Canoes

Canoes were used heavily by the Native Americans and Europeans during their exploration of the American Interior. They were mostly dugout of a single tree at first, with some lighter ones that were bark over a frame. The later type became more common later on, especially with European boatwrights.

One of the advantages of the canoe is that you can carry them. If you are carrying one across the land between rivers, this is called a portage. Some members of the crew of the canoe would carry the boat and others would carry the freight or gear.

You would have large numbers in a group that were divided into their own canoe, which specific roles. You had a pilot, or conductor, who was in charge of up to six canoes. Then you had a foreman, or bowman, in the front to act as navigator. They were in charge of the boat. Then you had a steersman that steered from the rear. They were all paid twice the rate of the rest of the crew called Middleman, who did all the paddling. They could end up paddling for 14 hours a day.

There were several different kinds used at the time.

Log Canoe

Canoes were made by digging and burning out a log to hollow it out on one side. They were usually made using flint, or later metal, axes and chisels to cut and scrape the wood after a controlled burn on the log. They would scrape out the burned section and do it again. A well maintained canoe can last for many years over a raft that will usually require it's bindings to be replaced each year, if not several times a year.

Canoes are useful along a coast and rivers. With the addition of outriggers they are stable enough to travel farther away from the coast. They can carry up to their length in feet in passengers.

Coastal Auxiliary

Scale: 6B

Length 7-14ft

Wounds: (3) 6/9/12/16/17+

Hardness/Resilience 12/-8

Speed: 1-2 knots using pole/oar, speed of the river going down stream

Cover: No Cover

Crew/Passengers: 1-3(B)/1

Maneuver +1/+2/No Dodge

Defense: 18/20

Montreal Canoe (aka Canot du maître or Rabaska)

These were larger canoes made by the Native Americans, mostly made using a yellow birch bark over a light wooden frame. They vulnerable to damage on the rocks but they were also easy to repair.

They were about 35 to 40 ft long, 4 to 6 ft wide, and only 30 inches tall and could be portaged by three men. It could carry up to 3 tons of freight and a crew of 10 men. They were able to travel about 5 miles an hour, or better with a fast current.

Coastal Auxiliary

Scale: 8B

Length 21-35 ft.

Wounds: (4) 8/12/16/20/21+

Hardness/Resilience: 12/-10

Speed: speed of the river going down stream

Cover: No Cover

Crew/Passengers: 6-10(B)/max 20

Maneuver +1/+2/No Dodge

Defense: 14/20

North Canoe (aka Canot du Nord)

These were smaller canoes that were also made by Native Americans. There were made the same as the larger Montreal Canoes. They were only 22 ft long and they could carry six to eight men but be portaged by only two men. They could carry a ton and a half of freight. They were able to travel about 5 miles an hour, or better with a fast current.

There were very popular out west.

Coastal Auxiliary

Scale: 7B

Length 14-21 ft.

Wounds: (3) 6/9/12/18/19+

Hardness/Resilience: 12/-9

Speed: speed of the river going down stream

Cover: No Cover
Crew/Passengers: 3-8(B)/max 10
Maneuver +1/+2/No Dodge
Defense: 16/20

Express Canoe (aka Canot léger)

These were much smaller canoes that were used for fast transportation and couriers. They were only about 16 feet long and were able to travel around 10 miles an hour, or better with a fast current.

Coastal Auxiliary
Scale: 7B
Length 14-21 ft.
Wounds: (3) 6/9/12/18/19+
Hardness/Resilience: 10/-9
Speed: speed of the river going down stream
Cover: No Cover
Crew/Passengers: 2-5(B)/max 8
Maneuver +1/+2/No Dodge
Defense: 16/20

Bullboats

These were small boats made of reeds and covered with a buffalo skin. They were used by Native Americans along major rivers. The skin even still had the tail left on to indicate the stern of the boat so that you would row with the pattern of the fur. They could be made for one person or up to eight people.

Coastal Auxiliary
Scale: 6A
Length 7-14ft
Wounds: (1) 2/4/5/7/8+
Hardness/Resilience: 4/-7
Speed: 1-2 knots using pole/oar, speed of the river going down stream
Cover: No Cover
Crew/Passengers: 1-2(B)/0
Maneuver +1/+3/No Dodge
Defense: 18/20

Flatboats/Rafts

Flatboats were anywhere from 20 to 100 feet long, 8 to 15 feet wide, with a depth of about 3 feet. They were made from unfinished wood that, like the the Mackinaw. A family would put their savings in to building and purchasing cargo. They would go down the river and sell their cargo. They would take apart once they reached downstream and use the wood to build a house once there.

Rafts were a common type of cargo vessel used along canals and rivers. They were flat bottomed and low draft which allowed them to go right up to the side of a river without requiring a large dock.

