DragonNet RPG

Vast Tome of Knowledge

Version 3.0 - beta 8

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SECTION 1   INTRODUCTION

1.1   WHAT IS DNET?

DragonNet RPG

DragonNet (DNet) is a Role Playing Game (RPG) developed by a group of volunteers over the Internet. The game is donated to the gaming community as described under copyright and license. We hope that you enjoy our game. We encourage you to use it; to change parts that don't fit in your game worlds; to create new monsters, spells and rules; and to share your creative efforts with other gamers.

Why Another RPG?

There are a lot of RPG systems out there. Almost everybody has their favorites. Everybody has played AD&D™. There are new games every year. Why another one? Well, we weren't happy with the other games we've seen for several reasons. We felt that if we could use what we've learned from years of gaming experience, we could develop a system that corrected the mistakes and imbalances of other games. We hope we've accomplished that.

"First Kill all the Lawyers" - William Shakespeare

As many of you know, TSR has recently cracked down on the distribution of user created materials for use with their AD&D™ game. The letter posted to rec.games.frp.dnd written by a TSR lawyer to a sysadmin caused quite a stir. Was there a company that provided a game where users were encouraged to develop material for the game and use it freely? We couldn't find one so we decided to develop our own.

The intellectual property owned by some game company is not what makes role-playing an enjoyable hobby. (We argue it is their intellectual property that causes many of the problems!) We decided to develop our own fantasy RPG that would meet the needs of the net.community. One that could be enjoyed without fear of legal retaliation.

Open Systems Development Philosophy

Unix is a popular computer operating system for two primary reasons. One: it's free (usually), and Two it uses an open system architecture. Computer operating systems and RPG's actually have a lot in common. They are simply a set of logical rules combined with a syntax. This combination results in a system where user defined modules interact. RPG mechanics are also a set of rules and syntax for the purpose of role playing or story-telling. If Unix can be successful as a free system with open system architecture, DragonNet should be successful as a free open-system RPG.

You already know what free means, and it's nice not to have to shell out $20.00 for the latest RPG game. Not to mention the continual drain on your pocketbook for the latest supplement. So what does open-system architecture mean? Well simply it means that you know all the information that was used to design the system. You are free to tinker with the insides of the system. You can change it. Improve it. Distribute it. Expand it. Bend it. Fold it. Mutilate it. Staple and spindle it.

In fact we knew when we started this project we wouldn't have the time to fully develop every aspect of a good RPG. We hope you will take the opportunity to carve out a portion of reality. Study it carefully. Ponder it as you read through our Designer's Notes. Write up your new material and distribute it to the gaming world. That is after all why we started DragonNet. We felt it would serve our own self interest. We want to see what you can develop.

Design Philosophy

If you want to design materials for use with DragonNet you have two options. You can develop unofficial material yourself. Or you can join the DragonNet team. Either way, you'll want to understand the design philosophy we employed in creating the Dragon-Net Game.

The Quest for Realism

Almost all of us started RPG's with one of the early RPG systems. It was fun for a while, but as we progressed they lost some of their charm. Perhaps our character had progressed to beyond the 10th level and game balance was forever lost. Maybe we no longer felt we had enough options, or it seemed stupid that our fighter could dive off a 100 foot cliff into solid rock and pick himself off the ground with relatively minor injuries. In any event, we decided we could improve the system. We started by working within the systems framework. Soon we exhausted all the possibilities. Many of the problems were fundamental flaws in the games themselves unable to be easily fixed without causing major problems somewhere else. Next we moved on to other systems. We tried RuneQuest™ or RoleMaster™. Then we moved on to "third generation" games such as Hero™ or G.U.R.P.S.™. Still we were unsatisfied. We questioned why. These games were rich with detail. The realism we craved was there. Why did they lack the charm of those first RPG sessions?

The reason we believe is that realism is not the grail RPG designers should seek. Adding realism for it's own sake takes away the wonder of the game. The mechanics begin to bog down the flow of play. We lose the drama inherent in the plot. The story becomes dull. The game unplayed. The true alignment principle game designers should strive for is elegance. An RPG can be realistic to the extent that it uses simple, fast moving mechanics. Gritty realism is less important than plausibility. An RPG is much like a novel. Many realistic games get bogged down in the mechanics. This is as dangerous for a GM as concentrating on technique alone would be for a writer. The RPG system is there to enhance the story. The story is not a vehicle for the RPG system.

Simplicity vs. Complexity

Within the context of an elegant game, simplicity is key. When game mechanics are simple and can be handled quickly they contribute to an enjoyable role playing session. When they are bulky, get in the way, or require frequent die rolls or multiple table lookups we lose the sense of action, the drama of the events happening in the game world. Complexity is an enemy that must be guarded against. If we fail to be watchful it creeps into our systems. It destabilizes game balance and slows the play. The rules drive the game. This is not what a RPG should be.

Key Development Principles

Simplicity. DragonNet should be a very simple game to play. All the numbers needed for play should be available on the player's character sheet. NPC stats should easily fit on a 3x5 card. Table lookups should be infrequent or non-existent, particularly during play. Only a limited number of dice should be used (d10 and d6). Dice mechanics should be similar, and there should be no more than 2 or 3 varieties. Skill and attribute checks should occur in basically the same manner. Simplicity should not however preclude the richness of systems enjoyed by experienced players.

Intuitive. DragonNet should be intuitive. Jargon and Acronyms should be avoided. High die rolls should be good, low rolls bad. Game abstractions should make sense relative to the real world. This should not be confused with realism. DNet is not a detailed, gritty, realistic system. Abstractions have a basis in reality. As an example in AD&D™, hit points are an abstraction that includes luck, skill, endurance and physical health. When you lose hit points in AD&D™ you are not necessarily taking wounds. This kind of abstraction should be avoided.

Flexible. DragonNet as a licensed game will be available for all GM's to tinker with.   This should be encouraged, even built into the system. Each section of the game, Character Creation & Advancement, Skills, Combat, Magic, etc. should have a set of basic rules that are easy to play, understand and use. Each section should also have a set of Advanced Rules that add flavor to the game. These advanced rules should allow characters to move seamlessly between the systems. All advanced rules would be strictly optional. GM's could pick and choose among the optional rules they will use.

Expandable. DragonNet is an Open-System design. As such, it should be easily expandable by the user. The game design should be such that player and GM's can easily add monsters, spells, skills, character types and cultures without disturbing game balance or violating the integrity of the system.

Quality. DragonNet should be a high quality product. Suitable for publication by any of the major game publishing companies. It should include quality color artwork, be well written and meticulously edited. It should be made available through anonymous ftp as text, postscript, and through www as hypertext formats.

1.2 Distributing DNet

This game is available free of charge from the several on-line archives. This game may be freely reproduced & distributed electronically or in hardcopy, provided the following conditions are met:

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    "This document is a user translation of the DragonNet RPG. It is not endorsed or otherwise acknowledged by the DragonNet Team."

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- Qualitative modifications of this game must include the following disclaimer on the title page:

    "This document is a user contributed work designed for use with or in lieu of the DragonNet RPG. It is not endorsed or otherwise acknowledged by the DragonNet Team."

1.3 TERMS AND CONCEPTS

To play a DragonNet game, there are a few terms that must be known. We've tried to keep terminology to a minimum, but it inevitably creeps in. Where we have specific terms for RPG constructs, we have tried to make them as intuitive as possible.

1.3.1 Talent

Talent describes a character's natural ability in a particular area. A character's strength talent is a measure of their ability to lift loads, carry weight and deal damage in combat. Other systems refer to a characters natural abilities as attributes or abilities. We use the term Talent (though you may find attribute in certain places in the draft rules).

1.3.2 Training

Training is the amount of learned experience a character has in a given skill or area. This includes formal and informal education, obtained at a university or the school of hard knocks. A character gains training through practice, study and use of skills. Experience can be used to increase a characters training level in a skill.

1.3.3 Skill

Skill is the effectiveness of a character in a particular area. Skill includes both the characters natural talent and his level of training.

[Skill = Talent (Ta) + Training (Tr)]

DragonNet is a skill based system, so most of a character's abilities will be described as skills.

1.3.4 Heaps

Heaps are numeric values that start at 0 and go up. High Heap values are bad and low Heap values are good.

Some Heaps used in DNet:

Encumbrance
Injury
Fatigue

Heaps work similarly to Task Difficulties (See Skills), except that they are variable. For example, when a character takes sufficient injury, he makes a survival check by rolling dice and comparing the result (modified by appropriate Talents, skills or Traits) to his Injury heap.

SECTION 2   DICE

2.0 TASKS

Characters in role-playing games are constantly trying to do things. Picking pockets, casting spells, haggling the price of an item with a shopkeeper, etc. Whenever a character attempts to do something, it is referred to as a Task. DragonNet uses the same consistent format for all tasks. Whether you are swinging a sword, picking a lock, or fast-talking a town guardsman, you will always use the same game mechanics.

2.1 TASK RESOLUTION

Tasks are resolved by rolling dice, adding the characters skill or ability to the die roll, and comparing the result to a Task Difficulty. If the die roll plus the ability is greater or equal than the difficulty, the task succeeds. If it is less, the attempt fails. Optionally, the Game Master may use the amount by which the attempt fails or succeeds to determine the degree of success or failure.

Two ten sided dice are rolled for task resolution. DragonNet uses an open-ended die roll method designated 2d10* (See re-roll method below). An initial roll of 0 will be considered an auto-failure with rules for circumstances where an auto-failure should not apply.

2.2 WEAPON DAMAGE

Six sided dice are used for weapon IMPACT. Each weapon has an IMPACT of 2d6+X, where X generally ranges from -2 to +14.

2.3 EXPERIENCE

Experience Points can be awarded with Experience Dice (d6). Some GM's may not like this level of randomness, and are free to set EP's as a fixed amount as outlined in the section on experience. In that case the dice range can be used as a guide.

2.4 REROLL METHOD

For Task Resolution, DragonNet uses two ten-sided dice. Unless otherwise stated, it is assumed that these dice are numbered from 0-9, not 1-10 (the `0' on the die actually counts as zero, not ten). Therefore, a roll of 2d10 will generate numbers from 0-18.

Any roll of doubles, except double 0s, will generate a reroll. All rolls are summed together and rerolls continue for all doubles rolled except double 0s. A roll of double 0s during a reroll ends the roll and 0 is added to the current total. Using this method is denoted as 2d10* throughout the rules.

Example 1:   1st roll   7 + 7 = 14
reroll   2 + 1 = 3

Thus, the outcome of the 2d10* roll is 14 + 3 = 17.

Example 2:   1st roll   6 + 6 = 12
reroll   9 + 9 = 18
reroll   5 + 5 = 10
reroll   8 + 9 = 17

Thus, the outcome of the 2d10* roll is 12 + 18 + 10 + 17 = 57.

Example 3:   1st roll   0 + 0 = automatic failure!

Example 4:   1st roll   8 + 8 = 16
reroll   0 + 0 = 0 (rerolls stop)

Thus, the outcome of the 2d10* roll is 16 + 0 = 16.

3.1 STEPS FOR COMPLETING A CHARACTER

Following is a basic outline describing the steps involved in creating a character for DragonNet. Each of these steps will be detailed in the following sections.

Step 1:   Ask your GM for the genre of the game (Realistic, Heroic or Highly Heroic). Use this genre to determine the number of Talent Points (TPs) your character will start out with and use them to buy starting Talents (section 3.3.1). If your GM prefers, you may roll randomly for starting Talents (section 3.3.2).

Step 2:   Ask your GM for the Experience Level of his campaign. With the Experience Level use the table in section 3.4 to determine how many Experience Points (EPs) your character begins with. (Alternatively, your GM may simply assign EP to you instead of having you use the table).

Step 3:   Select a Species

Species that can be used as PCs will indicate this in their encyclopedia template. Species will also have a value in their Template called Cost. Human Cost = 0. All other species have a number relative to humans. Thus if a species has more negatives than positives, it will have a negative Cost. If a species has more positives than negatives, it will have a positive Cost. Refer to individual species descriptions in that part of the rules.

Subtract Cost from EP.

Species will list +/- next to their talents. The +/- represent how much better or worse the species average is in that talent compared to human. For instance, if an Elf lists +5 PER, this means that the average Elven Perception is +5 greater than the human average. Species Talent modifiers cannot range higher than +5. Add these Talent modifiers to your character's Talents.

Step 4:   Select a Career if you wish. See section 3.5 for more details.

Step 5:   Select Gifts and/or Foibles if desired (see section 3.6)

Gifts have a positive EP Cost.
Foibles have a negative EP Cost.

Subtract these Costs from EP.

Step 6:   Select a skill for the character (see Chapter 4). If the character has chosen a career, the skill should fall within one of the EP groups in which the character has some EP remaining.

Step 7:   Note the Skill Cost (1-5 EP per skill level)

Step 8:   Decide what level of Training you want your character to have with the skill.

Step 9:   Using the Skill Cost and the Desired Training Level, calculate the cost by using the value from the skill acquisition costs table (section 3.4) or by using the shortcut formula. Subtract this number from an EP group to which the skill belongs (Career EP or non-Career EP).

Step 10:   Repeat steps 6-9 until EP = 0 for all groups or you wish to stop purchasing skills. Record unused EP on your character sheet for later use.

3.2 TALENTS

In the DragonNet system, a character is defined by ten primary Talents. These are described hereafter and have been split into two categories - (1) physical and (2) mental.

Physical: Fitness, Agility, Manual Dexterity, Strength, Beauty
Mental: Intelligence, Will Power, Perception, Aura, Psyche

Human Talents are in the range -5, -4, -3, -2, -1, 0, +1, +2, +3, +4, +5.

However, Talents are open-ended on both the negative and positive side. It should also be noted that different player species may have modifiers to some Talents, thus moving them above or below the `normal human' range of -5 - +5.

Talent	Description
-10*	*Minimum Character Species Talent*
-9*	
-8*	
-7*	
-6*	
-5	Minimal
-4	Sub-"human"
-3	Feeble
-2	Deficient
-1	Below Average
0	Average
+1	Above Average
+2	Exceptional
+3	Gifted
+4	Prodigious
+5	Superior
+6*	Heroic
+7*	
+8*	
+9*	
+10*	*Maximum Character Species Talent*

*Assuming modifiers for Species

3.2.1 Physical Talents

Agility (AGI)

Agility represents body control (static and motive) and connectivity. It includes balance, rhythm, and flexibility.

Beauty (BEA)

Beauty simply defines how good a character looks in terms of sheer physical attractiveness. It can be particularly important when you have no time to argue or express yourself but must still leave a good impression.

Manual dexterity (DEX)

Manual dexterity includes hand-eye coordination, fine motricity of the arms and hands, and sensitivity of touch.

Fitness (FIT)

Fitness is an indicator of bodily health (including resistance to hardship, injury and disease) and metabolic efficiency. Running for two hours without halt is a good example of a fitness related activity.

Strength (STR)

Strength is a rating of physical power, both in its instantaneous explosive expression and in its prolonged and measured form.

3.2.2 Mental Talents

Aura (AUR)

Aura is the non-tangible complement to beauty. It represents a character's ability to impress, influence, seduce, command and lead people. Qualities such as natural charisma, personal magnetism, and sex appeal are greatly influenced by a character's aura.

Intelligence (INT)

Intelligence encompasses memory, analytical and reasoning ability, and speed of thought. A high intelligence indicates a natural aptitude for the generation, retention, and understanding of linear thought.

Perception (PER)

Perception includes alertness and observational acuity. A character with a high perception score has keen senses and is less likely to be surprised by unexpected developments.

Psyche (PSY)

Psyche is the emotional counterpart to intelligence. It rates a character's ability to engage in creative, intuitive, spiritual and transcendental thought. Amongst other things, Psyche enables interaction with the supernatural, including the gods, the spirit of Nature, and the mysteries of the universe.

Willpower (WIL)

Willpower is an indicator of self discipline (determination and persistence) and mental fortitude (resistance to influence, pain and stress).

3.3 GENERATING TALENTS

The first step in the character creation process is to generate Talents. There are two methods for doing this -- buying Talents with a point-cost method (3.3.1) or randomly rolling for Talents (3.3.2).

3.3.1 Buying Talents

A character begins with a number of Talent Points (TP) divided evenly into the two attribute categories, i.e. one half of the TPs must be spent on Talents for Physical attributes and the half on Talents for Mental attributes.

The number of starting TP depends on the genre set by the Game Master:

Highly Heroic: 20 TP
                   Average Talent = +2

Heroic: 10 TP
                   Average Talent = +1

Realistic: 0 TP
                   The adventurer is just as good as a normal human (Average Talent = 0)

The Talent of each attribute is purchased at a cost equal to the Talent value. For example, a Talent of +5 in Strength costs five Talent Points, while a Talent of -2 would yield two Talent Points to be spent on other Attributes.

A character cannot have a Talent over +5 or below -5 before the Species' modifiers are applied.

> *OPTIONAL*:   When creating a character, a player has the choice to distribute starting TP into the two categories using any of the following breakdowns: (Physical/Mental)
>
> 60% / 40% (6 TP / 4 TP)*
> 50% / 50% (5 TP / 5 TP)
> 40% / 60% (4 TP / 6 TP)
>
> *Cost in parenthesis are given for the Heroic genre.

> *OPTIONAL*:   At least half of the TP must be used when buying Talents in a category. Left over TP can be converted to Experience Points using a 1 to 10 conversion ration (1 TP = 10 Experience Points). The converted points can only be applied to skills whose primary attribute is a member of the category h(physical or mental) from which the points were converted.

3.3.2 Rolling for Attribute Talents

To generate values in the -5 to +5 range, the basic die roll method is to roll 2d6 then subtract 7 (i.e. 2d6-7). This methods gives a -5 to +5 distribution that looks like a linear climbing ramp followed by a linear falling ramp, and has a mean of 0. The odds of rolling each extreme (-5 or +5) are 1 chance out of 36 for each roll. On ten rolls, the probability of having at least one +5 is about 25%.

> *OPTIONAL*:   A simple variant to the method presented above is to roll more dice than needed and keep only the best. For example, one could roll 3d6 and keep only the two best, ignoring the result of the lowest dice (this result is NOT added). The use of this method is left to the discretion of the Game Master.
>
> Once the die rolling method has been chosen (by the Game Master), several procedures can be applied to generate a character's attributes. A few are:
>
> 1) Make a roll for each attribute in order.
>
> 2) Make ten rolls and assign the results to the attributes as you wish.
>
> 3) Make eleven or more rolls, drop the lowest and arrange to taste.

3.4 STARTING EXPERIENCE POINTS

Experience		Career	Maximum Starting Tr Level (Optional)				
Level	EP	EP	1	2	3	4	5
Starting	250	193 / 82	10	8	6	4	2
Moderate	500	385 / 165	12	10	8	6	4
High	1000	770 / 330	16	14	12	10	8
Very High	2000	1540 / 660	24	22	20	18	16

Experience Level

The average experience level of characters in the GM's campaign.

Starting	Characters have few skills.
Difficult	skills have low Tr levels.
Moderate	Characters have some skills. Difficult skills have moderate Tr levels.
High	Characters have many skills. Difficult skills have high Tr levels.
Very High	Characters have lots of skills. Difficult skills have very high Tr levels.

EP

The number of EP associated with the campaign's Experience Level. EP are used for selecting a species, buying gifts and foibles, and buying skills.

The EP values listed represent the experience points that a character has accumulated throughout his lifetime. It quantifies the achievements the character has made since childhood and the experience the character has obtained from those achievements.

GMs are encouraged to assign their own EP values if those listed do not fit with the GM's personal rate of awarding experience.

Career EP

If a player decides to select a Career for his character then EP is increased by 10% (rounded up). However, in order to receive this bonus, 70% of EP must be devoted to skills within the domain of the Career. A given career may further specify to which skills portions of that 70% must be devoted. The remaining 30% of EP can be used to freely select any other skills, including additional career skills.

The "Career EP" column in the table gives the number of experience points that must be spent on career skill (the number preceding the slash) and the number of experience points that can be spent on other skills (the number after the slash).

Maximum Starting Training Level (*Optional*)

Listed as an optional rule to control how much Training a player can acquire for a skill at character creation. It simulates the fact that at lower Experience Levels a character has not had enough time to develop skills to high levels of mastery. In particular, harder skills would not have been developed as much as the easier skills. If GMs have no problem with characters beginning with skills starting out at any Tr level, then they can ignore this option.

The numbers in the table indicate the maximum training level a character may advance a given skill to start with. For example, if a character were just starting out, and wanted to learn Cooking (a low cost skill costing 1 EP (Adv cost) - see the skill lists in the `World' book, Chapter 2 - Skills for more information) and Armorer (a more difficult skill costing 4 EP), he could advance Cooking to a maximum level of 10 (at a cost of 55 EP - please see Skill Acquisition Costs table below), and Armorer to a maximum level of 4 (at a cost of 40 EP).

The following table can be used to look up the EP cost for advancing a skill from a Training level of 0 to the desired training level in one step. This table is most useful when creating a character and buying skills for the first time.