They are usually packed high with cargo and they either travel under their own power or they were pulled along. Some rafts were pulled by a larger vessel and some were pulled by mule teams walking along side a river. The last was common for going upriver. Everyone in it is basically going to be wet the whole time but they are out of the water. Usually most of the people on the raft would have a pole or an oar.

Small Raft

Coastal Merchantman
Scale: 7B
Length: 14-21ft
Wounds: (3) 6/9/12/18/19+
Hardness/Resilience: 12/-9 (4/-1 for the ropes holding it together)
Speed: 2-4 knots using pole/oar, speed of the river going down stream
Cover: No Cover
Crew/Passengers: 2(B)/6
Maneuver +0/No Dodge
Defense: 16/18



Medium Raft

Coastal Merchantman
Scale: 8B
Length: 21-35 ft.
Wounds: (4) 8/12/16/20/21+
Hardness/Resilience: 12/-10 (4/-1 for the ropes holding it together)
Speed: 2-4 knots using pole/oar, speed of the river going down stream
Cover: No Cover
Crew/Passengers: 2(B)/12
Maneuver +0/No Dodge
Defense: 14/18

Large Raft

Coastal Merchantman
Scale: 9B
Length: 35-70 ft.
Wounds: (4) 8/12/18/22/23+
Hardness/Resilience: 12/-11 (4/-1 for the ropes holding it together)
Speed: 2-4 knots using pole/oar, speed of the river going down stream
Cover: No Cover
Crew/Passengers: 4(B)/30
Maneuver +0/No Dodge
Defense: 12/16

Huge Raft

Coastal Merchantman
Scale: 10B
Length: 70-120 ft.
Wounds: (5) 10/15/20/25/26+
Hardness/Resilience: 12/-12 (4/-1 for the ropes holding it together)
Speed: 2-4 knots using pole/oar, speed of the river going down stream
Cover: No Cover
Crew/Passengers: 14(B)/80
Maneuver +0/No Dodge
Defense: 10/16

Mackinaws

These were small flat bottom river boats made of unfinished lumber, that were built upstream, took cargo down stream, and then were sold for lumber at their destination. They were also used as lifeboats on steamboats. They would have a water tight compartment for transportation of cargo.

They averaged about 50 to 70' long. They had long steering oars. Usually they would only carry up to 4 or 5 men or up to about 500 pounds.

Coastal Merchantman
Scale: 9B
Length: 35-70 ft.
Wounds: (4) 8/12/18/22/23+
Hardness/Resilience: 12/-11 (4/-1 for the ropes holding it together)
Speed: speed of the river going down stream
Cover: No Cover
Crew/Passengers: 4-5(B)0
Maneuver +0/No Dodge
Defense: 12/18

Keelboats

Keelboats were an improvement on the Mackinaws. They were Mackinaws that had a cabin and a sail. They would attach a very long rope around the mast and pull the boat up the river. The sail was of only moderate use.

Large keelboats could carry 20-40 men or up to 40 tons of freight.

Coastal Merchantman
Scale: 9B
Length: 35-70 ft.

Wounds: (4) 8/12/18/22/23+
Hardness/Resilience: 12/-11 (4/-1 for the ropes holding it together)
Speed: 4-6 knots with a sail/speed of the river going down stream
Cover: Cabin, Hardness 12
Crew/Passengers: 4-5(B)0
Maneuver +0/No Dodge
Defense: 12/18

Ship's Boat, Launch, Dhow, Dinghy

Coastal Auxiliary
Scale: 6B
Length 7-14ft
Wounds: (3) 6/9/12/16/17+
Hardness/Resilience: 12/-8
Speed: 4-5 knots with a sail/2-4 knots w/rowers
Cover: No Cover
Crew/Passengers: 3-5(B)/7
Maneuver: +1/No Dodge
Defense: 18/22

Weapons: Possible to mount a swivel gun

A ship's boat was a small, single mast boat, which was stored on board a Medium or Larger Trader. They were mainly used to ferry cargo from ship to shore.

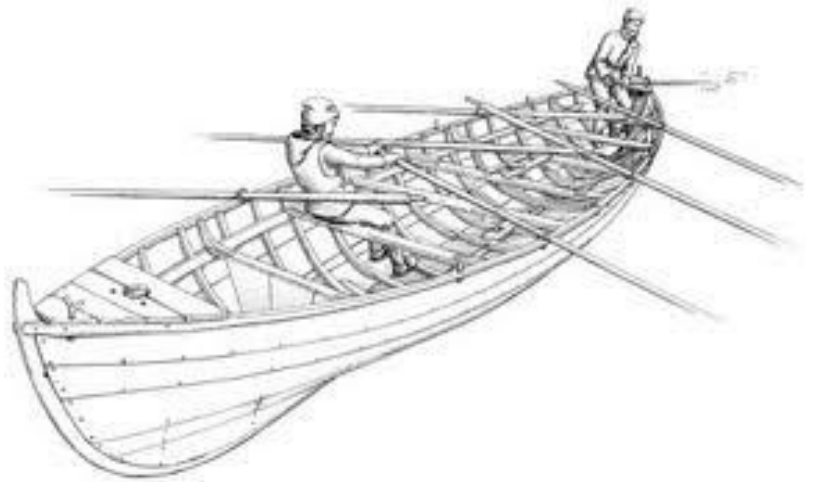


Large Rowboat, Dory

Coastal Auxiliary
Scale: 6B
Length 7-14ft
Wounds: (3) 6/9/12/16/17+
Hardness/Resilience: 12/-8
Speed: 2-4 knots w/rowers, speed of the river going down stream
Cover: No cover
Crew/Passengers: 5(B)/7
Maneuver: +1/No Dodge
Defense: 18/22

Rowboats were mainly used to go from a larger ship to shore or from ship to ship. They were usually stored on board of a Medium or Large Trader. However on calmer waters they can be just tied behind another vessel that doesn't have the deck space.

This is a larger rowboat designed for cargo hauling. It could also be found along rivers as a short range cargo vessel.



Small Rowboat, Drifter

Coastal Auxiliary

Scale: 6B

Length 7-14ft

Wounds: (3) 6/9/12/16/17+

Hardness/Resilience: 12/-8

Speed: 2-4 knots w/rowers, speed of the river going down stream

Cover: No Cover

Crew: 1-2 (B)/3

Maneuver: +1/No Dodge

Defense: 18/22

Rowboats were mainly used to go from a larger ship to shore or from ship to ship. They were usually stored on board of a Medium or Large Trader.

This is a small rowboat that would either be stored on a larger craft or would found along a river as a utility craft for the locals.



Tugboats

Tugboats were smaller steamers that were designed to push and pull a larger ship into and out of a dock. For a larger Tugboat, use a Towboat.

Coastal Merchantman

Scale: 10C

Length 70-120 ft.

Wounds: (10) 20/23/30/50/51+

Hardness/Resilience: 12/-13

Speed: 9-12 knots

Cover: Deck Quarter, Hardness 12

Crew/Passengers: 6(T)/0

Maneuver: +1/+2/No Dodge

Defense: 10/16

Towboats

Towboats were a type of steamer that either pushed or pulled barges up the river. They were only safe on a calm river. They had a shallow draft.

One example was the Cyrus Walker, a side-wheeler.

Coastal Merchantman

Scale: 11B

Length 120-200 ft.

Wounds: (6) 12/16/22/30/31+

Hardness/Resilience: 12/-13

Speed: 11-15 knots

Cover: Deck Quarter, Hardness 12

Crew/Passengers: 4(T)/30

Maneuver: +1/+2/No Dodge

Defense: 8/14

Snagboat

Snagboats were a heavy duty steel riverboat with a large crane that was used along large rivers to clear obstacles, called Snags, such as sandbars, rocks, drift logs, and trees. They generally were flat bottomed with no keel.

Coastal Merchantman

Scale: 11C

Length 120-200 ft.

Wounds: (12) 24/28/36/60/61+

Hardness/Resilience: 14/-14

Speed: 9-12 knots

Cover: Deck Quarter, Hardness 14

Crew/Passengers: 6-8(T)/0

Maneuver: +1/+2/No Dodge
Defense: 8/14

Ferries

Ferries were the large riverboats that carried mainly passengers up and down the rivers.
A good example is the Colorado II.

Coastal Merchantman
Scale: 11B
Length 120-200 ft.
Wounds: (6) 12/16/22/30/31+
Hardness/Resilience: 12/-13
Speed: 11-15 knots
Cover: Deck Quarter, Hardness 12
Crew/Passengers: 10(T)/500-2,000
Maneuver: +1/+2/No Dodge
Defense: 8/14

Fuelers

Fuelers were cargo steamer riverboats that carried wood, coal, and oil to other steamers.

Coastal Merchantman
Scale: 11B
Length 120-200 ft.
Wounds: (6) 12/16/22/30/31+
Hardness/Resilience: 12/-13
Speed: 9-12 knots
Cover: Deck Quarter, Hardness 12
Crew/Passengers: 4(T)/0
Maneuver: +1/+2/No Dodge
Defense: 8/14

Packet Boats

Packet Boats were a hybrid steamer that focused on goods, mail, and passengers traveling faster than the regular ferries and cargo boats. They were fast and narrow ships that could cross the ocean as well as go up river channels.