Skill Acquisition Costs

Shortcut Formula:

EP needed = (Desired Tr) * (Desired Tr + 1) * (EP Cost of skill) / 2

| Desired | Skill Advancement Cost | | | | |
Tr Level	1	2	3	4	5
1	1	2	3	4	5
2	3	6	9	12	15
3	6	12	18	24	30
4	10	20	30	40	50
5	15	30	45	60	75
6	21	42	63	84	105
7	28	56	84	112	140
8	36	72	108	144	180
9	45	90	135	180	225
10	55	110	165	220	275
11	66	132	198	264	330
12	78	156	234	312	390
13	91	182	273	364	455
14	105	210	315	420	525
15	120	240	360	480	600
16	136	272	408	544	680
17	153	306	459	612	765
18	171	342	513	684	855
19	190	380	570	760	950
20	210	420	630	840	1050
21	231	462	693	924	1155
22	253	506	759	1012	1265

23	276	552	828	1104	1380
24	300	600	900	1200	1500
25	325	650	975	1300	1625
26	351	702	1053	1404	1755
27	378	756	1134	1512	1890
28	406	812	1218	1624	2030
29	435	870	1305	1740	2175
30	465	930	1395	1860	2325

3.5 CAREERS

3.5.1 Career Bonus

Character's who embark upon a career have some small advantages over those who take a more generic approach. Specifically, upon creation, Characters receive a 10% bonus to Experience Points (EP's) provided at least 70% of their EPs are spent on skills in their career areas. 30% of their starting skill EPs may be spent on any skills. There is no bonus for choosing a career once play begins.

Choosing a career does not limit a character to a certain set of skills exclusively, nor prevent a character from gaining skills outside their career areas. The character will simply have more starting EPs to spend on skills within their career areas. There is nothing to prevent, for example, a Soldier character from learning skills from the Magic area at some later time, provided he has the needed EP.

3.5.2 (Example) Career Table

Some common careers are shown below. GMs and players (with GM approval) are encouraged to develop their own careers.

Career	Skill Areas
Artist	artistic, athletic, social
Assassin	athletic, combat, subterfuge
Bodyguard	athletic, combat, social
Craftsman	artistic, craft, social
Gatherer	athletic, movement, nature
Hunter	athletic, combat, nature
Illusionist	knowledge, magic, subterfuge
Magi	knowledge, magic, social
Mentalist	knowledge, magic, social
Merchant	knowledge, movement, social
Priest	knowledge, magic, social
Professional	craft, knowledge, social
Rogue	athletic, social, subterfuge
Sage	craft, knowledge, social
Shaman	knowledge, magic, nature
Soldier	athletic, combat, movement
Spy	knowledge, social, subterfuge
Traveler	athletic, movement, social

Artist

Someone who is skilled in one or more artistic areas (music, painting, sculpting, acting, etc.)

Assassin

A person who is skilled in killing for fun and profit. A professional killer who is usually avalible for hire.

Bodyguard

A person who is skilled in protective measures including combat, counter intelligence, investigations, etc. An excellent example would be the United States Secret Service.

Craftsman

A person skilled in one or more crafts such as a blacksmith, bowyer, chef, seemstress or tailor, etc.

Gatherer

A person skilled in living off the land, usually subsisting on gathered berries, fruits, roots, insects, etc.

Hunter

A person skilled in living off the land, usually subsisting on wild game either trapped or hunted.

Illusionist

Someone who is skilled in the use of magical or mundane means of sleight of hand, misdirection, and other illusions.

Magi

A person skilled in one or more magical skills, not including priests.

Mentalist

A person who is skilled in pseudo-magical skills of the mind, e.g. telepathy, ESP, precognition, telekinesis, etc.

Merchant

A person who is skilled in the buying and selling of goods and services, including judging the quality of merchandise they are familiar with, negotiating prices, etc.

Priest

A person who is knowledgable in the rituals and rites of a particular god (or sometimes more than one god), as well as being skilled in using magic associated with their god.

Professional

Rogue

A person who is skilled in one or more area of thievery, deception, or other generally illegal activities.

Sage

Someone who is highly knowledgable in a particular area of study or small group of related disciplines.

Shaman

A usually tribal spellcaster or medicine man.

Soldier

Someone who is trained in the art of war including tactics, individual, small and large unit combat, and sometimes command.

Spy

Someone who is skilled at infiltration and the gathering of information from government, military and civilian sources. This person is sometimes in the permanent employ of an organization and sometimes offers their services for hire.

Traveler

3.6 GIFTS AND FOIBLES

3.6.1 Gifts

The following are available to ALL species at character creation time:

Standard Gifts	EP Cost (Multiples of 10)
Ambidexterity	+20
Enhance Vision	+20
Keen Hearing	+5 / 10m
Animal Empathy	+20
Sixth Sense	+20
Healing / Regeneration	Variable
Can replace limbs	+1000
Per INJURY point	+5 * Recovery Rate
Recovery Rate:	
per day	x1
per hour	x10
per minute	x100
per combat round	x1000

Night Vision	+5 / 10m
Skill Aptitude, ISB	ISB * (Skill's EP Cost) * 5

3.6.2 Foibles

Standard Foibles	EP Cost (Multiples of 5)
Age outside prime	-5 / age category
Abnormal Voice	-5 * Severity
Color blindness	-5 * Severity
Deafness	-10 * Severity
Eyesight, poor	-15 * Severity
Eyesight, missing eye	-15
Distinguishing mark	-5
Mutated Skin	-10 * Severity
Overweight	-10 * Severity
Phobias	-5 * Severity
Primarily handed	-5 * Severity
Sterile	-5

Severity = 1 - 4

1 - Mild	3 - Severe
2 - Moderate	4 - Crippling

Age outside prime

Character suffers the effects related to his/her age. Consult age table in section ?.?

Abnormal voice

Character stutters, squeaks, rumbles, etc. enough that people have a hard time understanding him/her. Skills that require a voice are reduced by -Severity.

Color blindness

1: Character is green/red color blind and suffers a -1 penalty to any skill check requiring the use of color.
2: -2 to any skill check requiring the use of color.
3: -3 to any skill check requiring the use of color.
4: Character is unable to see much difference in colors at all. People who are able to see through the character's eyes will see that everything is a grainy black-n-white. -4 penalty

Deafness

1: Character is deaf in one ear or sometimes unable to hear things being said. GM should require a PER check when the character is in a noisy or audibly distracting situation.
2: Character is often unable to hear things. GM should require a PER check whenever the character is being spoken to in a normal voice. Character can hear if being shouted at. Skills requiring hearing are at -2.
3: Character must be shouted at in order for him/her to have a chance to hear what is being said. GM should require a PER check (-5 if not being shouted at) Skills requiring hearing are at -4.
4: Character is completely deaf.

Eyesight, poor

1: Glasses/spectacles needed or PER is decreased by 2.
2: Glasses/spectacles needed or PER is decreased by 4.
3: Glasses/spectacles needed or PER is decreased by 6.
4: Character is blind.

Eyesight, missing eye

Character is only able to see through one eye, and thus lacks stereo vision. PER is lowered by -5 for anything occurring on blind side.

Distinguishing mark

Character has something distinguishing or odd about his appearance. an eyeball not in line with the other, an abnormally large nose, a scar, etc.) People will easily remember the character based on the mark. Skills using BEA are decreased by -1.

Mutated skin

1: Acne, small rashes. BEA skills decreased by -1.
2: Albino, skin discoloration's. BEA skills decreased by -2.
3: Skin blotches, rashes covering most of body. BEA skills decreased by -3.
4: Extreme skin blotches. BEA skills at -4. Sunlight causes damage.

Overweight

1: -1 FIT
2: -1 FIT, -1 AGI
3: -2 FIT, -1 AGI
4: -2 FIT, -2 AGI

Phobias

agoraphobia   (crowds, public places, open areas)
arachnophobia   (spiders)
claustrophobia   (enclosed/narrow places)
xenophobia   (foreigners, strangers, strange/foreign things)

Primarily handed

Character is dependent on one hand more so than normal. Using other hand results in a penalty of -Severity.

Sterile

Character is unable to produce children. Character may suffer social consequences as a result.

A skill is an acquired ability, one that a character learns.

4.1 Skill Competency

A skill is composed of two parts:

1) Talent (Ta)   (determined by the attribute relevant to the skill)
2) Training (Tr) (determined by experience with the skill)

Thus:

Skill = Talent (Ta) + Training (Tr)

Skill	Competency	Description
Tr=0	No Skill	A character who has no training with a skill
<= 0	Novice	A character who has Training but low Talent
1-5	Apprentice	A character being taught a skill
6-10	Journeyman	A character who has learned his skill
11-15	Craftsman	A character who is proficient with his skill
16-20	Adept	A character who is an expert with his skill
21-25	Master	A character who is a master with his skill
26+	Grandmaster	A character who is legendary with his skill

All skills confer the following abilities:

- A character who has Tr > 0 in a skill can recognize the use of that skill by another.

- A character who has Tr > 0 in a skill can recognize the Competency level of another person with the same skill.

- A character can determine the actual skill level of another if the character's skill level is greater than the other person's.

4.2 SKILL COSTS

All skill costs are measured in Experience Points. The higher the number of Experience Points, the harder the skill is to learn and master.

Skill Difficulty	Base EP Cost
Trivial	1 EP
Easy	2 EP
Average	3 EP
Difficult	4 EP
Very Difficult	5 EP

4.3 UNTRAINED PENALTY (UP)

When a character attempts a task for which he has not been trained (Skill Competency is 'No Skill', see section 4.1), or to which no skill is related, he suffers an "Untrained Penalty".

Some skills will have a special UP of Impossible. This indicates that the skill cannot be attempted when Skill Competency is 'No Skill'.

The UP is equal to 5 for all tasks.

OPTIONAL:	The UP is generally equal to 5 but can be changed by the game master. The game master may set a higher UP for a task that is normally performed using a skill requiring a lot of knowledge or practice (Difficult and Very Difficult skills). In the same way, the game master may reduce or eliminate the UP for tasks that are primarily based on attributes (ex: resisting a poison), or that do not benefit much from knowledge or practice (Trivial and Easy skills).
	As a guideline, a UP of twice the Base EP Cost (see section 4.2) of the related skill is suggested for tasks that are normally performed using a skill.
	UP = 2 * Base EP Cost

4.4 SKILL ADVANCEMENT

To increase a skill to its next training level, a character must spend a number of experience points equal to the next training level times the Base EP Cost (see section 4.2) of the skill.

Skill Advancement Formula:

EP Cost = Next Tr * Base EP Cost

For example, if Argis the ranger wants to increase his tracking skill (Base EP Cost = 4 EP) from training level 8 to training level 9, he must spend:

EP Cost = Next Tr * Base EP Cost = 9 * 4 EP = 36 EP

For those who prefer not to use the formula, a table is provided.

Skill Advancement Costs Table

Next Tr	Skill Difficulty				
	T	E	A	D	VD
1	1	2	3	4	5
2	2	4	6	8	10
3	3	6	9	12	15
4	4	8	12	16	20
5	5	10	15	20	25
6	6	12	18	24	30
7	7	14	21	28	35
8	8	16	24	32	40
9	9	18	27	36	45
10	10	20	30	40	50
11	11	22	33	44	55
12	12	24	36	48	60
13	13	26	39	52	65
14	14	28	42	56	70
15	15	30	45	60	75

16	16	32	48	64	80
17	17	34	51	68	85
18	18	36	54	72	90
19	19	38	57	76	95
20	20	40	60	80	100
21	21	42	63	84	105
22	22	44	66	88	110
23	23	46	69	92	115
24	24	48	72	96	120
25	25	50	75	100	125
26	26	52	78	104	130
27	27	54	81	108	135
28	28	56	84	112	140
29	29	58	87	116	145
30	30	60	90	120	150

4.4.1 Training (Optional)

When a PC is ready to train a skill (he has enough EP to advance a Tr level), he must make a Training check.

2d10* + Adv Ta >= Desired Tr level + Base EP Cost

If the Training check is successful, the PC gains another Tr level.

If the Training check is unsuccessful, the PC has two options:

1) The PC must wait until he or she has recieved twice the number of base experience points for the skill in question (see example below). (The PC retains his EP)

2) Pay additional EP equal to the TD minus the result of the die roll.

   Example: Ronan has STR 5, AGI -3, and 100 Experience Points.

   He wants to increase his Running skill from Tr 14 to Tr 15 and his Climbing skill from Tr 5 to Tr 6.

   He attempts a Training check for Running:

   Running, A=3, Adv Ta STR

   $$2d10* + 5 >= 15 + 3$$

   He rolls a 16. His attempt is successful and he decreases his EP pool by 15 * 3 = 45 EP. He now has 55 EP left.

   Ronan next attempts a Training check for his Climbing skill:

   Climbing, D=4, Adv Ta AGI

   $$2d10* + -3 >= 6 + 4$$

   He rolls an 11. His attempt is unsuccessful. Ronan must decide between option 1 or 2 above:

1) He can now either wait until he earns eight (8) more EP (climbing is a D=4 skill, so 2*4=8) before making another Climbing Training check. His EP remain at 55.

2) He can pay additional EP equal to the difference between the TD and the result of his roll:

10 (TD) minus 8 (the 11 he rolled plus his -3 Talent) = 2.

Thus the total cost to move from Tr 5 to Tr 6 would be 6*4 + 2 = 24 + 2 = 26 EP leaving Ronan with 29 EP.

4.5 GENERAL SKILLS

This section describes general skills, i.e. those that do not require special rules. For Combat and Magic skills, please refer to sections 6 and 7 respectively.

Skill name	EP Cost	Attr. Tal	Adv	UP	Default TD*	Tasks Description
ARTISTIC SKILLS						
Acting	3	AUR	PSY	6	D/15	Convincing personification
Disguise	2	AUR	PSY	4	D/15	Render irrecognizable
Drawing / Painting	3	DEX	PSY	6	D/15	Draw or paint an average image
Musical instrument	3	DEX	PSY	6	D/15	Performing a common piece
Sculpture / Carving	3	DEX	PSY	6	D/15	Sculpt or carve a small piece
Ventriloquism	4	AUR	WIL	8	D/15	Simple speech
ATHLETIC SKILLS						
Acrobatics	3	AGI	PER	6	D/15	Dropping one floor in combat
Climbing	4	AGI	AGI	8	A/10	Normal brick wall
Contortion	5	AGI	AGI	10	D/15	Passing a torso-sized tunnel
Endurance	3	FIT	WIL	6	D/15	Jogging for two hours
Falling	4	AGI	AGI	8	VD/20	Falling 10 meters unarmed
Juggling	2	DEX	PER	4	A/10	Juggling five normal objects
Jumping	3	STR	STR	6	ED/25	Jumping one's height
Running	3	STR	FIT	6	D/15	Running 100m under 15 sec.
Swimming	3	STR	FIT	6	A/10	Swimming 1km at a good pace
Tightrope walking	4	AGI	PER	8	D/15	Walking 25m on a rope
CRAFT SKILLS						
Agriculture	2	INT	INT	4	A/10	Growing common plants
Armorer	4	DEX	DEX	8	A/10	Fabricating a chain mail
Blacksmithing	3	DEX	INT	6	A/10	Forging a cauldron
Bowyer	3	DEX	PER	6	A/10	Assembling a short bow
Carpentry	2	DEX	INT	4	A/10	Fabricating a chest
Cooking	1	PSY	INT	2	E/5	Making a simple meal
Fishing	2	INT	INT	4	A/10	Catching "a meal" in 3 hours
Leatherworking	2	DEX	DEX	4	A/10	Making a leather backpack
Medicine	4	PER	INT	8	D/15	Healing a broken leg
Mining	3	PER	INT	6	A/10	Tunneling in normal rock

Pottery	2	DEX	DEX	4	A/10	Molding a decorated urn
Rope use	2	DEX	AGI	4	A/10	Tying up a person solidly
Stonemason	2	STR	DEX	4	D/15	Cutting tower stones
Weaponsmithing	4	DEX	DEX	8	A/10	Making a dagger
Wood Working	2	DEX	DEX	4	A/10	Build a wooden chair

KNOWLEDGE SKILLS

Ancient History	3	INT	INT	6	D/15	Recalling heroic stories
Appraising	3	PER	INT	6	D/15	Estimating the value of gems
Botany	3	INT	INT	6	D/15	Identifying rare plants
Cartography	2	INT	INT	4	D/15	Mapping a region from sight
Cryptography	4	INT	INT	8	VD/20	Deciphering a standard code
Engineering	4	INT	INT	8	D/15	Drawing plans for a catapult
Geography	2	INT	INT	4	A/10	Knowing country of city
Heraldry	2	INT	INT	4	D/15	Recognizing a coat of arms
Herbalism	4	INT	INT	IMP	D/15	Brewing a special remedy
Identify magic	5	PER	INT	IMP	ED/25	Identifying a magical item
Language	3	INT	INT	IMP	A/10	Understanding a foreign tongue
Local History	2	INT	INT	4	A/10	Recalling an important event
Metallurgy	4	INT	INT	8	D/15	Identifying a metal
Navigation	4	INT	INT	IMP	D/15	Finding one's position
Read/write	4	INT	INT	IMP	A/10	Reading a sign.
Species enemy	2	INT	INT	4	D/15	Recognizing behaviors
Spelaeology	3	PER	INT	6	A/10	Successfully navigating a cave
Spellcraft	4	INT	INT	IMP	D/15	Recognizing a spell being used
Teratology	3	INT	INT	6	VD/20	Identifying monster indices
Theology	3	INT	INT	6	D/15	Remembering rites
Tribal Memory	4	PSY	INT	8	A/10	Recite oral history
Zoology	3	INT	INT	6	D/15	Identifying animal behaviors

MOVEMENT SKILLS

Direction sense	3	PER	PER	6	VD/20	Determining current direction
Riding (airborne)	4	AGI	PER	8	ED/25	Maintaining mount control
Riding (land)	2	AGI	PER	4	A/10	Maintaining mount control
Seamanship	3	PER	INT	6	A/10	Rigging sails

NATURE SKILLS

Animal Training	3	PER	PSY	6	VD/20	Training a horse
Falconry	3	PER	PSY	6	D/15	Training a falcon
Fire-building	1	INT	INT	2	A/10	Building a fire without f&s
Foraging	2	PER	INT	4	D/15	Finding a "meal"
Hunting	2	PER	PER	4	A/10	Shooting enough for a "meal"
Hydrology	2	PER	INT	4	A/10	Locate potable water in forest
Survival	4	WIL	INT	8	A/10	Finding shelter during storm
Tracking	4	PER	INT	8	VD/20	Finding a 4 day old trail
Weather sense	3	PER	PSY	6	D/15	Predicting next day's weather

SOCIAL SKILLS

Bardic influence	3	AUR	PSY	6	D/15	Awe a crowd with performance
Bribery	3	AUR	PER	6	D/15	Bribing a guard

Dragonshah	2	INT	INT	4	E/5	
Drinking	2	FIT	WIL	4	A/10	Drink FIT + 8 ales
Eating	2	FIT	WIL	4	A/10	Eat FIT + 6 Kg food
Etiquette	2	AUR	PSY	4	A/10	Acting courteously
Gambling	2	DEX	PSY	4	D/15	Win against unskilled opponent
Haggling	1	AUR	PSY	2	D/15	Getting an offer accepted
Heroic Inspiration	4	PSY	AUR	8	D/15	Succeed in inspiring fellow warriors
Interrogate	3	AUR	PSY	6	VD/20	Getting confession from WIL 0
Oration	4	AUR	PSY	8	D/15	Successful speech to large aud.
Streetwise	2	PER	PSY	4	D/15	Obtaining "street" info
Trading	3	AUR	PSY	6	D/15	Getting a trade accepted
Truthtell	4	PER	PSY	8	E/30	Recognizing a lie
SUBTERFUGE SKILLS						
Detect traps	3	PER	INT	6	D/15	Detecting a needle trap
Evade pursuit	2	AGI	INT	4	VD/20	Losing pursuit (non-trackers)
Forgery	4	DEX	INT	8	VD/20	Copying an official document
Move quietly	4	AGI	AGI	8	D/15	Moving without armor
Open locks	3	DEX	INT	6	D/15	Opening standard locked door
Pick pockets	3	DEX	PER	6	D/15	Pulling coin purse, large crowd
Reading lips	4	PER	INT	8	D/15	Deciphering speech, clear view
Remove traps	4	DEX	INT	8	D/15	Removing a needle trap
Set snares	2	DEX	INT	4	D/15	Setting a foot snare
Shadowhide	3	PER	AGI	6	VD/20	Medium shadow cover

* Values listed in this column are for the optional Untrained Penalty (UP) rule found in section 4.3. If this rule is not being used then UP is either Impossible (IMP) or 5 (GM's discretion).

4.5.1 Artistic Skills

Acting

Confers the ability to convincingly portray a character either from a literary work or of one's own creation. This includes improvisational acting.

Disguise

Confers the ability to alter one's general appearance in order to avoid identification and deceive opponents. Encompasses alteration of height, weight, posture and/or facial and body features. Often combined with the acting skill.

Drawing / Painting

Convers the ability to draw and paint life-like images as well as impressionistic images.

Musical instrument

Confers proficiency in an instrument of choice.

Sculpture / Carving

Confers the ability to shape and mold clay, stone, and wood into life-like images of various sizes and compositions.

Ventriloquism

Confers the seeming ability to project one's voice so that it appears to emanate from inanimate objects, other people, or unusual locations. Good for party tricks and for starting ale-house brawls.

4.5.2 Athletic Skills

Acrobatics

Confers the ability to swing from a chandelier, somersault through a stained glass window, and land on one's horse, ready to make a getaway. Can be used in combat to dodge or reduce the effects of a blow.

Climbing

Lets a character scale vertical and near vertical surfaces such as smooth walls and rough cliff-faces. Harder with slippery or featureless surfaces or if burdened with accouterments. Often combined with the falling and medicine skills :)

Contortion

Enables the manipulation of one's body in order to move through small openings, hide in absurdly small containers or edifices, and escape from bonds.

Endurance

Enables prolongation of application with regard to physically demanding and/or mentally draining tasks. A swimmer nears exhaustion towards the end of long swim; they apply their endurance skill, and if successful, can continue swimming anew, as if refreshed for half as long again. Successive uses of the skill increase task difficulty and reduce prolongation span.

Falling

Enables the reduction of falling damage by such methods as slowing the rate of descent by incidental surface contact, harm minimizing impact postures, and "dodging the spikes/aiming for the soft bits."

Juggling

Confers an ability to manipulate balls and other objects primarily for entertainment purposes. Subsumes minor sleight-of-hand techniques.

Jumping

Confers a proficiency at spanning sudden drops such as those encountered during rooftop chases or across mountain gorges, ready leaps onto elevated stations such as tavern tables and desperation jumps out of first or second story abodes.

Running

Through a combination of running and power-walking, enables movement at twice the normal rate for a fixed duration. A period of rest and recuperation is required at the end of such exertion.

Swimming

Confers the ability to float upon deep water and to traverse same in a limited fashion. Heavy accouterments, exhaustion, wounds, cold water, and high waves make things harder.

Tightrope walking

Enables safe transition along a strong rope strung between two points or any similarly narrow and (generally) high-up path.

4.5.3 Craft Skills

Agriculture

Confers the ability to raise plants for various reasons (crops, reforestation, etc.). This skill also allows the character to identify plants. [Includes related fields such as horticulture]

Armorer

Enables the construction and repair of metal, mesh and/or material armor.

NB: historically spans the trades of Armorer, Mailmaker, Linen Armorer, Heaumer (helmets), and Targeter (shields)

Blacksmithing

Enables the working of iron to produce and repair domestic and agricultural items.

Bowyer

Enables the construction and repair of bows, x-bows, arrows, and arrowheads.

NB: historically spans the trades of Bowyer, Crossbow Maker, Fletcher (arrows), Arrowsmith (arrowheads), and Stringer (bow strings).

Cooking

Enables the preparation of diverse foods including flesh-meat and poultry, pasties, and confections.

NB: Historically spans the trades of Cook, and Confectioner.

Fishing

Enables the use of rod, net, and weir to catch a wide variety of species including pike, carp, trout, eels, catfish, lampreys and crabs.

Leatherworking

Confers the ability to make items from leather or other skins, including clothing, armor, saddles, etc. This skill includes the ability to etch, carve and stamp leather for design and artistic value, but does not confer the artistic ability to make this work of high quality (see Drawing / Painting skill)

Medicine

 [Includes First Aid]

Confers the ability to attenuate pain, stop bleeding, and prevent further injury as a result of cuts, bruises, abrasions, burns, broken and sprained limbs, bites and stings (see section 8.5 - Healing).

Mining

Confers a knowledge of ore prospecting, geological surveying, and extraction techniques and hazards.

Pottery

Enables the working and firing of clay pieces to produce glazed and painted jars, pots and tiles.

Rope use

Enables the character to tie effective knots for a variety of uses including mountaineering, restraint, building rope bridges, etc. Also includes splicing two pieces of rope together, care of rope, types and sizes of ropes needed for various jobs, etc.

Stonemason

Enables the shaping and dressing of stones used in the construction of houses, towers, and castles.

Weaponsmithing

Enables the construction and repair of knives, swords and miscellaneous weapons.

NB: Historically spans the trades of Blader/Bladesmith (blades), Cutler or Swordsmith/Sword-Cutler (handles), Sheather (sheath/scabbard), Weaponsmith (everything else bar knives, bows, and swords).

Wood Working

Enables the construction of common items from wood, including furniture of all types, utensils, and even buildings. While this skill allows the construction of high quality objects, it does not confer the ability to artistically carve or paint the items into true works of art (see Drawing / Painting and Sculpture / Carving skills).

4.5.4 Knowledge Skills

Ancient History

Confers an academic type knowledge of a past civilization ("Atlantis") or a more generalized knowledge of a specific period of history (4th Century AD).

Appraising

Enables the considered determination of the value of a range of curios including objets d'art, jewelry, and collectibles. Easier if the item in question can be handled; harder if applied by sight or by description or from drawing alone.

Botany

Confers knowledge of plants, lichens, flowers, trees, vegetables, and fruits.

Cartography

Allows one to make accurate map from topographical measurements. Also confers the ability to make reliable maps while traveling a region or visiting a building.

Cryptography

Confers proficiency in the field of codes, ciphers, and code-breaking.

Engineering

Confers knowledge of design and construction principles especially those of a public utility nature such as bridges, roads, aqueducts, harbors, and drainage works. Military Engineering concentrates on the construction of military works (including engines of destruction) for attack or defense.

Geography

Confers knowledge of matters concerning the description of a world's surface, its form and physical features, natural and political divisions, climate, resources, and populations of various countries.

Heraldry

Confers knowledge of the etiquette of chivalry, including the genealogies and armorial bearings of noble families, laws of succession, and orders of precedence.

Herbalism

Confers a knowledge of the medicinal properties of herbs and plants.

Identify magic

Subsumes a general knowledge of the reputed origin and history of magical artifacts. Enables one so learned to recognize such items and to speculate as to their application and usefulness.

Language

Confers knowledge of a verbal communication medium whether ancient, modern, or esoteric.

NB: Dead and forgotten languages tend to have greater training requirements and higher TD ratings.

Local History

Confers a detailed knowledge of the development, stories, and events surrounding a thorp, county, province or region; the smaller the area, the more detailed the knowledge. Extends to such things as notable battlefields, regional politics, rumors, scandals, flood, fire and drought, lost treasures and the like.

Metallurgy

Confers a knowledge of metals and their behavior under stress. Enables the identification of most types by virtue of familiarity with their physical characteristics.

Navigation

The ability to find one's position using the sun/stars, currents, ...

Read/write

Confers the ability to understand and prepare written communication mediums.

Species enemy

Confers an intimate knowledge of the behavior, anatomy, strengths and weaknesses of a specified class of creatures such as giants or dragons or orcanthropoids.

Spelaeology

Confers a knowledge of caving techniques including familiarity with basic underground features and hazards.

Spellcraft

Confers the knowledge of common spells, sources and conductors, and effects of their combinations. It allows the character to recognize the likely effects of a given spell.

Teratology

Confers a knowledge of monsters and their characteristics including diet, powers (actual and reputed), activity cycles, friends, enemies, and habitat.

Theology

Confers a general knowledge of the more significant of a world's religions. Includes creation and world building lore, deity virtues and spheres of influence, liturgical rites and practices, notable heroes, orders and authorities, sanctions, holy days and places, and religious festivals.

Tribal memory

A character with this skill can neither read nor write but has exceptional powers of memory. They can recall the exact topography of places they have visited, draw an accurate map of a five-thousand mile route, or recite three-thousand-line epics of poetry.

Zoology

Confers a knowledge of natural animals and their characteristics including diet, behavior, activity cycles, friends, enemies, and habitat.

4.5.5 Movement Skills

Direction sense

Confers the ability to determine true north through a combination of familiarity with heavenly aspects, sensitivity to geomagnetic flux lines, and natural psychic affinities. Harder during the day, on occluded nights, and when underground.

Riding (airborne)

Enables the riding of beasts of the air for rapid and safe conveyance.

Riding (land)

Enables the riding of beasts of burden and conveyance over lands both clear and rough, in a safe and comfortable fashion.

Seamanship

Confers a familiarity of working life aboard a water borne vessel and the practices and hazards of such a calling. Enables the safe passage of a water-borne ship through doldrum and tempest by virtue of familiarity with the heavens and the vagaries of wind and current.

4.5.6 Nature Skills

Animal Training

Enables the training of domestic animals and beasts so as to obey instructions and learn specified routines.

NB: at higher TD levels can be used to train semi-wild and wild animals and at the heights of the art, confer rudimentary speech in the more intelligent and cooperative types.

Falconry

Confers knowledge of the art of the keeping and training of hawks and like birds of prey.

Fire-building

Confers the ability to start a small fire suitable for camping purposes. Ignition methods include eye-glass, flint and steel, and simple fricative. Difficulty varies according to environment and atmospheric conditions.

Foraging

Enables survival off the land by virtue of familiarity with natural food and water sources, and their extraction/safe preparation methodologies.

Hunting

Confers the ability to track and bag beasts of the hunt such as bears, wild boar, deer, foxes, hares, grouse, wild duck, and geese, by virtue of familiarity with their habitat, behavior, and anatomy.

Hydrology

Confers the ability to locate sources of fresh water above and below ground and to identify tainted holdings.

Survival

Each survival skill conveys survival ability based on location/climate. Examples include Woodlands, Desert, Mountains, Arctic etc. Survival allows a character to build shelter, find food and water, etc...

Tracking

Confers the ability to track all forms of ground based creatures.

Weather sense

Enables the anticipation of forthcoming meteorological phenomena.

4.5.7 Social Skills

Bardic influence

Facilitates the mood alteration of a passive listener or group of people through song, melody, humor and/or tragedy.

NB: at higher TD levels can be used to invoke heroic inspiration, counter the effects of sirens and the like, and heal solely by the purity of voice and/or instrument.

Bribery

Facilitates the circumvention of cumbersome laws, the cooperation of agents of inspection, and the ready consideration of petitions and entreaties and the like. Minimizes the consequences of a rebuff.

Dragonshah

A board game analogous to chess. Played throughout the known worlds, often for agreed stakes.

Drinking

Subsumes a good knowledge of alcoholic beverages. Enables one to drink those not so skilled, under the table.

Eating

Confers an Epicurean knowledge of food and wine. Depending on one's bent can also be used to out-gross those without the skill, in pig-out competitions.

Etiquette

Confers knowledge of the proper mode of dress, behavior, and language when speaking to nobility.

Gambling

Confers the ability to master games of chance either by "reading the odds" or by subtle manipulation/substitution of game equipment and paraphernalia.

Haggling

Confers the ability to negotiate price effectively, including having an idea of when the price of an object has been inflated. To be the most effective, the use of this skill requires the character to have some idea of the true value of the item being haggled over.

Heroic Inspiration

Interrogate

This skill is used to extract special information through the use indiscriminate physical and mental persuasion.

Oration

Enables the conveyance of ideas and concepts to groups of people ranging from small assemblies to raucous multitudes. Often used (and abused) by religious leaders and holders of public office, whether benign or corrupt, prospective or incumbent.

Streetwise

Confers familiarity with the ways of the street. Enables neutral interaction with members of urban underclasses, the location of discrete accommodation and food sources, and access to street knowledge, strong-arms for hire, outlets for the acquisition and disposal of illicit or "borrowed" property, and similar questionable activities.

Trading

Truthtell

Enables one to tell when a human, demi-human, or humanoid is lying by watching the subject's eyes, breathing, and so on.

4.5.8 Subterfuge Skills

Detect traps

Enables the detection of mechanically based traps: whether a small poisoned needle in a jewelry box or a pressure plate activated falling block in a passage. The character assays the item/area in question and is able to detect small irregularities in construction or tell-tale differences in contrast or surface homogeneity. Higher proficiency levels confer a limited ability to sense temperature inconsistencies and magical augmentation emanations.

Evade pursuit

Confers knowledge in the detection and evasion of pursuit including effective hiding, switchbacks, covering tracks, etc.

Forgery

Enables the production of facsimile documents, forged artwork, and artificial imitations of valuable stones and items of jewelry.

Move quietly

Facilitates movement which avoids the rustle of clothing and the padding of footsteps. Good for sneaking up on guards and sentries.

Open locks

Confers the ability to defeat locks and like security devices by manipulating their mechanical components.

Pick pockets

Confers the ability to extract baubles and the like from the pockets and purses of unsuspecting marks.

Reading lips

Enables the discernment of what is being said by the observation and interpretation of lip motion. Useful across a crowded room if discretion is required.

Remove traps

Enables the character to disarm or harmlessly set off common types of traps.

Set snares

Enables the character to install and build common types of traps.

Shadowhide

Enables the observation of goings-on from a position of concealment such as amidst a naturally camouflaged field or from within the depths of urban shadows. Can avoid house-to-house and all points searches by moving surreptitiously from hidey hole to darkened corner.

SECTION 5	TASKS

A Task is a situation in which a character applies his abilities to accomplish some action. A character may use his Talent or a skill when attempting to resolve the Task.

5.1 T<small>ASK</small> R<small>ESOLUTION</small>

The process of resolving a Task is called Task Resolution. It is done via a roll of the dice. The applicable Skill is then added to the die roll and the result must be greater than or equal to the Task Difficulty set by the GM. Thus the standard Task Resolution Formula is:

2d10* + Skill >= TD

where: 2d10*   = Standard Dice Roll
and: Skill   = Ta + Tr
and: TD   = Task Difficulty

If situation modifiers reduce a Task Difficulty to zero or less, a Task Resolution roll is not required; the outcome is an automatic success.

Similarly, and especially in non-crisis situations, a GM may waive the requirement for a task resolution roll when a character's skill rating is within 5 points of the Task Difficulty rating e.g., Skill 6, TD 10.

5.2 R<small>ELATIVE VS</small> A<small>BSOLUTE</small> T<small>ASKS</small>

Tasks can be divided into two categories:

Relative: Those whose difficulty are relative to the Talent of the character attempting the Task.

Absolute: Those whose difficulty are constant regardless of Talent.

Lifting weight is an example of a Relative Task, while picking a lock is an example of an Absolute Task.

Establishing Task Difficulties for Absolute Tasks is done by determining what the difficulty of the task would be for a minimally trained average character (Ta = 0, Tr = 1). The same Task Difficulty is then used by all characters no matter what their skill is. Absolute Tasks use the standard Task Resolution Formula from section 5.1.

For Relative Tasks, the Task Difficulty is established as a function of the Talent of the character attempting the Task. For example, the Task Difficulty for lifting 120 kg is relative to the maximum weight a character can lift, which is in turn relative to the Strength Talent of the character. Thus, a character with a maximum Lift of 50 kg faces the same Task Difficulty when trying to lift a weight of 100 kg as a character with a maximum Lift of 20 kg trying to lift a weight of 40 kg.

When a character is attempting a Relative Task, he must use a slightly modified Task Resolution Formula:

with a skill: **2d10* + Tr >= TD**
without a skill: **2d10* – UP >= TD**

where UP is the "Untrained" Penalty (see section 4.3).

As you will notice, Talent is not used in the Relative Task Resolution Formula; this is because the Task Difficulty already takes Talent into account.

A rule of thumb to use to determine if a task is Relative or Absolute is to decide if the task is quantitative or qualitative by nature.

Examples of quantitative tasks are: lifting 100 kg, running at 2 meters per second.
Tasks of a qualitative nature would be: climbing a wall, picking pockets, or playing chess.

If the Game Master has a hard time deciding if a task is Absolute or Relative, he should treat it as an Absolute task, which will simplify calculations and accelerate game play.

5.3 TASK DIFFICULTIES

To aid the GM in determining task difficulties, the following task difficulties have been established relative to what an average character (Ta = 0) with minimal training in a skill (Tr = 1) can accomplish. Therefore, the values were derived from the following task resolution formula:

2d10* + 1 >= TD

Thus, when assigning a difficulty to a task, the Game Master should set the Task Difficulty as if the task was being attempted by a Ta = 0, Tr = 1 character. The Game Master should not base the difficulty on the skill level of the character attempting the task. In other words, figure out what the task is like, then use the table below to find the description that best fits the Task. With this description, use the TD value listed.

For example, climbing a moss covered wall by someone with Ta = 0, Tr = 1 could be described as tricky. Tricky is listed under the "Could also be described as" column for Difficult. The TD associated with a Difficult Task is 15. Thus no matter what the Skill of a character attempting to climb a moss covered wall, the Task Difficulty is 15.

If a character with Skill 3 in Climb Walls attempts to climb the moss covered wall, he uses the formula: **2d10* + 3 >= 15**.

If a character with Skill 10 in Climb Walls attempts to climb the moss covered wall, he uses the formula: **2d10* + 10 >= 15**.

Description	TD	Odds	Could also be described as
Easy	5	97%	Routine, Simple, Trivial
Average	10	75%	Engaging, Fair, Intermediate
Difficult	15	32%	Difficult, Tough, Tricky
Very Difficult	20	9%	Challenging, Demanding, Tasking, Vexing
Extremely Diff	25	4%	Exacting, Formidable, Punishing
Extreme	30	2%	Ballistic, Limit
Crushing	35		Backbreaking, Monumental
Herculean	40		Epic, Staggering, Superhuman
Gargantuan	45		Stupefying
Titanic	50		Awesome
Unbelievable	60		Impossible
Inconceivable	70		Shattering
God-like	80		Legendary, Mythic
Immortal	90		Celestial, Eternal
Cosmic	100		Transcendental

5.4 TASK RESOLUTION WHEN NO SKILL IS USED

If a character attempts a task for which he does not possess a skill or to which no skill is related, he uses (Ta - UP) in place of Skill and the Task Resolution Formula becomes:

2d10* + (Ta - UP) >= TD

where UP is the "Untrained" Penalty.

UP is generally equal to 5 but see Section 4.3 for GM options.

5.5 CONTESTED SKILL TASK RESOLUTION

Formula:

2d10* + Skill^ >= TD + Opponent's Skill

[If contestant is not using a skill (generally because he is untrained), replace Skill with (Ta - UP)]

5.6 COMPOSITE TASK RESOLUTION

There is a TD for the task as a whole. A roll is made at an effective skill equal to the sum of his skills which are involved in the task against that TD. If the roll succeeds, the task succeeds. If the roll fails, the task fails.

5.7 COMBINING EFFORTS

When many characters unite their strength, intelligence, etc. to accomplish a Task, they are often more efficient than if they were trying to accomplish the Task independently. In such a situation, the success of the attempted Task is obtained by having each character roll independently against the Task Difficulty. The TD is lowered by 1 for every character working on the Task beyond the first. The Task Resolution Formula for each character is therefore:

2d10* + Skill >= TD - (N-1)

where N is the number of characters attempting the task.

The Task is successful if at least one of the characters makes his roll.

The GM must decide, based on the Task, if more than one character can attempt the Task. If he decides that more than one character can attempt the Task, he must then decide the maximum number of characters that can take part in attempting the Task.

5.8 GRADED OUTCOMES (OPTIONAL RULE)

For Gms who prefer a slightly less absolute (success or failure) systems of determining the result of Task Resolution, the following system is provided as an option for measureing the degree of success or failure.

Bonus: ***Roll*** **>= TD + 10**

A really good result which surpasses normal expectations. If the GM cannot think of a resonable Bonus, then the outcome should simply be treated as a success.

Success: **TD + 1 <=** *Roll* **<= TD + 9**

A successful outcome which achieves the desired result

Partial: **TD - 1 <= *Roll* <= TD**

An outcome that could be categorized as somewhere between success and failure. The exact result is left to GM discrethion. As a guideline, if *Roll* = TD, then the GM should make sure that the end result is a success. Likewise, if *Roll* = TD - 1, then the end result should be treated as a failure.

Failure: **TD - 9 <= *Roll* <= TD - 2**

An unsuccessful outcome which does not achieve the desired result.

Mishap: ***Roll* <= TD - 10**

A particularly bad failure that exposes the character to additional misfortune, harm, penalty or confusion. If the GM cannot think of a reasonable Mishap then the outcome should simply be treated as a Failure.

Example: Shardra the Ranger has Tracking 4. She tries picking up the trail of a wounded bandit. The DM decides that this will be hard, as it's been training. The formula becomes:

2d10* + 4 >= 15

If Shardra's player rolls a 25 or higher, a Bonus, not only does Shardra pick up the trail, she also picks up the overlying trail of a pursuing wolverine!

If she rolls 17-24, a Success, Shardra picks up the bandit's trail.

If she rolls 13-16, a Partial, Shardra picks up the trail just long enough to figure the general direction taken by the bandit.

If she rolls 6-12, a failure, Shardra cannot pick up the trail because it's been washed away.

If she rolls a 5 or less, a mishap, Shardra picks up the wrong trail that leads her in a totally different direction.

6.1 INTRODUCTION

"... violence is the last refuge of the incompetent." Isaac Asimov

When other means of achieving objectives have failed, the party of adventuring characters may find themselves in an encounter that leads to combat. Combat can take many forms including melee, archery, arcane, etc. Good combat rules should cover all those situations, while being simple enough not to prevent the players from having fun.

Like everything else in the DragonNet system, combat rules seek to achieve a balance between realism, simplicity and heroism. In a completely realistic system, serious wounds often prove fatal and the game master has to take great care not to create a situation where combat is unavoidable. At the opposite, in a heroic system where the characters can endure extreme wounds without flinching, combat often becomes the preferred mean to resolve situations of conflict. In our vision, combat should not limit character development by ending it whenever it happens, nor should it prevent it by being a universal solution to all problems. Therefore, the DragonNet combat system is deadly enough that characters won't always seek combat as the solution to their problems, but not so deadly as to make the characters flee each time brute force is required.

6.2 BASIC PREMISES

6.2.1 The Combat Round

As in many RPG system, combat in DNet is resolved by dividing its duration into rounds. During a round, each character can perform one action: attacking an opponent, casting a spell, reloading a bow, etc. Each combat round represents six seconds of action, giving ten rounds per minute.