Merchantman
Scale: 11C
Length 120-200 ft.
Wounds: (12) 24/28/36/60/61+
Hardness/Resilience: 14/-14
Speed: 11-15 knots by sail, 11-15 knots by steam
Cover: Deck Quarter, Hardness 12
Crew/Passengers: 50(T)/200-300
Maneuver: +1/+2/+4/No Dodge
Defense: 8/14

Showboats

Showboats were a cross between a ferry and a floating theater. They were steamer riverboats and not able to go into heavy waters.

Coastal Merchantman
Scale: 11B
Length 120-200 ft.
Wounds: (6) 12/16/22/30/31+
Hardness/Resilience: 12/-13
Speed: 8-12 knots
Cover: Deck Quarter, Hardness 12
Crew/Passengers: 10(T)/200
Maneuver: +1/+2/No Dodge
Defense: 8/14

Auxiliary Steamer

These were a hybrid of a steamboat and a sailing ship. They used the sail for parts of a long ocean voyage because no

steamship of the time could carry enough coal for the whole trip and carry freight. They would use the steam engines when the wind died down, which used to greatly delay most longer trips before this. They could also use the canals which a sailing ship could not. Before 1870, they were the most common type of fast trade vessel, traveling all the way to China, England, and the US.

Iron Auxiliary Steamer (Ex: Erl King)

The Erl King was 305ft long, 34 ft wide, and a depth of hold of 28 ft. It reached a speed of 12 knots (13 mph) at trails. It could carry 40 1st class passengers, 400 2nd and 3rd class passengers as well as 1671 gross tonnage.

Merchantman

Scale: 12C

Length 200-300 ft.

Wounds: (14) 28/32/42/70/71+

Hardness/Resilience: 16/-15

Speed: 11-15 knots by sail, 11-15 knots by steam

Cover: Deck Three Quarters, Hardness 12

Crew/Passengers: 70(T)/200-400+

Maneuver: +1/+2/+4/No Dodge

Defense: 6/14

Steamships

Steamships that could cross the ocean and were economically viable really started after 1870. These are steamers without a sail rig as back up. This reduced the crew needed.

Merchantman

Scale: 12C

Length 200-300 ft.

Wounds: (14) 28/32/42/70/71+

Hardness/Resilience: 16/-15

Speed: 11-15 knots

Cover: Deck Three Quarters, Hardness 12

Crew/Passengers: 40(T)/400+

Maneuver: +1/+2/+4/No Dodge

Defense: 6/14

Oceanliner

This is the beginning of the great ocean liners that were carrying huge number of passengers as a part of the great migrations across the Atlantic. These ships were made of huge metal but they discovered that they could increase the volume and still achieve buoyancy, they were not as dense as some earlier metal ships.

An example of these early ocean liners is the SS Great Eastern (1857).

Merchantman

Scale: 15B

Length 600-800 ft.

Wounds: (16) 29/34/43/70/71+

Hardness/Resilience: 16/-15

Speed: 11-15 knots

Cover: Deck Three Quarters, Hardness 12

Crew/Passengers: 400(T)/4,000+

Maneuver: +1/+2/No Dodge

Defense: 0/10

Ironclads

This was the age of the Ironclads. This changes naval warfare and transitioned from the large wooden sailing ships to more modern steel plated huge warships. There were a few steps along the process. The armor is mainly added on top of a wooden superstructure.

For this system, this means that the wound levels are based on wooden shipbuilding. However, the hardness rating of the ship is based on the metal plates. Ironclad ships are given a +4 to hardness taking them to the same hardness level as a ship in the next density category but without the better wound levels. Some lighter armored Ironclads only get a +3 to hardness. Ships listed as Tinclads were given a lighter and thinner grade of steel and they have a +2 to hardness. There was a lesser version called a Cottonclad which had a weaker metal with cotton buffering underneath. It gets a +1 to hardness.

Ironclad Frigate

These ships represented the state of the art for their era and were some of the most dangerous ships around. They used Sail and Steamer hybrid propulsion. They focused on broadside attacks over stern weapons. These were still fairly fixed weapons.

HMS Warrior was launched in 1860. It massed 9,137 tons.

Warship
Scale: 13C
Length 300-450ft
Wounds: (16) 32/37/48/80/81+
Hardness/Resilience: 22/-16
Speed: 11-15 knots by sail, 11-14 knots by steam
Cover: Deck Three Quarters, Hardness 12
Crew/Passengers: 700(T)/20
Maneuver: +1/+2/+4/No Dodge
Defense: 4/12

Weapons Fore: None
Weapons Aft: None
Weapons Broadside:
13x 68 pdr Smooth Bore Muzzle Loading Cannons
5x 110 pdr Blakely Rifle
4x Armstrong Rifles

Ironclad Casemate Ram

This is a combination of several new technologies in shipbuilding that foreshadow the more modern navy of the 20th Century. It was built with an enclosed sloped top section called a Casemate. This gave the ship greater structural integrity and the angled armor deflected much of the force of an attack. It had the new Ironclad armor built from the beginning instead of added after construction. It also included bracing for a ram allowing the ship to operate like the old Triremes and pierce the hull of another ship.