During a combat round, each protagonist will get to accomplish one action, without consideration for who acts first or last. Each attack/defense confrontation is in fact an exchange of blows and the damage inflicted by the protagonists upon each other is the summation of the effects of each individual blow. It is therefore perfectly possible for two combatants to finish off each other in the same round, giving a situation similar to the final combat scene in the movie "Excalibur".

6.2.2 Combat Styles

There is more to combat than just swinging a weapon; most of the reflexes that make a good fighter have more to do with the way he uses his weapon than with the particular weapon used. The skills your character has to learn to be a proficient fighter are thus named combat styles. The primary style for a fighter with military training would probably be "Weapon and Shield". A northern barbarian wielding a claymore would most often use the "Two-handed weapon" style. A magic oriented character would probably opt for a low cost style such as "Staves", giving him basic combat abilities while letting him focus most of his efforts on magic lore.

As your character gains experience, he can advance in one or more combat style. Since combat styles are used for both attack and defense, improving them makes you both harder to hit and better at hitting your opponents.

6.2.3 Impact, Damage and Injury

When you hit an opponent with a weapon, you generally intend to cause him some physical damage. The DragonNet system uses a specific procedure with its associated terminology to calculate this damage; the

basics of the damage calculation procedure are exposed here, so that you can better understand the rest of the system. The complete procedure will be described in detail later in the combat chapter.

Every physical attack is said to cause an IMPACT. For example, a hit with bastard sword made by an average human causes 2d6+4 points of IMPACT. If the target is wearing armor, part of the attack's IMPACT is absorbed by the armor, while the remaining part, if any, constitutes the true physical DAMAGE, which is added to the target's INJURY heap. If the target suffers too much INJURY, i.e. more than what is BODY allows, he will pass out and eventually die.

6.2.4 Combat Round Sequence

Most gamers hate it when the mechanics of combat system take more time than the actions and tactical decisions of the characters. In other words, the mechanics should not slow down the combat flow and bring down the climactic tension. The combat round sequence outlined here and described more fully later in the text will generally be most effective one for smooth combat resolution.

The combat round begins with the declaration phase, during which each player announces the actions of his character(s) and the game master states the actions of the non-player characters (NPC). The order of the declaration can be arbitrary or determined by rolling for initiative. In both cases, it is advantageous to declare last, since you can decide the actions of your character in regard of what others have announced.

After all actions have been declared, the resolution phase begins. No particular order is required, as all actions are considered to be simultaneous and every character is assured that he will have a chance to attempt its planned actions. For attacks, resolution is divided in two steps: the attacker first attempts to hit the defender in a contest of skills; if he is successful, damage is calculated using the procedure outline above (sec. 6.2.3).

At the end of each combat round, after all actions have been resolved, characters that have been wounded during the round must check to see if they remain conscious and alive.

6.3 COMBAT SKILLS

6.3.1 Combat Styles

One of the fundamental premises behind the DNet combat system is that one's fighting style is more important than the actual weapon used. A fighter used to fighting with a broad sword and a shield will find it much easier to fight with a bastard sword and a shield than to fight with a broad sword alone. His combat reflexes are tuned to certain strike sequences relying on the shield to parry blows. For him, fighting without the shield means developing new strike sequences, something that is not always easy to do in the middle of a melee.

Style Skill Name	EP Cost	Attr. Tr	Adv	AM	DM	Special Characteristics
LONG RANGE STYLES						
Archery	4	PER	DEX			extreme, 0 def
Cross Bows	2	PER	DEX			extreme, 0 def, slow ROF
Thrown Weapons	3	DEX	PER			near, no defenses
MELEE STYLES						
Articulated Weapons	4	AGI	AGI	+1		entangle, +2 disarm

	EP Cost	Attr. Tal	Attr. Adv	AM	DM	Special
Articulated Weapons + Shield	5	AGI	AGI	+1	*	shield bonus/bash, entangle, +2 disarm
Bolas, Whips, Ropes, Nets	3	DEX	AGI			trip/entangle, 0 def, +3 disarm
Close Weapons	2	DEX	AGI			
Close Weapons + Shield	3	DEX	AGI		*	shield bonus/bash
Dual Weapon	4	AGI	AGI	+2	-1	
Fencing	5	DEX	AGI	+2		DEF Fencing/Close only
One-Handed Weapons	3	AGI	AGI			
One-Handed Weapons + Shield	4	AGI	AGI		*	shield bonus/bash
Polearms	4	AGI	AGI	+1	-1	2nd rank, fend
Staves	2	AGI	AGI			
Thrusting Weapons	3	PER	AGI			2nd rank, fend
Thrusting Weapons + Shield	4	PER	AGI		*	shield bonus/bash, 2nd rank, fend
two-handed Weapons	3	STR	AGI		-2	2nd rank

see style description

Table Description

EP Cost   This is the training cost associated with the skill

Attr. Tal   The attribute which forms the basis for using this skill. (i.e. The attribute acts as a modifier for use of the skill in the targeting equation.)

Attr. Adv   This attribute is used as a modifier for advancement of the skill.

AM   Attack modifier

DM   Defense modifier

Special Characteristics

Range   Close (0 - 1 m; actually engaged in close combat)

Near   (1 - 10 m; engaged or able to move to engage this round)

Far   (11 - 100 m; not in melee range, but probably in missile weapon range)

Extreme   (> 100 m; out of all but the longest range missile weapons)

2nd rank   extended weapon reach to attack opponents from a distance, as from behind a line of friendly shield bearers.

Fend   Basically Fend keeps opponent with shorter weapon at a distance unable to attack. Opponent who loses against Fend either cannot attack or takes automatic hit at full damage (maximum for thrusting weapon and STR bonus).

A Fend can be started if an opponent is outside of Close range at the start of a combat round. Otherwise, a successful Fend means that an opponent who is at Close range is unable to attack in the next round. A successful Fend must occur in each subsequent round to keep the opponent at bay.

Entangle   entangle limbs. A successful attack will entangle the limbs of the defender, unless an AGI check against a TD equal to the attacker's total roll is made by the defender. The attacker must specify that he is trying to entangle during the declaration phase.

Trip   entangle legs and trip opponent. A successful attack will entangle the legs of the defender, unless an AGI check against a TD equal to the attacker's total roll is made by the defender. The attacker must specify that he is trying to trip during the declaration phase.

Shield bonus

>   +1 to +5 defense bonus depending on the type of shield

Shield bash

>   Ability to use shield as a weapon. Blow causes 1d6 + 1 point per size category of the attacker + STR of attacker. Defender is knocked off his feet unless a successful AGI check against a TD equal to the attacker's total roll is made.

DEF Fencing Close only

>   Defense against Fencing and Close styles only.

6.3.1.1 Long Range Styles

Archery

EP Cost:	4
Talent Attribute:	PER
Advancement Attribute:	DEX
Special:	Extreme Range, No Defenses
Weapons allowed:	Any (non-cross) bow
Description:	ROF is generally one arrow per round.

Cross Bows

EP Cost:	2
Talent Attribute:	PER
Advancement Attribute:	DEX
Special:	Extreme Range, No Defenses, slow Rate of Fire
Weapons allowed:	All crossbows
Description:	ROF will be determined by weapon and STR. High STR crossbow weapons may only allow occasional fire 1/3 rounds to 1/10 rounds. If there is a 1/1 rate of fire, damage is minimal e.g. per dagger.

Thrown Weapons

EP Cost:	3
Talent Attribute:	PER
Advancement Attribute:	DEX
Special:	Near Range
Weapons allowed:	Any weapon which can be thrown. Effectiveness is greatly limited with weapons that were not designed to be thrown. Weapons designed to be thrown -- axe, knives, boomerang, darts, javelin, discus, etc.
Description:	ROF is 1 per round if the weapon is appropriately carried on the body (at girdle or similar -- not in pack). When throwing into a melee situation, ROF is reduced to 1/2 rounds or roll randomly for target.

6.3.1.2 Melee Styles

Articulated Weapons

EP Cost:	4

Talent Attribute:	AGI
Advancement Attribute:	AGI
Special:	Entangle, +2 disarm
Weapons allowed:	Any articulated weapon
Description:	Leveraged weapons (like a flail) are harder to use than a more straightforward weapon. This covers all such weapons, one or two handed, when used without a shield. If a shield is used, a penalty of -5 is applied to the skill.

Articulated Weapons & Shield

EP Cost:	5
Talent Attribute:	AGI
Advancement Attribute:	AGI
Special:	Entangle, +2 disarm, shield bonus, shield bash
Weapons allowed:	Any one handed articulated weapon used with a shield.
Description:	Leveraged weapons (like a flail) are harder to use than a more straightforward weapon. This covers all such one handed weapons, when used with a shield. If no shield is used, a penalty of -5 is applied to the skill.

The use of a shield gives a bonus to defense of 2 plus the shield bonus, which depends on the type of shield (from 1 for a buckler to 5 for a tower shield).

> *OPTIONAL:*   Instead of the fixed +2 defense bonus, the Shield Use skill gives a +1 bonus for every 5 levels, i.e. +1 at levels 1 through 5, +2 at levels 6 through 10, +3 at levels 11 through 15, ...

Bolas/Whips/Ropes/Nets

EP Cost:	3
Talent Attribute:	DEX
Advancement Attribute:	AGI
Special:	No Defenses
Weapons allowed:	Bolas, whips, ropes and nets
Description:	

Close Weapons

EP Cost:	2
Talent Attribute:	AGI
Advancement Attribute:	AGI
Special:	Close Range
Weapons allowed:	Any weapon with a reach of 0, such as knives, daggers, brass knuckles, etc.
Description:	Opponents must be at close range. If not they can FEND. If a shield is used, a penalty of -5 is applied to the skill.

Close Weapons & Shield

EP Cost:	3
Talent Attribute:	AGI
Advancement Attribute:	AGI
Special:	Close Range, shield bonus, shield bash
Weapons allowed:	Any weapon with a reach of 0, such as knives, daggers, brass knuckles, etc.
Description:	Opponents must be at close range. If not they can FEND. If no shield is used, a penalty of -5 is applied to the skill. The use of a shield gives a bonus to defense

of 2 plus the shield bonus, which depends on the type of shield (from 1 for a buckler to 5 for a tower shield).

> *OPTIONAL:*   Instead of the fixed +2 defense bonus, the Shield Use skill gives a +1 bonus for every 5 levels, i.e. +1 at levels 1 through 5, +2 at levels 6 through 10, +3 at levels 11 through 15, ...

Dual Weapon

EP Cost:	4
Talent Attribute:	AGI
Advancement Attribute:	AGI
Special:	+2 Attack Skill, -1 Defense Skill
Weapons allowed:	Any 2 non-articulated weapons which can be wielded with one hand with a reach of 1 or less.
Description:	
Comments:	minus on defense, or limit defense as in previous post. (i.e. can not defend against weapons more than one `class' larger than secondary weapon without loosing attack. Limit weapons to those smaller than medium with respect to character size/strength.

Fencing

EP Cost:	5
Talent Attribute:	DEX
Advancement Attribute:	AGI
Special:	+2 Attack Skill, Fencing defense can only occur against Fencing and Close Weapons. Against other Styles, reduce DEF to 1.
Weapons allowed:	Rapier, Saber, Dagger, Epee, foil
Description:	Parry repose style fighting with light weight weapons -- edge or point attacks. This is not for unbalanced weapons like Axe or Mace.

One-handed Weapons

EP Cost:	3
Talent Attribute:	AGI
Advancement Attribute:	AGI
Special:	
Weapons allowed:	Any non-articulated weapon which can be wielded with one hand with a reach of 1 or 0.
Description:	If a shield is used, a penalty of -5 is applied to the skill.

One-handed Weapons & Shield

EP Cost:	4
Talent Attribute:	AGI
Advancement Attribute:	AGI
Special:	shield bonus, shield bash
Weapons allowed:	Any non-articulated weapon which can be wielded with one hand with a reach of 1 or 0.
Description:	If no shield is used, a penalty of -5 is applied to the skill. The use of a shield gives a bonus to defense of 2 plus the shield bonus, which depends on the type of shield (from 1 for a buckler to 5 for a tower shield).

> *OPTIONAL:* Instead of the fixed +2 defense bonus, the Shield Use skill gives a +1 bonus for every 5
> levels, i.e. +1 at levels 1 through 5, +2 at levels 6 through 10, +3 at levels 11 through 15, ...

Polearms

EP Cost:	4
Talent Attribute:	AGI
Advancement Attribute:	AGI
Special:	+1 Attack Skill, -1 Defense Skill, 2nd rank, fend, 3rd rank at -3 on Attack Skill (if formation and length avail.)
Weapons allowed:	Halbards, poles with ax, blade, pick, or exotic ends of reach 2 to 2.5.
Description:	Pole arms are commonly swung, having blade or pick. They have a higher moment of inertia than two-handed weapons. They also have some closer grip style that allows some parry action with the either end ala quarter staff. Most wielders of pole arms do not like to use that style, preferring to use weapon from second rank. If the weapon has a spear point, it may also be used in Thrusting Weapons style.

Staves

EP Cost:	2
Talent Attribute:	AGI
Advancement Attribute:	AGI
Special:	
Weapons allowed:	All staves
Description:	

Thrusting Weapons

EP Cost:	3
Talent Attribute:	AGI
Advancement Attribute:	AGI
Special:	2nd rank, fend
Weapons allowed:	Any spear weapon with a reach of 2 or more. Includes pike which is a reach 3 spear.
Description:	This to cover spears and such. Thrusting style does not use nether end for block, but forward shaft. Thrusting style also includes Fend as an alternative to Attack & Defend. If a shield is used, a penalty of -5 is applied to the skill.

Thrusting Weapons & Shield

EP Cost:	4
Talent Attribute:	AGI
Advancement Attribute:	AGI
Special:	2nd rank, fend, shield bonus, shield bash
Weapons allowed:	Any one-handed spear weapon with a reach of 2 or more. Includes pike which is a reach 3 spear. (*pike is one-handed?)
Description:	This to cover spears and such. This includes shield use for smaller shields. Thrusting weapon may be one handed with shield. Thrusting style does not use nether end for block, but forward shaft. Thrusting style also includes Fend as an alternative to Attack & Defend. If no shield is used, a penalty of -5 is applied to the skill. The use of a shield gives a bonus to defense of 2 plus the shield bonus, which depends on the type of shield (from 1 for a buckler to 5 for a tower shield).

> *OPTIONAL:*   Instead of the fixed +2 defense bonus, the Shield Use skill gives a +1 bonus for every 5
> levels, i.e. +1 at levels 1 through 5, +2 at levels 6 through 10, +3 at levels 11 through 15, ...

Two-handed Weapons

EP Cost:	3
Talent Attribute:	STR
Advancement Attribute:	AGI
Special:	2nd rank, -2 Defense Skill
Weapons allowed:	Any non-articulated weapon which can be wielded with two hands with a reach of 1.5 to 2.
Description:	

6.3.2 Other Combat Skills

Skill name	EP Cost	Attr. Tal	Adv	NSP	Default TD	Task Description
Catch Missiles	4	PER	AGI	10	D/15	Catch an incoming spear
Disarm	4	STR	DEX	8	D/15	Make opponent drop weapon
Dodge	3	AGI	AGI	6	N/A	Not applicable
Evade Missiles	3	PER	AGI	6	A/10	Dodge an incoming spear

Catch Missiles

Gives the character a chance to catch missiles, but only if the player says he will try to do so in the declaration phase. The task difficulties (TD) for the various kind of missiles are given below:

Missile	TD
Spear	D/15
Axe, dagger, etc	V/20
Arrow	ED/25
Crossbow bolt	E/30

Disarm

This skill is used in place of a normal attack to attempt to disarm an opponent. The success check is:

2d10* + att's skill + STR >= 2d10* + def's STR + def's skill

This skill can be used by both armed and unarmed combatants. Some combat styles may have modifiers that are added to your roll when you attempt to disarm an opponent.

> *OPTIONAL:*   Both opponents can add the mass of their weapon (rounded to the nearest kilogram) to their
> roll.

Dodge

EP Cost:	3
Talent Attribute:	AGI (PER?)
Advancement Attribute:	AGI
Description:	The Dodge skill allows the character to attempt to escape blows from two opponents for each Dodge action. It can be used in conjunction with the Style attack/defenses using the multiple actions mechanism. For example, if a fighter wants to attack one opponent and Dodge two others, the Style actions (attack and defense) and the Dodge action (evading the blows from the two other opponents) will be rolled with a -5 penalty. If the dodge skill is used in conjunction with a shield, the bearer can add the shield bonus to his defense roll.

Evade Missiles

Allows character to dodge incoming missiles. The player must declare that the character will try to do so during the declaration phase. Task difficulties are:

Missile	TD
Spear	A/10
Axe, dagger, etc	D/15
Arrow	V/20
Crossbow bolt	ED/25

6.4 Combat Sequence

This section explains in detail how combat is resolved in the DragonNet system. To this end, a game situation leading to combat is developed as the rules are presented.

Combat is broken down into rounds. Each round is considered to last 6 seconds. All actions that occur within a round are independent of each other and are considered to take place at the same time. Thus it is always possible for two combatants to strike each other down in the same round.

Within a combat round, attacks and defenses are viewed as a passé d'armes, not as individual strokes.

Game situation: Neila and Jalik have been cautiously exploring the ruins of a temple of Hekari, an almost forgotten deity of darkness and disease, in the hope of lifting a curse that as been plaguing a pixie community for centuries. As they are about to despair, their efforts are rewarded by a hollow sound from a flagstone revealing a hidden passage. After double-checking their torches and pushing the stone safely aside, they engage in the shadows of a stairway.

The characteristics and appropriate skills and equipment of the two characters are given here for reference purposes.

Neila (Bob's character)

Physical Talents:	AGI:	**2**	Combat skills:	Skill	(Ta + Tr)
	BEA:	**1**			
	DEX:	**-2**	One Handed W. & Shield:	**8**	(2 + 6)
	FIT:	**2**	Attack:	**8**	
	STR:	**3**	Defense:	**14**	(9 + 2 + 4)
Mental Talents:	AUR:	**0**			
	INT:	**1**	Dodge:	**9**	(2 + 7)
	PER:	**0**	Defense:	**13**	(9 + 4)
	PSY:	**1**			

WIL: **2**   BODY: **15**

Equipment:	War Hammer (IMPACT = 2d6+4)
	Kite (defense bonus = 4)
	Soft leather bezainted armor (RESISTANCE = 6)

Jalik (Roger's character)

Physical Talents:	AGI:	**3**	Combat skills:		Skill	(Ta + Tr)
	BEA:	**0**				
	DEX:	**2**	Dual Weapons:		**9**	(3 + 6)
	FIT:	**1**	Attack:		**11**	(9 + 2)
	STR:	**0**	Defense:		**8**	(9 + -1)
Mental Talents:	AUR:	**1**				
	INT:	**1**	Dodge:		**8**	(3 + 5)
	PER:	**2**				
	PSY:	**0**				
	WIL:	**0**	BODY:	**15**		

Equipment:	2 small swords (IMPACT = 2d6+2)
	a 2 meters wooden pole
	Quilt armor (RESISTANCE = 3)

6.4.1 Declaration

At the beginning of every combat round, the game master must ask every player to declare the actions of his character for the round. The game master must also state the actions of all NPCs and monsters during that phase. Once stated, these actions cannot be changed, unless the game master feels that there has been a misunderstanding; in that case, every player should be allowed to redeclare the actions of his character.

The declaration order does not really matter as long as the actions of all protagonists are stated. A fixed order, such as going around the table will generally speed game play.

Note that a character can attack multiple targets only if he is in close range (0 to 1 meters) of both targets at declaration time.

Game situation:	Jalik and Neila reach the bottom of the stairs about 5 meters below the ground level.
Game master:	In the torchlight, you can see that the floor is littered with bones.
Roger:	"[Whisper] Cover me." I slowly crouch to inspect the bones.
Game master:	They look like humanoid bones, generally human sized.
Roger:	I inspect the walls, looking for holes or any trace of a mechanism.
Game master:	You spend 5 minutes doing as careful an inspection you can without stepping on the floor. The walls are plain and smooth. You can't detect any obvious crevasse.
Roger:	I slowly pass the wooden pole along the floor and the walls.
Game master:	(rolling a few dice to make good impression) Nothing happens.
Bob:	"[Whisper] It looks ok?"
Roger:	"[Whisper] Yes... I go first, you follow me 4 steps behind." I advance in the passage, tell me when I notice anything different.
Game master:	After 4 meters, the floor is clear of bones. The transition is gradual.
Roger:	I continue.
Bob:	I still follow about 2 meters behind.
Game master:	You walk two more steps and hear a concert of clicking sounds as the bone quickly move along the floor to reassemble into three distinct shapes. Two of the shapes are near Neila, while the third is behind Jalik's back. What do you do?

Bob:	"[Loud] Watch your back!". Neila attacks the nearest shape and will dodge the two others if necessary.
Roger:	Jalik drops his pole and takes out his two swords. He will also attack the nearest shape.
Game master:	Jalik's attack won't happen until next round, but they won't be able to attack this round either. Neila, you realize that you can bash at the nearest one without worrying about dodging the other.

6.4.1.1 Initiative (OPTIONAL)

Some role players find that basing the declaration order on the Talents of their characters allow for more strategy during combat. A declaration method which allow the characters with the best perception to react to the actions of others is presented here.

Determining initiative:

1) Roll 1d10
2) Add PER (you may get negative results)

INITIATIVE = 1d10 + PER

All players should roll for initiative and the game master should also roll it for NPCs and monsters. In large combats, the game master may wish to roll initiative for groups of monsters or even for all monsters at the same time.

Actions are then declared starting with the lowest initiative roll to the highest. This gives a chance to characters with the highest PER to adjust their actions to those of others.

[Should we add weapon speed and spell casting time here? It seems weird to me to add such a modifier before the action has been declared if the goal of the initiative roll is of determining who will declare first so that one can adjust himself to the actions of others. (Guillaume)]

6.4.2 Action resolution

Once all actions have been declared, they are resolved using standard skill checks. The order of the resolution does not matter since all actions within a round are considered to be simultaneous. Again, resolving the actions in a fixed order will speed up the game and simplify combat.

While there are no strict limits to the actions that can be attempted during combat, we will focus here on the actions that are directly related to the resolution of combat.

6.4.2.1 Targeting

The determination of an attack outcome is achieved using the targeting equation:

2d10* + Att Sk [+ Sk mods] >= 2d10* [+ TD mods] + Def Sk [+ Sk mods]

If the left hand side is greater than or equal to the right hand side, then the attacker scores a hit and should proceed to determine damage.

While this expression may seem complex, it summarizes a very simple process:

1) Both the attacker and the defender roll 2d10*, as in a skill check.
2) The attacker adds his Attack Skill to his roll, while the defender adds his Defense Skill to his roll.
3) They also add any situation combat modifiers that the game master judge necessary to their respective rolls.

4) If the attacker's total is greater than or equal to the defender's total, then the attacker is successful in his attack and should now roll for DAMAGE.

The targeting roll can be modified by situation combat modifiers. These situation combat modifiers are chosen by the game master and are broken into two categories:

- Task Difficulty Modifiers (TD mods): modifiers that affect the difficulty of the combat task.
- Skill Modifiers (Sk mods): modifiers that affect the skill of the combatants.

Situation combat modifiers are detailed in sections 6.3.2.1.1 and 6.3.2.1.2.

> *OPTIONAL:* For NPCs, the GM may replace the defender roll by a constant value of 10 to accelerate combat resolution:
>
> **2d10* + Att Sk [+ Sk mods] >= 10 [+ TD mods] + Def Sk [+ Sk mods]**
>
> Note that this makes the NPCs harder to hit if the PC's attack skill is less than 2 points higher than the defending NPC's skill. If the PC's skill is 2 points higher or more, then it is easier for the PC to hit.

Game situation:

(first round) Neila swings her war hammer at the nearest skeleton.
Bob rolls 13 and adds Neila's attack skill of 8 for a total of 21.
The game master rolls 8, adds the skeleton guardian defense skill of 8 and a skill modifier of -2 due to the fact that the guardian is still taking shape, for a total of 14.
Neila hits the skeleton and sends crushed bones flying. In the meantime, Jalik wields his two swords.

(sixth round) Neila is still engaged with two Guardians; she has suffered a few hits but has nearly destroyed the first while dodging the other. Jalik has also hit his Guardian a few times, while taking only two hits.

Neila's attack: Bob rolls 33 (!), adds Neila's attack skill of 8 and subtracts 5 because of the multiple actions (attacking and dodging) for a total of 36.
Game master rolls 3 (!) and adds the skeleton defense skill (8) for a total of 11.
Neila scores another precise hit on the first skeleton.

1st skeleton's attack:
Game master's roll: 1 + 8 = 9
Bob's roll: 8 + 14 - 5 = 17
Neila blocks the skeleton attempts.

2nd skeleton's attack:
Game master's roll: 13 + 8 = 21
Bob's roll: 9 + 13 (dodge skill) - 5 = 18
The skeleton hits Neila.

Jalik's attack: Roger's roll: 16 + 11 = 27
Game master's roll: 9 + 8 = 17
Jalik successfully stabs at the skeleton.

3rd skeleton's attack:
Game master's roll: 17 + 8 = 21
Roger's roll: 17 + 8 = 21
The skeleton hits Jalik.

Skeleton Guardians

Physical Talents:	AGI:	0	Combat skills:		Skill
	STR:	2			
Mental Talents:	INT:	-8	Claw attacks:		8
	PER:	0	Attack:		8
BODY: 15			Defense:		8
			Dodge:		5

Special: Claw IMPACT: 2d6
            Natural Resistance: 5
            -2 to combat skills while taking shape.
            Fights until destroyed (no Unconsciousness checks)

6.4.2.1.1 Task Difficulty Modifiers

Condition	Modifier
Target Semi-prone	-1
Target Prone	-2
Target Partly Immobile	-4
Target Immobile	-8
Target Invisible	+3
Target out of range	+1 / 10% beyond weapon's range
Target Size	(SR Attacker - SR Target)

6.4.2.1.2 Skill Modifiers

The modifiers below apply to both attack and defense skills, unless noted. Modifiers that apply only to the attack skill are identified with "+X Attack", while those applying only to defense are noted with "+X Defense".

Condition	Modifier
Semi-prone	-1
Prone	-2
Partly Immobile	-4
Immobile	-8
Poor Footing/Environment	-1 to ... (Left to GM Discretion)
On higher ground than oppon.	+1
Charging	+2 Attack, -2 Defense
Set to receive a charge	+2 Defense (assuming Attacker is Charging)
Hasted	+2
Slowed	-2
Invisible	+3
Additional Action Attempted	-5 per additional action
Injury	-1/5 points (OPTIONAL)

Fatigue	-1/point
	(OPTIONAL)

6.4.2.1.3 Called Shots

Using the Strength Table in section 3.2.1, determine the size rating of the body part that is being targeted. Values listed are for human body parts. To convert to the species being targeted, add the Size Rating of the species to the Size Rating of the (human) body part.

Designer note: Because SR is log based, using the following formula keeps everthing nice and relative between species.

Body Part SR = Human body part SR + species SR

Example: human arm   = 0
           pixie arm   = 0 + -10   = -10
           hobbit arm   = 0 + -2   = -2
           ogre arm   = 0 + 1   = +1

6.4.2.2 Damage and Injury

When a successful hit has been scored, DAMAGE is computed by subtracting the defender's RESISTANCE from the attacker's IMPACT.

DAMAGE = IMPACT - RESISTANCE

The attacker's IMPACT is the sum of his Strength and his weapon's Impact:

IMPACT = Weapon IMPACT + STR

The RESISTANCE of the defender is the sum of his Natural Resistance and his armor's Resistance:

RESISTANCE: Natural Resistance + Armor Resistance

Armor Resistance is always a positive value that depends on the type of armor being worn. Natural Resistance is a value representing the natural body covering of a species (see the species description). Natural Resistance can be negative. Because of this, RESISTANCE can be negative as well.

If DAMAGE is lower than 0, then it is considered to be 0. A DAMAGE of 0 or less is considered to be just a scratch. If DAMAGE is greater than 0, then it should be added to the INJURY heap.

INJURY = INJURY + DAMAGE

Game situation:

(first round)   To determine the IMPACT done by Neila's hit on the skeleton, Bob rolls 11 on 2d6+4 (the war hammer Impact) and adds Neila's STR for a total of 14. The game master subtract the Natural Resistance (5) of the Guardian from Neila's IMPACT and adds 9 to the Guardian's INJURY heap (previously at 0).

(sixth round)   (Note that DAMAGE calculations are normally done just after determining if an attack was successful. All DAMAGE calculations are presented here in the same section for explanation purposes)

Neila hits the first skeleton for 11+3=14 points of IMPACT. This increases the skeleton's INJURY by 9 to a total of 36.

The second skeleton hits Neila for 8+2=10 for a DAMAGE of 4 after the attack has passed through the armor (RESISTANCE=6). This brings her INJURY heap to 26.

Jalik hits the third skeleton for 6 points of IMPACT. Only 1 point passes the skeleton's Natural Resistance, bringing its injury heap to 24.

The third skeleton does 13 points of IMPACT to Jalik. His armor only absorbs 3 points, adding 10 points of DAMAGE to INJURY, for a total of 18.

6.4.3 Survival checks

At the end of the combat round, after all actions have been resolved, every combatant that has been injured during the round (i.e. that has seen his INJURY heap increase) must make Unconsciousness and Death checks.

An Unconsciousness check is made by rolling 2d10* and adding the character's Willpower and BODY. If the total is greater than or equal to INJURY, then the check is successful and the character stays conscious.

   Unconsciousness: **2d10* + WIL + BODY >= INJURY**

It is not necessary to make an Unconsciousness check until INJURY is greater than BODY + WIL.

A Death check is similarly made by rolling 2d10* and adding the character's Fitness and BODY + 10. If the total is greater than or equal to the INJURY, then the check is successful and the character stays alive.

   Death: **2d10* + FIT + BODY >= INJURY**

It is not necessary to make a Death check until INJURY is greater than twice the BODY value + FIT + 10.

OPTIONAL:	If the Unconsciousness check is failed by no more than 5 points, then the character is not Unconscious but suffers from such pain that he is not able to do anything beside moaning and screaming. He remains generally aware of what is happening around him. As usual, the game master is free to apply or ignore this optional rule.

Game situation:

(first round)   The INJURY heap of the first Skeleton Guardian is now equal to 9. Since this is much lower than twice the BODY value of the skeleton, there is no need for a Death check (the skeleton does not check for Unconsciousness, see description).

(sixth round)   Bob's roll for Neila: 9 + 2 (WIL) + 15 (BODY) = 26 (INJURY)
Neila remains conscious enough to continue the fight.

Roger's roll for Jalik: 8 + 0 (WIL) +15 (BODY) > 18 (INJURY)
Jalik remains conscious.

Game master's roll for the 1st skeleton: 4 + 0 (WIL) + 15 (BODY) + 10 < 36 (INJURY)
The skeleton crumbles into a heap of broken bones.

The INJURY of the third skeleton (24) is lower than twice his BODY + 10 (25), so there is no need for a death check.

6.5 MOVEMENT AND DISTANCES IN COMBAT

6.5.1 Combat Movement

While it may be possible for some characters to cover 60 meters in a standard 6 seconds round, this is not a typical character nor a character loaded with equipment. Even if he was, he would be in no condition at the end of the round to carry out other actions. Moreover this speed allows for only the gentlest of turns; Combat movement involves turns and other actions.

- Movement will occur as fast as a characters Agility will allow reduced by his Encumbrance.
- Maximum Movement = 50 + 2*AGI meters per 6 second round
- Maneuvering or Fighting COMBAT Movement = 3 + AGI/5 (round normally) meters
- Maneuvering is limited to = 6 + AGI/2 meters

OPTIONAL:	Effects of Fatigue
	Maximum Movement = 50 + 2*AGI - Fatigue (meters / round)
	Combat MOVEMENT = 3 + AGI/5 - Fatigue/10 (meters / round)

6.5.2 Attack reach (OPTIONAL)

6.5.3 Combat Hex Grid (OPTIONAL)

6.6 UNARMED COMBAT

6.6.1 Unarmed Attacks

There are five types of unarmed attacks. For game mechanics, they are handled the same way as weapons are handled in armed combat styles. They have an associated damage, reach, etc, just as weapons do. An unarmed defender against a weapon gets no defense or a penalty, depending on the fighting style being used.

Name	Action	IMPACT	Reach	Mass	Length	Hands	Speed
hand	B	2d6-8	C	0	0	1	
foot	B	2d6-6	C	0	0	0	
bash	B	2d6-4	C	0	0	0	
throw	B	2d6-6	C	0	0	1*	
hold	B	0	C	0	0	1*	

6.6.2 Unarmed weapon types

Attacks with hands or fists do 2d6-8 IMPACT, 2d6-6 if using brass knuckles.

Kicking attacks to 2d6-6 IMPACT.

Bashing attacks include body slams and tackles.

IMPACT is 2d6-4. A running start is required to do damage, so no IMPACT is done if you are already at close range. (possible to force backwards even if starting at close range)

Throws include leg sweeps and judo/wrestling throws. IMPACT is 2d6-6 and is not modified by STR. Success leaves the defender prone.

Hold attacks include judo holds and wrestling pins. After a successful attack the defender must make a roll if he wants to try to break the hold.

2d10* + STR + skill >= 10 + holder's STR + skill

The "skill" may be from any style which includes "hold" attacks. If the hold is successful, the attacker may choose to inflict damage: IMPACT is 2d6-4 (+STR).

Note about HANDS: There are holds and throws which require two hands, and some which require no hands. The GM may judge if a maneuver is possible or more difficult (skill penalty) in some situations, such as if the player has his hands bound.

6.6.3 Unarmed Combat Styles

I would like to use a minimal list of unarmed combat styles, since it is more in the spirit of the current weapon styles. A well rounded martial artist using this list would learn Karate for the hand and foot maneuvers, Close Weapons for the usual list of Chinese peasant weapons, Judo for the throws, Staff, and One-Handed Weapon skills.

Style Skill Name	EP Cost	Attr. Tal	Adv	AM	DM	Special Characteristics
Boxing	2	AGI	FIT			hand, no def vs Wpn
Brawling	3	STR	FIT			hand, bash, -5 def vs Wpn
Karate	3	WIL	FIT			hand, foot, -3 def vs Wpn
Judo/Wrestling	3	WIL	FIT			hold, throw, no def vs Wpn

Boxing

EP Cost:	2
Talent Attribute:	AGI
Advancement Attribute:	FIT
Special:	No defense vs weapons
Weapons Allowed:	hand, brass knuckles
Description:	Boxing-ring, or bare-fist style fighting.

Brawling

EP Cost:	3
Talent Attribute:	STR
Advancement Attribute:	FIT
Special:	-5 defense vs weapons
Weapons Allowed:	hand, bash
Description:	Barroom brawl style.

Karate

EP Cost:	3
Talent Attribute:	WIL
Advancement Attribute:	FIT

Special:	-3 defense vs weapons
Weapons Allowed:	hand, foot
Description:	Generic style for basic Eastern martial arts. We may want to limit weapon defenses for Brawling and Karate for small and maybe medium size weapons.

Judo/Wrestling

EP Cost:	2
Talent Attribute:	WIL
Advancement Attribute:	FIT
Special:	No defense vs weapons
Weapons Allowed:	hold, throw
Description:	Generic style for Western-style wrestling and Eastern-style Judo

SECTION 7	MAGIC

7.1 I<small>NTRODUCTION</small>

Revision History for version 3.0:

1.0   Partial Ruleset...Lost or Destroyed

1.1   Rewrite of 1.0 and Completion of Rules and Example Skills. First version posted to DnExotica.

1.2   Minor changes to 1.1. Rewrote the 5th Elemental Focus. Changed some minor aspects of the example skills.

2.0   Format changed to conform with the table of contents. Separation of rules, skills, careers, and spells into separate documents. Removal of costs and heaps. Overall overhaul.

3.0   Del hacks things up. Specifically, templates for types of magic are added, guidelines for creating spells, and spell templates.

7.2 O<small>VERVIEW</small>

Like every other aspect of DragonNet, the magic system is essentially made up of skills and tasks which use those skills. In the specific case of the magic system, the skills are those which give a character the capability to cast a magical spell, and the tasks are: first, the use of source skills to access the power for the spell, and second, the use of conductor skills to actually cast the spell. For example, to cast the "Reading Light" spell involves two tasks, the first of which requires the application of the "Power of Daylight" skill and the second of which requires the application of the "Light Focus" skill.

Magic often varies from gameworld to gameworld, but the mechanics of how magic works are still the same. In here we will use examples of how magic works of the type of magic found in Corellus. The guidelines presented for created types of magic and spells are just that guidelines.

7.3 M<small>AGIC</small> S<small>KILLS</small>

There are two categories of magic skills in the DragonNet system. These are source skills and conductor skills. For a character to successfully cast a spell, he or she must successfully use source skills to make magical power available, and then conductor skills to use that power. For example, a magus' "Reading Light" spell requires the caster to use the "Power of Daylight" source skill and then the "Light Focus" conductor skill. A more complex spell may require more than one skill from one or both of those categories, making one or both tasks composite in nature. For example, a magus' "Foobar's Fabulous Fireball" spell requires the caster to use the "Power of Energy" and "Power of Entropy" source skills for the task of accessing the power for the spell, and the "Fire Focus," "Air Focus," and "Water Focus" conductor skills for the task of using that power. Thus, the character must succeed on two task resolutions: the first to gather the necessary magical energy (source), and the second to use the energy made available (conductor).

7.3.1 Sources

Source skills represent the ability of the caster to draw upon a particular source of supernatural energy and make that energy available for the casting of a spell. Sources are much like outlets in the modern world. Outlets are useless by themselves, but when their energy is used by an appliance, technological wonders occur. So, too, are source skills useless by themselves, but when their energy is used by a conductor skill, magic happens.

Whenever a caster wishes to cast a spell, he must make the energy for that spell available by using one or more source skills. Making the energy available is a simple matter of making a composite task check using the source skill(s) required of the spell at a Task Difficulty (TD) plus the Power Level of the spell. For example, the "Reading Light" spell from above is a Power Level 5 spell, which uses only the "Power of Daylight" source. There are no modifiers for accessing the source, and the base cost is 2. Therefore, to use that spell the caster must make the composite task check:

2d10* + ["Power of Daylight" Skill] >= 5 + 2

Another spell, Foobar's Fabulous Fireball, is a Power Level 20 spell which uses both the "Power of Energy" source and the "Power of Entropy" source. Both of which have a base cost of 2. To cast that spell, the caster must make the composite task check:

2d10* + ["Power of Energy" Skill] + ["Power of Entropy" Skill] >= 20 + 2 + 2

Power level roughly indicates the level of effect.

If the composite task check fails, the caster is unable to gather the energy required for the spell and the spell fizzles. If the composite task check succeeds, the character has successfully gathered the energy, and may proceed to harness that energy using the appropriate conductor skill(s).

7.3.2 Conductors

Where source skills represent an ability to draw upon a particular source of supernatural energy, conductor skills represent an ability to use that energy in a particular way. Where a source skill is an outlet in the modern world, a conductor is an appliance. Without electricity, appliances are useless by themselves, but when they are given energy to work with they can do amazing things. So, too, are conductor skill useless without energy from a source skill, but when they have that energy, magic happens.

We must also take the analogy one step further. Not all appliances can plug into all outlets throughout the world; they must have compatible voltages and have the same type of current. Conductors, too, can only be used with those sources with which they are compatible. Energy from any other incompatible source is useless to them. The sources with which a given conductor is compatible are listed in the description for that skill.

Once a caster has gathered the energy from a source or sources, he or she can utilize that energy by using one or more conductor skills. Similar to using source skills, harnessing energy using conductor skills is a simple matter of making a composite task check using the conductor skill(s) required of the spell at a Task Difficulty (TD) equal to the Power Level of the spell. For example, the "Reading Light" spell from above is a Power Level 5 spell which only uses the "Focus of Light" conductor. Therefore, to finish casting this spell (once energy has been made available from the appropriate source), the caster must make this task check:

2d10* + ["Light Focus" Skill] >= 5

As another example, "Foobar's Fabulous Fireball" is a Power Level 20 spell which requires the Fire, Air, and Water conductors. Therefore, to finish casting the spell (once the energy has been gathered, above), the caster must make the task check:

2d10* + ["Fire" Skill] + ["Air" Skill] + ["Water" Skill] >= 20

If the composite task check fails, the caster was unable to successfully conduct the spell's energy and an unpredictable result may occur; the power was not properly "focused." Once the conductor task check has succeeded, the spell is cast.

OPTIONAL: A failure of the source check can cause damage to the caster.

The TD can generally be determined by the complexity of the spell. Some common modifiers are:

Efficiency:
1 <-> 9%:	-9 <-> -1
10%:	0
20% <-> 90%:	3 <-> 21
91% <-> 100%:	24 <-> 51

Distance:
Close:	-3
Near:	0
Far:	+5
Extreme:	+5 per 100m

Complexity:

# of source:	+5 per source
# of conductors:	+2 per conductor

Casting Time:
< round:	+5
round:	0
> round:	-1 per minute up to -5 max.
	additional -1 per 10 minutes up to -5
	additional -1 per hour up to -5
	additional -1 per day up to -5

7.3.3 Magic Skill List

7.3.3.1 Sources

Table 7.3.3.1

Source	EP Cost	Ta*	Adv	Compatible Conductor(s)
Celestial Power of Darkness	3	INT	INT	the Celestial Foci
Celestial Power of Daylight	3	INT	INT	the Celestial Foci
Elemental Power of Energy	3	INT	INT	the Elemental Foci
Elemental Power of Entropy	3	INT	INT	the Elemental Foci
Kundalini	5	WIL	WIL	the Chackras
Spirit of [spirit]	3	AUR	AUR	Communion with Spirits
Doctrine of [deity]	4	PSY	PSY	Piety to [same deity]

All Sources have a NSP of Impossible.

Celestial Power of Darkness

The Celestial Power of Darkness is one of the two Celestial Powers, those source skills used by Celestial Magi. This particular source allows a magus to call upon 'negative' magical energy to use with the Celestial Foci, those conductor skills compatible with the Celestial Powers and used by Celestial Magi. Darkness, when used with a Celestial Focus, destroys or diminishes that which falls under the purview of that Focus. The Power of Darkness is not an evil power, as many seem to believe, it is simply one of the destructive powers of the universe.

Celestial Power of Daylight

The Celestial Power of Daylight is the 'positive' Celestial Power. It is used to build up and enhance in ways depending upon which aspect of the power the magus chooses to focus into form and reality.