An example of this kind of ship was the USS Dunderburg (1865). The Dahlgren guns on the Fore and Aft were on turrets and are included in the count for Fore/Aft and Broadside totals.

Warship
Scale: 13C
Length 300-450ft
Wounds: (16) 32/37/48/80/81+
Hardness/Resilience: 22/-16
Speed: 11-15 knots by sail, 11-15 knots by steam
Cover: Deck Three Quarters, Hardness 12
Crew/Passengers: 600(T)/0
Maneuver: +1/+2/+4/No Dodge
Defense: 4/12

Weapons Fore: 4x 11 in Smooth Bore Dahlgren guns on turrets
Weapons Aft: 4x 11 in Smooth Bore Dahlgren guns on turrets
Weapons Broadside:
4x 11 in Smooth Bore Dahlgren guns on turrets
2x 11 in Smooth Bore Dahlgren guns
2x 15 in Smooth Bore Dahlgren guns

Ironclad Sloop of War

These were a series of hybrid Steam and Sail ships that were used as warships. These were a fairly common type of warship for the era.

An example is the CSS Alabama, launched in 1862. The two pivot guns were set along the centerline fore and aft of the main mast. However, they were only able to hit targets along the port and starboard.

Warship
Scale: 12C
Length 200-300 ft.
Wounds: (14) 28/32/42/70/71+
Hardness/Resilience: 20/-15
Speed: 11-15 knots by sail, 11-12 knots by steam
Cover: Deck Three Quarters, Hardness 12
Crew/Passengers: 110(T) Max 220/0
Maneuver: +1/+2/+4/No Dodge
Defense: 6/12

Weapons Fore: None
Weapons Aft: None

Weapons Broadside:

3x 32 pdr Smooth Bore Muzzle Loading Cannon
1x 110 pdr Smooth Bore Muzzle Loading Pivot Cannon
1x 68 pdr Smooth Bore Muzzle Loading Pivot Cannon

Monitor

A monitor is a smaller type of warship with a disproportionately large gun mounted on it. They began with the USS Monitor (1861). They were not particularly fast or strongly armored. They were mainly used along coastal and riverways.

Coastal Warship

Scale: 11C
Length 120-200 ft.
Wounds: (12) 24/28/36/60/61+
Hardness/Resilience: 17/-14
Speed: 4-6 knots
Cover: Deck Quarter, Hardness 16
Crew/Passengers: 49(T)/0
Maneuver: +1/+2/No Dodge
Defense: 8/12

Weapons Fore: None – Turret unable to hit targets directly ahead

Weapons Aft: None

Weapons Broadside:

1x Turret w/ 2x 11 in Smooth Bore Dahlgren guns

Ironclad River Gunboat

A considerable amount of conflicts were happening along riverways. This caused a new type of ship to be developed. It included a shallow draft and little or no keel. They included sloped ironclad armor plates over wood in casemate setup. They were called Pook Turtles due to their casemate and slow speed.

An example of this is the USS Cairo class gunboat, the Carondelet (1861), all named for cities along the Mississippi.

Coastal Warship

Scale: 11C
Length 120-200 ft.
Wounds: (12) 24/28/36/60/61+
Hardness/Resilience: 17/-14
Speed: 2-4 knots
Cover: Deck Three Quarters, Hardness 12
Crew/Passengers: 251(T)/0
Maneuver: +1/+2/No Dodge
Defense: 8/12

Weapons Fore: 3x 8 in Smooth Bore Dahlgren guns

Weapons Aft: 2x 32 pdr Smooth Bore Muzzle Loading Cannon

Weapons Broadside:

2x 42 pdr Smooth Bore Army Rifles
2x 32 pdr Smooth Bore Muzzle Loading Cannon

Tinclad River Gunboat

Tinclad River Gunboats were mostly converted riverboats that were given thinner armor as cover against small arms fire. They were too lightly armored and armed to go after forts along the shore. They were used mainly for maintaining control over the rivers and fighting off bushwhackers and pirates. They were very effective in this role.

The USS Peosta was a side-wheeled riverboat built in 1857.

Coastal Warship

Scale: 11C
Length 120-200 ft.
Wounds: (12) 24/28/36/60/61+
Hardness/Resilience: 16/-14
Speed: 3-5 knots
Cover: Deck Three Quarters, Hardness 12
Crew/Passengers: 251(T)/0
Cover: Deck Half Cover, Hardness 14, Pilot House and Boiler Three Fourths Cover, Hardness 16
Maneuver: +1/+2/No Dodge
Defense: 8/12

Weapons Fore: 3x 30 pdr Parrott rifles

Weapons Aft: 3x 32 pdr Rifled guns
Weapons Broadside: 3x 24pdr Howitzers

Timberclad River Gunboat

Timberclad was just a way of saying no metal armor. An example is the USS Tyler which was a converted Ferry. They had a turrets fore and aft able to traverse toward either side to fire with a broadside.

Coastal Warship
Scale: 11C
Length 120-200 ft.
Wounds: (12) 24/28/36/60/61+
Hardness/Resilience: 14/-14
Speed: 6-8 knots
Cover: Deck Three Quarters, Hardness 12
Crew/Passengers: 251(T)/0
Maneuver: +1/+2/No Dodge
Defense: 8/12

Weapons Fore: 3x 32 pdr Smooth Bore Muzzle Loading Cannon Turret
Weapons Aft: 3x 32 pdr Smooth Bore Muzzle Loading Cannon Turret
Weapons Broadside: 3x 8 in Smooth Bore Dahlgren guns

Cottonclad River Gunboat

Cottonclad refers to the double pine structure with compressed cotton bales as a barricade placed around the boiler. It also had a piece of flat railway iron mounted on the front to allow the ship to act as a ram. It was not a very effective ship design.

The CSS General Bragg was a side-wheeler steamer converted from a civilian ship Mexico (1851) and converted in 1862. It had a turret on the fore and a turret on the aft that allowed it to fire on either side as well.

Coastal Warship
Scale: 11C
Length 120-200 ft.
Wounds: (12) 24/28/36/60/61+
Hardness/Resilience: 15/-14
Speed: 8-10 knots
Cover: Deck Three Quarters, Hardness 12
Crew/Passengers: 251(T)/0
Maneuver: +1/+2/No Dodge
Defense: 8/12

Weapons Fore: 1x 30 pdr Smooth Bore Muzzle Loading Cannon Turret
Weapons Aft: 1x 32 pdr Smooth Bore Muzzle Loading Cannon Turret
Weapons Broadside: Turrets Fore and Aft

Mortar Boat

A Mortar Boat is basically a barge with a barrier and a mortar in the middle. They were used to fire on fortifications from above.

Coastal Warship
Scale: 9B
Length: 35-70 ft.
Wounds: (4) 8/12/18/22/23+
Hardness/Resilience: 12/-11 (4/-1 for the ropes holding it together)
Speed: 2-4 knots using pole/oar, speed of the river going down stream
Cover: Deck Three Quarters, Hardness 12
Crew/Passengers: 4(B)/10
Maneuver +0/No Dodge
Defense: 12/16

Weapons: 1x 13in mortar

Torpedo Boat

Torpedo Boats were a partially submerged small craft with a bomb attached to a pole on the front. The boat would come

up to a ship, plant the bomb, and move away. They were the precursors of submarines.
One examples is the CSS Atlanta (1861)

Coastal Warship

Scale: 9C

Length: 35-70 ft.

Wounds: (9) 18/21/27/45/46+

Hardness/Resilience: 16/-12

Speed: 6-7 knots

Cover: Deck Quarter, Hardness 16

Crew/Passengers: 4(T)/0

Maneuver +1/+2/No Dodge

Defense: 16/20

Weapons: 1x spar torpedo

TL 3.4: Information Age (1980 - 2005 CE)



This is the Information Age with a focus on computers and shared information. Personal computers open up the world to many.

Population Distribution

Earth: 6.8 billion 2010; 9.3 billion 2050

Animals

Better conditions develop for livestock as does better veterinary medicine.

Armor

Bullet proof vests are used by the police and the military.

Clothes

Clothes are made from mostly cotton and some artificial materials. They do a lot better at dealing with extreme environments than earlier materials.

Computers

Computers define the age. They become ubiquitous and the foundation of our society. Computer interfaces are through monitors, smart phones, and tablets.

Drones

Drones develop during this time and become popular with the military.

Enhancement

Steroids and various uppers are the most common kind during this time. There is some early attempts at genetic modification.

Entertainment

The Internet, TV, and Movies are the prime sources of entertainment during the Information Age.

Life Expectancy 85 years

Lifestyle Levels

- **Luxury** - Megacorp CEO - You have true opulence. You have a few mansions and can travel the world on a whim. (\$100,000/month)
- **Wealthy** - Celebrity, CEO - You have the best of everything. You have a few houses or a large mansion. (\$20,000/month)
- **High** - Successful Businessman, Investor, Engineer, Doctor - You have a nice house of your own and a small summer house. (\$5,000/month)
- **Medium** - Manager, Professional, Technician - You have your own apartment in the city or a house in a more rural area. (\$2,000/month)
- **Low** - Worker - You have it pretty bad. You have a small apartment or old small house. (\$500/month)
- **Street** - Things really suck. You couch surf at best or live in a tent in the woods. (\$100/month) (-4 to social rolls)

Medical (error +0)

We can stabilize deadly wounds now. Reconstructive surgery and plastic surgery have advanced considerably.

Money

\$1=\$1

Sensors

Chemicals sensors developed during this time and there are more devices with multiple types of sensors available. Cell phones have several types of sensors built in to them. T-wave scanning invented.

Services

Cheap Services (Low Lifestyle) - Available everywhere

Housing - Motel room \$25-40, Hostel \$15-30

Food - Fast Food \$5-15, Drinks \$3-5

Travel - Subway \$5-15, Bus \$60-120

Entertainment - Movie \$8-10, Play \$10-15

Standard Services (Medium and High Lifestyles) - Available in cities

Housing - Hotel room \$150-250, Suite \$300-500

Food - \$30-60, Drinks \$10-20

Travel - Taxi \$20-50, Domestic Airplane Flight \$250-500

Entertainment - Music Concert, Ballet, or other Live Performance \$50-200, Sports Event \$100-200, Season Tickets \$2,000, Nightclub \$15-50

Deluxe Services (Wealthy and Luxury Lifestyles) - Available in major cities

Housing - Luxury Hotel Suite \$5,000-65,000

Food - \$150-3,000, Drinks \$80-300

Travel - Limousine \$30-80, International Airplane Flight \$7,000-8,000

Entertainment - State Dinner \$10,000-50,000

Social Stratification

There is a decrease in social mobility and an increase in the separation between have's and have-nots. Conservative economics cause damage to the economies of several nations. Unemployment increases.

Transportation

The Space Shuttle program occurred during this time. Electric and Hybrid cars are developed. Vehicles become more efficient and cleaner on emissions. Drones and UAVs as well as several stealth aircraft develop during this time.

Jet Fighter Speeds

F-18 Hornet 1,190 mph (Mach 1+)

Harrier 673 mph

F-22 Raptor 1,500 mph (Mach 1+)

MiG-35 Fulcrum 1,491 mph (Mach 1+)

F-35 Joint Strike Fighter 1,200 mph (Mach 1+)

X-43A Scramjet 7,300 mph (Mach 9+)

X-51A Waverider 3,600 mph (Mach 5+)

Space Shuttle 3gs

Weapons

Weapons become more accurate and are able to avoid so much collateral damage. Tasers are developed as non-lethal weapons.

Information Age Weapons

Melee Weapons

Blades	Str	Dmg/AP	Speed/ Reach	Modes	Def/Err	Low	High
Short Knife	6	11/8	2/-1	Pi/SL/1H	-4/+0	\$2.00	\$10.00
Short Sword	9	15/9	0/1	SL/1H	+1/+0	\$40.00	\$100.00
Long Sword	12	16/10	-1/3	SL/Ch/1H	+3/+0	\$30.00	\$100.00
Great Sword	14	18/10	-2/4	SL/Ch/2H	+1/+1	\$40.00	\$150.00
Short Axe	10	14/9	0/1	SL/Ch/1H	+0/+1	\$15.00	\$30.00
Long Axe	12	16/10	-2/3	SL/Ch/2H	+1/+1	\$22.00	\$130.00

Low - This is for low quality weapons. Low quality weapons in modern times are usually decoration and are not battle ready. They may actually look nicer than the high quality ones. They are -1 dmg/-1 ap and are +2 error. They are +4 error range when facing a high quality weapon or something construction grade.

High - This is for high quality weapons that are battle ready.

Ranged Weapons

Light Pistols	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range	Low	High
Ruger IV .22cal	12/12	7	SA	+2/+0	10c	Medium	\$200.00	\$300.00
Bersa Thunderer .380cal	12/12	7	SA	+2/+0	10c	Medium	\$350.00	\$400.00
S&W .38cal	12/12	7	SA	+2/+0	5cy	Medium	\$450.00	\$700.00
Medium Pistols	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range		
Glock 17 9mm	14/14	8	SA	+1/+0	17c	Medium	\$375.00	\$600.00
Taurus 24/7-40B .40cal	14/14	8	SA	+1/+0	10c	Medium	\$200.00	\$450.00
Beretta PX-4 Storm .40cal	14/14	8	SA	+1/+0	14c	Medium	\$230.00	\$500.00
Heavy Pistols	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range		
Desert Eagle .50AE	18/18	12	SA	+0	7c	Medium	\$600.00	\$1,500.00
S&W X-frame .500 magnum	16/16	9	SA	+0	6cy	Medium	\$800.00	\$1,300.00
Colt M1911A1 .45cal	16/16	9	SA	+0	7c	Medium	\$250.00	\$800.00
SMG	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range		
H&K MP-5 9mm	14/14	8	SA/BF+2	+0/+0	20c	Medium	\$400.00	\$700.00
FN P-90 5.28x17mm AP	16/22	9	SA/BF+2/ FA+3	+1/+0	50c	Medium	\$500.00	\$900.00
Uzi 9mm	14/14	8	BF+2	+0/+0	20c	Medium	\$125.00	\$300.00
Assault Rifle	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range		
AK-47 7.62x39mm	18/24	8	SA/BF+2/ FA+3	-2/+0	30c	Extreme	\$120.00	\$290.00
Colt M-4 Assault Carbine 5.56mm	16/22	8	SA/BF+2/ FA+3	-1/+0	30c	Extreme	\$400.00	\$700.00
H&K G36 5.56mm	16/22	9	SA/BF+2/ FA+3	-1/+0	30c	Extreme	\$350.00	\$600.00
Shotgun	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range		
Remington 870 Pump 12-gauge	16/14	8	SS	+4/+0	3-8tube	Medium	\$150.00	\$400.00
Mossberg M-500 12-gauge	16/14	8	SS	+4/+0	5-8tube	Medium	\$400.00	\$800.00
Atchisson Assault 12-gauge	16/14	8	SS	+4/+0	10c/ 30drum	Medium	\$400.00	\$800.00
Sniper Rifle	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range		
Armilite AR-50 .50BMG	22/28	9	SS	+3/+0	1	Telescopic	\$1,800.00	\$3,000.00
H&K MSG-90A1 7.62mm	18/24	8	SA	+3/+0	5c or 20 box	Telescopic	\$1,200.00	\$2,000.00
M110 SASS 7.62mm	18/24	8	SA/BF+2/ FA+3	+3/+0	10c	Telescopic	\$2,000.00	\$3,000.00
SAW	Dmg/AP	Str	Modes	Acc/Err	Ammo	Range		
FN Minimi M249 5.56mm	16/22	10	FA+4	-2/+0	belt	Extreme	\$1,500.00	\$3,000.00
H&K MG4 5.56mm	16/22	10	FA+4	-2/+0	belt	Extreme	\$200.00	\$400.00
RPK 7.62mm	18/24	10	FA+4	-2/+0	30-40rd box	Extreme	\$150.00	\$290.00
M60 7.62mm	18/24	10	FA+4	-2/+0	30-40rd box	Extreme	\$700.00	\$1,300.00

Low cost covers used or street value. High covers new through more legal means.

Information Age Campaign Sets

No Mana

Gangland - Characters are a part of a gang or syndicate that is trying to fight off other gangs and maybe take over the neighborhood.

Post-Apocalypse - Characters are survivors of some sort of apocalypse. They must survive and get resources together.

Red Dawn - The country has been invaded and the characters are resistance fighters.

Spycraft - Characters are a group of spies.

Men in Black - Characters protect the earth from aliens and keep people from learning about them.

Corporate Mercenaries - Characters are corporate espionage mercenaries that are hired by one corporation to attack another.

Low Mana

Dogboys - The characters are werewolves that are fighting in various wars. They encounter various supernatural threats along the way and they have to keep their nature from being discovered by too many people.

Hunters - Characters are hunters, killing various kinds of supernatural creatures.

Legacy - Characters are a part of an order that fights supernatural invasions into this realm. They are similar to Hunters but they are focused differently.

Mutant World - This is a post-apocalyptic world but all the nuclear activity raised the mana level. Instead of just dying the radiation caused strange mutations. Monsters abound.

Vampires - Characters are vampires living in the Modern Age.

Zombies! - Characters are under attack from Zombies! Either the area is surrounded or they are stranded without a way to get help easily.

Moderate Mana

Magical Apprentices - Characters are new wizards and they are about to begin their training. Magic may or may not be publicly known.

Magical Spies - Characters have a natural ability that the government wants. They recruit them into a secret program.

Magic Arrives - The mana level raises and this throws things into chaos. The cold war actually ends because of this. People start to develop powers and/or mutate into magical creatures.

High Mana

Fractured - There was a nuclear war but they included a bit of magical materials in them. They fractured the timelines and probabilities so that they are overlapping and moving around. Think of sliders but occurring to everyone on several worlds against their will. The mana level has become extremely high and many of these world fragments are high or dark fantasy. This is sort of a survival horror disaster world setting.