Elemental Power of Energy

The Power of Energy plays the role for Elemental Magi that the Power of Daylight plays for Celestial Magi. This power creates, enhances, and builds up the elements.

Elemental Power of Entropy

The Power of Entropy is the opposite of the Power of Energy. Its role is similar to that of the Power of Darkness of the Celestial Magi. It tears down, destroys, and subdues the elements under its control. It is the unrelenting force in the universe that will not rest until all is destroyed. Again, this Power is not evil inherently, only when used for evil deeds.

Kundalini

Kundalini is the raw energy which exists in the Astral Plane. The Psionic draws upon Kundalini and uses it through different Chakras (the associated conductors) to achieve different effects. The Psionic is more versatile than the Magi, but less powerful at manipulating his reality. None surpass the Psionic's mastery of the mind, however.

Spirit of [spirit]

The Spirit world is the domain of the Shamanic spell-caster. For each type of Spirit the Shaman wishes to contact and commune with, the Shaman must have a Source skill. After the Spirit has been contacted using this Source skill, the Shaman must commune with the Spirit using the Communion conductor skill to attempt to explain to the Spirit what is desired, and to convince the Spirit to do as it is asked.

Doctrine of [deity]

The power of the gods is available to those who call themselves Priests. Priests worship one (or, rarely, more) deity who answers his Priests' prayers and requests in the form of Miracles (spells). In order to have one's prayers heard by a deity, the Priest must have a skill in that deity's Doctrine. This skill represents how well the Priest knows the teachings and requirements of the deity necessary to get part of the deity's attention. The higher the character's skill in Doctrine, the greater portion of the deity's attention is gained. Once the Priest has successfully contacted the deity with a Doctrine skill, he must pray the deity does as he wishes, the success of which is determined by the Priest's Piety skill to that deity.

7.3.3.2 Conductors

Table 7.3.3.2

Conductor	EP Cost	Ta*	Adv	Compatible Source(s)
Earth Elemental Focus	4	INT	INT	the Elemental Powers
Fire Elemental Focus	4	INT	INT	the Elemental Powers
Air Elemental Focus	4	INT	INT	the Elemental Powers
Water Elemental Focus	4	INT	INT	the Elemental Powers
5th Elemental Focus	4	INT	INT	the Elemental Powers

Aurora Celestial Focus	4	INT	INT	the Celestial Powers
Comet Celestial Focus	4	INT	INT	the Celestial Powers
Firmament Celestial Focus	4	INT	INT	the Celestial Powers
Light Celestial Focus	4	INT	INT	the Celestial Powers
Moon Celestial Focus	4	INT	INT	the Celestial Powers
Stars Celestial Focus	4	INT	INT	the Celestial Powers
Sun Celestial Focus	4	INT	INT	the Celestial Powers
Astral Chackra	3	WIL	WIL	Kundalini
Body Chackra	3	WIL	WIL	Kundalini
Dream Chackra	3	WIL	WIL	Kundalini
Emotion Chackra	3	WIL	WIL	Kundalini
ESP Chackra	3	WIL	WIL	Kundalini
Mind Chackra	3	WIL	WIL	Kundalini
Reality Chackra	3	WIL	WIL	Kundalini
Temporal Chackra	3	WIL	WIL	Kundalini
Piety to [deity]	4	AUR	AUR	Doctrine of [same deity]
Communion with Spirits	5	PSY	PSY	Spirit of [any spirit]

*All Conductors have a NSP of Impossible.

Elemental Earth Focus

The earth is the focus of physical power. This aspect of energy affects all things with solid physical form. With this power the magus may raise up great mountains, or bring them crashing down upon his foes. The earth aspect of entropy allows the magus to destroy the physical. With it he can disintegrate physical objects and beings, or create doorways where none were before.

Elemental Fire Focus

Fire is the form of true power. Fire is heat, warmth, life, and energy. By mastering the aspect of fire, a magus can hurl balls of flame towards his enemies, or keep warm on a cold winters night. He can cause forest-fires in the dead of winter, or light a dark passage. Using entropy, the magus can hurl balls of ice, or stamp out natural or magical flames, or even put out the fire within each person.

Elemental Air Focus

The focus of air is the ethereal aspect of the elemental powers. It controls winds and gravity. With the energy of air, a magus can fly above his enemies, or blow thunderstorms over their heads. The entropy of air can cause suffocation of his enemies, or bring things down to earth.

Elemental Water Focus

The water focus is the domain of the seas and the lakes. It has complete control over liquids in all its forms. It can bring water into being for the benefit of the magus, or drown the magus' enemies. It can also create patches of ice, or slippery stones. The entropy aspect of this focus destroys water, soaks it up. This aspect can turn an enemy into parched dry bones instantly, or dry up a lake which happens to be in the way.

The 5th Elemental Focus

Powerful Elemental Magi have theorized the existence of a 5th Element of unknown properties which could be used with the Energy or Entropy sources of Elemental magic. Unfortunately, no one has yet discovered this elusive Element, or determined its probable nature. Perhaps the sages of DnExotica will,

in time, solve this perplexing mystery :). Current theories include the concept of an Element of Nothingness, or Void, an Element of Pure Magic, an Element of Spirit, an Element of the Aether, that which fills the Void, or a Quintessential Element. It is believed that once the 5th Element is discovered, many of the mysteries of Elemental magic will be solved.

Celestial Aurora Focus

The aurora, which appears in the northern night sky, is the most beautiful and entrancing of all celestial elements. Through the study of this wondrous effect, magi are able to draw upon and use its ability to charm and entrance the observer. With this focus, the magus may charm an enemy and calm his friends. With the darkness of the aurora, a magus may strike fear into his enemy, remove charmed influences from his friends, and prevent beguiling effects from manipulating himself or others.

Celestial Comet Focus

The comet is the messenger of the heavens. Continually moving at blinding speeds throughout the night sky, it is the master of all movement. By studying the properties of the comet, the magus is able to use its movement for himself. With this focus he can instantly move anywhere in the world, or, in combination with the focus of the firmament, he can even move out of this world. The darkness of the comet prevents movement, imprisoning and trapping enemies, and preventing others from coming near.

Celestial Firmament Focus

The light of the sky and the heavens above is the study of the firmament. Those magi who strive to understand the magnitude of the firmament, are able to transcend this reality and get a glimpse into other realities of infinite varieties. Through this study, magi can commune with gods or angels or demons. In combination with the field of comet, magi are even able to walk the infinite planes of existence. Through the study of the night sky, the darkness of the heavens, magi are able to block off the conduits through which these inter-planar communion occur. With this discipline, magi can return foreigners to their home realities, and prevent their return, or stop the communication of other magi with extra-planar beings.

Celestial Light Focus

Light is purity incarnate. This focus allows the magus to wield true power, without manipulation. With it bolts of pure magical energy can spring forth from the casters hand, or magical effects can be detected or enhanced. The dark allows the magus to cancel the magic of others or inhibit magic.

Celestial Moon Focus

The moon is the mistress of mysteries, the lady of the night. Under her pale glow, reality takes on new dimension. By studying the moon, magi are able to use her light to mask reality, to make what isn't really there come to life. With this power, magi can weave strange and powerful illusions of things which only exist by the light of the moon, though the moon does not need to actually be shining for the magus to draw upon her power. Those who study the dark side of the moon, on the other hand, can see through all pretenses and appearances to the stark reality underneath, though the vision is not always a pleasant one. Illusions have no affect on those who wield the power of the dark side of the moon, and all that was once hidden comes clear.

Celestial Stars Focus

The stars in their infinite formations hold the knowledge of all that was, all that is, and all that will be. Through the study of starlight, the magus can glean some small inkling into the vastness of the universe

and can divine what is and what will come. Through knowledge of the light of the stars, all knowledge comes clear. However, by manipulating the dark stars, magi are able to obscure the meaning the stars hold. They can prevent less powerful magi from discerning particular knowledge, or even misdirect such inquiries.

Celestial Sun Focus

The sun is the giver of life, the celestial orb that brings warmth and health to all the realms. Therefore, the sun is the focus of life. The celestial magus who masters the sun aspect of daylight masters life itself. He is capable of healing, or even of bringing those which were dead back to the realms of the living. However, the one who masters the darkness aspect of the sun learn the true meaning of death, and with that knowledge can bring death to others and undo the work of the sun.

Astral Chackra

This is the Chackra that allows the Psionic that in addition to the normal capabilities of drawing power from the Astral Dimension, allows the Psionic to also travel into this dimension and to summon creatures from the Astral dimension.

Body Chackra

Man is not made of only a mind, but also a physical body. Through the use of this Chackra, the Psionic can utilize the Astral energy to enhance his physical attributes.

Dream Chackra

This powerful Chackra allows the Psionic to achieve superhuman feats, as he accomplishes them not in this world, but the world of his dreams. Of course, the unnaturally good is tempered with the unnaturally bad--most Dream powers carry some penalty, as they are under control of the Psionic subconscious, and not his conscious mind.

Emotion Chackra

This Chackra deals with the emotional, colorful side of the mind, whereas Mind deals with the cold, logical side of the mind.

ESP Chackra

Clairvoyance, reading the future, picking up auras would be included in this Chackra. It would also affect how much the psionic can perceive while in the astral plane.

Mind Chackra

The Psionic's most powerful tool is his mind. Utilizing the Chakras of mind allows the Psionic not only to delve deeper into his mind than he normally would be capable of doing, but it also allows him to delve into the mind of others when it is used in conjunction with other Chakras.

Reality Chackra

This Chackra is about imposing a Psionic's will over reality. Control over Fire, Air, Water, and Earth would be included in this Chackra. A psionic wouldn't be able to manipulate these elements as well as an elemental magus. An example of this Chackra would be a fire-starter (pyrogenic).

Temporal Chackra

This Chackra would be allow the psionic to affect the flow of time and to perceive in things in the future and/or past. Examples of this would be (in conjunction with other Chakras) slowing down metabolism, fortune telling, speeding healing, etc.

Piety to [deity]

The Piety skills represent how devout and reverent a character has learned to act towards a particular deity. Because the nature of worship required by separate deities is different, there is a unique Piety skill for each deity. Pragmatically, the Piety skills are what keep Priests on the 'good' sides of their deities. That is to say, the Piety skill helps to convince the deity to act in the best interests of the Priest, after the Priest has gotten part of the deity's attention, instead of, say, killing the priest. :)

Because the Priest must be able to gain a part of the deity's attention before making his request, the Priest must first have at least 1 level of training in the Doctrine skill of a deity before he may be trained in the Piety skill of that deity.

Communion with Spirits

The Communion conductor is what allows those who weave Shamanic spells to commune with the denizens of the Spirit world. It is this communion which allows the caster to communicate to the Spirits his or her desires. Without this, the Spirits would be powerless to help the caster. The skill level a caster possesses in the Communion skill represents how capable the caster is of communicating complex wishes to Spirits.

Before using the Communion skill, the caster must first contact the Spirit with which he wishes to commune using the appropriate Spirit skill, and he must, therefore, have some skill in a Spirit skill before gaining training in the Communion skill.

7.4 MAGIC TYPES GUIDELINES

Magic can come in many types and flavors. The GM will probably decide on the types of magic depending on the type of world that is being played in. The magic types in the standard world 'Corellus' provide good examples of how to set up the types of magic.

The first thing that needs to be decided is what types of magical energy are available for use. These are the sources that the players can use. Are there any restrictions on these sources (e.g., priestly sources have the restriction that the priest must be in good favor with that deity). Sources usually have a base task difficulty associated that reflects how hard it is to draw on that source.

The next decision is, how can these sources be manipulated. These will be the conductors. The conductors also usually have a base cost associated with them. Other modifiers can be used from the table above.

A template for magic types can be found in section 8.5.

7.5 MAGIC SPELLS

The casting of magic spells is the primary task to which source and conductor skills are put. The variety in types of spells is as infinite as a player's imagination. Spell effects may be small or large, blatant or subtle. Types of spells range from powers of the mind to pyrotechnics of the skies. Yet even with all of these differences, there are some basic rules and guidelines governing the creation and use of spells in the DragonNet system.

7.5.1 Casting Spells

Casting a spell operates just like any other task in the DragonNet system with two minor exceptions:

1) Successful spellcasting requires two consecutive, successful, composite task checks: the first to make the energy available to the caster, using source skill(s), and the second to harness that available energy using conductor skill(s).

2) Secondly, spellcasting is much more tiring work than most activities. To reflect this, the caster's fatigue heap is incremented by the Power Level of any spell the caster even attempts to cast (regardless of success).

[Ed. Note: Subject to finalization of the heap rules]

Other differences may occur beyond those mentioned above, depending on the spellcaster(s), the spell(s), and the skill(s) involved. For example, some conductor skills require spells to be researched or otherwise learned before they can be used.

A verbose example of casting a complex spell:

Foobar's Fabulous Fireball is a Power Level 20 spell requiring the "Power of Energy" and the "Power of Entropy" sources, and requiring the "Fire Focus," "Air Focus," and "Water Focus" conductors. Therefore, the caster must make the following two task checks:

1) **2d10* + ["Power of Energy" Skill] + ["Power of Entropy" Skill] >= 20 + 4 (for the source skills) (4 is the task difficulty 2 + 2 for the base cost of the sources)**

2) **2d10* + ["Fire Focus" Skill] + ["Air Focus" Skill] + ["Water Focus" Skill] >= 20 + 22 (for the conductor skills) (+10 for the 2 sources, +6 for the 3 conductors, +6 for the base cost of the conductors)**

If the first check fails, the spell merely fizzles. Optionally, the spellcaster may take some kind of damage. If the second check fails, the spell goes wild with effects determined by the GM. If both checks are successful, the spell is cast.

Finally, regardless of whether the spell succeeded or failed, the caster's fatigue heap must be incremented by one fifth of the Power Level of the spell, which in this case was 20. Should this result in a fatigue heap greater than its potential (WIL), a fatigue potential check must be made as:

2d10* + WIL >= Fatigue

Failure of this check results in unconsciousness. (See combat rules for details).

7.5.2 Spell Attributes

All spells have many of the same basic attributes. These attributes bear no relation to a character's attributes, except in that they serve to define the basic nature of the spell in the same way that character attributes serve to define the basic nature of a character. The basic attributes and their values are:

Power Level

Each spell must define how much magical energy the spell uses. This value is the spell's Power Level, and affects how difficult the spell is to cast and how draining the spell is to cast.

Source(s)

Each spell must also define which source(s) of energy are used to draw the power required by the spell.

Source TD

The total TD associated with accessing the source(s).

Conductor(s)

Each spell must also define which conductor(s) must be used to harness the energy once it is gathered from the source(s).

Conductor TD

The total TD associated with making use of the conductors.

Casting Time

This value represents the amount of time it takes to successfully cast the spell. This value is usually the Power Level of the spell, in seconds.

Duration

This value represents the length of time the spell lasts once it has been successfully cast.

Range

This value represents the maximum distance, in meters, from the caster that the spell effect may be centered or initiated.

Volume of Effect

This value represents the volume of space which is directly affected by the casting of this spell. (Note that secondary effects, like falling rocks, may extend beyond this range.)

Spell descriptions may augment or supersede this list of attributes.

7.5.3 Tweaking Spells (*VERY OPTIONAL*)

The ability to tweak a spell allows a spellcaster to modify one or more of the basic attributes of a spell, or (depending on the spell) some of the specific effects of the spell (for example, putting more energy into a simple "Fireball" spell can increase the damage it does, which is not a basic attribute). For those spellcasters restricted to previously learned or researched spells, the ability to tweak those spells they already know is a godsend. However, the degree to which spells may be tweaked is limited, as are the ways in which they may be tweaked.

When a caster tweaks a spell, he changes an aspect of the spell result by changing either the Power Level of the spell (for effect changes), or by changing the TD of the source and/or conductor check (for casting changes). Which aspects of a spell may be tweaked, and to what degree at what cost, are generally specific to the spell being cast. However, there are two general 'tweaks' which should be available to almost all casters and for almost all spells:

1) The fatigue caused by a spell may be tweaked by changing the source task difficulty. For every point by which the source task difficulty is increased, the fatigue caused by the spell is decreased by a point to a minimum of 1 point of fatigue. Similarly, for every point by which the source task difficulty is decreased (to a minimum TD of 1), the fatigue caused by the spell is increased by a point.

2) The casting time of a spell may be tweaked by changing the conductor task difficulty. For every point by which the conductor task difficulty is increased, the casting time of the spell is reduced by 1 unit (where the unit is the units in which the spell's casting time is measured, be it seconds, minutes, hours, or days). Similarly, for every point by which the conductor task difficulty is decreased (to a minimum TD of 1), the casting time of the spell is increased by 1 unit.

Almost all other 'tweaks' change the Power Level (and subsequently both the source and conductor TDs and the fatigue incurred) of the spell. Examples of aspects of a spell which might be capable of being tweaked in this way include:

- Duration
- Range
- Volume of Effect
- Damage

In general, these aspects may never be tweaked beyond double their original value, nor tweaked lower than half their original value, and the cost for doubling a value should be roughly equal to the original power cost.

While tweaking as a whole is optional, it is recommended that those campaigns with high-level spellcasters use, at the least, the rules for decreasing fatigue costs and casting times to enable those magi to operate effectively.

7.5.4 Making Spells

The procedure and rules used for making a new spell are entirely dependent upon the types of conductor skills to be used by the Spell. Some conductors require research and memorization, some require learning, others allow for 'on-the-fly' creation. Please see the conductor skill lists for specific rules.

8.1 EXPERIENCE AWARDS

Experience Points (EP) are awarded in five categories -

(a) Adventure/goals fulfilled
(b) Bard's tale/heroics
(c) Conflict/danger
(d) Forethought/ingenuity
(e) Growth/interaction

1-6 dice can be awarded in each category depending on the significance of the event or session.

Significance	Dice (d6)	Constant
None	0	0
Noteworthy	1	4
Impressive	2	8
Spectacular	4	16
Legendary	6	24

Simple examples by category

(a1) Surviving one session whilst actively adventuring (i.e., in the midst of potential danger and/or intrigue)

(a4) Successfully completing a campaign requiring a significant expenditure of time and resources in an environment of considerable danger

(a6) As above but one of those "save the world" type conclusions

(b2) A character rescues a hostage from bandits

(b4) Loot in hand, a character leaps off a balcony, grabs the swinging chandelier, completes a somersault through a stained glass window, and lands safely on the snow covered ground outside

(c0) Ronan defeats an orc

(c1) A character wins a Dragonshah tournament

(c2) A character defeats an opponent but is seriously wounded

(c4) A character leads an army and scores a crushing victory

(c6) David beats Goliath

(d1) A character takes a simple precaution that saves the party's bacon (they spiked the door)

(d2) A character exhibits a novel use of an attribute or skill

(d4) By logic, deduction, and a touch of intuition, a character uncovers a major plot element that leads to the successful conclusion of an adventure

(e1)   A character attends a social engagement and makes a good impression on the assembled nobility

(e2)   A character displays convictions of belief in the face of ridicule

(e4)   A character saves the life of a servitor

(e4)   Using only accrued clout and connections, a character successfully initiates a socio-political "power-play" from a distance

(e6)   A character with a barbarian background becomes king of a mighty nation through repute, force of arms, and power politics

Using experience dice

Once the experience dice have been awarded by the Game Master, the player has three options:

1) He can roll the dice and get a number of experience points equal to their total.
2) He can play safe and get a number of experience points equal to 4 times the number of experience dice (1 dice = 4 EP).
3) He can divide his experience dice between the two options above, choosing to roll some of them and to cash in the remaining ones. The player must decide how many dice will be rolled before he starts rolling.

Of course, the Game Master may rule that some options are not available if he feels that they are detrimental to the game.

Example

Say a player is awarded 10 experience dice. The player could:

1) Roll all 10 dice, which would generate from 10 to 60 points, with an average of 35.
2) Exchange the 10 dice for 40 experience points.
3) Roll 3 dice and cash in the remaining 7, which would generate between 31 and 46, with an average of 38.5.

8.2 EXPERIENCE DICE DURING PLAY (OPTIONAL)

During a game session, if a character has some experience dice saved up, he may use them for purposes other than skill advancement.

In this case, Experience Dice can be used for:

1) Improving a Task Resolution (2d10*) roll
2) Increasing an Impact roll

To avoid a penalty, a player must declare the use of experience dice BEFORE he makes his roll. He should tell the GM that he wishes to modify his pending dice roll with some experience dice. After the GM has been told how many experience dice are going to be used in this way, the player rolls the total of the original dice plus how ever many experience dice he told the GM he was going to use.

If a player wishes to modify a die roll AFTER he has rolled the dice, he must do so at a penalty of three times the cost; therefore, the player pays three experience dice for each die added to the roll.

8.3 AFFLICTION

Affliction is the general term given to any condition which will affect a character adversely, such as poison and disease. The mechanics for determining the results of disease or poisoning are the same.

8.3.1 Mechanics

All poisons and disease have a VIRULENCE rating. In basic terms, the VIRULENCE is a measure of the strength of the poison or disease; the difficulty a person has in overcoming it's effects.

There are two stages of affliction: Partial Effects and Full Effects. The effect on a creature will vary from affliction to affliction. Some example afflictions will be given below.

A character will suffer partial effects from the affliction if they fail to make their Afflicted roll, and likewise, they will suffer the full effects if they fail to make their Resistance roll, as given below:

    Afflicted:**2d10* + WIL + BODY >= VIRULENCE**
    Resistance: **2d10* + FIT + BODY + 5 >= VIRULENCE**

Each affliction will also be given an Onset Time. It is after the Onset Time has passed that a character is allowed to make their Afflicted roll.

Should a character succeed in making their Afflicted roll, they will suffer no adverse effects from the affliction. Should the Afflicted roll be failed, and after the Onset Time has passed again, the character is allowed to make their Resistance roll. If the character makes their Resistance roll, the affliction will proceed no further and the character will recover in (VIRULENCE - WILL - FIT) days.

If the Resistance roll is failed the character will suffer, in addition to the partial effects, the full effects of the affliction and, if they survive, will recover in (VIRULENCE - FIT) days.

8.3.2 Dosage

Dosage for all afflictions is given as `LD50 dosage'. The LD50 dosage is defined as the dosage that will cause death in 50% of the creatures exposed to that dosage. The LD50 Dosage is given or must be determined for each poison or disease.

For the administration of either larger or smaller dosages, the following table is used to determine VIRULENCE:

Dose	TD
.125	20
.25	25
.5	30 (Half the LD50 Dose)
1.0	35 (LD50 dose)
2.0	40 (Double the LD50 Dose)
4.0	45
8.0	50

For each doubling in administered dose, +5 is added to the TD. GM's should note that, for poisons, an increased dosage administered will increase the chance of the poison being detected.

All LD50 Dosages are given assuming roughly human body size and weight.

8.3.3 Example Afflictions

Poisons

Sodium Cyanide

LD50: 1.1 g
Onset Time: 5 minutes
Partial Effects: -3 to STR, -3 to FIT, 2d6 pts of INJURY
Full Effects: -2 STR, -2 FIT, 3d6 pts of INJURY
Comments: has a distinctive burnt almond taste. When put in acid, generates hydrogen cyanide gas.

Tetrodotoxin

LD50: .001 g
Onset Time: 2 minutes
Partial effects: -3 DEX, -1 AGI
Full effects: -2 DEX, -1 AGI, 3d6 pts of INJURY
Comments: Found in puffer-fish, and with a low LD50 would be good for coating weapons, but also effective as ingested poison. Neurotoxin.

Sarin

LD50: .001 g
Onset Time: 2 minutes
Partial effects: -1 DEX
Full Effects: -2 DEX, 5d6 pts of INJURY
Comments: Nerve gas. Effective as contact poison, inhaled, or ingested. Neurotoxin.

Bungarotoxin

LD50: .012 g
Onset time: 10 minutes
Partial effects: -2 STR, -2 FIT
Full effects: -1 FIT, 3d6 pts INJURY
Comments: Common neurotoxin from snakes.

Amanitin

LD50: .01 g
Onset time: 30 minutes
Partial effects: -2 STR, -2 FIT
Full effects: -1 STR, 3d6 pts INJURY
Comments: Poison found in some poisonous mushrooms. If whole mushrooms or pieces are eaten, then the LD50 dose becomes 10 g. Concentrated form effective ingested and injected.

Diseases

8.4 STRENGTH TABLE

The following table can be used to determine a number of factors relating to a creatures size and strength.

Size Factor	Strength Factor	SR	STR	Height	LIFT	LOAD	Humanoid species
0.0623	0.0039	-10	-20	11cm	600g	300g	Pixie
0.108	0.012	-8	-16	20cm	1.0	500g	Homunculus
0.189	0.036	-6	-12	34cm	3.0	1.5	Quasit
0.329	0.11	-4	-8	59cm	7.5	3.75	Mandrake*
0.378	0.14	-3	-7	68cm	9.0	4.5	Nymph
0.435	0.19	-3	-6	78cm	10.0	5.0	Gremlin
0.500	0.25	-2	-5	90cm	12.0	6.0	Nixie
0.574	0.33	-2	-4	1.0m	15.0	7.5	Hobbit
0.659	0.43	-1	-3	1.2m	20.0	10.0	Goblin
0.758	0.57	-1	-2	1.4m	30.0	15.0	Halfling
0.870	0.76	0	-1	1.6m	40.0	20.0	Elf
1.0	1.0	0	0	1.8m	60.0	30.0	Human
1.15	1.32	0	1	2.1m	90.0	45.0	Bugbear
1.32	1.74	1	2	2.4m	120.0	60.0	Gnoll
1.52	2.30	1	3	2.7m	180.0	90.0	Lizard Man
1.74	3.04	2	4	3.1m	240.0	120.0	Minotaur
2.00	4.01	2	5	3.6m	300.0	150.0	Ogre
2.30	5.29	3	6	4.1m	360.0	180.0	Troll
2.64	6.98	3	7	4.8m	420.0	210.0	Flesh Golum
3.04	9.22	4	8	5.5m	480.0	240.0	Vampire

*new monster

Size Factor

A number showing a creature's size relative to humans.

Strength Factor

A number showing a creature's strength relative to humans.

SR

Size Rating, to be used in targeting rolls.

STR

Strength.

Height

The average height of a typical creature of that size.

LIFT

kg unless otherwise indicated Attempting to lift LIFT overhead has a TD of 15.
For every 10% increase in weight above LIFT, increase TD by 2
For every 10% decrease in weight below LIFT, decrease TD by 2

Shortcut Formula: **TD = 20 * weight / LIFT - 5**

LOAD

kg unless otherwise indicated LOAD is the amount of weight a character can carry before they will feel the effects of encumbrance.

Upon GM request, a character must make an Encumbrance check using:

   2d10* >= TD

Where TD increases by 5 for every 10% of weight above LOAD:

Encumbrance	TD
LOAD	0
LOAD+10%	5
LOAD+20%	10
LOAD+30%	15
LOAD+40%	20
LOAD+50%	25
LOAD+60%	30
etc.	

Shortcut Formula: TD = 50 * (Encumbrance/LOAD) - 50

Humanoid Species

An example species of a given size and strength.

8.5 HEALING

Activity level	Example	Per day		Weekly bonus
		w/o Healer	w/ healer*	
Low	Bed rest	10%	20%	+2d6
Moderate	Travelling	5%	10%	+1d6
High	Fighting	0	1	0

   * conditions apply (ref. Medicine skill)

Healing rates per day are based on a percentage of the injured person's BODY score.

Activity level

The most demanding level of activity undertaken during any particular day or week.

Weekly bonus

Requires a successful Fitness roll vs Injury (2d10* + FIT >= INJURY). If sucessful, INJURY is reduced by the indicated roll.

Medicine skill

(See also Section 4 - Skills)

Enables two types of healing - emergency and palliative.

Emergency healing can lessen the severity of a new wound. Treatment must commence within 1 minute following the wounding. TD is 5 per point of damage the healer attempts to recover. Add 5 to TD for each attempt after the first on the same character inside the same day. Example: Ronan sustains a 12 point wound; Kara attempts to reduce it to a 7 point wound. TD will be 25. If Ronan had been treated by Kara once already on that day, TD would instead be 30.

Palliative healing enables natural healing to occur at the rate of 2 points per day of low to moderate activity and 1 point per day of high activity, provided the care-giver makes a Healing roll at TD 10 for each of the patients under their care.

Medicine skill can also be use to alleviate the effects of poisoning and to diagnose and treat illnesses. A Healer who comes to the aid of a poisoned or diseased individual can attempt to reduce the VIRULENCE of the affliction.

The Healer's TD for this action is 5 per point of VIRULENCE the Healer attempts to remove. Example Ronan drinks poison with a VIRULENCE of 25; Kara attempts to reduce the VIRULENCE to 20. Kara's TD would be 25. This must be done before the poisoned character begins to suffer the full effects of the affliction (see section 8.3).

8.6 MASTER SKILLS LIST

Skill name	EP Cost	Attr. Tal	Adv	UP[†]	Default TD[‡]	Tasks Description
ARTISTIC SKILLS						
Acting	3	AUR	PSY	6	D/15	Convincing personification
Disguise	2	AUR	PSY	4	D/15	Render irrecognizable
Drawing / Painting	3	DEX	PSY	6	D/15	Draw or paint an average image
Musical instrument	3	DEX	PSY	6	D/15	Performing a common piece
Sculpture / Carving	3	DEX	PSY	6	D/15	Sculpt or carve a small piece
Ventriloquism	4	AUR	WIL	8	D/15	Simple speech
ATHLETIC SKILLS						
Acrobatics	3	AGI	PER	6	D/15	Dropping one floor in combat
Climbing	4	AGI	AGI	8	A/10	Normal brick wall
Contortion	5	AGI	AGI	10	D/15	Passing a torso-sized tunnel
Endurance	3	FIT	WIL	6	D/15	Jogging for two hours
Falling	4	AGI	AGI	8	VD/20	Falling 10 meters unarmed
Juggling	2	DEX	PER	4	A/10	Juggling five normal objects
Jumping	3	STR	STR	6	ED/25	Jumping one's height
Running	3	STR	FIT	6	D/15	Running 100m under 15 sec.
Swimming	3	STR	FIT	6	A/10	Swimming 1km at a good pace

Tightrope walking	4	AGI	PER	8	D/15	Walking 25m on a rope
CRAFT SKILLS						
Agriculture	2	INT	INT	4	A/10	Growing common plants
Armorer	4	DEX	DEX	8	A/10	Fabricating a chain mail
Blacksmithing	3	DEX	INT	6	A/10	Forging a cauldron
Bowyer	3	DEX	PER	6	A/10	Assembling a short bow
Carpentry	2	DEX	INT	4	A/10	Fabricating a chest
Cooking	1	PSY	INT	2	E/5	Making a simple meal
Fishing	2	INT	INT	4	A/10	Catching "a meal" in 3 hours
Leatherworking	2	DEX	DEX	4	A/10	Making a leather backpack
Medicine	4	PER	INT	8	D/15	Healing a broken leg
Mining	3	PER	INT	6	A/10	Tunneling in normal rock
Pottery	2	DEX	DEX	4	A/10	Molding a decorated urn
Rope use	2	DEX	AGI	4	A/10	Tying up a person solidly
Stonemason	2	STR	DEX	4	D/15	Cutting tower stones
Weaponsmithing	4	DEX	DEX	8	A/10	Making a dagger
Wood Working	2	DEX	DEX	4	A/10	Build a wooden chair
KNOWLEDGE SKILLS						
Ancient History	3	INT	INT	6	D/15	Recalling heroic stories
Appraising	3	PER	INT	6	D/15	Estimating the value of gems
Botany	3	INT	INT	6	D/15	Identifying rare plants
Cartography	2	INT	INT	4	D/15	Mapping a region from sight
Cryptography	4	INT	INT	8	VD/20	Deciphering a standard code
Engineering	4	INT	INT	8	D/15	Drawing plans for a catapult
Geography	2	INT	INT	4	A/10	Knowing country of city
Heraldry	2	INT	INT	4	D/15	Recognizing a coat of arms
Herbalism	4	INT	INT	IMP	D/15	Brewing a special remedy
Identify magic	5	PER	INT	IMP	ED/25	Identifying a magical item
Language	3	INT	INT	IMP	A/10	Understanding a foreign tongue
Local History	2	INT	INT	4	A/10	Recalling an important event
Metallurgy	4	INT	INT	8	D/15	Identifying a metal
Navigation	4	INT	INT	IMP	D/15	Finding one's position
Read/write	4	INT	INT	IMP	A/10	Reading a sign.
Species enemy	2	INT	INT	4	D/15	Recognizing behaviors
Spelaeology	3	PER	INT	6	A/10	Successfully navigating a cave
Spellcraft	4	INT	INT	IMP	D/15	Recognizing a spell being used
Teratology	3	INT	INT	6	VD/20	Identifying monster indices
Theology	3	INT	INT	6	D/15	Remembering rites
Tribal Memory	4	PSY	INT	8	A/10	Recite oral history
Zoology	3	INT	INT	6	D/15	Identifying animal behaviors
MOVEMENT SKILLS						
Direction sense	3	PER	PER	6	VD/20	Determining current direction
Riding (airborne)	4	AGI	PER	8	ED/25	Maintaining mount control
Riding (land)	2	AGI	PER	4	A/10	Maintaining mount control
Seamanship	3	PER	INT	6	A/10	Rigging sails
NATURE SKILLS						

Animal Training	3	PER	PSY	6	VD/20	Training a horse
Falconry	3	PER	PSY	6	D/15	Training a falcon
Fire-building	1	INT	INT	2	A/10	Building a fire without f&s
Foraging	2	PER	INT	4	D/15	Finding a "meal"
Hunting	2	PER	PER	4	A/10	Shooting enough for a "meal"
Hydrology	2	PER	INT	4	A/10	Locate potable water in forest
Survival	4	WIL	INT	8	A/10	Finding shelter during storm
Tracking	4	PER	INT	8	VD/20	Finding a 4 day old trail
Weather sense	3	PER	PSY	6	D/15	Predicting next day's weather

SOCIAL SKILLS

Bardic influence	3	AUR	PSY	6	D/15	Awe a crowd with performance
Bribery	3	AUR	PER	6	D/15	Bribing a guard
Dragonshah	2	INT	INT	4	E/5	
Drinking	2	FIT	WIL	4	A/10	Drink FIT + 8 ales
Eating	2	FIT	WIL	4	A/10	Eat FIT + 6 Kg food
Etiquette	2	AUR	PSY	4	A/10	Acting courteously
Gambling	2	DEX	PSY	4	D/15	Win against unskilled opponent
Haggling	1	AUR	PSY	2	D/15	Getting an offer accepted
Heroic Inspiration	4	PSY	AUR	8	D/15	Succeed in inspiring fellow warriors
Interrogate	3	AUR	PSY	6	VD/20	Getting confession from WIL 0
Oration	4	AUR	PSY	8	D/15	Successful speech to large aud.
Streetwise	2	PER	PSY	4	D/15	Obtaining "street" info
Trading	3	AUR	PSY	6	D/15	Getting a trade accepted
Truthtell	4	PER	PSY	8	E/30	Recognizing a lie

SUBTERFUGE SKILLS

Detect traps	3	PER	INT	6	D/15	Detecting a needle trap
Evade pursuit	2	AGI	INT	4	VD/20	Losing pursuit (non-trackers)
Forgery	4	DEX	INT	8	VD/20	Copying an official document
Move quietly	4	AGI	AGI	8	D/15	Moving without armor
Open locks	3	DEX	INT	6	D/15	Opening standard locked door
Pick pockets	3	DEX	PER	6	D/15	Pulling coin purse, large crowd
Reading lips	4	PER	INT	8	D/15	Deciphering speech, clear view
Remove traps	4	DEX	INT	8	D/15	Removing a needle trap
Set snares	2	DEX	INT	4	D/15	Setting a foot snare
Shadowhide	3	PER	AGI	6	VD/20	Medium shadow cover

MAGIC SOURCE SKILLS

Celestial Power of Darkness	3	INT	INT	IMP	‡	the Celestial Foci
Celestial Power of Daylight	3	INT	INT	IMP	‡	the Celestial Foci
Elemental Power of Energy	3	INT	INT	IMP	‡	the Elemental Foci
Elemental Power of Entropy	3	INT	INT	IMP	‡	the Elemental Foci
Kundalini	5	WIL	WIL	IMP	‡	the Chackras
Spirit of [spirit]	3	AUR	AUR	IMP	‡	Communion with Spirits
Doctrine of [deity]	4	PSY	PSY	IMP	‡	Piety to [same deity]

MAGIC CONDUCTION SKILLS						
Earth Elemental Focus	4	INT	INT	IMP		the Elemental Powers
Fire Elemental Focus	4	INT	INT	IMP		the Elemental Powers
Air Elemental Focus	4	INT	INT	IMP		the Elemental Powers
Water Elemental Focus	4	INT	INT	IMP		the Elemental Powers
5th Elemental Focus	4	INT	INT	IMP		the Elemental Powers
Aurora Celestial Focus	4	INT	INT	IMP		the Celestial Powers
Comet Celestial Focus	4	INT	INT	IMP		the Celestial Powers
Firmament Celestial Focus	4	INT	INT	IMP		the Celestial Powers
Light Celestial Focus	4	INT	INT	IMP		the Celestial Powers
Moon Celestial Focus	4	INT	INT	IMP		the Celestial Powers
Stars Celestial Focus	4	INT	INT	IMP		the Celestial Powers
Sun Celestial Focus	4	INT	INT	IMP		the Celestial Powers
Astral Chackra	3	WIL	WIL	IMP		Kundalini
Body Chackra	3	WIL	WIL	IMP		Kundalini
Dream Chackra	3	WIL	WIL	IMP		Kundalini
Emotion Chackra	3	WIL	WIL	IMP		Kundalini
ESP Chackra	3	WIL	WIL	IMP		Kundalini
Mind Chackra	3	WIL	WIL	IMP		Kundalini
Reality Chackra	3	WIL	WIL	IMP		Kundalini
Temporal Chackra	3	WIL	WIL	IMP		Kundalini
Piety to [deity]	4	AUR	AUR	IMP		Doctrine of [same deity]
Communion with Spirits	5	PSY	PSY	IMP		Spirit of [any spirit]

COMBAT SKILLS						
Catch Missiles	4	PER	AGI	10	D/15	Catch an incoming spear
Disarm	4	STR	DEX	8	D/15	Make opponent drop weapon
Dodge	3	AGI	AGI	6	N/A	Not applicable
Evade Missiles	3	PER	AGI	6	A/10	Dodge an incoming spear

COMBAT STYLES					
Style Skill Name	**EP Cost**	**Attr. Tr**	**Adv**	**AM**	**DM**	**Special Characteristics**
LONG RANGE STYLES						
Archery	4	PER	DEX			extreme, 0 def
Cross Bows	2	PER	DEX			extreme, 0 def, slow ROF
Thrown Weapons	3	DEX	PER			near, no defenses
MELEE STYLES						
Articulated Weapons	4	AGI	AGI	+1		entangle, +2 disarm
Articulated Weapons + Shield	5	AGI	AGI	+1	*	shield bonus/bash, entangle, +2 disarm
Bolas, Whips, Ropes, Nets	3	DEX	AGI			trip/entangle, 0 def, +3 disarm

Close Weapons	2	DEX	AGI			
Close Weapons + Shield	3	DEX	AGI		*	shield bonus/bash
Dual Weapon	4	AGI	AGI	+2	-1	
Fencing	5	DEX	AGI	+2		DEF Fencing/Close only
One-Handed Weapons	3	AGI	AGI			
One-Handed Weapons + Shield	4	AGI	AGI		*	shield bonus/bash
Polearms	4	AGI	AGI	+1	-1	2nd rank, fend
Staves	2	AGI	AGI			
Thrusting Weapons	3	PER	AGI			2nd rank, fend
Thrusting Weapons + Shield	4	PER	AGI		*	shield bonus/bash, 2nd rank, fend
two-handed Weapons	3	STR	AGI		-2	2nd rank
UNARMED STYLES						
Boxing	2	AGI	FIT			hand, no def vs Wpn
Brawling	3	STR	FIT			hand, bash, -5 def vs Wpn
Karate	3	WIL	FIT			hand, foot, -3 def vs Wpn
Judo/Wrestling	3	WIL	FIT			hold, throw, no def vs Wpn

* see style description
† Values listed in this column are for the optional Untrained Penalty (UP) rule found in section 4.3. If this rule is not being used then UP is either Impossible (IMP) or 5 (GM's discretion).
‡ See Section 7 - Magic for spell casting TDs.

Table Description

EP Cost

This is the training cost associated with the skill.

Attribute Tal

The attribute which forms the basis for using this skill.

Default Task TD

The average difficulty associated with using this skill (see Section 6).

Default Task Description

An example of an average use of this skill (see Section 6).

AM

Attack modifier (only used for Combat Styles).

DM

Defense Modifier (only used for Combat Styles).

Special Characteristics

Features of various Combat Styles (see individual style descriptions section 4.5.9).

8.7 MASTER EQUIPMENT LIST

8.7.1 Weapons

NAME	Type	IMPACT	Rch	Mass	Lngth	Hnds	Spd	STYLE
ARTICULATED								
Military Flail	B	2d6+4	C	2.5	1.6m	1		Articulated
Morning Star	B	2d6+4	C	2.5	1.0m	1		Articulated
Chigiriki	B	2d6+6	N	2.6	2.0m	2		Articulated
CONCUSSION								
Mace	B	2d6+4	C	2.0	0.7m	1		One Handed
Club	B	2d6+2	C	1.5	0.8m	1		One Handed
Staff	B	2d6	N	1.2	2.0m	2		Staves
DAGGERS / KNIVES								
Misericorde	T	2d6-1	C	0.3	0.4m	1		Close
Dagger	T	2d6-1	C	0.3	0.3m	1		Close
Katar	T	2d6	C	0.4	0.4m	1		Close
Knife	T/S	2d6-2	C	0.2	0.3m	1		Close
Tanto	T/S	2d6-1	C	0.3	0.3m	1		Close
HAMMERS / AXES								
War Hammer	B	2d6+4	C	2.1	0.7m	1		One Handed
Fighting Pick	T	2d6+3	C	1.8	0.6m	1		One Handed
War Axe	C	2d6+4	C	2.0	1.1m	2		Two Handed
Hand Axe	C	2d6+1	C	1.0	0.4m	1		One Handed
MISSILES								
Afr. Thr. Irons	C	2d6+4	F	1.2	0.7m	1		Thrown
Quoit (Chakram)	C	2d6-1	M	0.2	0.3m	1		Thrown
Throwing Axe	C	2d6+1	M	1.0	0.4m	1		Thrown
Throwning Knife	C	2d6-2	M	0.2	0.3m	1		Thrown
POLEARMS								
Bill	S	2d6+9	N	2.9	2.2m	2		Pole Arms
Fauchard	S	2d6+9	N	2.9	2.1m	2		Pole Arms
Glaive	S	2d6+9	N	4.0	2.3m	2		Pole Arms
Guisarme	S	2d6+9	N	2.6	2.5m	2		Pole Arms

Halberd	S	2d6+14	N	2.8	2.2m	2		Pole Arms
Partisan	S	2d6+4	N	2.2	1.8m	2		Pole Arms
Pole Axe	S	2d6+9	N	2.9	2.1m	2		Pole Arms
Spear	T	2d6+6	N	2.2	2.0m	2		Thrusting
Lance	T	2d6+20	N	5.0	3.7m	1		Pole Arms
SWORDS								
Falchion	S	2d6+4	C	1.6	0.8m	1		One Handed
Shamshir	S	2d6+4	C	1.4	0.9m	1		One Handed
Shotel	S	2d6+2	C	1.2	0.8m	1		One Handed
Long Sword	S	2d6+4	C	1.5	0.8m	1		One Handed
Bastard Sword	S	2d6+5	C		1.2m	1		One Handed
Claymore	S	2d6+7	C		1.6m	2		Two Handed
Broad Sword	S	2d6+4	C	1.5	1.0m	1		One Handed
Short Sword	T/S	2d6+2	C	1.2	0.7m	1		One Handed
Rapier	T	2d6+3	C	1.0	1.0m	1		ne Handed
Sabre	S	2d6+4	C	1.5	1.0m	1		One Handed
Katana	S	2d6+5	C	1.2	1.0m	1		One Handed
Wakizashi	S	2d6+2	C	0.9	0.7m	1		One Handed

NAME

The name of the weapon. Common usage names should be used where possible. Unique names can be added to authenticate the fantasy background.

TYPE

B - bludgeoning
C - cutting/chopping
S - slashing
T - thrusting/piercing

IMPACT

A measure of the strength and efficiency of the weapon blow.

Reach / Range (in meters)

C - close (use Reach (0-???))
N - near (1-10 meters)
M - moderate (1-25 meters)
F - far (10-100 meters)
E - extreme (100+ meters)

Rating is Reach value in meters

OR

Rating is N,F or E followed by a number within the range.

Mass (in kg)

Describes how massive the weapon is in general

Length (in meters)

The total length of the weapon from tip to tip.

Hands

Number of hands needed for normal use.

Speed

Used for rolling for declarations in combat. (See 6.5.1)

Style

Shows the Combat Style that covers the use of each weapon.

8.7.1.2 Weapon Descriptions

ARTICULATED

Military Flail

Two stout sticks swiveled end to end. One stick serves as a handle while the other thrashes about.

Morning Star

Chigiriki

CONCUSSION

Mace

Maces made all of iron or steel are found wherever body armor has been used. Their weight and hardness, especially when focused into a spike or narrow flange, made them more effective than any type of sword. Although usually directed against the head, a mace blow on a limb could break a bone even if the armor was not pierced. (from me: there've been records showing attempts to ban the mace from the field by Europeans during the medieval times because it was so effective in staving and buckling armor -not to mention its ability to cripple its foe if not kill him) -these attempts to ban them failed most likely because they were so darned effective. They can be found either one handed or two handed (heavy maces))

Club

Staff

DAGGERS / KNIVES

Misericorde

A dagger which was called the "dagger of mercy" with the idea that it was used for the quick dispatch of a suffering loser; actually it was the persuader which, presented point first to a fallen foe, impelled him to plead for mercy and come across with a health ransom.

Dagger

Katar

Knife

Tanto

HAMMERS / AXES

War Hammer

A more simple, and perhaps more brutal weapon was the war-hammer. Although called a hammer (implying a blunt head), in fact it usually had a pointed head which was more in the nature of a pick. Such weaons were developed by man primitive tribes and were comparable to stone or metal axes but with a pointed shape. They were adopted in Europe during the 14th century when chain mail and other forms of armour protection were in vogue. The pointed head of a war-hammer proved to be an effective method of defeating mail, provided that the point and head were thin enough, and it could also be used to penetrate the joings of plate armour. With a pointed head on one side of the weapon and a blunt head on the other, the war-hammer became a twofold weapon in so far as the blunt head could be used to stun the opponent or unhorse him, after which the pick could be used to defeat his armour and give the finishing blow. The war-hammer saw considerable use in Europe during the 15th and 16th centuries, but its use declined as the armoured knight disappeared from the battlefield.

Fighting Pick

War Axe

Hand Axe

MISSILE

African Throwing Irons

A "throwing knife" used by various groups in Africa (Sudan, Bwaka, Nigeria, and the Congo to name a few). These knives have multiple points and come in various fancy shapes, having a center of gravity somewhere above the handle from which the various points branch out. These tend to be made of iron or steel and when thrown can pierce the traget "at almost any attitude of impact". There doesn't appear to be a name for these -if there is, it probably has a great many since it can be found all over Africa.

Stones' "A Glossary of the Construction, Decoration and Use of Arms and Armor" mentions these but also does not provide the native name, additional information below is from that tome; "...there are many special forms of knife made to be thrown that would be of little use if handled the ordinary way. They are used extensively in Central Africa and are of the most extraordinary shapes. They are thrown horizontally from right to left and may hit with any one of the branches. The trajectory is a curve that inclines towards the right of the thrower. The maximum range is said to be about 100 yards; at 40 to 50 is is quite accurate. "Certain travellers relate that this arm thrown by a skillful hand can cut off a man's leg at 20 metres. Trials at the Musee du Congo Belge showed that when thrown from distances of 15 metres some of these throwing knives would go through a board 15 mm in thickness" (Congo, Feb 1922 p.1) (added by Lbeals)

Quoit (Chakram)

One of the more remarkable thrown missiles was the Sikh chakram or throwing quoit, a simple circle of metal with a sharp outer circumference, which could be spun and then released with considerable velocity and accuracy. (Range: 25 meters)

Throwing Axe

Throwing Knife

POLEARMS

Bill

A long shafted weapon having its head a hooklike cutting blade with a beak at the back.

Fauchard

A larger glave with a few spurs on its unsharpened side.

Glaive

A big knife blade on a pole.

Guisarme

A bill with two or three extra spikes

Halberd

A pole axe with a longer spear part and a crescent-shaped blade.

Partisan

A ontongue with a couple of curved points at the base of the blade.

Pole axe

A battle-axe on a long pole.

Spear

Lance

SWORDS

Falchion

In war, though not in tournaments, the falchion became deservedly popular. It was a real snickersnee -- a sword, but built more like a knife or a cleaver, and nearly three feet long, with a single, curved cutting edge supported by a very thick-backed blade, which gave it weight and authority.

Shamshir

Referred to by Europeans as a scimitar. For game purposes, I would group with this weapon the Saif and the Kilij. All of these blades are curved and single edged (except the kilij -specifics will be discussed later on) and the distinctive middle eastern cross shaped guard. The Shamshir has a blade length of roughly 80 cm (in a straight line -this length would be longer if the blade were straightened) and tends to be thinner than the saif. The differences between the shamshir and the saif is that the saif tends to be a bit shorter and broader and can be found with a groove in the blade (I wouldn't call it a blood groove since the usage of these particular blades are in the draw cut style and tend not to employ stabbing motions). The Kilij is more similar to the shamshir with the exception that the blade broadens near the tip usually and has a straight sharpened edge on the back of the blade (only near the tip). The Saif is Arab in origin, the Shamshir Persian, and the Kilij Turkish.

Shotel

The shotel is an Ethiopean sword with a blade that extends straightward for about 7 cm or so then curves in a crescent arc ending in a steadily tapered point. It is double edged and the curvature is meant to be used to reach around an opponent's shield.

Long Sword

Bastard Sword

Claymore

Broad Sword

Short Sword

Rapier

Sabre

Katana

Wakizashi

Hand-and-a-half (Long)

>   This type of sword was generally used when dismounted, since it demanded the use of both hands to develop the necessary force of blow.

Oxtongue

>   A spear with a two-edged blade with a pole for a handle.

8.7.1.3 Non-Human Weapons

If a weapon has not been designed to be used by humans, then its impact can be calculated from:

>   **Weapon Impact = Human Weapon Impact + Species STR**

Human Weapon
Impact: given in the Human Weapons table (below)
Species STR: average strength of the species for which the weapon was made (given in the species description).

For example, a pixie longsword would do an impact of:

Pixie Longsword Impact   = Human Longsword Impact + Pixies average STR
                               = 2d6+4 + (-6)
                               = 2d6-2

8.7.2 Armor

Armour names and resistance value where extracted from the Palladium "Compendium of Weapons, Armour and Castles". Resistance is an approximate average of cut, chop, thrust and impact resistance.

Armor	Res.	Mass*	FATIGUE modifier
Bare skin	0	–	+ 0
Medium cloth	1	2.5kg	+ 0
Soft Leather	2	3.7kg	+ 0
Heavy Cloth	2	3.7kg	+ 0
Studded soft leather	2	6.0kg	+ 1
Quilt	3	5.0kg	+ 1
Hard leather	3	5.0kg	+ 1
Padded	4	5.0kg	+ 1
Studded Hard Leather	4	7.5kg	+ 2
Soft leather ringmail	4	7.5kg	+ 2
Heavy Cloth ringmail	5	7.5kg	+ 2
Cuir-bouilli	5	5.0kg	+ 2
Quilt ringmail	5	10kg	+ 3
Soft Leather bezainted	6	7.5kg	+ 3
Hard leather ringmail	6	10kg	+ 3
Mail	6	20kg	+ 4
Hard leather jazeraint	7	10kg	+ 4
Hard leather bezainted	7	10kg	+ 4
Double Mail	8	22kg	+ 5
Augmented Mail	8	22kg	+ 5
Cuir-bouilli bezainted	9	10kg	+ 5
Cuir-bouilli lamellar	9	10kg	+ 5
Metal jazeraint	10	20kg	+ 6
Metal lamellar	10	18kg	+ 6
Laminated	11	20kg	+ 7
Metal brigandine	11	22kg	+ 7
Plate	13	25kg	+ 8
Ribbed Plate	14	25kg	+ 8

Mass does not include padding, which is necessary for metal armors.

From the descriptions of complete set of armour found in the compendium, armour values for fully armored characters should go no higher than 23 (plate over padding, 35kg).

8.7.2.1 Shields

Name	Size (m)	Weight (kg)	Defense Bonus	Bash Impact
Target	0.0	1	+0	2d6-5
Buckler	0.0	2	+1	2d6-5
Round	0.5	4	+2	2d6-3
Knight	1.0	4	+3	2d6-5
Kite	1.0	5	+4	2d6-3
Tower	2.0	8	+5	2d6-1

Size

The size of the shield (diameter or height) in meters.

Weigt

The mass of the shield in kilograms.

Defense bonus

A bonus to the defense skill on the relative size of the shield. This bonus accounts for the fact that merely wielding a shield provides a limited amount of cover.

Bash IMPACT

The amount of impact done when the shield is used in an attack.

8.8 FATIGUE

As a character performs strenuous activities, he or she will get fatigued.

FATIGUE is a heap that begins at zero and is increased as activity occures. As FATIGUE is accumulated a character must make the following checks:

Perseverence: **2d10* + WIL + BODY >= FATIGUE**
Pass-out: **2d10* + FIT + BODY + 5 >= FATIGUE**

Checks are made as soon as any new FATIGUE is added to a character's heap.

Should a character fail their Perseverence roll, that character must cease all activity and rest until their FATIGUE heap is reduced by at least 1 point.

The character may then attempt another Perseverence roll, and if made, may resume activity, again making checks when necessary. When FATIGUE reaches a high enough level (BODY + FIT + 5), a character must make Pass-out rolls as + well as Perseverence rolls to continue activity. If a character fails their Pass-out roll, they immediately lose conciousness until their FATIGUE heap is reduced by at least 1 point and they make another Pass-out roll.

In addition, the accumulation of FATIGUE has the following effect on all skills attempted by a character:

Effect on Skills:

Skill Effectiveness Mod. = -1 / 5 points of FATIGUE

Magic and FATIGUE

Every time a spellcaster attempts to cast a spell, his FATIGUE is increased by the Power Level of that spell (regardless of the success of the casting), optionally modified by Tweaking as detailed in Section 7.

FATIGUE Recovery:

Activity	FATIGUE decrease
resting	-1 / 10 minutes
sleep	-1 / 5 minutes

Physical Activity and FATIGUE:

Activity	FATIGUE rate
Light	+1 / 20 Minutes
Moderate	+1 / 10 Minutes
Heavy	+1 / 5 Minutes
Strenuous	+1 / 1 Minutes (Combat)

Endurance Skill and FATIGUE: (Optional)

A successful use of the Edurance skill allows a character to:

1) Move FATIGUE rate to next lower class (light goes to +1/40 minutes) check is made at start of activity
2) Double FATIGUE recovery rate

   sleep -1 / 2.5 minutes
   resting -1 / 5 minutes

   check is made at start of rest

Armor modifers: (used when Encumbrance is not being used) (Optional)

Armor	Res.	Mass*	FATIGUE modifier
Bare skin	0	–	+ 0
Medium cloth	1	2.5kg	+ 0
Soft Leather	2	3.7kg	+ 0
Heavy Cloth	2	3.7kg	+ 0
Studded soft leather	2	6.0kg	+ 1
Quilt	3	5.0kg	+ 1
Hard leather	3	5.0kg	+ 1
Padded	4	5.0kg	+ 1
Studded Hard Leather	4	7.5kg	+ 2
Soft leather ringmail	4	7.5kg	+ 2
Heavy Cloth ringmail	5	7.5kg	+ 2
Cuir-bouilli	5	5.0kg	+ 2
Quilt ringmail	5	10kg	+ 3
Soft Leather bezainted	6	7.5kg	+ 3
Hard leather ringmail	6	10kg	+ 3
Mail	6	20kg	+ 4
Hard leather jazeraint	7	10kg	+ 4
Hard leather bezainted	7	10kg	+ 4
Double Mail	8	22kg	+ 5
Augmented Mail	8	22kg	+ 5
Cuir-bouilli bezainted	9	10kg	+ 5
Cuir-bouilli lamellar	9	10kg	+ 5
Metal jazeraint	10	20kg	+ 6

Metal lamellar	10	18kg	+ 6
Laminated	11	20kg	+ 7
Metal brigandine	11	22kg	+ 7
Plate	13	25kg	+ 8
Ribbed Plate	14	25kg	+ 8

*Mass does not include padding, which is necessary for
metal armors.*

Encumbrance modifiers: (Optional)

Encumbrance	FATIGUE modifier
0	0
+20%	+1
+40%	+2
+60%	+4
+80%	+8
+100%	+16

FATIGUE modifier for Armour and Encumbrance is added to the rate of Fatigue accumulation based on physical activity.

> *Example:* Ronan has a BODY of 20, WIL and FIT of zero each, is Wearing Plate armour in combat, and is carrying 20% of his maximum Encumbrance load. He will increase his FATIGUE heap at a rate of (1 + 8 + 1 = +10 per minute). Combat lasts 6 rounds (36 seconds), and Ronan's FATIGUE is up to 6. Ronan will automatically make a Perseverence roll at this point. Ronan then defeats his opponents and decides to go for a jog (moderate activity) over to where his friends are fighting. He will continue to increase his FATIGUE heap at a rate of +10 per 10 minutes. He jogs for 10 minutes at which time his FATIGUE becomes 16 (still no Perseverence roll required). Ronan joins in the fight (+10 FATIGUE per minute). After 4 rounds, Ronan's FATIGUE will have increased to 20 which will now require a Perseverence roll. Ronan makes this and continues to fight, making a Perseverence roll after each round of combat.
>
> Combat lasts 6 more rounds (a total of 1 minute of fighting), Ronan has made all of his Perseverance rolls, and his FATIGUE is now up to 26. Not only must Ronan make Perseverence rolls to keep fighting, but now must make Conciousness rolls to keep from passing out. If combat were to end at this point and Ronan were to decide to rest, he would have to rest for 260 minutes (4 hours and 20 minutes) to feel completely rested.

A.1 DNET SPECIES TEMPLATE

Species Name

Version Number:
World:
Author:

Cultures:
Can be a PC: (Yes/No)
EP Cost: (Use Species EP Cost rules above)
Average Ht: (in cm)
Average Wt: (in kg)
Size Rating: (relative to humans)
Lifespan:
Talents: (List Talent and +/- value, ex: STR +/-1)
Body points: (list both a constant and a die roll equivalent)
Speed:

Innate Gifts: (List Gift and positive EP Cost. See below for some example Innate Gifts.)

Innate Foibles: (List Foible and negative EP Cost. See below for some example Innate Foibles.)

Innate Gifts and Foibles are what ALL members of a species are born with. Individual members may still have other Gifts/Foibles.

Cultures: List of cultures and how the culture of this species is different from the default culture description.

Description:

A.1.1 Innate Gifts and Foibles for Species Creation

The following are available to all NON-HUMAN species for species creation:

Innate Gifts	EP Cost
Amphibious	+500
Attack method, physical +5 for every 4 points of IMPACT per attack method	
IMPACT 1-4	+5
5-8	+10
9-12	+15 etc.
Blinking	+20
Disease attack	+50 * strength (GM's determination)
Fear attack	+40
Fire attack	+50
Flying ability	+100
Immunities	Elements Magic Weapon

Infravision	+5 / 10 m
Invisibility	
Paralysis attack	
Petrification attack	
Poison attack	+50 * strength (GM's determination)
Shapechanging	
Per form	+50 (Unlimited forms = +1000)
n times daily	x n (Unlimited = x1000)
Telepathy	
Specific creature	+20
Specific species	+200
Multiple species	+2000
Any species	+20000
Teleporting	
Per every 10 m	+10 (Unlimited = +100000)
n times daily	x n (Unlimited = x10000)

Innate Foibles	EP Cost

A.2 DNET CULTURE TEMPLATE

Culture Name

Version Number:
World:
Author:

Habitat:
Social Structure:
Political Structure:
Economic Structure:

Skill Packages: (List the package name and skill areas)

Common Skills: (common types of skills possessed by members of the culture. List individual skills, skill areas, or descriptions of the type of skills. These are NOT skills that all members of the species will have; they are just common skills that a majority would probably have)

Notable relations
with other cultures: (relations with other cultures that play a large role in the culture (e.g. long lasting blood feud/war, dependency on or providing for other cultures))

Description:

A.3 NPC TEMPLATE

short form

Name:

```
            World:
          Version:
           Author:

          Species:
          Culture:
              Age:
      Possessions:
            Skills:  (only those relevant to their role)
     Gifts/Foibles:  (not present in the species)
             Notes:  (information relevant to their role, possibly including brief personality/history)
```

Long form

```
             Name:

            World:
          Version:
           Author:

          Species:
          Culture:
              Age:
```

Physical Characteristics: Attributes

physical description:

```
         Abilities:
            skills:
     Gifts/Foibles:

      Possessions:  personal items
                    real estate

      Personality:  Goals/Interests
                    Morals/Ethics
                    (in particular how it differs from their culture)

          History:  Organizations associated with
                    Conflicts with persons or organizations
                    Current place of residence (including game world)
                    Outline tracing past actions and changes
```

A.4 DEITY TEMPLATE 1.0

```
             Name:
        Influence:
          Version:
        Author(s):

      Personality:

          History:

          Friends:
```

Enemies:

Species Created:

Important Dates:

A.5 ADVENTURE TEMPLATE

Title:
Author:
Game World:
Location:
Time:
Participants:
Background:
Plot Sketch:
Notes:

Example

Title: (Not yet decided upon a title)
Author: Tom
Game World: (?)
Location(s):   This is a maritime adventure with possibility of piracy. The technology can be called enlightened medieval. The naval technology reaches out into the 18th century as far as sailing technology is concerned. There is no gun powder, however, so there are no guns or cannons. The world has no moon, instead it has a second sun which is somewhat brighter than the moon illuminating the sky at very dark levels of twilight illumination when the yellow sun is absent from the night sky. The year is 400 days long with each season lasting 100 days. There are no months since there is no moon. There is also an 80 year climate cycle called the grand season, this is due to that second orange sun. At the time of this adventure the world is in its second year of grandsummer about 10 days into local spring. The origins of the use of the metric system in an otherwise medieval setting are 1111lost in the mists of time and legend.
Time: 10 days into spring, second year of grandsummer.
Participants: Player Characters, Pirates, seamonsters
Background:
Plot sketch: A map to a treasure is found, location of treasure is at an abandoned castle.
Notes: More details will be forthcoming.

A.6 MAGIC TYPE

Name:
Game world:
Author:
Version:

Sources: Name
Base Cost
Min
Max
Domain

                    Special

          Conductors: Name
                       Base Cost
                       Max
                       Domain
                       Special

Name

The name of the source/conductor

Base Cost

The base of using the source/conductor

Min

The minimum amount that can be drawn from the source

Max

The maximum amount that can be drawn or the maximum TD that the spell involving this conductor can be.

Domain

What conductors can be used with the source. What effects the conductors can produce

Special

Any effects/conditions/side effects that are specific to this source/conductor.

A.7 SPELL TEMPLATE

                    Name:
             Game world:
                 Author:
                Version:

              Source(s):
              Source TD:

          Conductor(s):
          Conductor TD:

            Power Level:

           Casting Time:
               Duration:
                  Range:
        Volume of Effect: