

FORESIGHT

Second Edition

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Introduction

Welcome to ForeSight, a general-purpose role-playing game. ForeSight is a set of role-playing rules suitable for pretty much any time or place, historical or imaginary, in which the central characters are more-or-less human. Before getting into details, we'll briefly discuss what a role-playing game is, and then outline ForeSight's most important rules.

What is a role-playing game?

If you've never played a role-playing game before, these rules don't really attempt to introduce the concept of role-playing from scratch. The easiest way to understand what a role-playing game is to watch one being played or to play one. (Imagine trying to understand baseball, say, purely from a written description.) That said, in a nutshell, a role-playing game is a game of make-believe, but with rules. The participants include a **game master** (GM), sometimes called a referee, and one or more **players**. The GM prepares a setting in which a story will take place (the story may be wholly or partially prepared), while the players take the roles of the protagonists in the story (i.e. they "play characters" in the story).

Play proceeds as a conversation between the players and GM. The GM describes the situation in which the players find themselves (e.g. describing the physical location the players find themselves in, and the behaviour of any other people or creatures they encounter), and the players describe the actions their characters will take in response. Rules are used to determine what happens someone tries to do something and the outcome is not obvious (to the GM). This is a bit abstract, so here's an example.

GM: You emerge from the jungle at the edge of a spectacular precipice. The drop is so sudden that one of your guides nearly slips and falls, saving himself only by desperately grabbing a vine...

Christian Le Croix (Daring Professor of Archaeology, formerly of the Sorbonne, now a Free French operative): I grab the guide's wrist firmly in my tanned, muscular hand, and pull him effortlessly to safety.

GM: Hmm. Make a strength roll (no modifier) to see just how effortlessly you manage this brave feat.

Note that the GM has decided that the action the player wishes to undertake is not certain to succeed (at least, not as it has been described) and has decided to apply game rules to determine exactly what does happen. This is what differentiates role-playing games from simple games of make-believe (such as Cowboys & Indians) where there is no system for resolving uncertain outcomes (except pointless arguments).

Christian Le Croix: Hmm. (Rolls dice.) QR4. (A bare or mediocre success.)

GM: In attempting to save your guide with aplomb you teeter on the edge of the precipice for a stomach-churning moment before you recover and pull him to safety.

Christian Le Croix: My handsome face betrays no sign of how close I have once again come to the edge of disaster.

GM: Just so!

Virginia Smith (OSS spy, who is working with Le Croix to foil a Nazi plot): I take it that this precipice blocks our way forward.

GM: It is one side of a deep ravine, perhaps fifty to one hundred metres across at its top. The sides of the ravine are of crumbling limestone, with small tufts of vegetation. The jungle continues at the other side. Without leaning over, you cannot see the bottom.

Virginia: I take out my binoculars and search for the easiest place to cross the ravine, or descend to the bottom.

GM: Make a search roll at +2. (The +2 indicates this is an easier than typical task. The GM may think the thing she is searching for is very easy to spot, or perhaps is taking into account her excellent binoculars, or a bit of both.) The terrain is crags. (Some skills, such as search, are affected by a character's familiarity with the local terrain.)

Virginia: QR2. (A very good result.)

GM: You make out a rope-bridge perhaps a kilometre to the east. You also notice a glint from something shiny in the jungle on the far side of the ravine.

Christian: Nazis! I hate those guys.

Virginia: Or their stooges... We'll need to backtrack into the jungle and make our way east, then approach the bridge stealthily.

Why ForeSight?

There are many sets of rules for role-playing. Most are designed for a specific genre and setting (e.g. "a vaguely European fantasy setting" or "the *Star Wars* universe"), while a small number are generic (e.g. GURPS); some strive for realism, others are entirely fabulous; some are very complex, others are very simple; some are expensive, others are free. Different sets of rules suit different tastes.

ForeSight is easy to learn, remember, and play. It was designed to be, to paraphrase Einstein, as simple as possible, but no simpler.

ForeSight is versatile. ForeSight is designed to be easy to use with pretty much any setting in which the characters are more-or-less human. And it does a good job of dealing with the more-or-less part, too! ForeSight has excellent sub-systems for dealing with magic, divine intervention, and psionics—should your setting require these concepts.

ForeSight keeps out of your way. ForeSight isn't the first book of a set of five you'll need before you can start playing. Using modular concepts such as modifications, and rules that can easily be adapted to your specific needs, ForeSight covers more ground with fewer pages. With ForeSight you can *play the game* with the rules you remember and the information on your character sheet.

ForeSight is about more than just combat. A lot of role-playing games are little more than combat systems with some arm waving to cover all other forms of human activity.

ForeSight runs lean and mean. Combat, for example, happens quickly, but in many—if not most—paper role-playing games combat is glacial. Resolving combat in real time probably requires computer simulations, but at least ForeSight can get a fight down to minutes instead of hours. This is partly because the resolution system is easy to use (from memory) and partly because weapons are *lethal*.

ForeSight is definite (or at least not too vague). ForeSight's flexible resolution rules can easily be applied to any situation without needing to look up special cases or make up new rules as you go along.

Most importantly of all (from my point of view at least), **ForeSight is the kind of role-playing game I want to play**, a game that produces plausible outcomes, a game that doesn't require looking up rules or tables constantly, a game with a powerful and functional resolution system, a game that can be used with almost any setting, and which doesn't get in the way of story-telling. I hope this is the kind of role-playing game you want to play, too.

This edition of ForeSight is the result of many years of play-testing and tinkering. It does, however, bear a very strong resemblance to a game that was typed on twenty sheets of paper in 1984–5. That's probably a result of one very good design decision: **ForeSight has one rule for resolution.**

Overview

Designer's Note: This overview of ForeSight should give you a pretty good understanding of the game, perhaps as good an understanding of the game as you need to play the game. (A gamemaster will probably need to know the rules a bit better.) Here is a quick overview of the game system, which should make it easier to understand the more detailed rules sections that follow.

One Rule To Rule Them All

Assuming you know what a role-playing game is, in order to play ForeSight you really only need to learn one rule. It's called **resolution**. A chapter of this book is devoted to this rule (don't worry, it's full of examples). Resolution is used when someone wants to do something ("perform a task") and the game master (GM) doesn't know for sure whether it's completely impossible or incredibly easy.

The resolution rule is used to determine the outcomes of tasks.

To resolve a task, the GM must first decide which **ability** is being used to perform the task and how **difficult** the task is. It is possible that a given task might be performed with one of several abilities (e.g. a locksmith might try to open a lock

using technical skills, a thief might pick it, while a welder might try to cut it out of the door).

Each of a character's abilities is represented by a **score** and a base ease factor (**BEF**). Abilities include attributes (innate abilities such as strength and intelligence) and skills (specific trained abilities such as lockpicking and skiing). Typically, scores range from 1 (hopelessly poor) through 10–15 (competent) to 20 or higher (very good). BEFs are typically around 5. Skills can get far better than attributes.

Note: a score above 20 is counted as 20, but gets an ease factor modifier of +1 for every three points by which the score exceeds 20. So a score of 23–25 is referred to as 20+1, 26–28 is 20+2, and so on. This rule allows characters who are very skilled to achieve things less skilled characters have absolutely no hope of achieving.

An ease factor modifier represents the difficulty of a task. This modifier is often the sum of many modifiers that apply to a given task.

E.g. a character attempting to pick a lock might get a positive modifier for having practiced all night on a lock of the same kind the night before, a positive modifier for using excellent picks, a negative modifier for having to hurry, and a negative modifier for doing all this while wounded. Finally, the lock itself might be very hard to pick, causing another negative modifier. All these modifiers added together are the modifier for that specific task.

The **success chance** (SC) for the task is equal to the Score multiplied by the Ease Factor (the BEF + modifiers for the difficulty of a specific situation).

SC = Score x Ease Factor

To resolve the task, you roll D100 and compare the roll to the success chance. If the roll is lower than or equal to the SC then the task succeeds, otherwise it fails. Well, that's the simple explanation. We'll go into the details later—suffice it to say here that rolling lower is better.

E.g. Amy is trying to shoot a suspect with her stun pistol. The BEF of handguns is 3, but the suspect is 12m away, which is –2 for range, and he is moving, also –2. Amy has braced to fire, +1, and has aimed (once) at her target, +1. The stun pistol is well-balanced, giving it an intrinsic +1 performance modifier. So the ease factor is $3 - 2 - 2 + 1 + 1 + 1 = 2$. Amy's score in handguns is 17, so her $SC = 2 \times 17 = 34\%$. **This may sound a little complicated, but it's the only rule you really need to know, and this is pretty much as bad as it gets!**

Ease Factor Arithmetic

Adding and subtracting ease factors is very simple, but for ease factors below 1 it's a little different from ordinary arithmetic. The ease factors are:

0	0.25	0.5	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
---	------	-----	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----

Adding means moving to the right, while subtracting is moving to the left. So a BEF of 5 with a modifier of +1 becomes 6. A BEF of 4 with a modifier of –5 becomes 0.25. A BEF of 6 with modifiers of +10 and –4 becomes 12. Ease factors cannot drop below zero (impossible) or rise above 15 (as easy as it gets). **Add all modifiers together before applying them to a BEF**, so in the last example, BEF 6 +

10 would be 16, which exceeds 15, -4 would be 11; but $6 + 10 - 4$ should be treated as $6 + (10 - 4)$, or 12.

Note: it may seem that this rule is more complicated than “roll D20 and look up this table” but remember that it is the *only* rule you need to learn, and you don’t need a different table or special case set of rules for every skill and situation. And there isn’t a 10% chance of something outrageously good or bad happening every time you roll.

One interesting criticism of the *very idea* of resolution rules (not just ForeSight’s) is that randomness is intrinsically bad. Some players I know contend that every outcome should be *someone’s choice* or the consequence of choices. This is a fairly radical departure from most conventional rules systems, and I think the idea has some appeal, although it does not create outcomes no-one wants (which are both interesting and commonplace). I also think that it’s unlikely to work with the vast majority of role-playing groups and doesn’t work any better than a good random system for the few groups it does work for. We will continue to disagree I am sure.

Rounding Fractions

In general, fractions are rounded to the **nearest** whole number unless otherwise stated. In other words, a fraction of 0.5 or higher is rounded up, and a fraction of less than 0.5 is rounded down.

E.g. the formula for the handguns skill is $(DX+PC)/2$. So if a character has DX 11 and PC 10, then this will equal 11 (10.5 rounds up to 11).

A character attempting a very difficult task might find herself with an ease factor of 0.25 and a skill of 13. So the success chance (SC) = $13 \times 0.25 = 3.25$, which rounds down to 3. To successfully perform the task she must roll 3 or less on D100.

Note: there are many cases where there is no logical reason why you need to round at all (i.e. you could just as easily retain fractions). If, for example, you’re trying to write a computer game based on ForeSight, you could easily use continuous scales for everything. That said, rounding is recommended where human beings are likely to be doing the arithmetic.

Characters

Characters are what the game is about. Characters are imaginary people in the imaginary game world. In general, each player generally plays one character, while the gamemaster (or GM) often plays several at once and dozens in the course of a typical session. Characters played by players are often referred to as player characters (PCs), while all other characters are generally referred to as non-player characters (NPCs). The rules make no distinction between characters, although NPCs frequently have incomplete descriptions (i.e. aren’t fully fleshed out in game terms).

For example, in a typical adventure story the heroes will be PCs (some minor heroes may be NPCs run by the GM), while the villains, victims, and anyone randomly encountered in the course of the adventure will be NPCs run by the GM.

A **Character Sheet** or **Character Record** is the paper record of a character's abilities, possessions, history, etc. We provide templates for you to photocopy, PDFs for you to print, and so forth, but there's no law that dictates exactly how you record your character.

Abilities

What characters can do and how good they are at it is represented by **Attributes**, **Skills**, and **Familiarities**. Attributes are basic mental and physical abilities and aptitudes. Skills are learned abilities that can be gradually honed with practice. Familiarities represent both *knowledge* and *acclimatization*.

All characters have the following attributes: Strength (ST), Dexterity (DX), Agility (AG), Endurance (EN), Intelligence (IN), Perception (PC), Empathy (EM), Willpower (WP), and Appearance (AP). A character may have any of a wide range of skills. Stealth and Handguns are simple examples of skills. Familiarities include fields of knowledge, such as Chemistry and Electronics, familiarity with different gravities, non-familiarity modifiers associated with strange situations or conditions, and long-term familiarities with specific objects or situations.

Attributes and Skills are used to *do things* in the game. Each has an associated **Score** and **BEF** (base ease factor).

Familiarities are expressed as ease factor modifiers. The most important familiarities are fields of knowledge (much of the difference between a watchmaker and a surgeon is knowledge and familiarity), gravity and environment familiarity, and non-familiarity and long-term familiarity.

Some skills have Base Ease Factors with familiarities included. *E.g. the Initiative skill has a BEF of 3+E, which means that a character's environment familiarity is automatically factored into his/her Initiative BEF.*

E.g. The BEF for acrobatics is 2+G, and Amy is weightless. Her ZG (zero gravity) familiarity is zero (she's never been in zero gravity before) making her BEF 2 in this case. If she attempts a difficult task which has a -2 modifier then her modified ease factor will be 0.5 (not 0) because moving two spots to the left from 2 gets you to 0.5.

Resolution

When a character attempts to do something (this is called a "task") the GM will determine whether the task is certain to succeed or impossible, or requires resolution. If it requires resolution, the GM will determine what abilities and familiarities apply to the task and how difficult it is. This may result in ease factor modifiers applying to the task.

E.g. a character who wishes to open a door might discover that it's certain to succeed (the door has a knob, it's unlocked), impossible (the door is in fact merely painted onto a granite slab), or requires resolution (the door is locked, but the character is able to pick locks).

Many, probably most, actions a character will choose to undertake will be certain to succeed. Some will be impossible (usually owing to a lack of information on the player's part). Usually a small minority will require actual resolution. It is quite common for long periods of play to require no rules or dice, just common sense.

The probability of a character successfully performing a task (Success Chance or SC) is equal to his/her relevant ability score multiplied by the task's ease factor.

Amy tries to open a door and discovers it's locked. So she decides to pick the lock. The GM tells her it's a fairly typical tumbler lock (-1 to pick), and she has excellent lockpicks (+1 performance modifier). The BEF of lockpicking is 5, the task's ease factor is 5 - 1 + 1 = 5. Amy's lockpicking score is 14, so her success chance = 5 x 14 = 70%.

A task is resolved by rolling percentile dice (D100) and comparing the result to the success chance. A roll lower than or equal to the success chance is a "success" while any other roll is a "failure".

The degree of success or failure (the "quality rating" or QR) can be determined by comparing the roll to the success chance.

Quality Rating		
Outcome	Roll vs. SC	Result
QR1	Roll is one tenth or less of SC	Perfect. Everything you could reasonably hope for.
QR2	Roll is one fifth or less of SC	Excellent. A better result than expected, or perhaps accomplished more quickly than expected.
QR3	Roll is one half or less of SC	Solid. A competent result.
QR4	Roll is less than or equal to SC	Mediocre. A far from complete success, or perhaps it just took much longer than expected.
QR7	Roll is higher than SC (or 100)	Failure. Nothing much was accomplished.
QR10	Roll is higher than SC and a multiple of 10 (ends in zero)	Botch. The result is worse than had the task not been attempted.

Amy's player rolls D100 to determine the outcome of her lockpicking attempt. The result is a 32. 32 is over one fifth of 70, so it's not good enough to be a QR2, but it's less than half of 70, so it's a QR3. The only salient issue besides success or failure here is the time taken, and so the QR3 indicates a reasonable amount of time was taken.

As it happens, this is lucky, since the GM had secretly decided that if Amy took too long, a security guard would walk around the corner before she was done. Amy slips into the room and quietly closes the door just as the security guard rounds the corner.

Note that if Amy's player had rolled between 36 and 70 she would have achieved a QR4, which in this case means she may have taken too long. (How this would have panned out depends on whether Amy noticed the guard coming.) If Amy rolled more than 70 she would have failed (QR7), unless she rolled 80, 90, or 100 (multiples of 10) which would have been a QR10. (In this case a QR10 might mean that she failed and triggered an alarm, or failed and left her lock pick stuck in the lock for a patrolling guard to find.)

That's it, you now know the most important rules necessary to *play* Foresight. Because ForeSight is generally "realistic" you can make decisions based on common sense rather than needing to know the specifics of the game rules.

Glossary of Game Terms

This is a glossary of game terms you might find incomprehensible if you read the rules out of order. They're all here in one place to give you somewhere to find them if you don't want to read the rules from front to back.

Term	Formula	Brief Definition
AG, Agility	An attribute. A character's overall physical coordination, balance, and grace. Note that this is not dexterity, a character's fine motor skills.	
AP, Appearance	An attribute. A character's physical attractiveness. It's easier to consistently rank people in order of attractiveness (even across cultures) than intelligence or dexterity, and attractive people can demonstrably achieve things that unattractive people cannot.	
Attribute	A basic ability or aptitude.	
Attribute Score	A character's trained ability in an attribute is used the same way as a skill score. An attribute score is equivalent to the trained attribute score.	
Attribute, inherent	Base attribute value before training	
Attribute, trained	Trained attribute score. May not exceed inherent by more than four.	
BEF, Base Ease Factor	Varies with skill.	How easy the skill is to use. See Skills, page 34.
Carrying Capacity, Carry	See Table	Maximum one can carry without impediment. Carrying capacity is determined by ST.
Carrying Capacity, Burden	See Table	Maximum one can carry while incurring a -2 modifier to AG-related tasks. Being burdened increases Stamina costs for exertion.
Carrying Capacity, Laden	See Table	Maximum one can carry while incurring -1 modifier to AG-related tasks. Being laden increases Stamina costs for exertion.
Character Modifier	A character modifier is an unusual characteristic that affects the character's abilities in ways that cannot be adequately represented by differences in attribute scores.	

Term	Formula	Brief Definition
D100		<p>Also known as “percentile dice”.</p> <p>If you’re not familiar with rolling D100, you use two ten-sided dice (or two twenty-sided dice marked as ten-sided dice), one of which is designated tens and the other units. It helps if they’re different colors! You then read the digits is a number from 1 to 100, i.e. “00” = “100”.</p> <p>It’s also possible to buy an actual D100, but you need a flat level surface to roll it on! Some calculators will also generate random numbers for you (usually ranging from 0 to 1), which you can multiply by 100 or just read the first two digits of to get the equivalent of a D100 roll (0.00... is treated as 100).</p>
DC, Damage Class		<p>The potential of an attack or situation to inflict damage. A DC may be a number, e.g. DC5, a number followed by a letter, e.g. DC5m (m indicating mêlée damage, l impact damage, b beam damage), and may even include an “s” suffix (indicating stun damage) or an “np” suffix indicating the damage penetrates n levels of armor protection.</p> <p>E.g. DC8b2p is 8 beam which ignores 2 levels of (beam) armor protection.</p>
DX, Dexterity		An attribute. A character’s fine motor skills, and manual dexterity in particular. Note that this is not agility, a character’s overall physical coordination.
E, Environment Familiarity		Familiarity with local terrain
EF, Ease Factor	BEF + Task Modifiers	How easy the task is. Ease factors range from 0, 0.25, 0.5, 1, 2, ... , 14, 15. Adding moves to the right, subtracting to the left. An ease factor cannot be modified above 15 or below 0.
EM, Empathy		An attribute. A character’s emotional perception.
EN, Endurance		An attribute. A character’s ability to endure and recover from exertion and punishment.
Field of Knowledge		A body of knowledge a character can learn but which can also be taught or communicated. See Fields of Knowledge, page 37.
G, Gravity Familiarity		Familiarity with local gravity
IN, Intelligence		<p>An attribute. Academic talent, and in particular a character’s ability to recall facts and reason abstractly.</p> <p>Note that several attributes contribute to what might be regarded as Intelligence in the usual sense. Perception, Empathy, and Willpower are all components of Intelligence in common sense terms. A person of high IN with low PC, EM, and WP would seem quite stupid in many respects.</p>
MPs, Merit Points		Prestige in current profession

Term	Formula	Brief Definition
PC, Perception	An attribute. A character's ability to assimilate sensory data and draw useful conclusions from it (versus, say, the quality of his/her eyesight). The ability to <i>notice</i> rather than <i>see</i> , if you like.	
PM, Performance Modifier	Modifier when item used as intended	
QR1, Excellent Success	Roll is one tenth or less of SC	Best possible task outcome. Task was performed very quickly and/or exceptionally well.
QR2, Good Success	Roll is one fifth or less of SC	Good task outcome. Task was performed quickly and/or with great result.
QR3, Solid Success	Roll is half or less of SC	Standard task outcome.
QR4, Mediocre Success	Roll is lower than or equal to SC	Mediocre task outcome. Task took longer than expected or achieved less than might have been hoped.
QR7, Failure	Roll exceeds SC or is 100	Desired result was not achieved
QR10, Botch	Roll exceeds SC and is a multiple of 10	Things are worse than before attempt
SC, Success Chance	EF x Score	Percentage chance of (any) success
Skill	A gradually honed ability. See Skills, page 34.	
Skill Score	Skill Formula + Level	Competence with skill (if the skill score evaluates to a number greater than 20, it is expressed as 20+n, where n = (score-20)/3 rounded down. So a score of 20-22 becomes 20, 23-25 becomes 20+1, 26-28 becomes 20+2 and so on. This +n component acts as a positive EF modifier for all tasks performed with that skill.
ST, Strength	An attribute. A character's physical strength (i.e. ability to lift, carry, and exert force).	
Stamina	A character's physical fitness is represented by his/her Stamina skill score (do not convert it to 20+n if it is greater than 20). Unlike other skills, Stamina Score is used as a reservoir of points that are expended by physical exertion and recovered by rest and recuperation.	
Stamina, Maximum	Stamina Score	Capacity to maintain exertion
Stamina, Reserve	EN	Minimum stamina after 1h rest
Stamina, Threshold	EN/3	Minimum stamina after short rest

Term	Formula	Brief Definition
UCDC, Unarmed Combat Damage Class	See Table	Damage Class (DC) without weapons UCDC is also the base damage for muscle-powered weapons wielded by the user. A sword's DC, for example, might be expressed as +3m, meaning UCDC+3m.
WP, Willpower	An attribute. A character's self discipline and ability to focus and concentrate.	

Characters

It's important to realize that a character is not solely described by things for which there are rules. In general these rules deal with abilities (what a character *can* do) while leaving personalities (what a character *wants* to do) to players and GMs. **Laying out a character's abilities is far less than half the work.** The hard part—and the fun part—of developing a character (sometimes called the “character concept”) is deciding or imagining who the character is, why he/she does what he/she does, what he/she believes in, and so on.

The purpose of role-playing is to have fun. It is up to players to create characters that will not only be fun to play, but also fun to play alongside, and fun for the GM to interact with. This doesn't necessarily mean creating “nice” or “good” characters, but it does generally mean not creating mindlessly antisocial characters or characters who render other characters redundant.

The GM has the absolute right to require a player to rethink or redesign a character. Good reasons for doing so include:

- the character's skills and knowledge do not match the conception (e.g. the character concept is of a bookish and timid librarian; the character has very few fields of knowledge, very poor theory skill, but is an expert marksman and martial artist)
- the character's skills and knowledge do not gel with his/her background (e.g. the character has superb combat skills, but has experience only as a student and academic)
- the character makes another character redundant (e.g. the character is joining an established group, but is simply better at everything than one of its existing members)
- the character is him/her-self useless (e.g. the character has a very entertaining concept but has absolutely no useful abilities)
- the character does not fit into the setting (e.g. the character has skills and knowledge that don't belong in the setting, or has a combination of skills that indicate a profession that does not exist in the setting, with no back story to explain his/her existence)

- the character does not suit the kind of setting the GM had in mind (e.g. the GM explicitly stated that she would be running a *realistic* espionage campaign, and the player has created a James Bond style character. No, there won't be any casinos, car chases, or beautiful foils to seduce!)

Note: you don't need to know how to create characters to play ForeSight. You may be given a character that was already been prepared, or someone who knows the rules can help you through the process of creating a character.

Often, a player who is new to role-playing (or just to ForeSight) will start with a character someone else has prepared and then create his/her own character after seeing how the game works.

Templates & Sketches

ForeSight includes a set of fourteen character **templates** that can be made ready to play in a few minutes. These templates represent the *abilities* of typical characters from adventure stories.

You should feel free to use these templates as provided, or to customise them by **reallocating points** or **adding background factors** (more on these mysterious terms later). Once you learn ForeSight's character creation rules it's easy to create your own templates.

ForeSight also includes a set of character personality **sketches** that describe common characters from adventure stories. These sketches are potted personalities that you can draw on for developing your own characters. Use them as they are, alter them to your taste, or ignore them completely. There are no rules aside from common sense and your understanding of human nature, although you may want to restrict yourself to character concepts that fit in well with whatever your fellow players have in mind.

E.g. the GM has announced her intention to run a **campaign** (series of adventures in a single setting) set just before WWII in which daring English and American archaeologists try to recover artefacts sought by Hitler's henchmen.

One player immediately announces that he wants to play an alcoholic has-been whose wild theories of alien intervention in human affairs has led to his disgrace in academic circles.

With this information another player decides to play a character who was one of this character's major critics and detractors but who has since seen things that confirm his theories, but hasn't (yet) told anyone.

The two players consult and agree that it would be even better if the two were former classmates and best friends who became bitter rivals over a love interest.

The GM notes this and decides to have the love interest figure prominently as an NPC in their first adventure.

You can take a template and customize it in a number of ways. The character templates leave the most important part of the character—his/her personality—for you to define. What a character *wants* to do and what he/she is *willing* to do are far more important than what they can and cannot do.

E.g. if you look at a typical soap opera, the character's capabilities are in large part irrelevant. Their actions are dictated almost entirely by their personalities and not by whether they are, for example, trained marksmen or able long distance runners.

Adventure stories are somewhat, but not entirely, different. The characters in them are usually constrained as much by what they are *able* to do as what they are *willing* to do. Even so, in *Raiders of the Lost Ark*, Indiana Jones is *able* but not *willing* to destroy an archaeological treasure with a rocket launcher. **It is crucial to remember that *willing* is always at least as important as *able*, otherwise you're not role-playing.**

Creating & Customizing Characters

Creating Characters

Note: there are no rules for determining a character's name, sex, ethnicity, and so forth. These rules discuss character *abilities* only.

Before character creation begins, the GM should either create free packages specific to his/her setting or decide which of the example free packages provided the characters can use (see **Free Packages**, page 31), how many Background Factors he thinks they should start with (see **Character Competence**, page 26) and their base wealth level (see **Character Wealth**, page 41).

Character Creation Process
At any point during creation, come up with the character's personality, name, sex, life story, and so on. You should also decide the character's age within reason (based on his/her background). You may want to look at the character sketches provided for some ideas on putting together a personality that you like and which is fun to play.
Distribute initial Attribute Points .
Determine the character's Background Factors (BFs).
Character receives a free package of skills and knowledge based on his/her background.
Spend the character's Character Points (CPs).

Falls the Shadow

The GM (gamemaster) has told her players that she will be running a new campaign set in the latter part of the twenty-first century. Each character will be working for IAMCE (International Arms Monitoring Control and Enforcement) a body responsible for detecting and eliminating weapons of mass destruction. The characters will form a single inspection team, no two may be from the same country, and each should be constructed with **four background factors**. The players may assume Tech Level 6 (TL6) equipment, knowledge, and skills, but that TL7 items will be available only on a case-by-case basis.

Creating Amy Kwan

Let's suppose we're going to create the character Amelia (Amy) Kwan. Amy is going to be from the Australasian Defence Alliance (a new nation comprising Australia, New Zealand, Papua New Guinea, and some former Pacific island nations), and of mixed

racial heritage. She will be a former detective who joined IAMCE because the work sounded interesting and important, and she wanted to travel more.

Attributes

Attributes are basic physical and mental characteristics. Each attribute represents both a general ability (how strong is a given character? how beautiful?) and an aptitude within a domain (how good can a character get at doing things where being strong is an important or even overriding factor?). There are nine attributes.

Attribute		Description
ST	Strength	Ability to exert muscular force
EN	Endurance	Constitutional fortitude
DX	Dexterity	Manual and digital dexterity
AG	Agility	Overall coordination and balance
IN	Intelligence	Academic talent, especially memory
PC	Perception	Alertness and ability to observe the significant
EM	Empathy	Ability to understand others
WP	Willpower	Strength of will and determination
AP	Appearance	Physical attractiveness to others of same species

A character has two scores for each attribute, called **inherent** and **trained**.

Inherent Attributes. These represent the character's basic untrained ability. **For normal humans, inherent attributes range from 5 to 12.** (Inherent attributes may be reduced below five as a result of injury or aging, etc. and increased above 12 in exceptional cases. Non-human characters will often have somewhat different attribute ranges.)

Trained Attributes. These represent a character's current ability with an attribute. **Trained attributes start out equal to inherent**, and can be trained up to a maximum of **four** above the inherent value (using **GPs** and **EPs**). Circumstances may also cause them to fall, but exceptional circumstances, such as injury or privation, are required to reduce them below inherent.

References to attributes (in formulas, etc.) are to the *trained* attribute score. For example, skill scores are calculated based on a character's trained attributes as are maximum skill levels.

Attributes & Character Creation

A character initially starts with all nine attributes equal to **five**, and can distribute an extra **thirty-six** points among them. No attribute may exceed **twelve** after this

initial distribution. (Another option is to set them all to nine and then move points around, leaving no value lower than five or higher than twelve.)

This initial allocation of attribute points determines the character's inherent attribute scores. A character's trained attribute scores start equal to his/her inherent scores but can be improved by spending character points. **A trained attribute may never be increased to more than four points beyond its initial (inherent) value.**

The attributes are Strength (ST), Endurance (EN), Dexterity (DX), Agility (AG), Intelligence (IN), Perception (PC), Empathy (EM), Willpower (WP), and Appearance (AP).

UCDC (Unarmed Combat Damage Class, the base damage a character inflicts with muscle-powered weapons) and **carrying capacity** are derived from strength. These abilities should be looked up and recorded for convenience, but are purely a consequence of a character's strength (i.e. they are not trained separately, and will change if a character's strength changes).

UCDC

Unarmed Combat Damage Class is derived from Strength and represents the amount of damage a character does with his/her bare hands. It is used as the basis for determining the amount of damage the character can inflict with any kind of muscle-powered weapon.

Characters with UCDCs below 1 will only be able to inflict significant damage on objects or creatures with low damage scales or by using weapons which provide a UCDC bonus (and yet are light enough for them to use).

UCDC Table	
Strength	UCDC
1-2	0.125
3-4	0.25
5-6	0.5
7-8	1
9-12	2
13-14	3
15-16	4
17-18	5
ST > 18	ST/2 - 4 (rounded off)

Carrying Capacity. How much a character can easily carry, lug with difficulty, lift in a pinch, or drag in desperation, is determined by the character's strength.

Weight that is well distributed (e.g. in a high quality backpack or as part of one's clothing) only counts half towards encumbrance. So a character carrying a

suit of armor feels its full weight, but only feels half the armor's weight when wearing it.

A character who is carrying his/her "laden" weight incurs a -1 modifier to any agility-related task.

A character who is carrying his/her "burden" weight incurs a -2 modifier to any agility-related task.

It's hard to dance while carrying a heavy load.

Characters carrying their "lift" weight or dragging something must put their task aside before doing anything else.

Carrying Capacity Table					
ST	Carry	Laden	Burden	Lift	Drag
1	1	2	4	8	16
2	2	4	8	16	32
3	3	6	12	24	48
4-5	4	8	16	32	64
6-7	6	12	24	48	96
8-9	8	16	32	64	128
10-11	12	24	48	96	192
12-13	16	32	64	128	256
14-15	24	48	96	192	384
16-17	32	64	128	256	512
18-19	48	96	192	384	768
20-21	64	128	256	512	1024

You can extend this table indefinitely by taking the **second-last row** and adding four to the values in the first column, and then doubling the values in the remaining columns. E.g. the next row would be based on the 18-19 row, which becomes 22-23 (18+4 to 19+4) followed by 96, 192, etc. Now the 20-21 row is the second last row, so it becomes 24-25, and so forth.

Amy's Inherent Attributes

Amy is going to be a bit of an all-rounder, but with an emphasis on skill and intellect rather than brute force.

One way to distribute points is simply to start with all of them equal to nine and then move points around, so if we start like this:

ST 9, EN 9, DX 9, AG 9, IN 9, PC 9, EM 9, WP 9, AP 9

...we can decide which things we want to lower and which things we want to raise. Let's start out by making her a bit of a wimp. Amy is not really the athletic type.

ST 7, EN 7, DX 8, AG 8, IN 9, PC 9, EM 9, WP 9, AP 9, with 6 points to play with.
 She's supposed to be a detective, so she should be a little smarter and more perceptive than average (unless we want her to be an incompetent detective, which let's say we don't), so let's put a couple of points into each.

ST 7, EN 7, DX 8, AG 8, IN 11, PC 11, EM 9, WP 9, AP 9, with 2 points left over.
 So we can make her good looking or strong willed or empathic, or a bit of two of the three. Hmm. Well let's make her a bit good looking and a bit empathic, both may be useful for a detective, and useful for interpersonal skills in general.

So our final attribute point allocation is:
 ST 7, EN 7, DX 8, AG 8, IN 11, PC 11, EM 9, WP 9, AP 10.

Now you'll see that we haven't gone for extreme values. We could have decided that we wanted her to be ugly, socially inept, and then pumped up a bunch of her other attributes. But we conceived of her as a bit of an all-rounder, and we've stuck with that.

Normal human attributes range from five to sixteen with nine being typical for the general population. Attributes can be trained above their initial values using character points, but *not beyond the allowed range*. **Character modifiers can alter a character's inherent attributes but character points can only improve trained attributes.**

Character Competence

The GM determines how many background factors a character may start with. The basic idea is that characters are products of their backgrounds. The more back-story a character has, the more reasons there are for his/her being very capable. Background factors provide a player with both a sketch of his/her character's life story, and the CPs to build that character.

As a rough guide, a character with one or two background factors is hopelessly inexperienced, three background factors makes a rookie, four or five makes for a competent character, while anything beyond five will be quite formidable.

This table is intended to show how many background factors to allow your players to use for character creation given the level of character competence you wish them to start with.

Character Competence	Background Factors	Examples <i>Star Wars, Fellowship of the Ring</i>
Bumbling	1–2	Stormtroopers, Merry & Pippin
Inexperienced	3–4	Luke Skywalker (initially), Frodo & Sam
Competent	5–6	Princess Leia (initially), Eowyn
Capable	7–10	Han Solo, Legolas & Gimli
Outstanding	11–14	Obi Wan Kenobi, Aragorn
Awesome	15+	Yoda, Gandalf

Characters will grow more competent with experience, so starting players a little shy of your preferred competence level will allow players to grow into their characters.

Background Factors

A Background Factor represents part of a character's back-story, including his/her genetic heritage, species, upbringing, and other experience up to the point he/she enters the game.

A character is created with a set of background factors. (How many is usually up to the GM, although the player may get to pick from a range.) These both sketch out his/her personal history and provide points with which to buy skills, attributes, and so forth.

There are no *rules* to prevent players from choosing nonsensical background factors or from spending points in ridiculous ways. It is up to the player to create reasonable characters and the GM to reject ridiculous characters.

E.g. the GM may tell the players to all create characters of a similar level of competence (this seems to be the most common option), e.g. the players may all have 4 BFs. Or, the GM may give the players a pool of BFs to spend between their characters: four players may get 16 BFs to allocate among their four characters. Or, the GM might allow each player to have something within a range of background factors, between three and seven, for example.

In most role-playing games it has become a cliché that a group of players begins with a group of incompetent characters and then slowly rises to become a group of obscenely powerful characters. If you're lucky then somewhere in between being too weak and too strong the characters reach a "sweet spot" where they're a lot of fun to play.

In ForeSight you can start out with the characters you want to play, or start out with characters who can easily develop into the characters you want to play, and then have these characters slowly evolve into more competent versions of themselves. In short, ForeSight is designed to put you straight into the "sweet spot" and keep you there.

It's important to remember that the reason we play role-playing games is to have fun and to "tell good stories". It's easy to become obsessed with the idea that the goal of role-playing is to have the most powerful character. Once you realise that this isn't the point at all, it's very liberating: suddenly it might seem more fun to play a well-meaning incompetent than a perfect spy.

Background factors are divided into three groups.

Intrinsic background factors represent unusual qualities the character gained as part of his/her birthright or genetic inheritance, and not [necessarily] any specific experience.

The GM will decide whether or not a given intrinsic background factor is available to characters in his/her setting. E.g. Magical Talent will only be available if the GM wants magic in the setting.

A given intrinsic background factor may only be taken once.

Intrinsic Factors			
Description	General	Education	Notes
Superior Specimen*	20		+6 Inherent Attribute Points (note that this does not allow attributes to be increased beyond the usual range, e.g. 5-12 for humans).
Ch'i Talent*			Character has the Ch'i Talent
Magical Talent*			Character has the Magical Talent
Mystic Talent*	40		Character has the Mystic Talent
Psionic Talent*	40		Character has the Psionic Talent
Intrinsic Background Factors represent a character's genetic heritage and/or innate nature			

Childhood background factors represent the character's childhood and adolescence. A character should have one or two childhood background factors.

Childhood Background Factors (pick one or two)			
Description	General	Education	Notes
Traumatic Childhood	75	5	
Underprivileged Childhood	80	10	Reduce wealth by one level
Comfortable Childhood	50	30	
Mobile Childhood	60	20	
Privileged Childhood	20	20	+2 Inherent AP Increase wealth by one level
Trained from Childhood*	40	10	+3 Inherent Attribute Points
Childhood Factors represent experience gained during childhood (before the age of fifteen or so). Adulthood Factors may also be taken to represent childhood experience in rare cases where it is appropriate. E.g. a character whose parents died and who was forced to act as the head of the family from the age of ten might well have the Traumatic Childhood, Personal Tragedy, and Field Experience Background Factors representing his/her childhood.			

General background factors represent the character's life as an adult. Subsequent background factors should be chosen from this list.

General Background Factors			
Description	General	Education	Notes
Horrible Institution	65	15	E.g. English Boarding School, Military School
Full-Time Education	40	40	E.g. College Education
Field/Specialist Training	60	20	E.g. Special Forces Training, Shaolin Temple
School of Hard Knocks	80		E.g. Prison, Galley Slave, Gladiator
Field Experience	75	5	E.g. Tour of Duty, Earlier Adventures
Office Experience	70	10	E.g. Administrator, Tax Collector, Accountant, Librarian
Academic Experience	60	20	E.g. Researcher, Intelligence Analyst
Academic Recluse	30	50	E.g. Mad Professor, Fanatic Buff, Dilettante Collector
Teaching Experience	65	15	E.g. Teacher, Specialist Instructor, Consultant
Wide Travels	70	10	General CPs from this BF may be used as Education CPs to purchase language fields at half cost.

Unusual Background Factors represent transforming events in a character's life. These should be used sparingly (and GMs should be careful when approving characters that use them, especially if they use more than one of two).

Unusual Background Factors			
Description	General	Education	Notes
Mysterious Mentor*	40	20	+2 Inherent Attribute Points
Magical Apprenticeship	70	10	Restrictions may apply
Personal Tragedy	40	20	+2 Inherent EM or WP
Religious Transformation	20	20	This will be explained in the rules for Divine Intervention. Become a follower of a god, become a priest or avatar if already a follower and otherwise qualified, or take two of the following (i.e. both or one twice): become a follower+1 to Piety Factor, +5 Intervention Points.
Secret Conspiracy	20	20	Character recruited into a secret conspiracy and given special abilities. Take two of the following: +2 to inherent AG, +2 to inherent DX, +2 to inherent WP, Unique Insight: +1 Disguise BEF, Unique Insight: +1 to Stealth BEF. (To obtain a unique insight, characters must meet the requirements, which are onerous. See Character Modifiers, page 45.)
Martial Arts Academy	20	20	Character learned the secrets of HTH Combat under a famous master. Must have inherent AG, WP, and PC of 10 or more. Take two of the following: +2 to inherent AG, +2 to inherent PC, +2 to inherent WP, Unique Insight: +1 Acrobatics BEF, Unique Insight: +1 to HTH Combat BEF. (To obtain a unique insight, characters must meet the requirements, which are onerous. See Character Modifiers, page 45.)
15 Minutes of Fame	50	10	+2 Inherent AP. Character is probably still well known in some circles.

An example from *The Demon Princes*, by Jack Vance...

As a child, Kirth Gersen and his grandfather watched his parents killed by a cartel of criminal warlords, a **Personal Tragedy**, and his grandfather, vowing revenge, turned young Kirth into his instrument. His grandfather was something of a **Mysterious Mentor**, and Kirth was **Trained from Childhood** and then received **Field Training** (killing a man when he was sixteen). Later, he went to Sarkovy, the planet of poisoners, for **Specialist Training**, and then spent some time trying to advance within the mysterious Institute, gaining **Full-Time Education** and **Academic Experience**, before working for nearly ten years in the IPCC (Interplanetary Police Coordinating Company) as a weasel (**Field Experience**, **School of Hard Knocks**, and more **Field Experience**). Kirth's ten background factors make him a formidable assassin.

Note that a player should feel free to *call* a given background factor anything he or she likes if it helps describe a character better. In this case, Kirth's background factors might be written down as: **Parents Slain by Demon Princes, Mentored by Fanatical Grandfather, Martial Arts Training, Training on Mean Streets of Old Earth, Sarkoy Adept Poisoning Experience, Institute Training, Advancement in Institute, IPCC Operative, and Weaseling in the Beyond** twice.

Custom Background Factors. A background factor is simply worth 80 character points. If a player wants to make up a new background factor, then simply consider how much of the character's time would be spent on study or research and allocate points accordingly using the background factors provided as a guide.

Note that restricted additions to inherent attributes are provided at 10 pts per attribute point, but that players should not be allowed to exploit this to build up

ridiculous characters (i.e. by creating a custom background factor that just happens to provide a bonus to the attribute they want to boost). **If a background factor doesn't make sense and make the character more interesting, the GM should disallow it.**

The full-time education background factor assumes a certain amount of extra-curricular activity such as students typically enjoy. Even the academic recluse background factor still provides 30 points for general abilities; purists can spend them on Theory.

Note: Background Factors (such as Superior Specimen and Mysterious Mentor) marked with an asterisk (*) may only be taken once. Others may be taken as many times as makes sense, given the character's background.

How Long Do Background Factors Last?

In general, you can use your common sense to guide you. Aside from background factors representing giftedness (such as superior specimen), and those which can be assumed to have taken place during childhood, a background factor should generally represent the passage of one to five years.

The GM, of course, has final say on whether a character is too old or too young to have had a given set of background factors.

Amy's Background Factors

We need to pick four background factors for Amy.

Starting with childhood, Amy will have Comfortable Childhood (she had a nice boring middle class childhood), Full-time Education (she went to college), Field/Specialist Training (she went to the academy for training as an investigator), and finally Field Experience (she has been working in the field for several years as a detective).

Amy hasn't been given any intrinsic background factors, although she could have been if we wanted her to. E.g. we could have made her a superior specimen at the cost of not giving her any field experience. (Exactly how she got recruited into IAMCE we'd then need to rationalise. Perhaps she's incredibly promising and they want to take some inexperienced people. Anyway, we didn't make her a superior specimen so we don't need to worry about that.)

This would make Amy anywhere from 25 to 30, so she'll be 27.

Character Modifiers and Non-Human Characters

Amy is a human character, but in some settings non-human characters will be a distinct possibility. Non-Human Characters can be created using a Species Background Factor (see Non-Human Characters).

Amy also does not have any Character Modifiers (not yet, anyway). Character Modifiers are used to represent unusual character qualities that cannot be represented simply by differences in attribute scores.

Normally, you would consider choosing Character Modifiers and your character's species before or during the process of selecting Background Factors.

Free Packages (Optional Rule)

Characters receive a **free package** of skills and knowledge based on the setting for which they are created.

Free packages represent skills and knowledge that everyone in a given society or setting can be assumed to have. There is no standardization among free packages; it is quite possible that advances in education will make people from a more advanced culture simply better off than those from a primitive culture. On the other hand it may follow that people from a hardy culture (e.g. Native Americans, Australian Aborigines, or Inuit) may have vastly more survival skills than those from a "soft" urban environment.

Note: there are some skills that everyone is assumed to have independent of culture. These are Pain Resistance, Stamina, Search, and Initiative, and represent the character's ability to continue to act towards goals in the face of pain, physical fitness, the ability to find something that is hidden, and the ability to act decisively in highly stressful situations, such as combat.

Free Packages (Examples)	
Setting	Free Fields and Skills (skills are in bold)
Default	Standard Language, Standard Literacy, 7 environmental familiarities, NL gravity 3, NW gravity (underwater) 2
1200s Europe	Standard Language (Saxon or whatever), Basic Theology, 8 environment familiarities (choose), NL gravity 3, NW gravity (underwater) 1, athletics, dancing, stealth
1970s Wealthy Nation	Standard Language (English or whatever), Standard Literacy, 7 environmental familiarities (interior 2, suburban 2, 3 to choose), NL gravity 3, NW gravity (underwater) 2, athletics, stealth USA, Canada: add Groundcraft skill Australia: add Swimming skill Europe: add another language
Near Future	Standard Language (any terrestrial), Standard Literacy, 7 environmental familiarities (interior 3, urban 2, suburban 2), native gravity 3, adjacent gravities 1, Basic Physics, Basic

Free Packages (Examples)	
Setting	Free Fields and Skills (skills are in bold)
	Math, athletics , stealth
Far Future Civilized World	Standard Language (any terrestrial), Standard Literacy, 7 environmental familiarities (interior 3, urban 2, suburban 2), native gravity 3, NW gravity (underwater) 2, Basic History, Basic Physics, Basic Math, athletics , charisma
Far Future Colony World	Standard Language, Standard Literacy, 8 environmental familiarities (interior 2, suburban 1, 4 to choose), native gravity 3, NW gravity (underwater) 2, Basic Math, athletics , stealth

Amy's Free Package

Amy is a near future character and (unless the GM wants to create his/her own special free package for the setting) she should get the Near Future free package, i.e. English (the ADA's national language), Literacy (in English), Interior 3, Suburban 2, Urban 2, Basic Physics, Basic Mathematics, and the Athletics and Stealth skills (at level 0).

Each background factor provides a character with CPs to be spent *either* on Education (Fields of Knowledge) or Other Abilities. If you're desperate, CPs can be moved from one side of the ledger to the other on a two for one basis. I.e. you can buy "ability" CPs for two "education" CPs and vice versa. Aside from that, **how you spend CPs is up to you subject to the dictates of good taste and a character whose abilities fit his/her concept and background.**

Selling off free skills and knowledge

Isn't it possible that a character would have no initiative, pain resistance, or search skill at all? What about a character, like Casper Hauser, who grew up outside of human society?

During character creation you can sell off free skills and knowledge (whether received from a free package or one of the skills "everyone" has, such as Pain Resistance) for half the CPs they would cost to buy (e.g. Pain Resistance would cost 6 points to obtain at level 0, so you can get 3 points back). You should only do this if there is a good reason for your character to lack a skill that any ordinary member of the society would have acquired in the course of growing up with no special effort.

You can also argue for your character's Free Package to be modified to suit the peculiar circumstances of your character's childhood.

Spending Character Points (CPs)

Spending Character Points		
Cost	Effect	Notes
0	Leave TRAINED attribute value at INHERENT value	Trained attributes default to Inherent value

Spending Character Points		
Cost	Effect	Notes
5	Raise a trained attribute score by one (if it has fallen below the inherent score)	A character's trained attribute scores start out equal to the inherent scores and will only fall as a result of serious injury. E.g. a character whose trained AG is reduced to 8, having an inherent AG of 10 (as a result of a serious leg wound) could raise the trained score back to 9 for 5 points, and then to 10 for another 5 points.
5	Raise trained attribute to inherent value +1.	E.g. if Inherent DX = 8, set Trained DX to 9
5	Raise trained attribute to inherent value +2 from inherent value +1.	E.g. if Inherent ST = 9, and Trained ST = 10 set Trained ST to 11
10	Raise trained attribute to inherent value +3 from inherent value +2.	E.g. if Inherent IN = 11, and Trained IN = 13 set Trained IN to 14
20	Raise trained attribute to inherent value +4 from inherent value +3.	E.g. if Inherent PC = 9, and Trained PC = 12, set Trained PC to 13. An attribute's trained value may never exceed its inherent value by more than four.
3 x Cost	Acquire skill at level zero	Cost (experience) value is that of the skill to be acquired.
Cost	Raise skill level by one (but not to a level above Limit x 10)	Skill level may never exceed Limit x Max (rounded up), where Max = highest Trained attribute which appears in skill's formula.
2 x Cost	Raise skill level by one (beyond level = Limit x 10)	As indicated to the left, the cost of increasing skill levels doubles once skill level exceeds Limit x 10. (Paying more does not entitle you to raise a skill beyond its maximum level.) Note: in general, a skill level of 5–10 x Limit indicates competence, while skill levels beyond Limit x 10 represent expertise.
2	Raise specific E value by one	An E (environment familiarity) value may never exceed three.
5	Raise specific G value by one	A G (gravity familiarity) value may never exceed three.
5 x Cost	Acquire Long Term Familiarity	Cost is that of skill with which the LTF will be used. Long Term Familiarity confers a +1 modifier for related tasks.
0	Left or right handedness	Characters must have a handedness.
15	Ambidexterity	
20	Increase wealth level by one row	Consult GM to find base level.
-10	Reduce wealth level by one row	

Amy's Character Points

Amy has $50 + 40 + 60 + 75 = 225$ CPs to spend on general abilities and $30 + 40 + 20 + 5 = 95$ CPs to spend on education from her background factors.

General abilities include skills, familiarities, and training attributes. Amy is essentially an urban character so she doesn't necessarily need a lot of environmental familiarities, and she isn't an astronaut so she won't need gravity familiarities. Maybe she'll love hiking and have some environmental familiarities ... we'll see.

Skills

Note: for more information about skills and examples of how they can be used in play, see **Skills: Descriptions and Examples**, page 67. A character who has a skill will have a level in that skill ranging from zero (the bare minimum, which generally equates to hopeless incompetence unless the character has a lot of aptitude for the skill) through to a maximum level (see the description of Limit, below). In general, a skill level of 5–10 x Limit indicates competence, while skill levels beyond 10 x Limit indicate both experience and aptitude.

Formula. The formula of a skill serves two purposes. First, it is used to calculate a character's score in a given skill (skill score = formula + level). Second, it determines which attributes (or, in some cases, other skill levels) the skill is based on, which together with the skill's limit, determines a character's maximum level in a skill (maximum level = limit x highest attribute or skill level).

Cost. This is the base cost from which the cost of obtaining the skill and improving level in the skill are determined. It costs 3 x this base cost CPs to get a skill at level 0, then base cost CPs per level until a level of 10 x limit is achieved, and 2 x base cost CPs per level from then on.

E.g. Theory has a cost of 3 and a limit of 1.5. It therefore costs $3 \times 3 = 9$ CPs to obtain Theory at level 0, and then 3 CPs per level up to level $10 \times 1.5 = 15$. Levels beyond 15 costs $2 \times 3 = 6$ CPs each.

BEF. The base ease factor of a skill is used to resolve tasks with that skill. If an E or G appears in a BEF this represents a character's Environment or Gravity familiarity in the environment or gravity in which he/she is performing a task. (These familiarities range from 0 to 3.)

Limit. A skill's limit, along with a character's attributes (and sometimes skill levels) dictates the highest level he/she can obtain in a given skill (maximum level = limit x highest attribute or skill level in the skill's formula). It follows that a character who has no aptitude for a skill (i.e. poor relevant attributes) can never attain a high level with it.

E.g. Theory is based on IN (intelligence) and has a limit of 1.5, so a character's maximum level in Theory will be 1.5 x his/her trained IN score. Handguns is based on DX and PC, but has a limit of 1, so the maximum level a character can obtain with handguns is (1 x) the higher of his/her DX and PC.

TL. Technology Level. Skills have technology levels which determine when they are likely to be available. (The GM has the final word here.) TLs are defined under Equipment.

E.g. the Groundcraft skill has a TL chiefly because cars did not exist until the late 19th century. If the GM is running a low technology campaign in which magically propelled cars are commonplace, these will presumably require a skill to operate and it might as well be called Groundcraft(or it may be given a more exotic name for atmosphere).

Skill	Formula	Cost	BEF	Limit	TL
Acrobatics	AG/2	2	G+2	1.5	0

Skill	Formula	Cost	BEF	Limit	TL
Aircraft	(DX+PC)/2	1	G+2	1	4.5
Animal Handling	(EM+WP)/2	1	5	1	0
Archery	(DX+PC)/4	2	3	1.5	1
Armor/Exoskeleton	ST	2	G+3	1	1
Athletics	(ST+AG)/2	2	G+3	1	0
Charisma	(AP+EM)/2	1	5	1	0
Confidence	(EM+WP)/4	1	5	1.5	0
Dance	(AG+EM)/2	1	G+2	1	0
Disguise	(IN+EM)/4	2	5	1.5	0
Gambling	(EM+WP)/2	1	5	1	0
Generic Artistic Depiction	DX/2	1	5	1.5	0
Generic Game	IN	1	5	1	0
Generic Heavy Weapon	IN	2	G+2	1	2
Generic Musical Instrument	DX/2	1	5	1.5	?
Generic Sporting Skill	(AG+PC)/2	1	G+2	1	?
Generic Tools of Trade	DX	1	6	1	?
<p>Generic skills must be specified when a character chooses them. Examples might include "painting" for generic artistic depiction, or "putting" for a generic sporting skill. Exactly how specific such a skill must be is up to the GM. A character may start learning a similar skill at a level equal to 25–75% of his/her level in an existing skill depending on the level of similarity. E.g. a character who has Harpsichord at level 12 might be able to start Piano at level 9.</p>					
Groundcraft	(DX+PC)/2	1	E+3	1	4.5
Hand-to-Hand Combat	(AG+PC)/2	2	G	1	0
<p>A character may choose one favored class of m��lee weapon at levels 0 and 10. The character gains a +1 modifier when using a favored class of weapon. A class of m��lee weapon can be favored twice (for a +2 modifier).</p> <p>Characters who have level 10 or higher in hand-to-hand combat may obtain additional favored weapon classes for 10CPs each.</p>					
Handguns	(DX+PC)/2	2	3	1	3
Initiative*	(IN+PC)/2	2	E+3	1	0
Lockpicking	DX/2	1	5	1.5	2
Longarms	(DX+PC)/2	2	4	1	3
Motorcycles	(AG+PC)/2	1	E+3	1	4.5
Musical Composition	(IN+EM)/4	2	4	1.5	0
Navigate	(IN+PC)/2	1	E+3	1	0

Skill	Formula	Cost	B/E/F	Limit	TL
Pain Resistance*	(EN+WP)/2	2	5	1	0
Personal Flyer	(AG+PC)/2	1	G+2	1	5
Pickpocket	DX	1	5	1	0
Ride	(EM+WP)/2	1	E+3	1	0
Sail	(IN+PC)/2	2	4	1	1
Search*	(IN+PC)/2	1	E+3	1	0
Seduction	(EM+WP)/2	1	4	1	0
Sing	10	1	5	22 (fixed)	0
Sleight of Hand	(DX+PC)/4	1	5	1.5	0
Slings	(DX+PC)/4	2	3	1.5	0
Spacecraft	(IN+PC)/2	2	5	1	5.5
Stealth	(AG+PC)/2	2	E+3	1	0
Stamina*	(EN+WP)/2	2	5	1	0
Survival	(IN+WP)/4	1	E+3	1.5	0
Swimming	(ST+EN)/2	1	5	1	0
Teach	(EM+WP)/2	1	5	1	0
Theory	IN/2	3	5	1.5	1
A character may choose one favored field or specialization for every five levels of theory they acquire. The character gains a +1 modifier when working on a favored field or specialization.					
Throw	(DX+PC)/2	1	G+1	1	0
Watercraft, Powered	(IN+PC)/2	1	E+3	1	1
Note: skills marked with an asterisk (*) are received by all characters (at level 0) at no cost.					

Amy's Skills, Trained Attributes, and Environment Familiarities

The first thing to do is pick out the skills she needs to have. A survey of the skills list leads to the following list (the base costs are also shown):

Athletics*, 2—she got this as part of her free package.

Charisma, 1—she'll need to be good at getting people (e.g. witnesses) to like her.

Confidence, 1—tricking people into stuff seems useful.

Dance, 1—hmm not really necessary but...

Disguise, 2—maybe, maybe not. Might be kind of cool.

Groundcraft, 1—unless cars are automatic she almost certainly has to drive.

Hand-to-Hand Combat, 2—at minimum she'll have had to learn the basics at the Academy

Handguns, 2—another thing she'll have learned at the Academy, and she probably has to be able to pass annual tests, too.

Initiative*, 2—all characters get this for free (at level 0), and if she's going to get in any shooting matches she'll need it. She also probably got some training for this as the academy.

Lockpicking, 1—sounds useful, although she's not terribly dextrous.

Pain Resistance*, 2—all characters get this for free (at level 0). Not something she's probably trained herself in.

Search*, 1—obviously useful (and free at level 0).

Stamina*, 2—fitness. Is she going to be fit?

Stealth*, 2—free package.

Teach, 1—maybe she has done some tutoring at college.

Theory, 3—a core academic skill, and she went to university. Maybe she studied law. Maybe she's a bit of a computer hacker. Either way this skill may be useful.

She needs to buy the skills not marked with an asterisk at level 0, just to start with. This will cost $3 \times$ the total base costs of those skills, or $16 \times 3 = 48$ pts.

$225 - 48 = 177$ general CPs to spend.

This would leave her with 26 points worth of skills to improve (including 6 points worth of skills she doesn't necessarily want to work on—Athletics, Stamina, and Stealth). That's slightly under 7 levels per skill on average (if she spends nothing on attributes). Or she can put fifty or so points into attributes and still have an average skill level of 5 or so. She's not going to be super-competent, but she is a four background factor character—she isn't supposed to be.

Let's put fifty points into attributes, raising the trained values of her attributes thus:

ST 7, EN 7, DX 10, AG 8, IN 12, PC 12, EM 12, WP 11, AP 12.

We've raised her trained DX, WP, AP, and EM by 2, and her IN and PC by 1. A lot of her skills are based on these attributes (and EM and PC are very useful on their own) so it's probably a pretty efficient way to build her abilities.

She now has 127 points left, which are enough to give her level 4 in all her skills with 23 points to spare.

For now we'll make all her skills level 4, and then put extra points into her core skills, which (since she is a detective) are search, charisma, and confidence. We'll put 6 into Search and Charisma (making them level 10) and 11 into Confidence (making it level 15, which may sound very good but it's a hard skill to get good at).

Note that it costs extra to improve a skill beyond 10 x its limit, so it would cost 2 points per level to increase Charisma or Search beyond 10 (both are limit 1). Confidence is limit 1.5, so it only costs extra beyond level 15.

We haven't improved any of her environment familiarities: she's a city girl!

We may go back and adjust these skill levels later.

Fields of Knowledge

Note: for more information about fields and examples of how they can be used in play, see **Fields of Knowledge: Descriptions and Examples**, page 84.

There are so many fields of knowledge that providing an exhaustive list is simply impossible. Most fields of knowledge are so specialized that representing them in a role-playing game is impractical. In many cases the same field may be known by many names (e.g. Agricultural Science was not only less advanced in times past, but was probably known by a less impressive title).

The fields of knowledge listed below are intentionally broad and vague.

Basic knowledge of a field represents an introduction to that field's terminology and a broad understanding of its principles.

Standard knowledge of a field (for which basic knowledge is a pre-requisite) is the equivalent of a degree in that field. It represents a thorough grounding in the principles and terminology of that field, sufficient to at least recognise and look up more specialized information. **To learn a standard field a character must first acquire the basic version, if one exists, and pay for both.**

Specializations represent training in a specialization within a field. A character needs to have standard knowledge of a field before obtaining specializations. It is up to the player or GM to come up with specializations based on their knowledge of the setting (which may be the real world).

Optionally: a character may learn specializations of a field with only basic knowledge of that field, but must pay 20% more to do so.

TL. Technology level (see Equipment for more information on technology levels). A given field may not be available at any place and time, although TL should (as always) only be a rough guide.

E.g. Economics did not exist as a subject until Adam Smith and others created it in the 18th century. However, there is no reason why a different civilisation might not have invented it sooner or later in their development.

Optional Rule: assume that the basic version of a field of knowledge is available (at double CP cost) one TL earlier, and that specialisations appear one TL later.

Fields of knowledge are used in conjunction with attributes or skills. The most important attributes and skills used in conjunction with fields of knowledge are:

IN (intelligence) is used to recall or look up specific information from within a field of knowledge. E.g. a character might simply want to know what the history of a place or person is. This might be a simple matter of remembering it, or involve looking it up.

Search is used to inspect systems to obtain data regarding their current status. E.g. a mechanical engineer might inspect a vehicle to determine whether it appears to be in good operating order or to determine what is wrong with it.

Theory is used to apply and extend a field of knowledge to a novel situation. Often it will be preceded by an IN roll to recall the existing knowledge pertinent to the situation and build upon it. E.g. a lawyer might want to determine a legal basis for searching a suspect's home. This would build upon an intelligence roll to recall relevant laws and precedents.

Theory can also be used to *diagnose* the inner state of a system from what can be observed about it (i.e. build on a search roll inspecting it) and to design new systems or modifications to existing systems to achieve specific goals. E.g. a legislator might want to modify a tax law to remove a loophole after diagnosing the problem with the existing law.

Designer's Note: Theory replaces a number of skills (including Diagnose) in earlier versions of ForeSight.

Field	Basic	Standard	Specialization	TL
Accounting	5	15	10	2
Agricultural Science	5	15	10	2
Art Theory	5	10	10	2
Biology	5	15	10	2
Brewing & Winemaking		5	10	1
Business Administration	5	15	10	2
Chemistry	5	15	10	4
Combat Engineering	5	15	10	2
Computer Science	5	15	10	5
Cooking	5	10	10	0
Demolitions	5	10	5	3.5
Economics	5	15	10	4
Electrical Engineering	5	15	10	4
Forensic Science	5	15	10	4
Generic Dance		5	5	0
Generic Market Field		5	5	1
Generic Theory	5	15	10	2
Generic Trade	5	10	10	1
Geography	5	15	10	2
Geology	5	15	10	2
History	5	15	10	2
Language	5	15	10	0
Language (Similar)		10	5	0
Language (New Alphabet)	10	25	10	0
Language (Alien Concepts)	15	30	20	0
Law	5	15	10	1

Field	Basic	Standard	Specialization	TL
Linguistics	5	15	10	4
Literacy	5	10		1
Literature	5	15	10	2
Mathematics	5	15	10	2
Mechanical Engineering	5	15	10	2
Medicine	5	15	10	1
Military Science	5	10	10	2
Musical Theory	5	10	10	2
Philosophy	5	15	10	2
Photography		5	10	4
Physics	5	15	10	3.5
Planetology	5	15	10	5
Political Science	5	15	10	2
Psychology	5	15	10	4
Security Systems	5	10	10	4.5
Social Engineering	5	15	10	6
Social Science	5	15	10	4
Surveillance	5	10	10	0
Surgery	5	15	10	2
Theology	5	15	10	1
Tracking		5	10	0
Unarmed Combat Capture		5		0
Unarmed Combat Defensive		5		2
Unarmed Combat Exotic Style		5		1
Unarmed Combat Lethal		5		2
Unarmed Combat Throws		5		2
Unarmed combat fields allow special unarmed attacks to be made. The character still needs the Hand-to-hand combat skill to perform these attacks effectively.				

Amy's Education

Now we have 95 CPs to spend on education. She already has English, Literacy, Basic Math, Basic Physics.

Let's assume she studied computer science and law at university. So we'll give her both of those, which is 5 + 15 (basic + standard) for each, or 40 CPs.

(Later she might want to *specialize* in international law or computer security, which will cost another 10 CPs each.)

She's also had some academy training and presumably been sent on the occasional course for work. Psychology (Basic + Standard), Forensic Science (Basic + Standard), Photography (Basic), and Surveillance (Basic) all sound good, and add up to 5 + 15 + 5 + 15 + 5 + 5 = 50 points. She probably minored in Psychology and did Photography as a hobby, then did more advanced courses while at the Academy, and learned Surveillance on the job. She still has 5 points.

She has some hand-to-hand combat training. 5 points will give her a martial arts field. Defensive and capture both sound useful and the kind of thing one might learn at the Academy. Let's pick defensive.

We're done, although almost all of her skills are all set to level 4 and we may want to shuffle some points before we start playing her.

Familiarities

Amy is not a terribly experienced character, nor is she an outdoorswoman or astronaut. Consequently, there's no real reason or justification for her to have Long-Term Familiarities (LTFs), or a wide variety of Environment and Gravity familiarities. A character who spent more time in the outdoors, such as an explorer, should set aside points to be familiar with the terrain he/she has frequented. Similarly, highly experienced characters might well have LTFs with favorite pieces of equipment or situations they have frequently encountered.

Character Wealth

It is up to the GM to decide what a typical character's starting wealth is and the extent to which characters may raise or lower their starting wealth.

It is often a bad idea to allow starting characters to have access to too much money since the struggle for wealth is often a major motivation for adventure, while having too much money may allow characters to buy their ways out of difficulty.

Wealth Level	Total Worth
Starvation	Less than 40 svu*
Dirt Poor	200 svu*
Poor	1000 svu*
Struggling	5000 svu*
Average	25000 svu*
Well-Off	125000 svu*
Rich	500,000 svu*
Filthy Rich	2,000,000 svu*
For each row further, multiply by 5	

Note: * wealth is described in terms of **svu** (or *standard value units*). A svu is defined as being equivalent to the cost of a cheap meal or the pay for an hour of unskilled labor.

Amy's Wealth

The GM hasn't said anything about wealth. Amy is presumably of average wealth. Without going into detail, we can assume that most of Amy's net worth is tied up in things like a car, furniture, possibly an apartment, and so forth.

If we were desperate for a few extra CPs, we might consider making her struggling (she has 20k on her credit cards!).

Modifying & Customizing Characters

Reallocating Points. Sometimes you may wish to alter a character that has been provided to you (e.g. alter a template that doesn't quite match what you want) or fine tune a character you've already created that isn't quite right. This usually involves "selling off" some ability the character has for the purchase cost and buying others. This is a perfectly common sense thing to do, but a character should not be altered thus once it has been "in play" except with the GM's explicit permission.

We haven't started playing Amy yet, and all her skills are currently level 4. This includes skills we got for free and didn't necessarily intend her to be good at. Also, we don't really want her to be equally good at everything. E.g. she can dance, but it isn't necessarily something she takes as seriously as her ability to argue legal cases (theory). So going back to her skills we might decide to lower a few skills and spend the points thus saved to improve the skills we want her to be especially good at.

Pain Resistance is an obvious candidate. We got this for free and we don't think she's been trained in resisting torture, or been a boxer, or done anything much to prepare her for intense pain. So let's cut her Pain Resistance skill level to zero. That gives us 8 points!

Athletics she got for free. This is your basic running around skill, and she doesn't want to suck at it completely. Let's cut it to 3, and get back another 2 points. 10.

Disguise. Hmm, she seems more like a hacker or lawyer than the lady of a thousand faces. Maybe we should ditch this skill altogether! That would give us 8 points + 6 for not buying it at level 0. Now we have 24.

Stealth. Does she need to be really good at sneaking around? She doesn't want to totally suck at it. Let's leave it.

Teach. Well this isn't really a core part of our concept. We could sell it off entirely, or maybe reduce it on the grounds she did it a bit but isn't very polished. Let's sell it down to level 2, and get back 2 pts. That leaves us with 26.

Let's suppose we wanted to make Amy really good at Charisma. The maximum level we can obtain is the higher of her AP and EM (both are 12) multiplied by the limit for Charisma (which is 1) so she could go to level 12 in Charisma, which would cost 1 point per level for levels 5 to 10, and 2 points for levels 11 and 12 (skill levels cost double beyond limit x 10), for a total of 10. This would give her a charisma score of 24, which is treated as 20+1 (skill scores beyond 20 are treated as 20, but gain a +1 modifier for each 3 full points by which they exceed 20). Amy could save 2 points by not getting

level 12 (since it does her no good right now). So she spends 8 points to get level 11 in Charisma, and a score of 20+1.

We still have 18 points left. We could raise Theory by 6, but this won't make her a great theorist and this is not a core skill.

Detectives are really interpersonal characters at their core. So let's raise Confidence by 9 to level 13 (Confidence is a limit 1.5 skill, so it doesn't get expensive until level 16), leaving us with 9 points.

Theory is going to be weak at level 4, so we could use up all our remaining points to raise it to 7, but Search is a skill we'll be using constantly and it's cheaper. Search can go to 10 for 5 points (and then starts costing double). This leaves us with 2. So we'll raise Search to 9 for 4 points, leaving us with 3 points that we can put into Theory (level 5).

But we never did get around to reducing her skill at dancing. Let's grab three points back from Dancing (reducing it to level 1) and raise Theory to level 6. Now she's got a good platform from which to build herself into a lawyer, psychologist, and hacker.

In some cases, it may even be reasonable to modify a character in play, especially as the character is "fleshed out" by events.

Brett has given Pausanius a very good archery skill and the character has been in play for some time, *archery never having come into play*. It develops that Pausanius's military and family backgrounds make his excellent archery skill highly unlikely, and he is also completely unable to dance, which is a social requirement for all officers of his rank. Brett asks for and receives permission from the GM to sell off some of his archery skill (making him a competent but no longer excellent archer) and make him a competent if unexceptional dancer.

Note that had Brett's insight occurred before the character was "in play" the GM's permission would not be required to move the points around. It's important to understand that a character isn't just a bunch of points you can move around at whim.

Experience & Character Development

Characters gain additional CPs for adventuring. These points may be spent to improve or add new abilities to the character (subject to some common sense restrictions). Although it is artificial, bonus points may be awarded by the GM for playing "in character" particularly well and for successfully achieving difficult objectives.

Note that characters do not receive CPs for killing things, stealing stuff, or any other specific activity. There is no mechanical system for obtaining CPs. You can't "top off your experience" by going into a rough neighbourhood and killing petty criminals.

The GM may decide to increase or decrease the rate of experience awards overall for his/her own reasons. The most common reason to lower overall experience awards is if time is highly detailed in the campaign setting (otherwise characters will develop far too quickly). One reason to award points at an accelerated rate is simply to have the characters progress faster.

Experience Awards for Adventuring	
Event	Award
Character was played for a typical session (4h or so)	5CPs
Player kept the character in character for the duration of the session.	Add 1–5CPs
Players were successful in achieving tough objectives in the course of the session.	Add 1–5CPs

Spending CPs Acquired By Experience

CPs are spent between adventures (what constitutes an adventure is up to the GM to decide) to improve a character's abilities. No ability may be improved by more than one point at a time. A skill that has just been acquired (at level zero) may not be improved at the same time.

In general, CPs earned while adventuring may not be used to acquire new fields of knowledge unless the character has set aside time while adventuring to study. If so (or at the GM's discretion) a character may make an intelligence roll and convert a proportion (QR yield) of a CP award over to use for fields of knowledge. (The unconverted points can be spent on other stuff, as before.) These CPs should be spent on the field(s) the character was supposedly studying.

As a rule of thumb, 5 CPs of education are supposed to represent about three months of full-time study or six months of part-time study. In practice, players are sometimes going to want to cram knowledge in, and hence the rule to allow intelligent characters to convert CPs for adventuring directly into knowledge.

Characters should not accumulate more than 10 unspent CPs. To avoid accumulating large numbers of CPs when attempting to acquire fields of knowledge, raise trained attributes, or improve high cost skills, characters can spend CPs to partially acquire or improve an ability, with the balance paid for later.

E.g. Amy wants to learn standard Medicine, having already acquired the basics. This will cost her 15 CPs. She is awarded 8 CPs for adventuring and tries to convert them over to use for education. She makes an IN roll and gets a QR3 (50% yield), which allows her to convert half, which is 4. She now has 4 "ordinary" CPs and 4 educational CPs unspent. She then earns another 5 CPs adventuring, and has 13 CPs. She needs to spend at least 3 or lose them, so she spends the 4 education CPs on Medicine, leaving her with 9 unspent. She decides to attempt to convert the new award to educate and gets a QR1 (100% yield), allowing her to convert all 5. She immediately commits those to Medicine, leaving her with only 6 more to go. She has 4 unspent CPs still, but these cannot be used for fields of knowledge.

Banked CPs may be spent to acquire a skill during an adventure. If a character uses a skill he/she does not have (at the negative modifier for not having that skill) and achieves a QR3 or better, he/she may immediately purchase that skill at level zero for the usual price (if he/she has sufficient banked CPs available).

E.g. a character who does not have the Aircraft skill is talked through the landing procedure by an experienced pilot on the ground. Eventually the character is able to safely land the plane and achieves a QR3 for the landing attempt. If the player has CPs available and he/she could purchase Aircraft at level zero on the spot.

Note that in the present day being able to fly is not the same as being licensed to fly (not that having level zero in the aircraft skill equates to being able to fly).

Training, Study, & Down-Time

Characters may, at the GM's discretion, obtain additional background factors as a result of extended periods of time passing outside of play.

Another option is to simply give players 5CPs for every three months of time spent studying and practicing outside of adventures. The GM may wish to force players to make WP rolls to engage in such dedicated pursuits rather than goof off. Similarly, characters may need to make IN rolls to determine how many of the CPs they gain this way they can use for education.

E.g. a campaign with rookie characters might reach a pause after which five relatively uneventful years pass. Before the campaign resumes the GM might decide to give the characters each an additional one or two background factors reflecting the way they've spent the intervening years.

This might be part of a plan (e.g. the GM might wish to run a campaign which spans a particular series of background historical events, or spin out a story that simply requires the passage of time) or a whim (e.g. the GM might have decided after a few sessions that the initial characters were to inexperienced to handle the kinds of adventure she had in mind).

Character Modifiers

Character modifiers are a unusual character qualities that cannot be represented simply as variance within normal attribute ranges. They are used for dealing with miscellanea such as unusually large or small frames, geniuses, the effects of aging, long-term injuries, disabilities, and unusual or extraordinary abilities and powers. Some of these are free or received automatically while others must be paid for using CPs and/or have other restrictions applied to them.

Character Modifier	Attribute Effects	Notes
Enormous Frame*	DS = 1.25 (x Usual DS) Inh ST +2 Inh AG -2 Attribute modifiers affect the base and maximum values.	Character stands out in crowds and cities (-2 situational modifier to stealth). Character is slightly easier to hit (+1) in ranged combat.
Tiny Frame*	DS = 0.8 (x Usual DS) Inh ST -2 Inh AG +1 Inh DX +1 Attribute modifiers affect the	Character may be able to disappear in crowds (+2 situational modifier to stealth) but may have trouble seeing in crowds. Character is generally stealthier (+1 stealth).

	base and maximum values.	Character is harder to hit (-1) in ranged combat.
Aging	<p>DS = 0.9 (x Usual DS)</p> <p>Inh ST -1 (75%)</p> <p>Inh EN -1 (75%)</p> <p>Inh DX -1 (75%)</p> <p>Inh AG -1 (75%)</p> <p>Inh IN -1 (25%)</p> <p>Inh PC -1 (50%)</p> <p>Inh EM -1 (25%)</p> <p>Inh WP -1 (25%)</p> <p>Inh AP -1 (75%)</p> <p>Attribute modifiers affect the base and maximum values.</p>	<p>This modifier can be applied multiple times to reflect advanced age.</p> <p>Percentages given are probability of suffering the modifier.</p> <p>As a rough guide, characters should incur an aging modifier upon obtaining middle age, and then another every 5-10% of their lifespan.</p> <p>Aging should only be applied to player characters with discussion (a player may prefer to design an aged character simply by moving attributes around to reflect, for example, physical decrepitude).</p>
Unique Insight	<p>A character can, by dint of depth of experience and talent, gain a unique insight into a particular skill, and increase its BEF by 1 at a cost of 10xCost CPs. A character may only have one unique insight into a particular skill.</p> <p>To achieve this, the character must have maximum skill level (given his/her attributes) and must have a score in the skill of at least 20+2 (i.e. 26. Note that the character may still be able to further improve the skill as a result of improving the attributes on which it is based.</p>	
One Legged	<p>-2 to AG tasks relying on the use of legs if using prosthetic</p> <p>-4 to AG tasks relying on the use of legs without prosthetic</p>	
One Armed	<p>-2 to DX tasks usually performed two-handed (-1 if using suitably adapted equipment)</p> <p>-4 to DX tasks requiring two hands if they are possible at all.</p>	
Unique Gift*	<p>Character is differently wired than normal people and has an incredible gift for some particular thing, at a cost of having a major or general deficit.</p> <p>The gift may be in the form of one of the following:</p> <ol style="list-style-type: none"> a skill or set of skills whose total cost does not exceed 4 and which are have a common attribute in their formulas, which the character gains a +2 bonus to BEF. the character gains a +2 modifier to one inherent attribute, which must be within one point of its range maximum already (i.e. 11 or 12 for humans). <p>The deficit may be in the form of one of the following:</p> <ol style="list-style-type: none"> the character has no real interest in <i>anything</i> outside his/her area of interest and incurs a -1 modifier to all tasks outside that area except in life-threatening situations. the character incurs a -4 inherent modifier to a different attribute. the character is obsessively hunted by some powerful entity (e.g. a God, Demon, or Secret Government Agency) for some reason related to the character's unique gift. <p>Whether or not a gift that a player wants to give his/her character is allowed by the GM is solely at the GM's discretion. A good gift should make the character more interesting, vulnerable, and entertaining, and not simply serve as an excuse for getting better combat skills and a personality that is likely to start fights.</p> <p>E.g. Helen's unique gift is that she is the most beautiful woman in the world. The downside is that she is regarded with jealousy by several goddesses and sought by the most powerful and ruthless men in the world.</p>	
<p>Character Modifiers marked with an asterisk (*) must, barring extraordinary circumstances, be part of a character's initial conception and not tacked on later.</p>		

The GM should feel free to add character modifiers to deal with the peculiarities of a given setting.

E.g. it may be that having red hair in your setting indicates you are descended from a specific lineage, and thus will have a specific extraordinary power and certain social ramifications follow (some people will automatically respect you and others will

automatically hate you). This kind of thing is easily handled using Character Modifications.

Non-Human Characters

Non-human characters can be represented as **species background factors**. (You can also think of them as character modifiers that cost a background factor.) Being a member of a non-human species has more dramatic effects than most background factors, since at minimum it tends to affect **inherent attribute ranges**.

All species are assumed to have the same AP (appearance) range as humans with respect to one another (i.e. 5–12). Members of other species may find them relatively attractive or unattractive as a group.

A character may only have one species background factor. (If the GM wishes to represent cross-breeds, the two background factors can be blended.)

Non-human characters start out with their attributes at the minimum value and with 36 points to distribute (just like human characters, except that their minimum attribute values may be different). This is why raising the low end of a character species attribute range costs so much (see Creating Your Own Character Species, below).

The following typical (one might say cliché) fantasy races are provided by way of an example.

Elf						
General		Attribute Ranges				Notes
CPs	0	ST	4–11	IN	6–13	Night Vision (able to see by starlight as well as humans do in overcast daylight); Immune to Old Age; Education CPs from the Elf BF must be spent on Languages.
Educ	10	EN	5–12	PC	5–12	
DS	1	DX	5–12	EM	5–12	
Size	Human	AG	6–13	WP	6–13	
Dwarf						
General		Attribute Ranges				Notes
CPs	15	ST	7–14	IN	5–12	Night Vision (able to see by starlight as well as humans do in overcast daylight); Longer lived than humans.
Educ	0	EN	6–13	PC	5–12	
DS	1	DX	5–12	EM	5–12	
Size	Human	AG	5–11	WP	5–12	
Halfling						
General		Attribute Ranges				Notes
CPs	25	ST	3–10	IN	5–12	Somewhat longer-lived

Educ	0	EN	5-12	PC	5-12	than humans.
DS	0.8	DX	6-13	EM	5-12	
Size	Small	AG	6-13	WP	7-14	
Goblin						
General		Attribute Ranges				Notes
CPs	50	ST	4-11	IN	5-12	Night Vision (able to see by starlight as well as humans do in overcast daylight).
Educ	15	EN	5-12	PC	5-12	
DS	0.8	DX	5-12	EM	5-12	
Size	Small	AG	6-13	WP	5-12	
Orc						
General		Attribute Ranges				Notes
CPs	60	ST	7-14	IN	4-10	Night Vision (able to see by starlight as well as humans do in overcast daylight). Sensitive to sunlight (-1 to all activity).
Educ	0	EN	7-14	PC	5-12	
DS	1	DX	5-12	EM	3-8	
Size	Human	AG	5-12	WP	4-10	

Creating Your Own Character Species

Custom Race/Species Factors. Race/Species Factors work like other custom Background Factors, with the following additions:

Species Feature	CP Cost
Reduce attribute range minimum by one	-5
Increasing an attribute range minimum by one	10
Reduce an attribute range maximum by one	-5
Increase an attribute range maximum by one	10
Reducing DS (damage scale) by 0.2	-5
Increasing DS (damage scale) by 0.2	10
Other special abilities	GM discretion

Instant Non-Player Characters

Obviously, unless a GM has a ridiculous amount of time on his/her hands, going through a formal character creation process for every character the players encounter is impractical. In any event, it's completely unnecessary. In practice,

detailed representations of NPCs are almost never required (exceptions may include recurring characters, such as allies and arch villains).

The following table allows you to describe an NPC in a few words, e.g. experienced rugged detective. In this case, the first word represents the overall level of competence (which in turn dictates how good the NPC will be at his/her skills), the second word is a modifier (that provides bonus skills or other effects), and the final word is the archetype.

NPC Archetype	Skills			Best Attributes	Fields & Familiarities
	Primary	Secondary	Other		
Assassin	Initiative, Weapon (e.g. Longarms)	Athletics, HTH Combat, Lockpicking, Stealth, Search	Disguise, Charisma, Confidence, Pain Resistance	AG, DX, PC	Security Systems, Surveillance
Thug	HTH Combat	Athletics, Initiative, Pain Resistance, Weapon	Driving (e.g. Groundcraft) Stealth	ST, EN	
Crimelord	Charisma, Confidence, Initiative	Athletics, HTH Combat, Pain Resistance, Search, Stealth, Weapon (e.g. Handguns)	Driving (e.g. Groundcraft)	ST, AG, PC	Accounting, Business Administration, Law, Market Fields (contraband)
Police Officer	Driving (e.g. Groundcraft), Search	Athletics, Charisma, HTH Combat, Initiative, Stealth, Weapon (e.g. Handguns)	Confidence, Pain Resistance, Weapon (e.g. Longarms)	ST, PC	Forensics, Law
Detective	Charisma, Search	Confidence, Driving (e.g. Groundcraft) Weapon (e.g. Handguns)	Athletics, HTH Combat, Initiative, Stealth	PC, EM	Forensics, Law, Surveillance
Guard	Game, Gambling	Athletics, HTH Combat, Search, Weapon (e.g. Longarms)	Pain Resistance	ST, EN	Surveillance
Soldier	Athletics	Driving (e.g. Groundcraft), Heavy Weapon, Initiative, Pain Resistance, Weapon (e.g. Longarms)	HTH Combat, Search, Stealth	DX, EN, PC	Weapon Maintenance, Vehicle Maintenance
Commando	Initiative, Stealth	Athletics, Weapon (e.g. Longarms)	HTH Combat, Pain Resistance, Stealth, Vehicle, Weapon (e.g. Handguns)	ST, DX, AG, PC	Basic Medicine, Basic Surgery, Combat Engineering, Demolitions, Security Systems
Martial Artist	Athletics, HTH Combat	Acrobatics, Pain Resistance	Stealth	ST, AG, WP	Unarmed Combat Defensive, Lethal, Capture, and Exotic
Socialite	Charisma	Confidence, Gambling, Seduction	Theory, Vehicle (e.g. Watercraft)	AP, EM	Business Administration, Economics, Law
Explorer	Navigation	Athletics, Pain Resistance,	Weapon (e.g. Longarms)	EN, PC, WP	Biology, Geography, Geology, many

NPC Archetype	Skills			Best Attributes	Fields & Familiarities
	Primary	Secondary	Other		
		Search, Survival, Vehicle (e.g. Watercraft)			Environment familiarities
Business Person	Charisma	Confidence, Gambling	Theory	IN, EM	
Hunter	Search, Weapon (e.g. Longarms)	Athletics, Initiative, Stealth, Vehicle (e.g. Groundcraft)	Survival	DX, AG, PC	Tracking, several Environment familiarities
Paramedic	Vehicle, Search	Athletics, Pain Resistance		DX, PC	
Scholar	Theory			IN, WP	Theoretical fields, including specializations
Journalist	Charisma	Confidence, Search, Stealth, Theory		IN, PC, EM	Economics, Literature, Political Science
Mechanic	Search	Charisma, Vehicle (e.g. Groundcraft)	Theory	DX, PC	Market Field (Vehicles), Vehicle Maintenance
Hotshot	Vehicle (e.g. Motorcycles)	Charisma, Confidence, Gambling, Initiative, Vehicle (e.g. Groundcraft)	Athletics, Theory, Vehicle (e.g. Personal Flyer)	DX, PC, WP	Vehicle Maintenance
Spy	Search, Stealth	Charisma, Confidence	Athletics, Disguise, Initiative, Lockpicking, Pain Resistance, Weapon (e.g. Handguns)	AG, PC, AP, WP	Security Systems, Surveillance
Doctor	Search, Charisma	Theory	Vehicle (e.g. Groundcraft)	IN, PC, EM	Medicine, Basic Surgery
Surgeon	Search	Charisma, Theory	Vehicle (e.g. Groundcraft)	DX, IN, PC	Medicine, Surgery

The **NPC Competence** table provides a guide as to how good an NPC should be at his/her various skills and attributes. E.g. a competent detective would have a score of 18 in Charisma and Search.

NPC Competence	Skills			Attributes		Fields
	Primary	Secondary	Other	Best	Others	
Inept	10	8	na	8	6	Basic, at best
Green	12	10	8	9	7	Some Basic
Inexperienced	15	12	10	10	8	Basic
Competent	18	12	10	11	9	Some Standard, Others Basic
Experienced	20	15	12	12	9	Standard
Veteran	20+1	18	15	13	10	Standard
Well-Rounded	20	18	15	14	10	Standard, Some Extra
Expert	20+1	20	15	15	11	Standard,

NPC Competence	Skills			Attributes		Fields
	Primary	Secondary	Other	Best	Others	
						Specializations
Formidable	20+2	20+1	18	15	12	Standard, Specializations
Legendary	20+3	20+2	20	16	13	Specializations, Extras

The **NPC Modifier** table allows you to add extra detail to a given NPC. E.g. an educated competent detective would have Theory score of 15 and know something about a few theoretical fields, such as History and Political Science. Note that if an NPC receives a skill twice as a result of one or more modifiers then the best column should apply (e.g. a charming hotshot would have charisma as a primary skill).

NPC Archetype	Skills			Best Attributes	Fields & Familiarities
	Primary	Secondary	Other		
Tough		Athletics, Pain Resistance		EN	
Ex-Military		Longarms, Handguns, Initiative, Athletics, Pain Resistance		DX, PC	Basic Medicine, Basic Surgery, Military Science
Athletic	Athletics	Pain Resistance		ST, AG	
Cunning		Initiative, Charisma, Confidence		PC, EM	
Hardened	Pain Resistance	Athletics, Initiative		PC, WP	
Deadly	Initiative, Weapon	Weapon		AG, DX, PC	
Charming	Charisma	Confidence		AP	
Slimy	Charisma, Confidence			EM	
Well-traveled			Charisma		Languages, Environment familiarities
Educated		Theory		IN	Theoretical fields (e.g. Philosophy, History, Literature)
Sneaky	Stealth	Disguise		AG, PC	
Chameleon	Disguise	Stealth	Charisma	EM, PC	
Acrobatic	Athletics, Acrobatics			AG	

Merit Points

Merit Points are used to track a character's kudos within a given context. **It may be necessary to track several different kinds of merit** (e.g. merit as a naval officer vs. merit as a spy). Common uses include career advancement and notoriety. The examples given below are for progress within a typical bureaucracy or a navy.

In many contexts advancement should not be represented by the gradual acquisition of kudos, and it is inappropriate to use merit points to reflect this.

Starting Merit Points

Characters who are starting out as members of some organization may—entirely at the GM's discretion—begin with merit points equal to 0–20 merit points per background factor spent outside the organization and 10–40 per background factor spent within the organization.

The underlying assumption here is that a career lasting 25 years would result in the accumulation of about ten background factors' worth of merit points. (Note that we assume ordinary people can accumulate the merit points for a background factor while not necessarily accumulating skills and knowledge as quickly as player characters do!) A lacklustre career would accumulate $10 \times 10 = 100$ MPs, leaving the character at rank 5; a solid career would accumulate $10 \times 25 = 250$ MPs, leaving the character at rank 6; and an exemplary career would accumulate 400 or more, leaving the character at rank 8 or better.

Amy's Career

Amy's background factors were Comfortable Childhood, Full-time Education, Field/Specialist Training, and Field Experience. The GM decides that her Comfortable Childhood counts for nothing, but that her other background factors are highly relevant. She gets $0 + 10 + 10 + 15$ merit points for her four background factors, for a total of 35. This gives her a rank of 3.

In her organization the ranks are trainee, clerk, assistant inspector, and inspector, so she will start as an inspector. A few solid cases and she may get promoted to supervising inspector.

Merit Points	Rank	Bureaucracy	Naval Officer
0–5	0	mail sorter	midshipman
6–10	1	file clerk	ensign
11–20	2	supervisor, 2-4 clerks	lieutenant JG
21–40	3	supervisor, team of 5-15 clerks	lieutenant
41–75	4	supervisor, group of 2-4 teams (30 people)	lt. commander

Merit Points	Rank	Bureaucracy	Naval Officer
76–125	5	supervisor, section of 2-4 groups (100 people)	commander
126–200	6	supervisor, office of 2-4 sections (300 people)	captain
201–300	7	supervisor, bureau of 2-4 offices (1000 people)	rear admiral (lower)
301–500	8	supervisor, division of 2-4 bureaus (3000 people)	rear admiral (upper)
501–750	9	supervisor, administration of 2-4 divisions (10,000 people)	vice admiral
751–1000	10	department head, controlling 2-10 administrations (50,000 people)	admiral

Another example

The GM wishes to run a series of scenarios set in the far future where a predominantly human Imperium attempts to exert light rule over an interplanetary community. The Imperial Navy maintains trade routes and fights piracy and wards off external threats, while a special Intelligence unit has the specific duty of detecting and eliminating weapons of mass destruction.

The GM envisages that characters may end up dealing with the Navy, Intelligence, and Pirates, and decides that each will have its own merit point system, but that merit gained with the Navy counts 50% towards Intelligence and vice versa. The relationship between Pirates and the Navy might be more complex. E.g. a prominent naval pirate hunter who went rogue might gain quite a lot of instant respect among pirates (and this might form the basis of a good adventure).

Familiarities

Familiarities represent a character's familiarity with a situation or object. The most important and often used familiarities are **Environment** and **Gravity** familiarities.

Gravity and temperature familiarities are woven into BEFs (as E and G), so that a character's actual BEF is calculated based on the most relevant familiarity given his/her current situation.

A character's other familiarities will tend to be implicitly defined rather than written down. E.g. a character born in the US in the 1970s will most likely be unfamiliar with driving on the left side of the road, various European currencies, and how to use 19th century navigation aids. He/she might become familiar with all of the above in the course of a series of adventures, and he/she may be familiar with all of the above as a result of having served in the US military and having

been stationed in Germany, and having learned to use 19th century navigation aids when learning to sail.

A Long Term Familiarity (LTF) is used to represent objects and situations that a character "knows like the back of his/her hand". In order to obtain an LTF with a given situation or object, the GM must agree that the character has the necessary experience with it, and the character must spend the requisite CPs. In general, LTFs provide a +1 modifier to related tasks. In some cases, they may simply provide useful knowledge (e.g. if a character had an LTF with a sword it would follow that they could recognize that sword in a pawnshop window).

A character may only obtain one LTF with a given situation or object, but any number of LTFs may apply in a specific instance. E.g. a famous heart surgeon probably would have specialized in Heart Surgery, and have LTFs with several procedures (e.g. Coronary Bypass, Heart Transplant), and LTFs with several specific pieces of equipment (e.g. a particular type of laser scalpel). When performing a coronary bypass the surgeon would receive modifiers for all relevant LTFs (as well as his/her specialist knowledge).

Designer's Note: LTFs assigned to objects, such as (this is a sad but typical example) swords are not transferable other than to an essentially identical item, which will be very hard to find pre-mass-production. Even an LTF with a mass-produced item might assume a degree of customisation.

E.g. Amy has an LTF with her portable computer and her H&K pistol, both of which are stolen from her hotel room. She quickly buys replacements, but the GM rules that until she has had time to set up her computer's preferences and the applications installed on it to match her old computer, and adjust the grips and sights on her pistol, she will not enjoy the benefits of her LTFs.

A Non-Familiarity Modifier (NFM) is used to handle unfamiliar objects (e.g. a pilot trying to fly a new type of plane) or situations (e.g. a guidance counsellor trying to perform a hostage negotiation). The GM should apply an NFM in such cases, and the NFM should gradually fade away as the character grows accustomed to the unfamiliar object or situation.

The initial non-familiarity modifier should be based on the **degree** of unfamiliarity and the intrinsic **complexity** of the thing being dealt with, as a rough guide:

Non-Familiarity Modifiers	
Unfamiliarity	Modifier
Alien. Utterly alien, hideously complex.	-10
Bizarre. It's like learning it all over again from scratch.	-5
Foreign. One of these things must be a radar display of some kind.	-3
It's just wrong. The controls are flipped around, but basically the same.	-2
It just feels different. It'll just take a little getting used to.	-1

E.g. Amy grew up driving on the left side of the road. On her first mission she travels to France, and has to drive (for the first time) on the right. The GM rules that she incurs a -1 NFM when driving on freeways and a -2 NFM for city streets. After she has driven

all day the GM removes the freeway modifier and reduces the city streets to -1. After a week of intense driving, the latter NFM is also negated.

Resolution

$$SC = \text{Score} \times EF$$

Success Chance (the percentage chance of successfully performing a task) is equal to the relevant ability **Score** multiplied by the **Ease Factor**. Every character has a **Score** (representing how competent they are) and **BEF** (base ease factor) for each **attribute** and **skill** he/she possesses. A BEF is modified by circumstances to become an EF (ease factor).

A character with a Temporal Navigation Score of 14 which has a BEF of 5 has a $5 \times 14 = 70\%$ chance of successfully performing a Temporal Navigation task of average difficulty.

That's it! ForeSight reduced to one line.

BEFs often are formulas involving **E** and **G**. These are references to Environment and Gravity familiarities. Substitute in the character's corresponding familiarity.

Modifiers. A given task may receive **modifiers** for difficulty. These modifiers are added together to form a single modifier for the task as a whole and then applied to the **BEF** to yield the final **EF** (ease factor) for the task.

Applying modifiers to Ease Factors is just like adding normally, except that Ease Factors go: 0, 0.25, 0.5, 1, 2, .. , 14, 15. Ease factors cannot be modified below zero or above fifteen. (An ease factor zero task is impossible. Beyond 15, if the task is not automatic, it will not get any easier.)

A very difficult task might have a modifier of -6 . So our Temporal Navigator would have an EF of $5 - 6 = 0.25$, and thus a $0.25 \times 14 = 3.5\%$ chance of success.

Success Chance. To determine the success change (**SC**) for any task, multiply the **Score** by the **EF**. The Success Chance may turn out to exceed 100.

In effect, success chance is **percentage chance of success**, except where it is 100 or more. No task has greater than a 99% probability of success, but high success chances tend to lead to better quality outcomes. See below...

To determine whether a task succeeds or fails, you roll **D100** and compare the result to the **SC**. **If the roll is lower than or equal to the SC then the task has succeeded, otherwise it has failed.** A roll of 100 always fails.

Finally, the degree of success or failure is called a **QR** (quality rating).

Quality Rating Table					
D100 Roll	Result	Description	Yield	Time	PM
Equal to or under SC/10	QR1	Brilliant. The task took far less time than expected or achieved far better than expected results.	100%	25%	+3
Equal to or under SC/5	QR2	Good. The task took less time than expected or achieved better results.	75%	50%	+2
Equal to or under SC/2	QR3	Competent Success. The task was a solid success, but nothing special.	50%	100%	+1
Equal to or under SC	QR4	Mediocre (or Bare) Success. The task took longer than expected and/or achieved less than might have been hoped.**	25%	200%	+0
Exceeds SC	QR7	Failure. The task did not achieve anything positive.	0%	200%	-3
Exceeds SC Multiple of 10	QR10	Botch. The task actually ran opposite to intention.	-25%*	200%	-6

A roll of 99 may never result in better than QR4
A roll of 100 may never result in better than QR7 (i.e. a roll of 100 against an SC of 100 or more is treated as a QR7; a roll of 100 against an SC of less than 100 would be a QR10 since it both exceeds the SC and is a multiple of 10).
* A QR10 *may appear to be a success* that yields misleading information or the wrong material or results.
** A QR4 should only be treated as a "bare" success where it would create amusement or drama and not where it would qualitatively affect an outcome.

Every so often, Amy has to qualify with light arms at the firing range, or she will be suspended from field duties until she can qualify. The GM rules that the net modifier for target size, motion, and range is +0, and that the qualifier has time to aim once (for a +1 modifier). The qualifier must draw, aim, and fire three shots at the target, and do this three times. Only two misses are allowed. In the event of a jam or misfire, the qualifier starts over.

Amy has worked on her handguns skill a little bit (having seen how useful it can be in the field) and now has a score of 19. Her weapon, which is standard issue, has good balance and gives her a +1 modifier.

The first shot fired will be at the handguns BEF of 3, +1 for the weapon, +1 for aiming, = EF 5. Her SC = 5 x 19 = 95. She rolls a 75, which is lower than 95 but more than 47.5 (95/2), or a QR4. She hits the outer ring.

The second shot loses the +1 modifier for being aimed, gains a +2 modifier for following a successful shot, but incurs a -1 modifier for recoil, and so is at 3 + 1 - 1 + 2 = EF 5 again. She rolls a 44, which is less than 47.5, but more than 19 (95/5), so it's a QR3.

The last of the three shots incurs -2 for accumulated recoil and still gets the +2 for following a successful shot. So it's at 3 + 1 - 2 + 2 = EF 4. Her SC for this shot is 4 x 19 = 76. She rolls a 78, which is greater than 76, and narrowly misses the target. She can only afford to miss one more shot or she will fail to qualify...

Her second set of three shots begins with a roll of 04, which is under 9.5 (95/10). (The SC is the same as for the first shot.) This is a QR1. Bull's Eye! The second shot is following a hit (as with her second shot) so the SC is 95 again. She rolls a 99 and misses. Ouch! Her last shot will be at $3 + 1 - 2 = \text{EF } 2$. (She still gets the -2 for recoil but no $+2$ for having just hit.) This gives her an SC of $2 \times 19 = 38$. She rolls a 19, which is exactly half of 38 and therefore a QR3, and stays in the hunt.

Her final set of three shots begins with a roll of 49. This is just over 47.5, so it's still a QR4. Her second shot will have an SC of 95 again (as each time before), and she rolls a 44, which is just under 47.5, and thus a QR3. Her final shot will thus be at EF4 (just like her third shot in the first set of three), with a success chance of 76. She rolls a 75 and just barely hits the outer ring. She breathes a sigh of relief. Last year she failed her first attempt and ended up doing two weeks of filing.

Yield, Time, PM: Quantifying Results

Quality ratings represent how good the outcome of a task was. Where you need to quantify the result, the Yield, Time, and PM columns are there to help you.

In general, only one column should be quantified. A QR1 shouldn't generally be fast *and* fabulous. If speed was of the essence, it should be fast. If style was of the essence, it should be fabulous. (A QR1 dancing attempt should still be in time with the music, although a QR4 or QR7 might not be!)

Yield. How much of what you were after did you get? This value is used to calculate damage output from blows in combat (damage inflicted = yield x DC/2), and can also be used for all kinds of similar things (how much information was gathered, how much gold was panned, etc.). **The amount of material yielded by failures is equal to the amount yielded by QR4 successes for cases where the success or failure of a result may not be apparent to players.**

Time. Often, actions will be time-critical. The percentage represents the time taken relative to the time a competent practitioner might estimate would be required in advance. Again, failures take as long as QR4s.

PM. Often, the product of a task will be used for other, later, tasks. A simple example of this is, say, building a vehicle, weapon, or tool that later must be used to drive, attack, or fix something. Note that the value in this table is equal to (4 – QR). **That's why the QRs are numbered that way!**

Why are QR4s so bad? QR4 doesn't seem terribly successful, and yet 50% of "successes" are QR4s, i.e. tasks that take twice as long as expected, or only yield 25% of the stuff that could have been found.

Well, life is full of QR4s. When you get your plumbing fixed, your car repaired, your illness diagnosed, or read an article in a newspaper, how often is the job only barely good enough? How often does it take twice as long (and cost twice as much) as the estimate? How many articles in newspapers contain even 25% of the information they should (and how often is it accurate?). Life is full of QR4s and QR7s.

Rule of Thumb Modifiers: +5 Really Easy, -5 Really Hard

Rule of Thumb Modifiers	
Task Difficulty	Modifier
Trivially Easy	+5
Very Easy	+3
Relatively Easy	+1
Average	+0
Relatively Hard	-1
Very Hard	-3
Extremely Hard	-5
Near Impossible	-7

This table is really all you need to remember. In fact, you probably just need to remember **+5 Really Easy, -5 Really Hard**. The many other modifiers listed in these rules are really just examples of how this can be applied in the light of all the different factors that bear on the difficulty of a given task.

It also follows that a task can be rendered easier or more difficult by several different factors, and that these effects are cumulative.

E.g. being wounded incurs a negative modifier to *all activity*, while shooting at a small target is also hard, as is firing at a distant target, as is firing at a dodging target, as is using a badly designed weapon. All these modifiers have a cumulative effect, that might go well beyond the -7 listed for "near impossible" in this table. So it is and so it should be.

Similarly, positive modifiers can accumulate so as to make a task almost impossible to fail (unless, of course, the character attempting it is utterly incompetent). Performing a task with excellent equipment, in familiar and conducive surroundings, aided by an excellent tutor, and armed with profound knowledge of the particulars may take a task well beyond "trivially easy".

Of course, **modifiers cannot take the final ease factor of a task below zero or above fifteen**, so there are always limits.

Player Input (Optional, Highly Recommended)

Designer's Note

Every role-playing game has a **level of abstraction** below which game mechanics and die rolls usually replace understanding and describing exactly what is going on. This level may vary depending on context—in many games this level of abstraction is much lower in combat than anywhere else.

Commander Hilbert is the science officer on the starship *This May Hurt*, with a high skill in theory, and knowledge of physics and several specializations within physics. *This May Hurt* encounters a “subspace anomaly” that is causing near identical replicas of *This May Hurt* to appear in space nearby and the Captain asks Hilbert, “what is causing this?” Hilbert makes a Theory roll and gets a QR3, and answers, “It’s a subspace anomaly of a kind we’ve never previously encountered.”

This is an example of game mechanics replacing a detailed description of what’s going on. If the player had, instead, announced which instruments she would use to examine the phenomenon, and what she would do with the data gathered, and how she would interpret this data—all rather unlikely unless both the player and GM are PhDs in Pseudoscience—then it’s perfectly possible that the entire matter might be resolved without die rolls or game mechanics at all.

In the first example, the roll represents a bunch of stuff occurring *below the game’s level of abstraction*. Neither the player nor the GM know enough physics (or pretend physics) to explain the anomaly. The game mechanics simply tell us that Hilbert knows a lot of physics and that even when faced with the difficult task of explaining this unusual phenomenon she has a good chance of success. In much the same way, a score of 20+3 in handguns represents a character’s ability to shoot and hit difficult targets without the player knowing anything about guns.

However, it would be kind of annoying if every situation were resolved entirely in abstract. “Stardate 04012204: we encountered a subspace anomaly, but luckily we made our PC roll in time and avoided getting too close. Then our science officer made a really good theory roll and told the engineer what to do, which was apparently to make another theory roll in the engineering section. The anomaly disappeared. Another mission accomplished.”

Player input modifiers are provided to encourage and reward players for describing more entertainingly, convincingly, and in character than necessary the way in which their characters will undertake tasks. (And to prevent players from “letting their dice do all the talking.”)

Player Input Modifiers	
Player’s input is...	Modifier
Entertaining	+1
Convincing	+1
In Character	+1
Not especially entertaining or convincing, but better than nothing	+0
Nothing	-1

Player Input Modifiers	
Player's input is...	Modifier
Unconvincing	-2
Ridiculous	-3

If we return to our example with Commander Hilbert the Science Officer, suppose that Hilbert's player says, "Hmm, I don't believe I've ever seen a subspace anomaly of this type, but I think I remember seeing something that might help explain it in the Subspace Review Quarterly. Let me do a quick search of the ship's Astrophysics database..." the GM might consider this both convincing, entertaining, and in character and give Hilbert a +3 Player Input modifier.

If, on the other hand, Hilbert's player says, "OK well my character is um, good at that I think. I'll make a Theory roll. Do I get bonuses for my specializations? I've written down 2x specialization under Physics, and haven't decided what they are yet..." the GM might consider this to be nothing (+0) or unconvincing (-1), and then proceed to tell the player to pick Hilbert's specializations *now*.

It's important to understand that failing can be as much fun as succeeding, and that a player who is being entertaining and convincing may be better off getting an experience reward at the end of the session than a task bonus right now.

Random Quality Ratings

If for some reason you need to generate a random QR, here is a table.

Random QR Table	
D10	QR
1	QR1
2	QR2
3-5	QR3
6-10	QR4

Cases where you might need random QRs include resolving damage that affects an area on individual people and objects in that area, or simply deciding how well a task that clearly succeeded was done (e.g. you know that someone set up a burglar alarm in the house the characters are trying to break into, but you can't decide how good a job the people who installed it did).

Opposed & Cooperative Resolution

Opposed resolution occurs when characters compete directly or indirectly using their abilities. **Cooperative resolution** occurs when one task builds on the outcome of another task. How you resolve opposed resolution depends on what kind of question you want to answer.

Who won? Compare QRs.

When you simply need to know which side prevailed you can simply determine who got the best result. Both characters roll against their appropriate attribute/skill. The better QR wins. If there's a tie: reply hazy, try again later. (If you simply must have a winner then resolve ties using the ability scores.)

E.g. Amy is tailing Karl Junkers, an arms dealer, through New Hong Kong, hoping to find out who his customers are. She is trying to avoid being noticed, which requires the stealth skill. His chance of noticing her if he doesn't actively search for her depends on his PC (perception). So does he notice her?

Amy makes a stealth roll (we won't bother with the details) and gets a QR4. Junkers makes a perception roll and also gets a QR4. In this case, the GM decides that Junkers has the feeling he is being followed, but hasn't spotted her specifically.

Later, the same day, Amy follows a more suspicious Junkers to the docks. Junkers is now actively searching for his tail, and so makes a *search* roll rather than a perception roll. Amy gets a QR3 for her stealth, but Junkers also gets a QR3.

This time the GM wants a decision. She compares Junkers' search score to Amy's stealth score. Junkers' search score is much higher, so she decides that Junkers is now certain he's being tailed but hasn't gotten a good look at Amy. So he's going to set a trap...

A big difference in results equates to an easy win, while a small difference means a narrow win. Several ties before reaching a result implies a drawn-out struggle.

This works well for cases where both people are doing the same thing in opposition: e.g. a tug of war, arm wrestle, chess game, or tennis match; and equally as well for cases where one is attempting to counter the other's actions: e.g. one person is trying to keep hidden via stealth while the other is attempting to find him/her by search.

This case is generally used for simple contests, stealth vs. PC, stealth vs. search, and mêlée combat parries and dodges.

How much was blocked? Blocking QRs.

Suppose that instead of simply getting a yes/no result, you want to know how much of an effort has been blocked or deflected. This might apply in cases where an attack is being parried or in a trial where one lawyer is trying to build a case and another is trying to tear it down.

In this case the “attack” has its outcome reduced by the “defense”. If the defense is equal to or better than the attack, the attack is negated, otherwise the attack QR is dropped a number of notches equal to the (5 – defending QR).

Here’s a table in case the preceding explanation is a little too obscure.

Opposed Resolution: Blocking						
"Attack"	"Defense"					
	QR1	QR2	QR3	QR4	QR7	QR10
QR1	QR7	QR4	QR3	QR2	QR1	QR1
QR2	QR7	QR7	QR4	QR3	QR2	QR1
QR3	QR7	QR7	QR7	QR4	QR3	QR2
QR4	QR7	QR7	QR7	QR7	QR4	QR3
QR7	QR7	QR7	QR7	QR7	QR7	QR4
QR10	QR10	QR10	QR10	QR10	QR10	QR10

The result is the final effective “attack” QR (i.e. how much got through the defense).

How hard is the next step? Using QRs as modifiers.

Sometimes the outcome of one task will impact other tasks. One task may create an object or situation with which other tasks will have to copy. In this case simply treat the 4-QR as a modifier to follow-up tasks. This will be a positive modifier for tasks that benefit from the preceding task and a negative modifier for tasks that oppose the preceding task.

Note that the cooperating task modifier is exactly the same as the modifier in the PM column of the QR table.

(If you wanted to know why QRs are numbered the way they are, this is the reason! Countering failures and botches is much easier than countering successes. Similarly, building on failures and botches is much harder.)

How hard is the next step? QRs as Modifiers		
Initial Task QR	Follow-Up Task	
	Cooperating	Opposing
QR1	+3	-3
QR2	+2	-2

How hard is the next step? QRs as Modifiers		
Initial Task QR	Follow-Up Task	
	Cooperating	Opposing
QR3	+1	-1
QR4	+0	+0
QR7	-3	+3
QR10	-6	+6

E.g. Smith, a barely-competent computer technician, has been told to set up a computer system and make sure that it is secure against hackers. Smith gets a QR7 as a result of which subsequent hacking attempts (which presumably oppose Smith's security setup) gain a +3 modifier.

Later, Anderson hacks into Smith's system and, benefiting from the +3 modifier, gets a QR2 and is able to set accounts on the system and steal data.

Smith eventually gets wise to Anderson's penetration of the system and tries to determine the extent to which the system has been compromised and shut down all the intruder's accounts. Because Smith is opposing a QR2 a -2 modifier applies to this task and Smith (who has enough trouble with routine tasks) fails utterly. (This might be handled as a blocking task, where a QR4, say, would reduce Anderson's access to an effective QR3. But let's suppose Smith simply fails.)

Anderson has no further use for the accounts and sells the passwords and other details to another hacker. Because this is a QR2, the other hacker's efforts to further subvert the system benefit from the +2 modifier.

Knowledge & Resolution

It may not be obvious so far, but Fields of Knowledge are a crucial part of the resolution system, especially in technologically centered settings (which may include magical settings, depending on how magic works in your setting).

E.g. a driver and a mechanic may both have the same Search skill, and may both see the same thing when they open the hood of a car, and may have heard the same strange noise before the engine stopped working, but the mechanic's *knowledge* allows him/her to tell what's wrong with the car and fix it.

One of ForeSight's key assumptions is that capabilities are roughly divided into skills (think of attributes as basic sorts of skills) and knowledge, and that the former are gradually honed while the latter are acquired and built. One either has or hasn't got a piece of knowledge; one can either remember a fact or not. This is obviously an over-simplification, but it works well in practice.

If certain knowledge is relevant to completing a task, then how much relevant knowledge a character has affects their ability to complete the task (in the shape of an ease factor **modifier**).

Knowledge Modifiers	
The character's knowledge pertaining to the task is...	Modifier
Inadequate	-5 or worse
Barely sufficient	-4 or -3
Adequate	-2 or -1
Fair	+0
Detailed*	+1
Profound*	+2 or +3
* Positive modifiers should only apply if having the extra knowledge helps. If a task is fundamentally simple, knowing an enormous amount about it won't make it easier.	

Note that the GM can allow a given task to be performed with different sets of knowledge (and skills for that matter) if he/she deems it appropriate.

E.g. one character might try to disarm a security system using the Security Systems field and the Search skill (to identify and locate components) and Dexterity (to disable, bypass, or confuse them). Another might use Physics and Theory. Another might use Electrical Engineering and IN. They would probably use different approaches, and would probably get different modifiers (both because they might have different levels of relevant knowledge and the approach might be intrinsically more or less difficult to implement). A character with **all** these fields of knowledge might gain the "profound" modifier.

Knowledge has its limits

Many tasks require no great knowledge, and for them these rules are completely irrelevant. E.g. a character with profound knowledge of the geology of a chasm will be no more adept at jumping across it for this knowledge, and markedly less so than a more athletic ignoramus.

Knowledge is Transferable

A character who has the skills (or attributes) to perform a task but lacks the knowledge can be "talked through" the task by another character with the knowledge.

In general performing a task with transferred knowledge will be slow going and awkward, and ideally the person doing the "talking through" needs to be experienced enough to be able to figure out what is probably going on at the other end with minimal information (unless there's a live video link, for example).

E.g. a person with appendicitis can be told how to safely remove his or her own appendix by a surgeon over the radio.

Occasionally readers ask why there is an "artificial" division between skills and knowledge. Aside from the fact that this division vastly reduces the number of skills for

which I would have to make up rules, this is a critical point. Skills are largely non-transferrable whereas knowledge is, and it's something you have or don't have.

Skills of course are transferable too, but less so. The classic case is of talking an unskilled pilot through the process of landing a plane. Of course this can be handled by arguing that the thing the person is being talked through is the NFM for dealing with the cockpit layout (which is knowledge) and a crash course (no pun intended) to learn Aircraft at level 0.

If at first you don't succeed...

One of the classic tactics players will adopt in role-playing games is to keep trying something until they get a good die roll. It is up to the GM to recreate the real world frustrations that prevent this tactic from being universally applied to all the world's problems, rather than to arbitrarily refuse to allow second attempts.

Time. Tasks at the very least take time, and in many cases time will be in short supply. In general, it may take longer to attempt a previously failed task again because a new approach will probably be needed (a bare failure is another question entirely).

Other Costs of Failure. Tasks may involve the expenditure of consumables (e.g. lock picks may get broken or bent out of shape), stamina, or money.

Secondary Risks. Failure brings with it the possibility of detection, or the environment may be one that is intrinsically unsafe, like an underground complex full of patrolling guards.

Do you need a new approach? Repeatedly employing the same unsuccessful strategy won't work. In many cases the GM may wish to impose a cumulative modifier on repeated attempts to perform the same task to represent the character "running out of ideas".

Has failing the task rendered further attempts impractical? If a failed attempt to pick a lock damages the lock's mechanism, then it may now be impossible to open it with lockpicks or even the correct key. Similarly, attempting unsuccessfully to hack into a computer system may alert the system's operators to further attempts along the same lines.

Did the task fail or was it impossible to begin with? Especially in the case of complex tasks, the GM should distinguish between the concept of the task being performed incorrectly (actual failure) and the characters discovering that the task is simply impossible (at this time or given current knowledge). A simple way to do this is to privately roll to determine the impossibility of the task, and resolve only the quality of the attempt. The players could then achieve a QR1 but be told that all they've discovered is that their approach, even when executed flawlessly, doesn't work.

Is this good role-play? Real people get frustrated, run out of ideas, and give up. You may wish to require characters to make a WP roll to keep at something, or

simply start questioning whether the player really thinks that his/her character would bang his/her head against that particular wall for so long and let the player decide what to do.

Skills: Descriptions & Examples

Almost all tasks are performed with skills (some are performed with attributes used as skills). In some cases more than one skill can be used for a given task (although the task may be easier to do with a clearly appropriate skill than a marginally appropriate skill). It should be clear what most skills are used for from their names, but the following section provides extensive and reasonably specific examples of how skills can be used in practice.

Adding New Skills

Before discussing skills, it's worth addressing the question of skills "left out" of the game. It's easy to add skills to the game, and it's even easier to add fields of knowledge. In general, you should err on the side of adding fields to the game, since it's easier to do. Should you need to add a skill, the easiest way is to identify a similar skill and modify it as much as necessary.

E.g. suppose you have an alien culture in your setting that employs firearms mounted on their heads (as well as longarms and handguns). You think this is a distinct skill but otherwise similar to longarms, so perhaps just creating a new skill named "headguns" would do the trick.

You might decide, however, that using such weapons is more intuitive (to members of that culture) than using a longarm or handgun, and give it BEF 6. (Or you might decide that they get a free aim action with a headgun every turn in combat.) These kinds of issues are important when adding skills to the game, but also show why it's easier to add fields.

Using Skills You Don't Have

Any character can attempt a task in a skill they don't have. Their score is equal to the skill's formula, and they incur a -1 modifier to the task. It's also important to remember that non-familiarity modifiers (NFM) are likely to apply.

E.g. a character attempting to fly a plane without the Aircraft skill has a Score equal to $(DX+PC)/2$, incurs a -1 modifier, and has to figure out the controls of a presumably unfamiliar aircraft. This would not be so bad if the character had watched someone else fly the plane many times and had asked what the different gauges meant, or if they were in radio contact with an experienced pilot who could explain the control and instrument layout.

Using Attributes as Skills

Some attributes are useful as general-purpose skills for many situations.

Dexterity. Dexterity is used together with relevant knowledge to perform assembly, disassembly, or repair tasks. In general, repairs are performed only after the problem has been diagnosed (either directly, by observing the problem using Search, or indirectly by inferring the problem from its visible symptoms using Theory), although in some cases repairs are conducted as routine maintenance (e.g. cars have certain parts replaced every so often because otherwise failure is inevitable).

E.g. a surgeon uses dexterity together with knowledge of medicine and surgery to perform surgical procedures, while an electronics expert might use soldering irons and heat sinks to perform repairs on an electrical circuit. Although both are using their native dexterity to perform their tasks, it is their knowledge that, principally, differentiates them.

Almost all tools (designed by and for humans, at least) can be operated with a roughly similar set of motor skills, and operating a new tool generally requires little more than learning how the tool works and knowing what one wants to do with it (i.e. overcoming an initial non-familiarity modifier).

E.g. a proficient surgeon, who has only used a scalpel to cut through tissue before, is invited to observe the use of a laser scalpel, and practice using the laser scalpel on some inanimate objects (possibly cadavers) to “get a feel for it”. This process of familiarisation eliminates most of the non-familiarity modifier he/she would otherwise incur on his/her first live patient. Having performed a few procedures with the new implement, he/she is as proficient with it as he/she was with the scalpel.

Intelligence. Intelligence can be used to recall or look up specific information within a character's fields of knowledge (or which the character might know for some other reason).

E.g. a character who knows some medicine and is told that another person is suffering from a pain in the abdomen might remember that this could be caused by appendicitis, and might further remember other associated symptoms and be able to suggest that the if the person has these symptoms he/she should get to a hospital as soon as possible.

Perception. Perception is often used to notice things that a character wasn't specifically looking for (versus Search, which is used to spot things for which one is looking).

E.g. a guard who is not especially alert might notice a character trying to sneak by stealthily by making a perception roll that is better than the sneaking character's stealth roll.

Willpower. Willpower can be used to persist in a course of action when a person would normally grow frustrated or discouraged. In some cases this may simply obviate a negative modifier that a character might suffer for “running out of ideas or enthusiasm” while in others it might allow a strong-willed character to keep going at something after everyone else gives up.

E.g. a character is trying to pick a lock that is very difficult to pick, and has failed several times in a row. The GM says that they are getting very discouraged, and starting to make the same mistakes over and over. The player might try to forget the failures, concentrate, and take a fresh approach (by making a WP roll), or just give up.

Empathy. Empathy can be used to gauge other people's feelings and motives, including seeing through fake emotions and detecting dishonesty. Empathy is seldom certain, but it can often be indicative.

E.g. a detective interviews a suspect at the scene of a murder. The detective uses her empathy to attempt to detect whether the suspect's prolific tears are genuine or forced.

Appearance. Appearance can be used to excite sexual interest in people so-inclined (and may have that effect whether the character wants to or not). People who are sexually interested in a character will behave very differently, or may have to perform willpower rolls to avoid being distracted.

Acrobatics

The acrobatics skill is what gymnasts, contortionists, and some circus performers specialize in. Any Jackie Chan movie (the ones made in Hong Kong, at least) will give you an idea of what an acrobat can do.

Acrobatics often comes into play for characters attempting to fit into odd places, soften falls, or perform feats of balance and agility (e.g. walking a tightrope).

Acrobatics skill can be used in hand-to-hand combat to dodge (instead of using AG or the HTH Combat skill).

Aircraft

This is the skill of piloting an aircraft by stick. It is used when operating both fixed wing and rotary aircraft, although a pilot with no rotary experience should incur a major NFM (non-familiarity modifier) that will take significant time and/or training to fade when attempting to operate a rotary wing aircraft or a vectored thrust fixed wing aircraft for the first time.

Future aircraft, such as aircars currently under development, may well be operated via "point and click" interfaces, in which case the Aircraft skill will not be required except, perhaps, if manual override is possible.

Animal Handling

This skill is used to operate animal-drawn vehicles, such as wagons or carriages.

Animal Training

This skill is used to train animals. It can be employed as a Charisma-like when dealing with animals. An animal trainer will be able to make animals react better to him/her—unfamiliar types of animals imply an NFM (non-familiarity modifier).

Archery

This skill is used for making attacks with bows (but not crossbows, which are longarms or handguns).

Armor/Exoskeleton

This skill encompasses working in heavy protective attire ranging from ancient and medieval armor to spacesuits and exoskeletons. In general, Armor skill level is used to mitigate the negative modifiers to agility and dexterity (AG/DX) related tasks caused by wearing protective attire.

Athletics

This skill represents a character's overall athletic prowess, and is used for running, jumping, and so on. Stamina limits how much a character can do, but Athletics determines the character's prowess.

This skill is also used for climbing (trees, walls, etc.). Climbing with equipment, and learning specific climbing techniques (such as chimneying or abseiling) require overcoming a non-familiarity modifier (NFM) but allow far more difficult climbs to be attempted in far greater safety.

Rock-climbing would be an excellent example of an application of athletics a character could get a long-term familiarity in.

Athletics may be used in travel or pursuit on foot. In anything but a very short pursuit, Stamina will also come into play.

Charisma

Charisma represents a character's ability to form positive impressions on people. Often a group of player characters (PCs) will have a spokesperson (or "front") whose job it is to talk to people, get information, and so on. Charisma is the key skill for such a person.

Depending on the initial disposition of the people a character encounters, charisma attempts may receive a positive or negative modifier. (See the NPC Reactions table for more details, page 96).

Reaction Table	
Charisma QR	Reaction
QR1	They may not be sure why, but they really like you. First impressions tend to last, and you've formed a good one.
QR2	You're all right.
QR3	You seem OK, although they may change their minds over time.

QR4	They haven't formed a strong impression yet, but they're willing to wait and see what to make of you.
QR7	They haven't formed a strong impression of you, but there's something about you they just don't like.
QR10	They don't like you. They <i>really</i> don't like you.

Confidence

Confidence is fundamentally the ability to lie convincingly in one-on-one situations (not prepared speeches). This encompasses such tasks as feigning emotions (especially confidence, of course), dissimulation, misdirection, and so forth.

This is a crucial skill for confidence tricksters and other rogues, but also useful for investigators (police or journalists). It's not a skill that habitually honest people are likely to get good at, even if they have the talent.

Empathy can sometimes see through (block) confidence, but seldom with absolute certainty.

Confidence Table	
Confidence QR	Reaction
QR1	The lie is utterly convincing. Even if they find evidence to the contrary they might require further evidence.
QR2	The lie is convincing. If they find evidence to the contrary, they'll probably think you believed what you said.
QR3	The lie is pretty convincing. They'll probably believe it until they see evidence to the contrary.
QR4	They don't necessarily disbelieve you, but it occurs to them that maybe they might need to check up on whatever you've just told them later.
QR7	They don't believe the lie.
QR10	They don't believe the lie or you.

Dance

Dancing is a social skill that in some cases can substitute for, or augment, Charisma. (E.g. at a ball, one's dancing might interact with one's charisma when forming impressions.)

In many societies, dancing is a viable professional skill.

Disguise

This skill encompasses acting, mimicry, and the ability to adopt a specific appearance. In general, it will be easier to disguise oneself as a generic type (e.g. a soldier or a street hustler) than as a specific person, and the degree of physical resemblance will also play a role.

Gambling

This is gambling as an *interpersonal* skill. It could just as easily be called **Bluff**. In many games of chance (e.g. Stud Poker or Blackjack), the odds can be calculated by a mathematician or simply learned by experience or memorization. Many gambling games require no skill per se (e.g. Roulette). None of these games of chance requires a new skill. Gambling is for games where a character is matching wits with other players directly, such as poker.

Groundcraft

This skill is used to operate powered ground vehicles, such as cars, motorcycles, tracked vehicles, and so forth. (Obviously, non-familiarity modifiers (NFM) may apply when dealing with unfamiliar vehicles.)

Hand-to-Hand Combat

This skill is used for all forms of hand-to-hand combat, including unarmed combat, using swords, maces, polearms, and so on. It is used to attack and parry, and may be used to dodge. (Extremely specialised combat-inspired skills, such as fencing, kendo, and Greco-Roman wrestling, should be treated as sporting skills.)

A character may choose one favored class of *mêlée* weapon at levels 0 and 10. The character gains a +1 modifier when using a favored class of weapon. A class of *mêlée* weapon can be favored twice (for a +2 modifier).

Characters who have level 10 or higher in hand-to-hand combat may obtain additional favored weapon classes for 10CPs each.

Note: why is there one general-purpose HTH combat skill and not, for example, a one-hand slashing weapons skill, or a rapier skill, or a rapier parry skill, and so forth? It's impossible to name a character from fiction or, for that matter, the real world, who was notable for being able to use a sword but not a mace, or to attack but not parry.

A swordsman will learn to use a variety of weapons both to stay in shape and to learn to fight against them. The idea of a character being highly capable with a sword and utterly clueless with a spear or in a fistfight (common in some skill-based games) is simply ludicrous.

Indeed, today many martial artists are required to train with an array of weapons representing the things that would likely be used by their opponents. The skills, reflexes, and instincts honed by this training and experience have little to do with the specific weapon employed.

Some martial arts (e.g. Greco-Roman Wrestling) focus almost entirely on grappling to the exclusion of almost anything else. Arguably, skilled practitioners of these arts have acquired a generic sporting skill and not HTH Combat.

In contrast archery, handguns, and longarms can be learned in complete isolation from one another.

ForeSight provides a number of mechanisms for creating a character who favors a sword and/or might be awkward with a mace: a character using a wholly unfamiliar weapon will incur a **non-familiarity modifier**, while a character using a favored heirloom sword might have a **long-term familiarity**. Finally, the HTH Combat skill has a special case “favored weapon” bonus, where a character may choose one or more classes of favored weapon as he/she gains skill.

When a character uses the hand-to-hand combat skill to **dodge** and parry melee attacks he/she can apply his/her favored weapon bonuses for unarmed combat or the attacker’s weapon (whichever is better).

E.g. a character with a single favored weapon bonus for unarmed combat and two favored weapon bonuses for swords could dodge a sword attack at +2, and any other attack at +1. The idea here is that knowing how to attack with a weapon helps you know how to avoid attacks with that weapon, and that people trained in unarmed combat spend a good deal of time learning how to avoid being hit by people who are armed.

Handguns

Marksmanship with pistols. A handgun is a firearm that is designed to be fired single-handed and does not have a shoulder-stock.

Initiative*

This represents a character’s ability to quickly size up a tense situation and thus be able to act quickly and decisively. It is crucial in combat, but may be developed on the sporting field or in any number of non-violent pursuits.

* All characters receive the initiative skill (at level zero) for free.

Lockpicking

This represents a character’s ability to open mechanical locks with picks or other tools. Whether lockpicking is considered to extend to electronic locks and safes is up to the GM. (Arguably, safes are dealt with using mechanical engineering and electronic locks with electrical engineering, or relevant vocational fields—indeed Safecracking would make a fine vocational field.)

Longarms

Marksmanship with rifles and other weapons designed to be fired directly at a target from the shoulder. (This includes many kinds of light support weapons such as light rocket launchers, and most crossbows.)

Motorcycles

This skill is used to operate two-wheeled ground vehicles such as motorcycles and bicycles.

Musical Composition

The ability to compose music.

Navigate

The ability to keep one's sense of direction, infer efficient routes through terrain, and so forth.

When travelling long distances, vehicle skills determine how fast one can safely drive along the route chosen, but navigation skills determine which route is chosen, and should usually be just as important.

Pain Resistance*

This is a character's ability to handle pain. The most common uses of this skill are avoiding stun (i.e. incapacitation by pain) after suffering a wound and recovering from stun having failed to avoid it. (See the combat rules for more detail.)

Withstanding torture and interrogation are also obvious cases where pain resistance may come into play.

* All characters receive the pain resistance skill (at level zero) for free.

Personal Flyer

This skill is used to operate very light aircraft that are steered with one's body rather than using controls. This includes parachutes and hang gliders at our current level of technology and "jet packs" at higher technology levels.

Pickpocket

This skill is used to remove people's personal belongings from their possession without being noticed. It can be blocked, passively, by perception.

A QR3 or better pickpocketing attempt is not noticed. A QR4 attempt is noticed just as it's happening. A QR7 attempt is noticed just before it happens. A QR10 attempt arouses suspicion before the victim is even within reach.

E.g. Amy brushes past a street urchin in Islamabad. The street urchin has attempted to pick her pockets and has rolled a QR3. Amy makes a PC roll and gets a QR4, which partially blocks the QR3, turning it into a QR4. She notices something brush her and turns, but is a moment too late. She can see the urchin running into the crowd, and it's not worth chasing him for her cell phone...

Ride

This skill is used to control horses, camels, and so forth as vehicles. It encompasses both an ability to communicate with and control a mount and retain one's balance.

Sail

This is the ability to operate sail craft, large and small.

Search*

This is the ability to deliberately examine an object, area, or other thing looking for interesting or anomalous detail. (The ability to notice things by accident is handled by the perception attribute.)

Direct diagnosis. A character with appropriate knowledge can search a person or object for signs of damage, illness, or defect, such as wounds or broken limbs in the case of a person or creature, or strange readings, missing or broken parts, or strange behavior in a machine.

E.g. a character with some medical knowledge could easily identify a bleeding wound, broken limb, or oozing pustule and jump to obvious conclusions in each case. Similarly, a character with mechanical knowledge could infer a number of possible problems from the information that a car won't start, perform simple tests to eliminate different possibilities, and most likely fix the problem.

* All characters receive the search skill (at level zero) for free.

Seduction

This is the ability to sexually entice members of the appropriate sex. The fact that someone is being seduced will be apparent to a character whose empathy roll is better than the seduction roll (but they may opt to go along with it).

Seduction is generally conducted in several stages, with each stage building on the level of success of the previous stage. Depending on circumstances, stages can be skipped or repeated. (Have fun, and don't forget player input modifiers!)

Suggested stages for seduction are: enticement, opening line, banter, intimacy, sex.

Sing

This is the character's trained singing ability. Singing is not based on any specific attribute (mainly because adding an attribute just to represent how nice a character's voice is didn't seem worth it).

Sleight of Hand

This is a character's ability to perform minor magic tricks and other sleights of hand. This skill encompasses pickpocket, but if you simply want to pick pockets it's easier to learn the pickpocket skill.

Slings

Marksmanship with the sling (a primitive missile weapon).

Spacecraft

The skill used to operate powered spacecraft outside a planetary atmosphere. Inside a planetary atmosphere a spacecraft that is aerodynamic will be operated using the aircraft skill, whereas a spacecraft that uses "brute force" to fly (e.g. bedstead rockets or anti-gravity vehicles) will still be operated as a spacecraft.

Stealth

A character's ability to go unnoticed. This includes hiding in shadows, sneaking, making use of camouflage, and blending into crowds.

Common situations in which stealth plays a role:

Sneaking past someone. This is generally a contest of stealth and perception, if they're not actively looking, or search, if they are.

Contact engagements. This occurs when two (or more) possibly hostile parties are moving around cautiously hoping not to be taken by surprise.

A simple method for resolving this is for both sides to all make Stealth and Perception rolls and then add the *worst* Stealth QR to the *best* Perception QR.

Reduce the total of a group that is waiting in ambush by 4.

Reduce the total of a group that is moving very cautiously by 2.

Increase the total of a group that is moving hastily by 2.

Contact Engagement	
Difference	Result
4+	Surprise! The party with the lower total catches the other party entirely unaware. It may choose to avoid the encounter if it wishes, or to initiate the encounter anywhere between contact or observation range. If the party with the lower total chooses to initiate hostilities immediately, it will have a +4 situational modifier for initiative, and the surprised party will have a -4 modifier.
3	Surprise!

	The party with the lower total catches the other party entirely unaware. It may choose to avoid the encounter if it wishes, or to initiate the encounter anywhere between contact or observation range. If the party with the lower total chooses to initiate hostilities at observation range they will have +4 initiative for the first round. If the party chooses to initiate hostilities at contact range, there will be no situational bonuses, but they will have taken cover.
2	The party with the lower total sees the other party first at observation range. They have time to get out of sight or initiate hostilities with a slight advantage (+2 initiative for them, -2 for the others).
1	The party with the lower total sees the other party at observation range, but the other party will see them immediately afterwards.
0	The two parties notice each other simultaneously. If the totals were even, it was at observation range; if odd it was contact range. If hostilities start immediately, both sides will incur a -2 initiative modifier on the first round.

The range at which contact occurs depends on the nature of the contact and the terrain in which it takes place. The more open the terrain, the further away parties are likely to notice each other.

Engagment Ranges		
Terrain	Contact Range	Observation Range
Flat, Open	100m	2km
Flat, Mixed	50m	1km
Rolling Hills, Scattered Trees	30m	500m
Light Forest, Mountains	15m	250m
Dense Forest	10m	100m
Dense Jungle, Caves	5m	50m

Stamina*

A character's physical fitness. Stamina is not used to complete tasks, but a character's Stamina score is used to determine the size of his/her stamina reservoir. Points from the reservoir are used when the character exerts him/her self and are recovered through rest and recuperation.

Stamina scores above 20 are used as is (and not converted into 20+n figures).

* All characters receive the stamina skill (at level zero) for free.

Survival

A character's ability to survive in the wilderness. In general, this means finding food and water, and finding or making shelter. Familiarity with the terrain is

included in the BEF, knowledge of local wildlife and vegetation would clearly be useful too.

Swimming

Swimming is to activity in and under water what athletics is to activity on dry land. In contests where speed or the ability to maintain position or orientation in water are required, use the swimming skill.

Teach

A character's ability to transfer knowledge and skills.

The teach skill can be used to help another character to quickly overcome an NFM, learn a skill at level 0 (the character learning the skill must still pay the CP cost to acquire the skill, but can do so immediately), or transfer knowledge specific to a task.

A character can only teach what he/she knows (i.e. help another character overcome an NFM he/she doesn't have, learn a skill he/she does have, or transfer knowledge he/she knows). Exactly how much time this takes is up to the GM, and will vary depending on circumstances. For teaching skills, you can use the skill cost in hours (intensive training) as a rough guide.

E.g. After a short, bloody gun battle with several suspected terrorists in a warehouse, Amy discovers a bomb and thinks it has been armed. She is no bomb disposal expert, but is quickly patched through to an expert on the radio. The bomb disposal expert knows what to look for (making a QR2 intelligence roll at +2 for having extensive knowledge in the area) and then quickly tells Amy what to look for on the status display (which, inconveniently, doesn't simply display a numerical countdown). The GM thinks this is easy enough to do automatically, so no roll is made to transfer this knowledge.

Amy makes a search roll to look for signs the bomb is armed (the GM rolls secretly, she succeeds) and she learns the bomb is armed. The expert now needs to teach her quickly how to read the binary display of status LEDs and convert it to a time. This requires a teaching roll! Fortunately, the expert is an experienced instructor and makes the teaching roll easily. "The most significant bits are on the left. What is the leftmost LED that is flickering on?" he begins...

Theory

It would be more realistic to have several theory skills today and hundreds in the past, to reflect the degree to which our ability to apply knowledge across disciplines has improved as we have developed methods of indexing, standardized measurements, and even other intellectual tools that were unknown a few hundred years ago and yet are now routinely taught in elementary school. But this is a game and not a thesis on semiotics.

Theory represents a character's ability to understand real world observations in terms of theoretical knowledge, think through theoretical problems, and then convert theory into practical plans, predictions, and designs.

This encompasses pretty much what academics, engineers, scientists, doctors, unusually competent car mechanics, and some plumbers do. In some cases the

theory involved may be quite simple, and most of the work is in the area of making the observations and carrying out the plan or design.

A character may choose one favored field or specialization for every five levels of theory they acquire. The character gains a +1 modifier when working on a favored field or specialization.

A character can only favor a specialization if he/she has already favored the field to which it belongs. A character cannot favor a field of which he/she has only learned the basics. A character cannot favor a field more than once. The +1 modifiers for favoring fields and specializations are cumulative (e.g. if Astrophysics is a specialization of Physics, and a character favors both, then he/she gains a +2 when dealing with Astrophysics).

E.g. Amy has level 9 in theory, which means she is allowed one favored field. So it's time to decide if she's a hacker who knows a bit about the law, or a lawyer who knows a bit about computers. She decides to go for hacker. Amy favors Computer Science. When she gets to level 10 in theory, she could favor Law as well, or favor a Computer Science specialization, such as Computer Security. Then she'll be a real hacker!

Possible uses of theory in play include:

Understanding an observed phenomenon in terms of applicable theory. A search or perception task has revealed an interesting piece of information. A theory task may be able to explain it, put it in a broader context, classify it, or make a prediction based on it.

The phenomenon in question might be a subspace anomaly (in which case the applicable theory might be Astrophysics) or a legal case (in which case the applicable theory might be Criminal Law).

Solving a theoretical problem. Based on one's understanding of a situation, and using theoretical knowledge, a character can attempt to determine a way to change it. Putting the solution into practice may entail designing a new device or modifying an old one.

Indirect diagnosis. Sometimes a malfunctioning device or sick patient will exhibit symptoms that do not directly reflect what is wrong with him/her. In such cases it is possible that a theoretical insight into how the device or patient works may allow diagnosis of the actual problem rather than merely treating superficial symptoms. (Note that direct diagnosis is performed using the Search skill.) Indirect diagnosis will usually build on the results of a Search task (where the diagnosing character, or someone else, has looked for symptoms of what might be wrong).

E.g. a program that runs too slow could be sped up by running it on a faster computer (this requires no theoretical insight) or by figuring out why it runs slowly and optimising it. A car that is consuming too much fuel could simply be refuelled more often (again this requires no theoretical insight) or an insight into how cars work might lead to other possible problems (e.g. the engine being out of tune, the air conditioner being improperly engaged, or the tires being under-inflated) being identified and fixed.

Determining the steps needed to repair a malfunctioning object. Having determined what's wrong with something, in some cases the solution will be obvious (e.g. if a component is broken, replace it) and other times it will involve more theory. If the component cannot be replaced, how can a replacement be

jury-rigged? How can the device be modified so as not to rely on that component?

Designing a modification. Having a sound theoretical understanding of a device makes it easier to design modifications for it, or design modified versions of it. In general it's easier to modify something that already works than to start from scratch, but modifications always involve trade-offs

E.g. many people these days “clock chip” their PCs, which trades off reliability, power consumption, and possibly noise, for performance—this is still a lot easier than designing an entirely new, faster PC from scratch.

Designing a new piece of equipment. In general, designing new pieces of equipment should be broken up into components (which is how such things are done in the real world). Unless a design is wholly innovative, most components will be standard parts and the overall design itself will probably be based on something else.

Attempting to invent a device based on theoretical principles. Designing something entirely innovative is really beyond the scope of game rules to even discuss, but it may be something that forms the back-story for a plot. Again, this will tend to be broken down into sub-projects, such as prototypes, proof-of-concepts, and then individual testable components.

Throw

The ability to throw things accurately and far. This skill is used to perform ranged attacks with thrown objects such as knives, spears, and rocks.

Watercraft, Powered

The skill used to operate powered watercraft, including galleys (which are human powered), motorboats and ocean liners. Presumably non-familiarity modifiers are in order when switching from one to another.

Rowing would be a generic sporting skill.

Generic Skills

Generic skills must be specified when a character chooses them. Examples might include “painting” for generic artistic depiction, or “putting” for a generic sporting skill. Exactly how specific such a skill must be is up to the GM. A character may start learning a similar skill at a level equal to 25–75% of his/her level in an existing skill depending on the level of similarity. E.g. a character who has Harpsichord at level 12 might be able to start Piano at level 9.

Generic Artistic Depiction

Examples of this skill would be sculpting, painting, drawing, water color, 3D modeling, and calligraphy. All are related to one another, but 3D modeling would be more strongly related to sculpting and drawing than painting (say).

Generic Game

Examples of this skill would be Chess, Go, Chinese Chess, Backgammon, Monopoly, and Board Wargames. This skill assumes the game has some kind of intellectual component; no amount of skill will make a player better at Snakes & Ladders.

In some cultures, proficiency at certain games is considered an essential social grace (e.g. Go in the Japanese court, Chess in 19th Century European society, Backgammon in the Roman Court of Claudius).

Some of the more ancient and deep strategy games, such as Chess and Go, have associated fields of knowledge into which one can sink an infinite number of education CPs (Chess players study and memorize opening moves and specific problems while Go players learn to recognize patterns). For each 10CPs invested in such studies (of a specific game) the player earns a +1 modifier.

The less luck dependent the game is, the more rounds of opposed rolls should be used to determine the outcome. E.g. Chess could be resolved as a series of five opposed resolution attempts, while Go could be resolved as a series of ten. At the other end of the scale, Monopoly could be resolved with one set of rolls and Backgammon with two. Games like Chess and Go allow for handicapping, which could be represented by points "spotted" by one player to the other in advance.

Generic Heavy Weapon

Examples of this skill include mortars, tripod-mounted machineguns, and so forth. (A bipod-mounted machinegun is fired from the shoulder, so it's a longarm.)

Generic Musical Instrument

Examples of this skill include guitar, piano, and xylophone. The xylophone is more strongly related to the piano than either is to the guitar. Piano is very strongly related to harpsichord and modern keyboards. Guitar is somewhat related to stringed instruments played with a bow.

Generic Sporting Skill

Examples of this skill include tackling, shooting hoops (basketball), batting (baseball), batting (cricket). The latter two are strongly related (many good baseball players have little trouble adapting to cricket, and vice versa).

Generic Tools of Trade

This generic skill represents experience and training with a range of tools and techniques common to a related set of technical or scientific fields of knowledge

where finesse is critical. This skill can be used in place of Dexterity for repair and assembly tasks where appropriate. Examples of this skill would include Surgery, Carpentry, Lens Grinding, Jewellery, Watchmaking, and Diamond Cutting. (To differentiate cases where a skill is justified from cases where Dexterity alone suffices, consider that “surgeon” and “diamond cutter” are recognised professions, whereas a car mechanic who is simply good tools but does not understand how cars work does not have a job title.)

Also note that Dexterity can be used on its own to perform repair and assembly tasks in place of a Generic Tools of Trade skill, but will incur a negative modifier (typically -3) relative to use of the specific skill.

Familiarity & Unfamiliarity

Familiarities represent unusual levels of experience or inexperience with a particular situation or object. Imagine that a character might be a superb space pilot, but, placed at the controls of an alien spacecraft, she would find any given piloting task far more difficult. On the other hand it is possible to benefit from long-term familiarity with a specific situation or item. The same pilot might have an edge when operating a specific space fighter because, over the years, she has acquired a deep understanding of all its little quirks.

Non-Familiarity

Non-familiarity is the most common kind of familiarity. Since characters in adventure stories are frequently exploring exotic places, they are bound to encounter the unfamiliar. A non-familiarity modifier applies to characters using unfamiliar equipment or dealing with unfamiliar situations.

No hard and fast rules are provided for eliminating non-familiarity modifiers. The GM should simply assume that they gradually wear off as the characters grow accustomed. **Remember that non-familiarity modifiers may wear off, but usability issues will always remain. A set of controls designed for someone with four arms and 360° vision who sees in infra-red will never be easy for a human to use.**

Non-Familiarity Modifiers	
Unfamiliarity	Modifier
Alien. Utterly alien, hideously complex.	-10
Bizarre. It's like learning it all over again from scratch.	-5
Foreign. One of these things must be a radar display of some kind.	-3
It's just wrong. The controls are flipped around, but basically the same.	-2
It just feels different. It'll just take a little getting used to.	-1

Long-Term Familiarity

A long-term familiarity represents intimate familiarity with a particular item or situation when using a specific skill, field of knowledge, or attribute. A long-term familiarity provides a +1 modifier to relevant tasks, and costs $N \times 5$ character points, where N is the cost of the skill, or 2 for a field of knowledge or attribute.

E.g. a character might gain a long-term familiarity with a pistol. The relevant skill would be handguns and so he/she would gain a +1 modifier when using the handguns skill with that pistol, it would cost 10 (2×5) character points. Note that this familiarity doesn't make the character better at repairing the weapon (that would be a different long-term familiarity).

Only one long-term familiarity of a specific type may be acquired. A character may not buy three long-term familiarities with handguns using a specific pistol. He/she could gain three different long-term familiarities with three different kinds of pistol.

Long-term familiarities may, occasionally overlap, in which case their modifiers would stack as normal. This is not intended as a loophole for stacking long-term familiarities on the sly. In general, only one long-term familiarity should apply to a particular resolution attempt.

E.g. a character might obtain a long-term familiarity with theory and the economics of metal production, and another long-term familiarity with theory and the economics of the arms trade, and then might gain a +2 modifier when attempting to determine why a warlike nation were importing huge amounts of an odd assortment of metals.

Environment Familiarity

Environment familiarities are used to represent characters' familiarities with an open ended set of broad terrain types. They are represented as a number ranging from 0 (total unfamiliarity) through to 3 (great familiarity) and designed to feed directly into BEFs containing an E. So a character with a familiarity of 3 with forests and a skill with BEF 2+E will have a BEF of 5 with that skill when in a forest.

Environments	
Type	Description
Interior	Building interiors.
Urban	Artificial landscapes, built-up areas where almost everything is human-built.
Suburban	Mixed landscapes of human constructions and cultivated land.
Plains	Normal Gravity
Brush	Heavy Gravity
Forest	Extreme Gravity

Environments	
Type	Description
Caves	Natural caves and caverns.
Crags	Broken, rocky landscapes, such as in gullies and canyons.
Desert	Open, barren landscapes.
Snow/Ice	Areas almost entirely covered with snow and ice.
Water	Open water.
Marsh	Wetlands and natural riverbanks.

This is hardly an exhaustive list. It's easy to imagine many other environments featuring in some settings. Alien cities may have very different interior and urban environments than those built and inhabited by humans.

Gravity Familiarity

Gravity familiarities are used to represent characters' familiarities with different gravities. In most settings everyone will have a familiarity of 3 with the ambient gravity and you can pretty much forget about these rules. But in some settings (e.g. science fiction settings involving planetary exploration) gravity familiarities will be important.

As with environment familiarities, gravity familiarities range from 0 (total unfamiliarity) through to 3 (great familiarity) and feed into BEFs containing a G.

Gravity Bands		
Abbreviation	Description	Range
ZG	Zero Gravity	<0.01g
NW	Near Weightless	0.01—0.1g
LT	Light Gravity	0.1—0.5g
NL	Normal Gravity	0.5—1.1g
HY	Heavy Gravity	1.1—2.0g
EX	Extreme Gravity	>2.0g

One kind of gravity not covered here is spin-gravity. Artificial gravity produced by centripetal force (e.g. in rotating space stations) is not going to operate exactly the same way as regular gravity. The simplest way to handle this is to treat "spin gravity" as being a non-familiarity modifier on top of the gravity band (e.g. a slowly rotating space station might have a spin gravity of 0.2 (LT) but also impose

a non-familiarity modifier of –1 for most activity and –2 for throwing objects accurately or performing gymnastics).

Fields of Knowledge: Descriptions & Examples

Every field of knowledge will be the product of the place and time where it was learned. A character who learns law in 19th century Rhode Island will not be learning the same law that a character who studies law in Paris at the same time learns, nor the same field that we would learn in Rhode Island today. A physicist from 19th century Rhode Island will not know anything about Relativity or Quantum Mechanics (and will probably have at least as much trouble with it *conceptually* as Albert Einstein did).

The context in which a character learns a field will affect both what they know and the techniques they've learned. While a character who learned TL4 chemistry might never have heard of DNA or plutonium, he/she would probably know how to determine the pH of a liquid using only a pipette and some indicator. Meanwhile, a character who learned TL6 chemistry would know a good deal about DNA but be accustomed to measuring pH with an electronic meter.

Usually, such details can be ignored. The fields a character knows will make sense in context. In some settings, players (and GMs) will need to note down the TL of each field a character knows.

Time travel provides extreme examples. In Dr Who the central characters are all time travellers, and the writers frequently point out (and just as frequently forget) that someone who learned Medicine on 20th century Earth might not be terribly useful in a 25th century alien hospital.

Adding New Fields

There are thousands of fields of knowledge and it would be impossible to list every one (or even just those that might be relevant to adventurers). Before *Raiders of the Lost Ark*, the idea of an adventurer knowing anything much about archaeology would not have occurred to many people.

If you need a new field of knowledge to represent a character's expertise you really only need to think of a field of similar type or scope, or consider whether there are other fields with which to replace it.

E.g. if you wanted a character to be a Meteorologist, you might decide to create a new field (Meteorology) with the same Basic, Standard, and Specialization costs as the other sciences, such as Physics, or to treat it as a specialization of Physics (say). Both are valid options (and can co-exist: one meteorologist might learn the field as a specialization of Physics while another just learns it from scratch).

Sometimes the need for a field will be less obvious, or it will not be clear whether a given learned ability should be treated as a field or a skill. In general, err on the side of adding fields to the game (it's easier for starters).

E.g. two abilities requested by different play-testers were Interrogation and Cooking.

Interrogation seems to me clearly more of a field than a skill, and I would rate it as similar to Surveillance in scope. (Like surveillance it is an odd assortment of useful tidbits from different disciplines, united by application rather than any kind of thematic unity, and the kind of thing someone would be sent on a course to learn about rather than do a degree in.) The interrogation field would be used in conjunction with various interpersonal skills (e.g. Confidence and Charisma) or raw attributes (Intelligence and Empathy).

A stronger case could be made for **cooking** to be a skill (use of knives and woks and so forth) along with a bunch of fields (Cordon Bleu, Cantonese, etc.). I'd lean towards making it a bunch of fields (cuisines) used with Dexterity and NFM's for unusual equipment, since cooking is unlikely to be central to most stories and saddling it with a skill seems excessive.

Using Fields: Putting Knowledge to Work

Fields are used in three main ways. The first (and perhaps most important) way is informally, as a guide to the kind of information that will be provided to a character. The second is to recall or research specific information within the field. The last is as a modifier for tasks performed with skills or attributes.

Informal use of fields. The GM may decide to tell a player something because his/her character knows a particular field and the information would be obvious to anyone familiar with that field.

E.g. a character trained in archaeology who enters a tent at a dig site to find a work table on which rest a box full of ceramic fragments, a notebook with many cryptic annotations, and a number of brushes and bladed tools might get a very different description of these items than a character with no such training.

Recall and research. Sometimes a character will want a particular piece of information and have knowledge that would either obviously encompass it or give them the ability to quickly look it up. The GM may decide that the information would be known to anyone as knowledgeable as the character is, or require the character to make an IN roll to remember the information, or require the character to make an IN roll to figure out how and where to find out the information. The character may receive a modifier based on how extensive or specialized his/her knowledge is.

E.g. a group of teenagers, who find themselves fighting different kinds of supernatural creatures in their high school every week, relies on their librarian to provide them with critical information on each creature's special abilities and weaknesses. Some of the more common kinds of creature the librarian knows about without even needing to stop and think, while others require poring over obscure volumes. In some cases, no information can be found, and they need to figure it out for themselves or seek external help.

Knowledge-based task modifiers. Many tasks require or benefit from pertinent knowledge. Diagnosing problems with patients and malfunctioning equipment requires knowledge of medicine or the relevant technology.

E.g. direct diagnosis is performed using the Search skill with modifiers based on the level of relevant knowledge the character attempting the diagnosis is. Indirect diagnosis requires Search (to look for symptoms) and Theory (to understand the underlying causes) modified by the character's knowledge.

Accounting

Knowledge of accounting theory and practice. A very useful field of knowledge for characters investigating white collar crime or government malfeasance.

Agricultural Science

The theory of farming, including the uses and interactions of different crops, soils, climates, and breeds of livestock.

Art Theory

The theory of art, including styles, periods, compositional techniques, the use of color, and so forth.

Biology

The knowledge of living organisms, including their behavior, inner workings, relationships, and classifications.

Biologists may be wanted on exploration missions (to identify, catalog, and assess the dangers and opportunities posed by newly discovered lifeforms).

Brewing & Winemaking

The knowledge of how alcoholic beverages are made, including an understanding of ingredients, production processes, and storage methods.

Business Administration

Knowledge of the theory and practice of running a business, including how to hire and manage employees, determine which parts of a business are profitable, and maintain relationships with customers and other businesses.

Chemistry

The theory of chemical substances, compounds, and chemical production processes, including an understanding of how to identify and synthesise different substances both in the laboratory and on an industrial scale.

Combat Engineering

Knowledge and practical experience of field fortifications, mines, demolitions, and other battlefield technology.

Computer Science

The theory of computers, hardware (from a logical viewpoint) and software, and including an understanding of data structures, algorithms, programming languages, and operating systems.

Computer scientists may be wanted on adventures to recover information from computer systems, devise programs to solve specific problems, or to penetrate secure computer systems.

Cooking

The theory of food preparation, including an understanding of different ingredients and their uses, and the preparation of food.

Demolitions

Knowledge of the kinds and applications of explosives and explosive devices.

Economics

The theory of resource allocation, including an understanding of both microeconomics (the study of individual markets) and macroeconomics (the study of national and international economies).

Electrical Engineering

The study of the generation, transmission, storage, and uses of electrical power, including both analog and digital devices.

Electrical engineers may be wanted on adventures to repair or modify electrical equipment.

Forensic Science

A diverse collection of technical and scientific knowledge that has relevance to legal (especially criminal) proceedings, including medicine, physics, biology, and so forth.

Geography

The study of the world, its forms, and inhabitants. The study of geography includes not only particulars (which nation, city, river, or mountain is where) but general relationships (the interrelationship of topography, geology, weather, and economic development, for example).

Geology

The study of the formation, composition, origin, and evolution of rocks and minerals.

Geologists may be wanted on exploration missions to identify potential ore deposits and possible sources of ground water, or to help survey land (e.g. for stable land on which to build).

In interplanetary settings, Planetology can be considered a specialization of Geology and vice versa.

History

The study of the past and of past documents. History is more than a list of facts but a body of knowledge and techniques used to assess what is probably true from a variety of contradictory and otherwise imperfect and incomplete sources.

Historians may be wanted on adventures for their ability to provide and/or recover pertinent background information, or to place information in context.

History specializations will reflect specific knowledge of a particular period and locale (e.g. the US Civil War or Mid-19th Century Europe) or a specific theme (e.g. labor relations or cavalry battles).

Language

In general, characters will know their own native language well. Language specializations represent dialects or bodies of jargon within a language.

Immersion in Languages

A character who is immersed in a society where a language is used may obtain that language at a discount of 50%. If the languages are taught rigorously in school and there is considerable exposure to the language in practice, the discount may also (at the GM's discretion) apply. This discount also applies during creation to characters who were immersed in a language as part of their background.

Obvious examples would be characters growing up in multilingual societies (including contemporary societies such as those of India, Singapore, Canada, Israel, and Switzerland) and multilingual households.

A character with one Indian and one Swiss parent who grew up in the US, became a soldier, and was posted to Korea, Japan, and Saudi Arabia, and then became military attaché to Spain, China, and Russia, would be able to get a *lot* of languages at a 50% discount.

Language (Similar)

Language (Similar) reflects the cost for a character to learn a language strongly-related to a language he/she already knows, which uses roughly the same alphabet, has many common words, and a comparable vocabulary. E.g. a character who speaks and reads English trying to learn German or French.

A GM may wish to create a subtle range of grades of similarity for languages if language is an important part of his/her setting. Similarities might range from dialects of the same language, through very similar languages (German vs. Dutch), and so on.

Language (New Alphabet)

Language (New Alphabet) reflects the cost for a character to learn a language that requires learning a new writing system at the same time. E.g. a character who speaks and reads English trying to learn Chinese, Arabic, Hebrew, Japanese, or Thai.

Again, this is a simplification. Japanese uses multiple alphabets, Chinese a very complex alphabet. Vietnamese uses the Roman alphabet but in a way that makes very little sense to me. This is a set of game rules not a treatise on comparative linguistics.

Language (Alien Concepts)

Language (Alien Concepts) reflects the cost for a character to learn a language that requires not only learning a new writing system (if there is a writing system) but dealing with numerous untranslatable concepts caused by its handling of alien concepts.

Law

In general, a character will learn the law within a specific jurisdiction, and much of the specifics of what he/she learns will be peculiar to the jurisdiction in which he/she learns it. Most of the general principles and ways of thinking will be transferable to other jurisdictions, which should be treated as specializations or non-familiarity modifiers depending on the degree of difference from jurisdictions with which he/she is already familiar.

E.g. a character who learns Law in California might need to overcome an NFM to practice Law in New York, and another to practice law in Canada. The GM might rule that working in England would be a more severe NFM, while France would require a specialization. (France uses the "inquisitorial" system where the judge asks questions and can conduct investigations.)

Linguistics

Linguistics is the study of languages. To some extent, linguistics is an almost abstract academic pursuit. There is no guarantee, for example, that an expert in linguistics will be proficient in many languages or adept at learning new languages.

Literacy

The knowledge of how to read and write. A character will need to learn literacy again for languages that use different writing systems.

Literature

The study of written works.

Mathematics

A science dealing with the logic of quantity, shape, and arrangement. Mathematicians are good at deriving conclusions from assumptions and/or axioms, which is to say they are good at working with rules that can be simply stated.

In practical terms, mathematical knowledge may benefit tasks involving other fields such as physics, chemistry, or computer science, especially if numerical data analysis, statistics, geometry, topology, or cryptography are involved.

Mechanical Engineering

The study of machinery that operates by the transfer of physical force. This includes almost any mechanism that moves, moves other things, or bears weight. Before electricity became economically important in the early 20th century, this included almost everything other than food and clothing.

There are many other varieties of engineering, including Structural and Civil Engineering, that are separate fields in their own right.

Medicine

The science of preventing, curing, and alleviating disease and injury. Also see **Surgery**, page 93.

Medicine is a very good example of a field that will vary with the place and time where it is learned, also a very good example of a field that may well be useful to groups of adventurers, and finally a very good example of a field that can be used in conjunction with a wide variety of abilities (attributes and skills).

Basic Medicine includes knowledge of emergency diagnostic procedures and non-surgical treatments.

Also see Medical Intervention, page 110.

Military Science

The study of the use of military forces, including logistics (movement and supply), strategy (the conduct of wars), and tactics (the conduct of battles).

Musical Composition

The knowledge of the theory of music and musical composition. Basic Musical Composition can be assumed to cover a knowledge of musical notation, including the common scales.

Philosophy

The rational investigation of questions of existence, knowledge, and ethics.

From the first printing of ForeSight: "Philosophy: sounds useless, doesn't it? It is." While I'm here, I'd also like to paraphrase Steve Martin (once a star philosophy student) who said that most things you study in college you forget in a few years. But if you study philosophy, you remember just enough to mess you up for the rest of your life.

Photography

The knowledge of photographic theory and processes. Almost anyone can take a photograph (no field of knowledge is required). Knowledge of photography covers issues such as taking photographs for artistic effect, capturing difficult subjects, handling difficult lighting situations, determining whether a photograph is real or fake, and developing and printing photographs from film or digital data.

Having mastered the basics, photographers tend to specialize by subject (portraits, events, architecture, sports, wildlife, scenery).

Physics

The study of forces, energy, and matter.

In Science Fiction, if you're dealing with a new form of energy, a rift in the space-time continuum, or a new state of matter, you probably want to talk to a physicist. Physics is usually used to invoke the biggest plot devices.

Planetology

The study of the formation and evolution of planets, including their geology and climate.

Psychology

The scientific study of human thinking and behavior. Three major specializations today are: Cognitive Psychology (dealing with how people's internal mental processes), Social Psychology (dealing with social behavior and relationships), and Clinical Psychology (dealing with the treatment of abnormal human behavior).

Political Science

The study of government, including the acquisition and use of political power, and the mechanisms of government. A student of political science will typically learn mainly about his/her own and similar governments.

Security Systems

Knowledge of security systems, including how to deploy and bypass alarm systems and sensors, including simple surveillance systems (microphones and cameras).

Social Engineering

The study of the interaction of human behavior and social environments (such as laws, taxation, entertainment). This is a speculative science. Probably the closest field to it today is Public Economics.

A social engineer might devise changes to the tax system and other government policies that would be likely to reduce people's dependence of individual cars and trucks and increase use of the public transport system.

Also note: this term is sometimes used to refer to the process of achieving dishonest purposes by manipulating typical social behavior, e.g. the infamous hacker Kevin Mitnick uses the term social engineering to describe what he does (talk to different people within an organization to gain enough information to appear to be an insider and then so use people's natural tendencies to trust insiders and be helpful to bypass security). This is not what is meant by social engineering here. To do that kind of thing you might try the Charisma and Confidence skills.

Social Science

The study of human societies. Sociologists tend to study modern, heterogeneous, large societies while cultural anthropologists primitive, homogeneous, small societies. Aside from that the two disciplines are closely related.

Surgery

Theoretical and practical (hands on) knowledge of surgical procedures and techniques and anatomy. Specializations will tend to be around either condition-related procedures (e.g. cosmetic surgery) or a part of the body (e.g. brain surgery).

Basic Surgery includes knowledge of simple emergency surgical procedures.

Also see Medical Intervention, page 110.

Surveillance

Knowledge of surveillance technology and techniques, including assembly and deployment of listening and bugging devices, surveillance cameras, and simple security systems.

Theology

The systematic study of religious systems in general or of a religious system in particular.

Tracking

Knowledge of tracking techniques. Used in conjunction with search and perception to track.

Unarmed Combat Capture

Knowledge of holds and how to escape from them. A character who learns this field gains a positive modifier when attempting to pin another character or break out of a pin.

Unarmed Combat Defensive

Knowledge of defensive techniques when fighting unarmed. A character who learns this field is able to ignore the negative modifier when parrying unarmed.

Unarmed Combat Exotic Style

Knowledge of an exotic form of unarmed combat. If the GM has no great desire to handle exotic martial arts in detail, characters may learn this as many times as they like and give each instance an appropriate name (e.g. Mischievous Monkey Form or Angry Crane Stance). Alternatively, the GM may wish to come up with his/her own set of styles and dictate the conditions under which they can be learned (e.g. only by approaching a particular instructor or by defeating a practitioner in combat).

A simple rule is that each such style is either **offensive** or **defensive** in nature. When using an offensive style, opponents have more trouble anticipating attacks and suffer a -1 modifier to dodges and parries. When using a defensive style, opponents will not know how to penetrate your defences and incur a -1 modifier to attacks. Both of these are, in effect, NFMs and will wear off with familiarity.

It's perfectly reasonable to allow exotic styles to be employed in conjunction with other heroic weapons if the setting suggests such a thing. E.g. in a setting based on mythological China or Japan, exotic fields might well be associated with swordsmanship, staves, and spears.

E.g. Drunken style, which might be categorized as defensive, only works properly when the practitioner is drunk. Anyone attacking a practitioner of drunken style who is drunk incurs a -2 modifier if unfamiliar with the style, and a -1 modifier even if familiar with the style.

Since no rules for intoxication are provided elsewhere, here's a simple one: a mildly drunk character receives a +1 modifier for Pain Resistance, and a -1 modifier for any task requiring concentration, each additional level of intoxication causes a further +1 modifier for Pain Resistance and a -1 to all activity (not including Pain Resistance), and -1 modifier to anything requiring concentration. (So a level 3 drunk is at +3 pain resistance, -2 to all activity, and -3 to anything involving concentration (on top of the -2 to all activity)).

Unarmed Combat Lethal

Knowledge of how to strike for maximum effect with bare hands. A character who has learned this field may perform a lethal strike (normal range: PM -1, DC +1).

Unarmed Combat Throws

Knowledge of how to throw an opponent.

Generic Fields

Generic fields must be specified when a character chooses them. Examples might include “carpentry” for generic craft, or “ballet” for a generic dance. Exactly how specific such a field must be is up to the GM.

Generic Dance Field

Different specialized and formalised modes of dance can be learned as fields. These are used in conjunction with the dancing skill (and in some cases acrobatics). Examples would include ballet, ballroom dancing, traditional ceremonial dances from different cultures.

Generic Market Field

Knowledge of price trends within a specific market (e.g. gold, pork bellies, or treasury bonds).

Generic Theory

Far more theoretical disciplines exist than are covered in this list. In many cases such disciplines emerge first as specializations of a more general field, and then demand for people with that knowledge becomes such that it is taught on its own.

An example of this from the recent past would be Computer Science, which started as a specialization of mathematics and then became a discipline in its own right. An example of this from the present day is Planetology, which developed as a specialization of Geology.

Generic Trade

Knowledge of a vocational field, such as car mechanics, plumbing, household electrical wiring, carpentry, air conditioning, cobbling, or diamond-cutting. In general, specializations will deal with particular makes or types of device (e.g. a carpenter might specialize in cabinet-making, while a car mechanic might specialize in race cars or 1960s Mercedes models).

More Resolution Examples & Guidelines

These aren't rules! The beauty of the resolution system is that it lends itself so well to different situations that providing too many special case rules is often not necessary or desirable.

It's surprising how often a novice GM who thinks "there must be a rule for this" and having looked it up discovers the rule was just what he/she was going to make up anyway.

NPC Reactions

Often, the GM will have a pretty good idea of an NPC's initial demeanor. E.g. if the player characters are all dressed in Union uniforms and the NPCs are confederate soldiers, the GM may decide that the NPCs will be hostile. The following table lists some typical demeanors and provides a simple mechanism for randomly determining demeanor if you should ever need it.

NPC Demeanor			
D10	Demeanor	Description	Interaction
1	Hostile	The player characters are regarded as the enemy.	-3
2-3	Unfriendly	The player characters are viewed with suspicion.	-1
4-7	Neutral/Guarded	The player characters are viewed as an unknown.	+0
8-9	Friendly	The player characters are given the benefit of any doubt.	+1
10	Attracted	There's something about the player characters that makes them seem like potential friends or allies.	+3
D10 Roll Modifiers +1-2 if the characters are sexually attractive to the NPCs (AP 12+ makes this highly likely) +1-2 if the characters seem similar to very similar to the NPCs -1-2 if the characters seem different to very different to the NPCs -3 if the characters are clearly in an opposing organization +3 if the characters are clearly in the same organization +1 if the characters are in friendly organization			

The **Interaction** column is a modifier applied to interaction attempts (e.g. Charisma and Confidence rolls) applied to the NPCs.

An NPC's demeanor may not reflect his/her true feelings. Empathy can be used to detect if an NPC is masking his/her true feelings. (**Confidence** and **willpower** can all be used to mask feelings, while **disguise** can be used to feign specific feelings.)

Charisma can be used to improve an NPC's demeanor. Charisma attempts may be detected by **empathy** (which may or may not prevent them from working; sometimes knowing someone is trying to be nice doesn't nullify what they're doing).

Persuasion

Characters will both attempt persuasion and be the subjects of persuasion. In general, when trying to persuade player characters role-playing it out works far better than using task resolution. In any event, player input modifiers should be employed throughout.

Characters have a number of tools for persuading NPCs to do things or change their opinions. They can mask or feign emotions (using confidence and willpower, or disguise, respectively). They can lie convincingly (using confidence). They can assemble the facts at their disposal (using intelligence) and possibly construct a convincing logical argument (using intelligence or even theory). Along the way, they can gauge their target's reactions (using empathy).

The targets of persuasion may detect true feelings (using empathy), see through lies (using empathy), and possibly remember their own facts (using intelligence) or reach different logical conclusions (with intelligence or theory). They may just be hostile, lazy, stubborn, disinclined, or simply unable to do what is being asked of them.

Persuasion can be attempted using **emotional appeals** or **information** (real or invented) **engaging** or **avoiding** the target's full attention and making a **direct** request or **indirectly** laying out information that you hope will lead to the desired conclusion.

Emotional Appeals vs. Information

The first part of persuasion is building a case. This case can be based on emotion, information, or both. (But a case that is too long-winded or confusing can be its own downfall.) Typically this will involve intelligence to assemble, and may involve confidence to lie convincingly or seem confident or sincere, or disguise to fake emotions in general.

Emotional appeals rely on affecting the target's emotions. A powerful component will be the persuading character's own (apparent) feelings, which may be real or feigned (using **confidence** or **disguise**). The subject of a persuasive attempt may use **empathy** to verify the emotions. Emotional appeals are far more likely to be effective if the target actually likes the persuader.

Informational appeals rely on assembling an argument based on evidence. This evidence may, of course, be completely fabricated (lies using **confidence** and potentially detected by **empathy**) and the argument may itself be shaky. Informational appeals are less dependent on the target liking the persuader.

Considered or Hasty

The GM should consider whether the case is being carefully or hastily considered when deciding how well it is likely to be received.

Targets will be more likely to carefully consider matters that have direct relevance to them. Such persuasive attempts are more likely to be *thought through* by the target, and informational appeals are more likely to work in such cases.

If a target doesn't consider the matter personally relevant, or if a target is pressed for time, he/she may not devote as much thought to a decision. In general, emotional appeals work better when not given careful consideration, although informational appeals that give the appearance of having a vast amount of incomprehensible supporting data can also work well.

Direct vs. Indirect

Having made the case, the characters may want to gauge how effective it has been (using empathy) before making a request, which can be direct or indirect. Ultimately this request (performed with confidence or charisma) builds on the case that led up to it.

A direct approach entails stating what you want. This is the hard sell, and it's highly unlikely to succeed unless the target is almost persuaded anyway, perhaps as the result of a successful but inconclusive indirect approach. **A straight hard sell can be attempted using the confidence skill.**

An indirect approach entails appearing not to be presenting the target with information, and not trying to get something specific. This is the soft sell, and it's less likely to succeed or fail spectacularly (i.e. lower risk) but more likely to succeed slightly. An indirect approach may not lead to immediate action or the desired result, and will often entail a direct approach (hard sell) to close. E.g. the target may accept the information provided but reach a different conclusion. **A soft sell is usually performed using charisma.**

There is no firm dividing line between the direct and indirect approach. An indirect approach that suggests a limited range of options moving forward begins to look like a direct approach, until you get to "carrot and stick" options (offering rewards or threatening consequences is as direct as you can get).

Persuasion Modifiers	
Situation	Modifier
Target is hostile or unfriendly to persuader.	-1-4
Target is attracted or friendly to persuader	+1-4
Target considers the persuader to be different. An outsider.	-2
Target considers the persuader to be similar. An insider.	+1
Persuader appears to have genuine insight into the target's situation	+1-2
Persuader appears to have no clue as to the target's situation	-1-2
Persuader is asking for something very minor	+1
Persuader is asking for something major	-1-4
Target has already agreed to a (smaller) earlier request	+1
Target has already refused a (smaller) earlier request	-1
Target has already refused a larger earlier request, but is	+1

otherwise well-disposed.	
Persuader can show others similar to the target who have made the choice the persuader wants the target to make.	+1-2
Target is aware of others similar to him/her-self who have not made the choice the persuader wants him/her to make.	-1-2
Target believes persuader to be sincere	+1-2
Persuader is backed by an authority the target respects	+1-2
Persuader invokes an authority the target does not respect	-1-2
Persuader has done favors for the target in the past. Target feels indebted to the persuader.	+1-4

Mortality

There are limits on the exertions characters can perform, the pain they can bear, and the injury they can withstand. Injured characters will eventually recover or die.

Stamina

Stamina represents a character's ability to keep going. Each character has a "pool" of stamina points equal to his/her Stamina skill score. Stamina is consumed by exertion and exposure to the elements and recovered by rest and recuperation. Without sufficient food, rest, and shelter characters will not be able to recover stamina and will eventually become injured and die. **In general, a character who has adequate food and shelter will recover full stamina from a "good night's sleep".**

In general, you won't need to keep track of stamina most of the time. These rules need only be applied in where physical endurance becomes important, such as extended mêlées, survival in harsh environments, or long pursuits on foot. A classic example would be a boxing match.

Physical exertion consumes stamina. To a lesser extent, mental exertion consumes stamina too. How much stamina is used and how quickly depends on the level of exertion (see the table below).

Stamina Cost of Exertion		
Level of Exertion	Example	Stamina Consumed
Extreme	Mêlée Combat Attack, Dodge, Parry actions	1 per action
Heavy	Running	1 per five seconds
Medium	Jog / Brisk Walk	1 per minute
Light	Leisurely Walk	1 per five minutes

Encumbered characters must expend more stamina to achieve the same results. A character who is laden expends stamina twice as quickly. A character who is burdened expends stamina twice as quickly again.

Stamina Reserve represents a character's ability to recover stamina from a period of rest. A character who rests for a half hour or so restores his/her stamina to reserve level or increases it by threshold level if this would be better. A character's reserve stamina is his/her EN.

Stamina Threshold represents a character's ability to recover stamina from a few minutes of rest. A character who has dropped below threshold stamina and rests for a few minutes restores his/her stamina to threshold level. A character's threshold stamina is his/her EN/3.

Characters can go to zero or even negative in stamina. A character who is at or below zero stamina incurs a -1 penalty to all activity. Such a character is exhausted.

A character who has been exhausted since last having had "a good night's sleep" suffers a -1 penalty to all activity.

It follows that a character who is currently exhausted incurs a -2 modifier to all activity (-1 for *being* exhausted and -1 for *having been* exhausted). If she rests for a few minutes then her stamina will return to threshold but she will still suffer a -1 modifier until he/she gets a good night's sleep.

Extreme Fatigue Can Be Fatal

Characters who do go without rest for extended periods run the risk of suffering more serious harm. For every 24h a character goes without adequate rest he/she must make an EN roll, and if he/she fails he/she suffers an increase in wound level. (See Wound Level, below.)

Extreme negative stamina also converts to wound levels. If a character's stamina drops below negative EN it resets to zero but he/she must make an EN roll. If this roll is failed his/her wound level increases by one.

Pain Resistance

When a character is injured, either by mishap or combat, he/she suffers pain, which may be temporarily incapacitating. A character who has been injured must make a Pain Resistance roll or be stunned by the pain.

A character who is stunned may take no action other than to attempt to recover from stun. In combat a stunned character may attempt to recover from stun during turn (he/she may take no other actions, except to drop prone). Outside of combat

a stunned character may attempt to recover from stun every 10s. Recovering from stun requires that a character make a Pain Resistance roll.

All characters have the Pain Resistance skill used to avoid being stunned (incapacitated by pain) when injured and to recover from stun.

Wound Level

How badly a character is injured is represented by his/her wound level ranging from 0 (unwounded) through 1 (light wound), 2 (medium wound), 3 (heavy wound), 4 (incapacitated), 5 (critical), 6 (dying), 7 (near death), and then 8 and beyond (dead).

Wound Level Descriptions		
Wound Level	Description	Notes
0	Healthy	
1	Light Wound	Make a recovery roll every day.
2	Medium Wound	Make a recovery roll every five days.
3	Heavy Wound	Make a recovery roll every twenty days.
4	Incapacitated	Make a recovery roll every day. Character must make a WP (willpower) roll every combat turn to take any action and loses one action.
5	Critical	Make a recovery and deterioration roll every thirty minutes (they can cancel out). Character must make a WP roll every combat turn to remain or recover consciousness.
6	Dying	Make a deterioration roll every five minutes. Character may make a WP roll if the deterioration roll is successful to regain consciousness for a about one minute.
7	Near Death	Make a deterioration roll every minute. Character may make a WP roll if the deterioration roll is successful to regain consciousness for a about one minute.
8+	Dead	Character is dead

Being wounded reduces a character's effectiveness: characters incur a negative modifier equal to their wound level to *any task* they attempt to perform. (Note that a character's chances of recovering consciousness when near dead are thus very low.)

A character who is already wounded and who suffers a new wound adds the new wound level to his/her existing wound level. (But, see Wound Accumulation below for a slightly more complex and much better rule.)

E.g. a character who is at wound level two (medium wound) and then suffers a further wound level 3 (heavy wound) is now wound level $2 + 3 = 5$ (critical).

Characters who are injured no worse than critically may make periodic Endurance rolls to recover (i.e. reduce their wound level). A success results in the character's wound level dropping, while a QR10 results in the wound level rising.

Major injuries may have long-term consequences regardless of whether the character recovers. See Long Term Effects of Major Injury.

Characters who are injured critically or worse must make periodic Endurance rolls to avoid their condition deteriorating (i.e. their wound level increasing). A QR3 results in the character's wound level "miraculously" dropping, a QR7 results in the wound level increasing, while a QR10 results in the wound level increasing and the character losing consciousness (if he/she hasn't already done so).

It follows that a patient who is in critical condition can easily go either way.

Recovery and deterioration rolls incur the negative modifier "to all activity" based on the worst wound level the patient has been down to since last being healthy, barring medical intervention. Thus, a character who has been heavily wounded incurs a -3 roll to recovery and deterioration rolls even after having recovered to medium wound status or better, until he/she fully recovers or receives medical care.

Successful medical intervention can (depending on circumstances) suddenly reduce wound level or improve the patient's "worst wound level" modifier for recovery and deterioration rolls. The most common sort of injury suffered by adventuring characters will be trauma, and the usual medical interventions are reconstruction (e.g. sewing up gashes) which reduce the "worst wound level" modifier and replacement of vital fluids (e.g. plasma and blood transfusions) that can immediately improve wound level.

Also see Medicine, page 91.

E.g. a patient who has had an arm severed is wound level 5 (critical); before help arrives he loses a great deal of blood (fails EN rolls at -5 , then -6) and is thus wound level 7 (near death). Provision of blood plasma at the scene reduces his wound level to 6. Later, blood transfusions at the hospital take him to wound level 5—critical but out of immediate danger. At this point the patient's "worst wound level" is 7, and his chances of recovering are virtually nil. Emergency surgery to reduce internal bleeding reduces the worst wound level to 4. A long but successful surgery to reattach the arm does not further reduce the worst wound level but means that if the patient recovers he/she will still have the limb. The patient now has a reasonable chance of recovering. (Although his worst wound level is still 4, the -4 modifier for recovery rolls is mostly nullified by the care provided by the hospital.)

Wound Accumulation (Recommended but Optional)

A character who is already injured, who suffers further injury to the head, chest, or abdomen simply adds the damage to his/her wound level.

E.g. a character who is at wound level 2 (medium wound) and then suffers a further wound level 3 *to the head* (heavy wound) is now wound level $2 + 3 = 5$ (critical).

A character who is already injured, who suffers further injury to a limb, adds on the new wound level less two (but *never less than zero*), or takes the new wound level — whichever would result in a higher final wound level.

E.g. a character who is at wound level 3 (heavy wound) who then suffers wound level 2 (medium wound) to the arm would not increase his/her overall wound level, but if the character were at wound level 1 (light wound) the new wound level 2 would replace the old wound level as it is higher.

A character who is at wound level 3 who suffers a further wound level 3 to a limb will become wound level 4 ($3 - 2 = 1$, so the overall wound level increases by 1).

A character who is at wound level 1 who suffers a further wound level 3 to a limb will become wound level 3 ($3 - 2 = 1$, but $1 + 1$ is lower than 3, so the new wound takes over).

These rules are summarized on the Character Worksheet.

Combat Damage

Characters and objects will often be wounded or damaged by successful attacks. Armor and other obstacles may reduce the damage suffered from a blow.

$$\text{Damage} = \text{Yield\% of DC/2}$$

The potential of an attack to inflict damage is represented by its damage class. **An attack of damage class N has the potential to inflict N/2 wound levels.**

The amount of damage actually inflicted by an attack can be determined simply by calculating the yield proportion of the maximum possible damage. In other words, **the damage inflicted by an attack is equal to half the yield of the damage class**, the yield being derived from the QR of the attack.

Attacks that do no damage may still stun the character struck by the attack if he/she fails a pain resistance roll. The letter "S" in the table below represents these cases.

Damage from Damage Class and Attack QR									
QR	0	1	2	3	4	5	6	7	8
1	S	1	1	2	2	3	3	4	4

Damage from Damage Class and Attack QR									
QR	0	1	2	3	4	5	6	7	8
2	S	S	1	1	2	2	2	3	3
3	S	S	1	1	1	1	2	2	2
4	–	S	S	S	1	1	1	1	1

You may notice that owing to rounding, DC7 and DC8 are identical. (The same issue occurs every eight damage classes, e.g. DC 15 and 16.) Armor of course will affect DC8 and DC7 attacks differently.

Damage from Damage Class and Attack QR									
QR	9	10	11	12	13	14	15	16	17
1	5	5	6	6	7	7	8	8	9
2	3	4	4	5	5	5	6	6	6
3	2	3	3	3	3	4	4	4	4
4	1	1	1	2	2	2	2	2	2

Armor is rated against different kinds of damage in the form of a number followed by any number of letters. E.g. 3A or 2AA. The numeric value of armor reduces the DC of an incoming attack, while the As reduce the actual damage inflicted.

E.g. a DC8 attack strikes a target protected by 3A armor with QR2. The 3 part of the armor reduces the attack to DC5. The yield for a QR2 is 80%, 80% of 5 is 4, divided by 2 is 2. So the attack would inflict 2 wound levels of damage, but is reduced by the A to 1.

Types of Damage

The GM may define any number of types of damage, but in these rules weapon damage is classified in general as *mêlée*, *impact*, or *beam damage*, indicated by the suffix “m”, “i” or “b”. Armor is rated for its protection against these three kinds of damage.

Some weapons may be designed to pierce armor. A number followed by a “p” after a weapon’s damage class indicates the armor protection its attacks can bypass. The damage class reduction of armor protection is bypassed before the damage absorption.

Piercing damage that completely bypasses armor protection gains no additional benefit.

E.g. a rifle that fires special armor piercing rounds might have DC12i4p. If a bullet from this weapon hit someone with 3AA impact armor, then the armor would be reduced to A, (i.e. the 4p would bypass the 3 and one of the “A”s of damage absorption). Against an unarmored target it would simply inflict DC12.

Stun Damage

Weapon damage may also have an “s” suffix indicating that the weapon stuns rather than inflicts potentially fatal wounds. A character who takes stun damage is immediately incapacitated (stunned) until he/she shrugs it off. One point of stun damage is shrugged off by successfully “recovering from stun”. Note that unlike being stunned by normal damage, this cannot be avoided by an initial Pain Resistance roll, and must be gradually thrown off.

Attempts to recover from stun incur an additional negative modifier for the stun damage the character is currently suffering.

E.g. Amy Kwan is hit by the blast of a concussion grenade and suffers two points of stun damage. She is stunned until she can shrug the damage off. The next turn she successfully recovers from stun (at -2 for the two points of stun damage she has), and her stun damage is reduced to one (still stunned). The next turn she fails to recover (at -1) and remains stunned. On the next turn she recovers successfully (again at -1), and is now—finally—unstunned. Unless she is stunned again, she can act normally the succeeding turn.

Stun damage accumulates the same way wound level does. In other words, just add it on if you’re not using the Wound Accumulation rule. Otherwise, damage inflicted to the head or torso simply adds on, while damage inflicted to limbs either replaces a character’s current stun damage total (if it’s higher), or is reduced by two and added on.

E.g. suppose in the previous example that Amy got hit for more stun damage when she was still at stun damage one. If she suffered two points of stun damage to her arm, then this would add on if we’re not using wound accumulation, and it would replace her current stun damage total if we are.

A QR1 Pain Resistance roll when attempting recovery from stun damage nullifies all stun damage. So in the preceding example, if Amy had gotten a QR1 on her first roll she would have recovered from stun then.

A QR10 Pain Resistance roll when attempting recovery from stun means the victim has fallen unconscious. So, if Amy had gotten a QR10 in any of her three Pain Resistance rolls she would have fallen unconscious.

Damage without a QR

Sometimes a character will suffer damage from an attack which doesn’t have a specified QR. E.g. a character may have been poisoned, fallen some distance, or been struck by a stray bullet, rather than been struck by a deliberate attack.

In such cases, use the yield of a random QR.

Hit Location

In many cases, having determined that an attack has struck a target, you may want to know where that target was struck. For characters this is of particular importance, since a given part of the body may be protected by armor or terrain.

Unless an attack was directed at a specific location (and incurred a relevant modifier) hit location is determined by rolling D10.

Hit Location		
D10	Location	Special Effects
10	Head*	Add 1 to positive damage. If stunned, fall unconscious.
9	Right Arm	Wound modifier doubled when using wounded arm(s) to perform tasks. If stunned, drop anything held in hand.
8	Left Arm	
5-7	Chest*	
3-4	Abdomen*	Pain Resistance rolls incur a -1 penalty until fully recovered
2	Right Leg	Wound modifier doubled when performing agility-related tasks. If stunned, fall prone.
1	Left Leg	
* Optional Rule: if positive damage is inflicted to a vital location (head, chest, abdomen) roll a further D10, and on a roll of 1-2 an additional wound level is inflicted.		

These rules are conveniently summarized on the Character Worksheet.

Damage Scale

Not every creature, object, or even person is equally easily damaged.

A creature or object's DS (damage scale) represents how difficult it is to damage relative to a typical person. A damage scale of 1 represents a typical person, while a higher damage scale represents something harder to damage and a lower damage scale represents something easier to damage.

Damage scale is implemented simply by making the damage formula a little bit more complicated.

$$\text{Damage} = \text{Yield\% of DC} / (2 \times \text{DS})$$

Another way to look at it is simply to divide damage class by damage scale before looking up the damage on the usual table. Using the formula may result in finer-grained results.

Exposure

Characters who are exposed to extremes of heat and cold will consume stamina faster than normal. Clothing can provide a certain amount of protection, especially against cold, reducing stamina loss by 50% (for heat) and 75% (for cold), while higher tech solutions (such as heated or air conditioned clothing) can nullify it.

Exposure Effects		
Degree of Exposure	Air Temperature	Stamina Cost
Extreme Heat	60°C or higher	1 per minute
Heat	40°C or higher	1 per ten minutes
Cold	0°C or lower	1 per ten minutes
Extreme Cold	-30°C or lower	1 per minute

Poison

Poison is represented as inflicting a certain amount of damage every so often for a maximum duration. E.g. rattlesnake venom might be represented as DC4 every 5 minutes for an hour. When poison inflicts damage on a character, he/she must make a pain resistance roll or become temporarily incapacitated (as if he/she were in combat).

Some poisons may not kill but only render a character who fails a pain resistance roll paralysed or unconscious.

Poisons may be gases, vapours (droplets of liquid suspended in the air), liquids, or solids, and may be introduced by inhalation, skin contact, ingestion, or injection.

Asphyxiation

A typical character can hold his/her breath for EN x 5s without preparing (or after exhaling) or EN x 10s if he/she is prepared. Beyond this, the character must make an EN roll every 5s; failure indicating they asphyxiate (i.e. become unconscious and die shortly afterwards).

It may be possible to revive an asphyxiated character with prompt intervention (within a few minutes at normal temperatures, and within a longer period of time at lower temperatures).

Explosive Decompression

A character who is exposed to vacuum suddenly and without preparation will suffer DC6 immediately (random QR, damage to chest).

Once in a vacuum, a character has 30-60s to get back into a pressurised environment or die horribly. Remember that at this point the character has exhaled, so they can only hold their breath for EN x 5s before making EN rolls.

Contrary to popular belief, exposure to vacuum should not cause instant death. In *Earthlight*, Arthur C. Clarke supposes that a person who has exhaled in preparation for decompression should be able to survive for over 30s before anything really bad starts to happen.

Falling

Falling can cause serious injury or even death. The general rule for falling damage is this:

$$DC = (\text{Height} - 1) \times DS^2 \times G$$

Height is the distance fallen in metres. **DS** is the damage scale of the falling creature or object. **G** is the ambient gravity. So for human beings in Earth gravity, the formula is even simpler.

$$DC = (\text{Height} - 1)$$

A controlled fall will allow a character to take the impact on his/her legs (this can be accomplished by making an **AG** (agility) or **Athletics** roll) and reduce the effective distance by (5 – QR)m.

An acrobatic landing (requires an **acrobatics** roll) can reduce the effective distance fallen by (7 – QR)m.

A dive into water (requires an **athletics** or **acrobatics** roll) can reduce the effective distance fallen by (8 – QR)m. Landing in water also benefits from a soft landing (see below).

Rolls to control a fall (using any of the above methods) should incur a negative modifier if the character is caught by surprise. If the character will fall some considerable distance, he/she will have time to recover from the surprise.

A **soft landing** can reduce the distance fallen by any amount depending on the surface. For the GM, the simplest way of coming up with a figure is to consider how far one would expect to be able to jump onto the surface without suffering injury and subtract that from the distance fallen. E.g. one can jump into (sufficiently deep) water from a height of 3m with no real fear of injury, so falls into water have the distance fallen reduced by 3m.

Burn Damage

Fire, electricity, acid, extreme cold can all inflict burning damage. In general, this should be treated as beam damage (i.e. armor with reflective or insulating properties may protect a character from it), but prolonged contact will simply heat up or cool down the armor negating its protective qualities.

Burn Damage Table					
DC *	Fire	Hot Object	Corrosive	Cold Object	Electricity†
1	Camp Fire	Boiling Water	Hydrochloric Acid	Dry Ice	Appliance
3	Blowtorch, Napalm	Red Hot Metal	Concentrated Hydrochloric Acid	Liquid Air	Mains
5	Cutting Torch	Molten Metal	Hot Sulphuric Acid (Battery Acid)	Cryogenics	Heavy Duty

* DC is per hit location exposed per combat round. If a location is engulfed or immersed, double the DC. If the contact is brief (1s or less) and/or the area of contact is smaller, halve DC.

† Electrical damage can kill from cardiac arrest. If a character makes a QR10 pain resistance roll after suffering electrical damage, his/her heart has stopped.

Medical Intervention

The following rules cover (in a very general way) medical intervention by trained professionals. Such intervention requires special fields of knowledge (Medicine and Surgery, for example) and skills (the Surgery skill is an instance of the Generic Tools of Trade skill).

Medicine, used in conjunction with search (or perception) can be used to examine a patient and diagnose the nature and cause of any illness he/she may have.

E.g. a character is poisoned. A doctor examines the patient and determines the likely venom based on the wound and the symptoms the patient is exhibiting (and possibly eye witness accounts of the source of the venom). The doctor makes a search roll modified for his/her relevant medical knowledge (e.g. -2 if her knowledge were only basic, +0 if it were standard, +2 if she had a specialization in toxicology), and if successful is able to narrow down the type of poison. The QR might affect how specifically the doctor is able to identify the venom or how quickly the diagnosis is performed.

Medicine, used in conjunction with Theory, and armed with a diagnosis, can determine what treatment is likely to be effective.

Having identified the poison, choosing a treatment builds on the QR of the diagnosis. The better the treatment, the sooner the poison will be neutralised and the faster and/or more completely the patient will recover.

In conjunction with Theory, and possibly with other fields (such as chemistry and biology), Medicine can be used to devise new treatments for a newly encountered malady.

It may be that no anti-venom exists, or that a dose cannot be obtained in time. The doctor may draw on her knowledge to devise an alternative treatment plan (still based on the diagnosis). The chemical composition of the anti-venom may be known, and the doctor may also know enough chemistry to be able to identify other substances with similar or identical compositions. The native people in the area may have their own cure, which the doctor has heard about owing to her basic knowledge of cultural anthropology.

Armed with medical knowledge and diagnostic data, a surgeon (i.e. a character who knows **Surgery**) can use the Surgery skill (or his/her Dexterity at -3) to attempt to perform an operation, to remove foreign objects from a patient's body, remove dead tissue, and perform repairs that, together with natural healing processes, will help prevent the patient's condition from further deteriorating (e.g. bleeding) and allow a him/her to recover from his/her injuries.

Medicine & Trauma. In general, treating trauma involves stabilising vitals (blood pressure, breathing, heart beat, temperature), stopping bleeding, cleaning up the mess, and then letting the patient recover.

Note: prior to the latter part of the nineteenth century, the medical treatment of trauma consisted of little more than tourniquets and amputation (the latter being to remove a limb so mangled that if left attached it would become gangrenous and kill the patient). The great medical innovations of the late nineteenth century were antiseptics (1867), anæsthetics, and saline infusion (to restore blood pressure in emergencies). Prior to this, there was almost nothing useful a doctor could do for a wounded patient beyond sawing off a destroyed limb.

It's unclear as to whether things were much better in China or the Islamic world. Certainly, Chinese and Islamic doctors did not take pride in wearing offal-drenched clothing and so were probably more hygienic. There's also some evidence to suggest that they actually kept track of whether some medicines did active good or harm.

Stopping the Bleeding

Bandaging (requires medical supplies such as bandages, and knowledge of Basic Medicine or Basic Surgery, although a character without such knowledge can proceed with a -3 modifier), requires a **Search** task to identify bleeding wounds, blocked airways, and broken bones, and then a **Dexterity** roll to stop bleeding, unblock airways, and immobilize broken bones. The degree of success provides a +(5-QR) modifier to subsequent Deterioration (but not Recovery) rolls.

GMs may wish to implement infections if they wish. No rules are provided here. Obviously clean and preferably sterile bandages reduce the probability of infection.

Restoring Blood Pressure

A patient who is heavily or worse wounded can quickly have his/her wound level reduced by one (via saline, plasma, or similar infusion) or two (by whole blood transfusion) by someone with basic or better medical knowledge.

At TL6 and beyond, artificial blood is available which can be transfused into any patient. With poorer technology, either the blood must be from an appropriate donor or blood from a “universal donor” must be used (and this is often not available).

Actually who can donate blood to whom is a little more complicated than this. The vast majority of humans have type A, B, AB, or O blood with positive or negative RH factor (O positive is the most common, AB negative the least). RH negative can donate to RH positive; O can donate to A, B, or AB, A can donate to A or AB, B can donate to B or AB. O negative can give blood to anyone and AB positive can take blood from anyone.

For simplicity's sake, the GM can assume that failed deterioration rolls reflect blood loss and can be handled with plasma infusions or blood transfusions.

Infusions were first employed in the 1830s (TL 4.2 or so), while blood transfusions appeared later. Blood banks started appearing in the 1920s and 30s, but only really took off after WWII. Many things have been used in place of blood plasma (e.g. coconut milk), but if you want to reflect blood plasma's superiority to other options, assume that crude substitutes provide only a 50% chance of restoring a wound level.

Surgery

Note: the Surgery *skill* is an instance of the **Generic Tools of Trade** skill. Surgery can be performed using Dexterity alone, but it incurs a -3 modifier. Surgery is also a field of knowledge.

In cases of severe injuries (where maximum wound level was heavy or worse), **surgery** to stop internal bleeding, remove bullet fragments, dirt, and dead tissue, and reattach, reassemble, repair, or even replace broken bits, **reduces the patient's maximum wound level** (possibly below their actual current wound level, but never below zero).

Surgery (requires knowledge of Medicine and Surgery) requires a **Search** task (modified by the patient's maximum wound level) to identify sources of internal bleeding and other internal injuries followed by a **Surgery** task to close internal wounds, remove foreign matter and dead tissue, etc. If successful, the patient's maximum wound level is reduced as per the table below.

It is also possible to perform **follow-up surgery** to further reduce Maximum Wound level, but the reduction in wound level is reduced by two. (So, at TL6, follow-up surgery reduces maximum wound level by 5-QR.)

Maximum wound level is the term used in the rules for wound level that reflects how bad the initial injury the patient suffered was, and which affects recovery and

deterioration rolls. A patient's maximum wound level is reset when they are fully recovered.

TL	Search Modifiers	Surgery Modifiers	Reduction in Maximum Wound Level
4	-1	-1	4-QR
4.5	+0 (+2 using X-Rays)	+0	5-QR
5	+2	+1	6-QR
6	+4	+3	7-QR
7	+6	+5	8-QR
8	+8	+7	9-QR
9	+10	+10	10-QR

E.g. Amy has been critically wounded by a pair of gunshots suffered in a roadside ambush. Paramedics on the scene inspect her for damage (at -2 for Major Injury and -1 for multiple wounds), succeed, and are able to stop the obvious bleeding with sterile equipment (a QR3, giving her a +2 to avoid deterioration). They then give her artificial blood (TL6) to help restore her blood pressure. Her maximum wound level is now 5 and her actual wound level is now 3.

Circumstance	Search Modifiers	Surgery Modifiers
Known Cause	+1	-
Multiple Wounds	-1 (or worse)	-1
Mysterious Cause	-2	-1
Major Injury (WL3-4)	-1	-
Major Injury (WL5-6)	-2	-1
Major Injury (WL7+)	-3	-2

Amy is taken by helicopter to a nearby field hospital. A triage nurse determines that she is relatively stable and priority is given to several more badly injured personnel from the same ambush. She is unlucky and fails her next deterioration roll (the +2 modifier for being bandaged doesn't make the EN rolls trivial for her), and her wound level increases to 4. (Her maximum wound level stays 5.) Her drop in BP is immediately noticed (this is a TL6 facility) and she is moved to the front of the queue. She is given more blood, and her wound level is restored to 3.

Finally, a surgeon using a combination of high-tech equipment and exploratory surgery inspects her wounds (again) at +4 (TL6) -1 (multiple wounds) -2 (severe wounds) and gets a QR3. The surgery to clean up the mess builds on the search, and receives the following modifiers: +3 (TL6) +1 (QR3 search), -1 (multiple wounds), -1 (major injury) or +2. He achieves a QR2 on the surgery and reduces her Maximum Wound Level by 7 - 2, or 5.

So Amy's Maximum Wound Level is now 0 (even though she is still heavily wounded). Given that she will be recovering in a top-notch facility, a rapid and complete recovery is to be expected.

Medical Care

Recovery simply relies on the patient to make recovery rolls (i.e. rely on natural healing processes). See **Wound Level**, page 102. Medical care and rest help a patient's natural recovery by providing a positive modifier for recovery and deterioration rolls, as per the table below (the range reflecting the gamut from basic to advanced facilities). High tech facilities can also reduce recovery intervals.

TL	Recovery Modifier	Recovery Interval
< 4.5	-3 to +1	Normal
4.5	+0 to +2	Normal
5	+1 to +4	Normal
6	+2 to +5	75%
7	+3 to +6	50%
8	+4 to +8	25%
9	+5 to +10	10%

Amy's recovery takes place in a top notch TL6 facility in Germany, where her recovery interval is 75% of the usual time, and she benefits from a +6 modifier (as usual, maximum wound level impacts recovery, but her maximum wound level has been reduced to zero by excellent medical care at the field hospital).

Although the formal study of medicine does not necessarily include knowledge of emergency medical procedures, it is reasonable to assume (and players will want to assume) that Basic Medicine covers first aid and emergency medical procedures.

Effects of Major Injury (Optional)

Characters who suffer major wounds may suffer permanent debilitating effects. In general, such effects can be reduced or minimized by physiotherapy (and higher technology medical treatments may allow more advanced forms of recovery and reconstruction).

Severity of Wound	Wound Level	Attribute Points Lost	
		Inherent	Trained
Incapacitated	4	–	1 (physical only)
Critical	5	–	2 (physical only)
Dying	6	1	3
Near Death	7	2	4

Although the attributes affected are at the GM's discretion, in general wounds to the legs affect agility; wounds to the arms affect dexterity; wounds to the chest or stomach affect endurance. Any of the above might instead affect appearance or strength. A wound to the head would affect intelligence, perception, and/or appearance.

E.g. Watson is wounded unto dying by a shot to the abdomen during his military service in India, but recovers thanks to (or in spite of) 19th century British Medicine. His constitution (EN inherent 6, trained 8) was never good but after the wound is reduced to 5/5, and his health is "ruined".

Similar effects to these could be applied in the case of late or botched medical treatment. E.g. if a character with a heavy wound (who would ordinarily not be permanently debilitated) were to receive QR10 medical attention, he/she might suffer attribute loss.

Physiotherapy & Self-Help

Physiotherapy is a relatively modern practice, available at TL4 and above. It allows a subject who makes a periodic WP roll to recover one point of lost inherent attribute. If one roll is failed, no improvement occurs. If a QR10 results, no further improvements are possible. The table row for "self-help" applies to characters who have given up therapy and just try to get on with life (and is also useful before TL4).

Physiotherapy TL	Recovery Period
Self-Help	12 months
4	6 months
5	3 months
6	1 month
7	1 week
8	1 day
9	1 hour

E.g. Watson spends time in a Sanitarium in an effort to regain his health. At TL4 his recovery period is 6 months. After the first six months, he makes his WP roll and recovers one point of lost EN. After a further six months he fails his WP roll. He decides to give up and return to his life. After twelve months of "self-help" he makes another WP roll and gets a QR10. His health will never be what it once was.

Combat

The combat rules are intended for use in situations where who does what to whom and when becomes overwhelmingly important; this includes, but is not restricted to, actual hostile actions.

Combat is resolved in rounds, each representing three to five seconds of frenetic action. (Where the combat rules are generalized to deal with vehicle combat or other types of conflict, the duration of a round may change considerably).

Note: if ForeSight is about more than just combat, why is so much space devoted to it? There are two reasons.

First of all, combat, unlike many other things characters are likely to do, can get people killed. It's generally nice for players to feel like they have some understanding of what's going on in combat, and that it's being handled fairly. It's also something many players like to get good at.

Second, the combat rules are themselves about more than combat. They're about handling time in tight situations where who does what to whom and when matters. We might be thinking of a chase, a standoff, or perhaps some form of indirect combat (e.g. corporate maneuvers, diplomacy, wars).

When generalizing combat out to other situations, you can simply replace Initiative with whatever ability (or abilities) one uses to gather information in that situation, and turns with a timeframe in which one can make decisions and see consequences, and it all makes sense. The combat rules could then equally apply to boardroom machinations or the grand strategy of emperors.

Initiative

Almost every character has the Initiative skill, which is used to determine a character's *situational awareness* in combat and other high stress situations. (Characters who somehow do not have the Initiative skill can still attempt Initiative tasks as per the rules for using skills they don't have.)

Characters receive modifiers to their Initiative rolls based on their ability to perceive what is going on. A character who can see more than most of the participants in a combat should receive a positive modifier while a character who

cannot see as much should receive a negative modifier. Stunned characters incur an additional -4 to their Initiative rolls.

Initiative Modifiers	
Ability to Perceive Situation	Modifier
Is aware of everything enemies are doing and they are completely in the dark. (E.g. attack from surprise.)	+4
Has a considerably better grasp of situation than enemy. (E.g. largely concealed with good view of enemy)	+2
Clear positional advantage.	+1
Clear positional disadvantage.	-1
Has a very poor grasp of the situation (E.g. not wholly aware of enemy position and numbers)	-2
Taken completely by surprise	-4

Combat is resolved in rounds. Each round begins with determining each combatant's initiative (i.e. they make an Initiative roll modified by their ability to tell what's going on, and so forth). A character who fails his/her initiative roll receives only one action, and may not roll for bonus actions. A character who botches his/her initiative roll (i.e. QR10) freezes and can either do nothing or simply fall prone (i.e. flat on the ground).

In order of worst initiative QR to best (ties resolved by Initiative score) each combatant declares the focus of his/her attention (to those combatants who are aware of him/her). A combatant will generally be focused on a specific enemy or area, and will be able to **react** to actions of that enemy or events in that area.

Combatants will not know the initiative QR or focus of combatants of whom they are unaware.

E.g. a hidden sniper's initiative rolls and the subject of his/her attention will not be made known to characters who are unaware of his/her presence.

Waiting

A character may declare that they are waiting. The character must still focus on a target or area, but is waiting (for the target to do something or something to happen in the area). A character could wait without declaring a focus (e.g. a bored guard), but could then only respond to something he/she happened to notice.

A character is not considered to start waiting until his/her turn comes up, but a character may continue waiting from a previous round. In other words, a waiting character cannot act sooner than he/she would otherwise be able to act (by not waiting) but can act before a character with better initiative if he/she is still waiting

from an earlier round. (The character's Initiative QR from the previous round holds until his/her next turn comes up.)

E.g. a sniper might want to wait for a target to present itself in one of a set of three adjacent windows in a nearby building. He/she is considered to start waiting when his/her turn comes up, and can continue waiting indefinitely.

When a waiting character chooses to act, their turn takes place immediately after the event (on which they are focused), unless the event is the action of a character on whom they are focused, in which case they can choose to pre-empt the action with their first action (only) if their initiative QR is better.

E.g. a sniper waiting for a chance to shoot a gunman who has hostages chooses to wait while focused on the gunman whom she can see through a window.

When the gunman moves out of sight, the sniper remains focused on the two windows she expects to see the gunman appear in.

When the gunman appears in a window she stops waiting and aims at him, then returns to waiting.

Suddenly, the gunman aims his gun at a hostage. The sniper has to decide whether to fire now or not.

Note that since the sniper is aware of the gunman, he/she is aware of the gunman's initiative QR. It therefore follows that the sniper knows whether his/her QR is better than the gunman's. If the sniper's initiative is better, he/she can afford to wait to see if the gunman fires, because he/she can pre-empt that action. If his/her initiative QR is only as good or worse than the gunman's, he/she should fire now to save the hostage's life.

It follows that if the sniper is fundamentally interested in saving lives, he/she would shoot only if his/her initiative QR weren't better than the gunman's. On the other hand, if the sniper is fundamentally interested in killing the gunman, he/she could do so at this moment with impunity, since his/her superiors can't really second-guess his/her judgment at this point, unless they're telepathic or have flawless lie detectors.

It's possible for a waiting character to be waiting for an external prompt (e.g. a radio message) rather than, or as well as, a specific event in his/her area of focus. In the preceding example, the sniper might choose to shoot when commanded to do so by radio.

Actions

In order of best initiative QR to worst (ties resolved by Initiative score) each combatant acts in turn. Normally, each combatant may perform two actions. A character who is severely wounded, or has made a poor initiative roll may lose actions.

Stunned characters may only perform one recover from stun action during their turn.

A character stunned before his/her turn comes up could conceivably recover from stun during the same turn in which he/she became stunned, and then be stunned again by someone else later in the same round.

An optional, but highly recommended, rule allows a combatant to roll for bonus actions when his/her turn comes. (A character may only roll once for bonus actions each round.)

Characters who are waiting and notice a suitable event react immediately, interrupting the normal sequence of action. Such reactions pre-empt the action if the waiting character's Initiative QR is better, but take place afterwards otherwise. The first time such an event occurs, the character may roll to receive bonus actions. The normal sequence of action then resumes.

E.g. Joe and Noname, two gunslingers, stand at opposite ends of a street each focused on the other and are waiting. Joe gets QR3 initiative and Noname gets QR4.

Joe decides it's now or never. He wants **bonus draw** actions (see below) and makes a dexterity roll and gets a QR4. One bonus draw. It will take two draw actions to pull out his bulky six-shooter, and Noname *reacts* to Joe's first draw action by beginning to act. Noname also rolls for bonus draw actions and gets a QR3. Two bonus draws. Noname performs the first of two draw actions to prepare his six-shooter.

Joe still has two normal actions to go, and performs a second draw action (his weapon is now prepared) leaving him with one. Noname *reacts*, and finishes preparing his weapon with the second of his bonus draw actions.

Joe has one action left, and he decides to fire. Assuming Noname survives (and is not stunned by pain) he can aim and fire or fire two shots without aiming.

Note that if Noname's initiative QR had been better than Joe's he could have fired a shot before Joe got his shot off by pre-empting. He may still have opted to wait fire an aimed shot.

Actions Table		
	Action	Description
Mêlée	Attack	Perform a mêlée attack. The target of attack may opt to parry or dodge the attack if aware of it (e.g. focused on the attacker) An attack incurs a -2 cumulative modifier for each attack already performed with that weapon in the current round. Attacking causes a character to become unbalanced.
	Feint	Each feint action performed immediately prior to an attack causes any attempt to parry or dodge that attack a -1 cumulative modifier. Feinting causes a character to become unbalanced.
	Wind-up	Each wind-up performed immediately before an Attack or Throw action adds one to the attack's damage class.
	Pin	Attempt to pin (i.e. restrain) the limb of another character in close combat. Characters who have learned the unarmed combat Capture field gain a +2 modifier when attempting to pin opponents' limbs.

	Maintain Pin	Maintain a pin on another character's limb. Characters who have learned the unarmed combat Capture field gain a +2 modifier when attempting to maintain or overcome pins.
Ranged Combat	Aim	Prepare to fire at a target. Aiming at a target makes it easier to hit! Each aim action you take immediately prior to firing gives you a +1 modifier to a maximum of +5.
	Brace	Brace a firearm against a suitable solid object.
	Draw	Prepare a weapon; most weapons require more than one draw action to prepare.
	Shoulder	Bring a longarm to shoulder ready to fire. The weapon remains shouldered until the character does something to become unbalanced.
	Fire	Attack with a firearm, by firing a shot or burst.
	Reload	Reload a weapon; most weapons require more than one reload action to reload.
	Throw	Attack with a thrown weapon. Some thrown weapons may require more than one throw action to throw.
	Discard	Toss an item in hand casually.
Movement	Dash	Move evasively up to three metres (if standing). A character who dashes becomes unbalanced.
	Dive	Move evasively up to five metres (if standing), ending up prone.
	Drop	Drop to a prone, or lying down, stance (from standing, kneeling, or squatting).
	Evade	Move evasively up to three metres (if standing) or one metre (if prone). A character who moves evasively becomes unbalanced.
	Kneel	Drop to a kneeling stance from standing or squatting.
	Move	Move up to five metres (if standing) or two metres (if prone). A character who moves becomes unbalanced.
	Pivot	Turn by up to 120° (while standing) without becoming unbalanced.
	Recover	Recover balance. A character with a longarm can shoulder the weapon as part of recovering balance.
	Rise	It takes one rise action to go to standing from squatting. It takes two rise actions to go from prone, or lying down, to squatting. It takes two rise actions to go from kneeling to standing. Rising leaves a character unbalanced.
	Roll	A character can roll to switch between lying and prone, moving about half a metre sideways in the process, or roll a full metre and end up the same way up as before.

	Squat	Drop to a squatting stance.
	Step	Move one metre (while standing) without becoming unbalanced.
	Turn	Turn to face in any direction. Turning leaves a character unbalanced.
Miscellaneous	Concentrate	In general, any action requiring a character's close attention will require one or more concentrate actions to be performed in a row. E.g. clearing a weapon jam might take five concentrate actions followed by a successful dexterity roll, while unlocking a car door might take two concentrate actions.
	Recover from Stun	A character who is stunned can attempt to recover from stun by making a Pain Resistance roll.

Bonus Actions (optional, but highly recommended)

A character may roll for bonus actions when his/her turn comes to act. A character is never forced to roll for bonus actions (there is a chance of losing an action by rolling for bonus actions so a character wanting to perform exactly two actions may not wish to take the risk). **The character must declare before rolling which sort of bonus actions he/she is attempting to roll for.** The bonus actions may be spent any time (and in any order) during the turn (e.g. before, after, or interspersed with normal actions).

Bonus Action Rolls	
Actions Desired	Attribute or Skill Roll Required
Step, Pivot, and Recover	Agility
Move	Agility
Dodge	Agility
Parry	Dexterity
Fire, Reload, and Throw	Dexterity
Draw	Dexterity
Feint	Dexterity
Aim	Perception
Wind-up	Strength
Pin and Maintain Pin	Strength
Concentrate	Willpower

Depending on the kind of extra actions a character wishes to receive he/she must make an appropriate attribute roll. The character's relevant attribute and the QR of the roll together determine the number of bonus actions received. **A QR10**

always results in the loss of an action. Note that characters with high attributes may get bonus actions even if they fail their rolls.

Bonus Actions Received						
Attribute	QR10	QR7	QR4	QR3	QR2	QR1
1-3	-1	0	0	0	1	1
4-6	-1	0	0	1	1	1
7-9	-1	0	1	2	2	2
10-12	-1	1	2	3	3	3
13-15	-1	1	3	4	4	4
16-19	-1	2	4	5	5	5
20-22	-1	2	5	6	6	6
Note: this table extends in an obvious fashion.						

E.g. an agile character could opt to roll for bonus Move actions by making an agility roll. If he/she got a QR2 and had an agility of 12 he/she would receive 3 bonus actions, which could be spent on any kind of movement action (e.g. he/she could perform three evade actions, or a drop, roll, and rise).

Reflex Actions

Characters can react reflexively to the actions of others on whom they are focused or who are within the area on which they are focused. If a character happens to notice an action outside his/her focus he/she can react reflexively to it (this may require making a perception roll). E.g. a character might reflexively duck behind cover after hearing bullets ricochet nearby.

Reflex actions include parrying, or dodging attacks, ducking behind cover, dropping prone, or any other very simple action a character could do instinctively and with a small quick movement. Reflex actions must be committed to before the outcome of event being reacted to is resolved. Thus, for instance, if a character is about to be attacked, he/she must commit to parry or dodge the attack before the attack itself is resolved.

Reflex Actions	
Reaction	Description
Dodge	<p>The character attempts to move out of the way of an incoming attack.</p> <p>Dodges can be performed using AG, the HTH Combat skill or Acrobatics. A character who has specialized in unarmed combat can apply the +1 specialization bonus to dodges performed with HTH Combat.</p> <p>A character who has room may opt to retreat one metre as part of the dodge, thereby gaining a +1 modifier.</p> <p>A character may drop from standing to squatting as part of the dodge, thereby gaining a +1 modifier (but incurring a significant and</p>

Reflex Actions	
	<p>ongoing tactical disadvantage in most cases).</p> <p>A character may dodge desperately, retreating two metres, for a +3 modifier.</p> <p>Every dodge the character has already performed in the current round causes a -2 (cumulative) modifier to later dodges. A bonus dodge action can be used to dodge without incurring the modifier.</p> <p>Dodging leaves the character unbalanced.</p>
Drop	<p>A character may drop to prone in reaction to enemy fire or some other event.</p> <p>Dropping leaves the character unbalanced.</p>
Parry	<p>The character attempts to block or deflect an incoming attack with a weapon of his/her own.</p> <p>Parries are performed using HTH Combat skill.</p> <p>A successful parry results in the weapon taking part of the force of the blow, which can be bad if the parrying weapon is a limb.</p> <p>Every parry the character has already performed in the current round causes a -2 (cumulative) modifier to later parries. A bonus parry action can be used to parry without incurring the modifier.</p> <p>Parrying leaves the character unbalanced.</p> <p><i>A parry action may also be used to attempt to pin the arm of an attacker at close quarters.</i></p>
Reflex Pivot*	<p>Turn by up to 120° (while standing). Unlike a normal pivot action this leaves the character unbalanced.</p>
Reflex Step*	<p>Move one metre (while standing). Unlike a normal step action this leaves the character unbalanced.</p>
Reflex Squat*	<p>Drop to a squatting stance. Unlike a normal squat action this leaves the character unbalanced.</p>
Reflex Trigger*	<p>A character can push a button or pull a trigger in reaction to almost any event of which he/she is aware.</p> <p>Note that in this context pulling a trigger or pushing a button does not mean taking any kind of aim. So only a weapon that had been trained on a specific spot or was being held against its target would have much chance of hitting its mark.</p>
<p>Note: * a character may perform only one of the reflex actions marked with an asterisk in a given round (only one in total, not one of each). These represent sudden, desperate movements, hence the unbalancing effect.</p>	

Reflex actions do not count against the (regular and bonus) actions a character may take during his/her turn.

Note that the way parries and dodges work, a character in effect gets a "free" reflex dodge and a "free" reflex parry. Further dodges and parries will incur cumulative -2 modifiers. Thus a character who is in a desperate fight might parry, then dodge, then parry at -2, then dodge at -2, and so on. If she were far better at parrying than dodging, she might parry, then parry at -2, then parry at -4, and then dodge. (A character who has no weapon to parry with — and who does not wish to parry barehanded — doesn't get an extra dodge. Similarly, a character standing hip-deep in quicksand might be hopelessly impeded from dodging, but would still only get one "free" parry.)

Resolving Mêlée Attacks

Resolving a mêlée attack involves resolving the attack itself and often a defensive action as well. When one character attacks another character the target of the attack (if aware of it and able to act) must choose whether to dodge, parry, or take no action.

The attack is then resolved using the character's appropriate weapon skill (e.g. HTH Combat for most mêlée weapons such as swords and also for unarmed attacks), parries are also resolved using the parrying character's HTH Combat skill, while dodges are resolved using HTH Combat, Acrobatics, or Agility.

An attack uses the modifier for the distance to the target (close: 0m, normal: 1m, or reach: 2m) and possibly the target's size and other situational modifiers, while a parry uses the weapon's parry modifier and may incur a negative modifier if the damage class of the defending weapon is greatly exceeded by the attack.

Mêlée Attack Modifiers

Attack Situation	Modifier
Use weapon's appropriate PM for range.	
Attacker favors the class of weapon he/she is using (+2 if he/she has favored it twice)	+1
Attacker Kneeling	-2
Attacker Squatting	-3
Attacker Prone	-4
Poor Light	-1 to -2
Dark	-4
Defender Kneeling, Squatting, or Prone	+1
Attacker is behind defender	+2
Defender is unaware of attacker	+2
Defender is horse-sized to enormous	+1 to +3
Defender is dog-sized to tiny	-1 to -3
Defender has 1/3 cover	-1
Defender has 2/3 cover	-2
Defender is completely still	+2
Defender is stunned	+1
Defender is moving quickly	-1 to -3
Attacker is using weapon with off-hand	-2
Attacker has just attacked or parried with a different weapon	-1
Attacker is aiming for legs	-1

Attack Situation	Modifier
Attacker is aiming for the head	-4
Attacker is aiming for the torso (chest or abdomen)	+0
Attacker is striking at a specific arm	-2

Parry Modifiers

Parry Situation	Modifier
Use weapon's Parry modifier.	
Defender favors the class of weapon he/she is using (+2 if he/she has favored it twice)	+1
Defender is kneeling	-2
Defender is squatting	-3
Defender is prone	-4
Poor Light	-1 to -2
Dark	-4
Attacker's DC exceeds defender's	-(difference/2)
Attacker is behind defender	Cannot Parry!
Defender is unaware of attacker	Cannot Parry!
Defender is parrying with a weapon in his/her off-hand	-2
Defender is parrying with a shield in his/her off-hand	-1
Defender has just attacked or parried with a different weapon.	-1
Attacker is kneeling	+1
Attacker is squatting	+2
Attacker is prone	+3
For each parry the character has already attempted this round	-2

Dodge Modifiers

Dodge Situation	Modifier
Attack is from side	-1
Attack is from behind	-3
Defender is kneeling	-2
Poor Light	0 to -1
Dark	-2
Dodging using acrobatics skill	+2
Dodging using HTH Combat, has relevant specialization	+1/+2

Dodge Situation	Modifier
Defender is giving ground	+1
Defender is dropping from standing to squatting	+1
Defender is giving ground desperately	+3
For each dodge the character has already attempted this round	-2

A successful parry or dodge will degrade the effective QR of an attack. If the parry or dodge QR is better than the attack, the attack is entirely deflected or avoided. Otherwise, the attack's QR is worsened as per opposed resolution (i.e. it increases by $(5-QR)$ of the defensive action.

Mêlée at Close Range

Characters who are at close quarters (or in the same hex, if you're using a hex grid) will have trouble staying upright in combat, even if they aren't fighting each other. The GM may require them to make agility rolls to remain standing.

Attacks at close range can be resolved normally, but many of the things characters will want to do at this proximity defy normal combat rules.

This is where we deal with situations where someone with a knife or gun (or fountain pen) tries to stab or shoot (or squirt ink in the eye of) an unarmed opponent at close quarters, has their hand grabbed and a trial of strength and grit ensues, with someone getting disarmed, restrained, or accidentally or deliberately shot or stabbed in the end.

An empty-handed character can attempt to pin the limb (usually arm) of an opponent by making a **capture** attack. If this succeeds the target's arm is pinned until he/she breaks the pin. (A character who has learned the Unarmed Combat Capture field gains a +2 modifier when attempting a capture attack.)

Note that a pin attack is usually targeting a specific limb, and hence incurring a negative modifier (e.g. -2 to strike a specific arm). Thus, it is difficult to successfully execute a pin attack unless you are skilled or have the element of surprise.

Similarly, pinning attacks are mêlée attacks and can be dodged or parried just like any other mêlée attacks.

As well as being performed offensively using a Pin action, **a character may attempt a pin defensively using a parry action.** *An attempt to fire a weapon may be parried thus.* If a defensive pin fails then the attack takes place normally. If it succeeds then a mêlée attack is parried normally while a fire combat attack incurs a -4 modifier.

Note that fire combat attacks are usually resolved with a single die roll. This means you may often get situations where a player (for example) has elected to shoot someone, calculated the modifier, rolled the dice, and announced the QR before the target has a chance to declare his/her intention to pin the shooter's gun hand. The GM of course can either require the QR to be recalculated in the light of the new -4 modifier (or -2 if the

person firing successfully reflex dodged the pin attempt, but became unbalanced, or -6 if they unsuccessfully dodged the pin attempt, and still fired while unbalanced and pinned) or require a reroll.

Once a pin has taken place, there is a natural tendency for all involved to fall prone. If both wish to remain standing, they must both make agility rolls. If only one wishes to remain standing, both must make strength rolls with the higher QR prevailing. If both wish to fall prone, the winner of the strength contest ends up on top.

If both characters are on the ground (prone or otherwise), then one character can attempt to pin the legs of the other with his/her legs.

A character with one arm pinned cannot make effective use of a two-handed weapon. This is just common sense.

Of course situations may occur such as a character with a rifle having one arm pinned and attempting to bash in the head of his/her assailant with one end of the rifle using his/her free arm. In such a case you could simply make up a negative modifier to reflect the awkwardness of the situation, or diligently apply relevant modifiers (e.g. a rifle is an improvised club, and used one-handed it will probably impose a negative modifier just for its weight on anything but a very strong wielder).

Each subsequent turn, the pinning and pinned characters make strength rolls and compare the results. If there is a tie then the pinned character can shoot a gun in some random direction (GM's discretion). If the pinned character has an advantage of one, then the pinned character can perform actions with the pinned limb at -4. If the pinned character has an advantage of two or more, the pin is broken. If the pinning character has an advantage of one then the limb is immobilized. If the pinning character has an advantage of two or more then the pinned character is restrained for that turn.

Characters who have learned the Unarmed Combat Capture field gain a +2 modifier when attempting to pin opponents' limbs, maintain pins, and overcome pins.

Maintaining a pin is an action. To restrain another character's arms and legs requires three maintain pin actions (one for the legs), which means getting a bonus Maintain Pin action.

If a character pins two (or three) of an opponent's limbs he/she must maintain all the pins or they are broken.

A character who has restrained another character for two or more turns can apply hand-cuffs or similar restraints.

Special Mêlée Attacks

The following are special cases of the attack action (unless otherwise stated). Performing these attacks may require specific weapons, free limbs, and so forth.

Attack	Weapon	PM	Notes
Trip	Polearm or Leg	-1	<p>Defender makes an agility or acrobatics roll. If Attacker's QR is better than target's roll, he/she falls to kneeling (if one better) or prone (if two or more better).</p> <p>For defenders whom the attacker could not lift, the QR advantage must be one higher. If the attacker could not drag the defender, two higher.</p> <p>For defenders with four legs, the QR advantage must be one higher (for quadrupeds). Tripping six-or-more-legged creatures is not practical.</p> <p>So an attacker attempting to trip a four legged dragon whom she could not drag would need a QR advantage of 5 (i.e. the defender would need to QR7 for a QR2 trip to work).</p>
Knockout	Unarmed or any weapon	+0	<p>A knockout blow may be performed with any blunt weapon or the blunt surface of a bladed weapon. It requires a QR2 to succeed (QR3 from behind), but only knocks out the target if the blow would have inflicted at least one wound level of damage had it not been a knockout blow. If a knockout blow achieves an "s" result, this is treated normally.</p> <p>A knockout blow that fails to achieve the required QR is assumed to miss altogether.</p>
Entangle	Lasso, Bola, Net, etc.	+0	<p>A defender successfully struck with an entangling weapon must make an agility or acrobatics roll. If the attacker's QR is better than the defender's then the defender is entangled and falls kneeling (if the difference is one) or prone (if the difference is higher). The difference in QRs is the number of concentrate actions the defender will need to perform to free him/herself from the entanglement.</p> <p>Entangling weapons will only be effective against defenders who cannot break them effortlessly.</p>
Grab	Unarmed	+0	<p>The attacker attempts to grab an object held by someone else. (The usual modifiers for the object's size apply.) If the grab is successful (and not dodged or parried) then the attacker and whoever is holding the object make strength rolls. If the attacker's QR is strictly better, then he/she gains possession of the object. If the results are equal, both retain their grip. Otherwise, the original owner retains the item.</p> <p>If the object has a distinct handle or grip, then the person holding that handle gets a +2. If the object is designed to be handled only by that handle (e.g. a sword), the attacker's QR advantage must be two to successfully grab the object. Some objects may be impractical to grab (e.g. a light saber).</p>
Disarm	Any Weapon	-3	<p>A disarm may be performed in two ways. A character who chooses to parry an attack may elect to parry to disarm. An attacker may, upon being told that an attack will be parried, immediately elect to change the attack into an attack to disarm. It is possible that an attack will be parried to disarm and then itself converted into an attack to disarm!</p> <p>In both cases the decision to disarm must be made before either the attack or parry is resolved.</p> <p>Disarms are resolved as a normal attack/parry except that if the disarming attack or parry is superior to the opponent's parry or attack then the opponent's weapon is lost or dropped, or (in the case of a bodily appendage) numbed.</p> <p>An attack to disarm disarms but does not cause damage if it succeeds. A parry to disarm still blocks damage as if it were an ordinary parry even if it fails to disarm.</p> <p>E.g. Ruggiero attacks Rodomont. Rodomont declares he will parry to disarm. Ruggiero's attack is QR3. Rodomont's Parry is QR3. The parry blocks the attack but is not superior to the attack and so it does not disarm Ruggiero. Rodomont then attacks Ruggiero. Ruggiero parries to disarm. Rodomont decides to attack to disarm. Rodomont's attack is a QR2. Ruggiero's parry is a QR3. Ruggiero takes no damage, but his</p>

Attack	Weapon	PM	Notes
			sword is knocked to the ground and skitters away. A numbed appendage incurs a -1 to hit and DC modifier. Each hour the numbed character can make an EN roll and if successful, recovers.
Knockback	Unarmed or Shield	+0	A knockback attack is performed at normal range, but moves the character to close range (0m). The damage the attack would have inflicted (knockback attacks do not usually inflict damage) is compared to the defender's DS (damage scale), and if greater, the defender is then forced back the difference in metres. The defender must also make an agility or acrobatics roll to remain standing, or fall to kneeling (on a QR7) or prone (on a QR10).
Throw	Unarmed	See Notes	A defender may declare an intention to throw an opponent as part of a dodge action (-1 modifier) where an attacker is unarmed or using a polearm. An attacker may attempt to throw as an attack at close range (-2 modifier). Characters without the Unarmed Combat Throws field incur a -2 modifier if they attempt throws. Throws are resolved as a normal attack/dodge except that if the throw attack is successful or the dodge QR is superior to the attack then the opponent is thrown a distance of 3m past the throwing character and may suffer falling damage.
Strangle	Unarmed	-1	Resolved as a pin action, except that the defender's neck is being pinned. While this pin is maintained, the defender cannot breathe. Characters without the Unarmed Combat Capture field incur a -2 modifier if they attempt strangle holds. Strangle attacks that could not, were they ordinary attacks, penetrate the defender's head or chest armor, will be ineffective.
Headbutt	Unarmed	-2	DC +1m. Requires appropriate circumstances. Can result in self-inflicted injuries.
Kick	Unarmed	-1	DC UCDC+1m. Character's must have an unpinned leg.
Lethal Strike	Unarmed	-1	DC UCDC+1m. Requires Unarmed Combat Lethal

Resolving Ranged Attacks

A ranged attack is resolved using the appropriate weapon skill (e.g. Handguns when firing a pistol) and modifiers for the target's size, motion, range, and the firer's aim, weapon, and stance. Many other situational modifiers may apply (e.g. it's harder to aim when you can't see well). The QR of the shot determines the damage inflicted by a single shot or the proportion of a burst which hits a target.

A ranged weapon will either use ammunition or consume power. A weapon with insufficient ammunition or power must be reloaded (or recharged) before it can be used again.

Some weapons with very high cyclic rates of fire may fire bursts that are treated as a single shot of greater damage class for resolution purposes (they still use up more ammunition).

Ranged Attack Modifiers

Ranged Combat Situation	Modifier
Use weapon's PM	
Weapon braced or firer prone	+1
Firer is unbalanced	-2
Per recoil • of weapon fired since last aiming or recovering (recoil accumulates until the firer aims or recovers balance).	-1
Firer just hit target with previous shot (counts as two aim actions)	+2
Per aim action just taken at target (Maximum aim bonus is +6)	+1
Target is within 3m	+1
For every full range increment the target is distant (i.e. divide distance to target by range increment and round down)	-1
Poor light	-1 to -5
Dark	-6
Target is horse-sized to enormous	+2 to +6
Target is remarkably large (for a human adult)	+1
Target is remarkably small (for a human adult)	-1
Target is dog-sized to tiny	-2 to -6
Target has 1/3 cover	-1
Target has 2/3 cover	-3
Target has almost perfect cover	-6
Target is kneeling/squatting	-1
Target is flat on the ground	-3
Target is completely still	+2
Target is moving quickly (using Move action for instance)	-2
Target is moving evasively (using Evade action for instance)	-4
Target is unaware	+1
Target is stunned	+1
Firer using weapon in off-hand (e.g. right handed character using a pistol in left hand)	-2
Firer using longarm one-handed (may not aim)	-2
Trying to hit legs	-2
Trying to hit head	-4
Trying to hit torso (chest/abdomen)	+0
Trying to hit specific arm	-3
Trying to hit handgun or rifle from front	-5
Trying to hit rifle from side	-3
Area Fire (firing at a target guessing its position—modifier varies depending on how good a guess firer makes; yield% of shots fired hit target).	-2 to -6

Amy is heading towards a warehouse as part of a dawn raid on a suspected terrorist cell. She is being backed up by her partner and several special forces operators, including a sniper lying atop a nearby building.

Unknown to her as she approaches the corner of the building, a gunman is preparing to ambush her from behind some crates around the corner. Fortunately for her, the sniper is scanning the ground ahead of her and his PC roll is better than the gunman's stealth roll. The sniper can only see the gunman's head and shoulder, and figures he may be wearing protective armor. The sniper tells Amy there is a gunman hidden behind boxes around the corner, proceed with caution.

Combat begins. The sniper has a +3 awareness modifier, the gunman -2, and Amy (now she has been warned) is at +0. They roll initiative and get QR3, QR4, and QR4 respectively. The sniper opts to act immediately, makes a perception roll (PC 12, SC = 7 * 12 = 84, rolls 63 which is a QR4, 2 bonus aim actions), and takes 3 aims at the gunman and then elects to **wait**, focusing on the gunman.

The gunman is unaware of the sniper's actions, and simply waits focusing on the corner.

Amy proceeds towards the corner, and stops short of it. She draws her pistol.

The GM decides the gunman now knows that he has been spotted because he can hear Amy's more cautious footsteps. The GM rules that the sniper now has a +2 awareness modifier, while Amy and the gunman are a +0. They get QR3, QR4, and QR3 respectively.

The sniper continues waiting, focused on the gunman.

The gunman decides to fire blind through the corner of the building (which won't stop bullets) hoping to hit Amy and warn his friends. He makes a dexterity roll for bonus fire actions (DX 9, SC = 7 x 9 = 63, rolls 62 for a QR4 and gets one bonus fire action). The sniper tries to pre-empt, but his initiative isn't *better* than the gunman's (although his Initiative score is), so the gunman will get to fire just before the sniper.

The gunman guesses his target will be just around the corner (which she is) and only incurs a -2 modifier for area fire. He aims for what he guesses is the chest (+0) and fires a long burst from his automatic rifle. His target is 6m away, which is inside the first range increment for his weapon. He gets a QR3, so 50% of the 6 round burst hits Amy.

The GM rules that the walls of the building provide protection 3 against impact, and the bullets have to pass through two walls, or protection 6. The rifle is an advanced SL rifle (being fired on auto) so its individual bullets are 10i2p, or 6i after going through the walls. The shots were fired chest high and so all hit Amy in her chest or abdomen, which are covered by a silkweave vest (4A impact protection). A vest only covers 9/10 shots from the front (which these are) and Amy is unlucky with one of them, the random QR is 3, which is 2 wound levels, leaving Amy with a medium wound. Amy fails her pain resistance roll and is stunned.

The sniper couldn't pre-empt the gunman, but he can shoot before the gunman takes any other actions (such as another fire action). The sniper is using a heavy target cartridge laser rifle at a range of 240m. He opts for bonus fire actions, gets a QR7 (DX 12) and receives one bonus fire action. The range increment for the rifle is roughly 69m (50 x 1.25 x 1.1 = 68.75m), so the target is three full range increments away, or -3 for range. The sniper is braced and prone, +1, and has taken three aim actions with a laser sight, +3, he is aiming for the target's head, -4, and the target is unaware of him, +1. Net modifier -2.

The sniper fires and gets a QR4. This is enough to heavily wound the gunman (2 wound levels, +1 for a headshot) but not necessarily put him out of action. The gunman now must make a pain resistance roll (at -3) or become stunned. If he fails, he is out of action. He gets very lucky and succeeds. He can now take his second action, which is to attempt to shoot the sniper at - something huge for range etc., -2 for not aiming, -3 for being wounded. He misses. (A more sensible gunman might have fallen prone.) The

sniper fires a second shot, losing the +3 for having just aimed, but gaining +2 for having just hit his target (having just hit a target is equivalent to having taken two aim actions at it). The second shot puts the gunman completely out of the action.

Note that the sniper might as well aim for the head, since if he aimed for the body, the target would get a 2/3 cover modifier, and a hit to his legs, say, would have to go through a bunch of boxes (which might completely ablate the laser).

Also note that the sniper still has an action left. Experience told him he would have enough positive modifiers to hit, and thus could probably rely on the bonus for having just hit and not have to aim if extra shots were required.

Finally note that if the sniper were using a weapon with recoil, the second shot would have incurred a negative modifier from recoil.

Balance

A character who has just moved, turned, changed stance, dodged a blow, or performed some other feat of agility, will not be well balanced to aim and fire a weapon (and will not have a longarm shouldered). A character who is unbalanced incurs negative modifiers when trying to hit a target with a ranged weapon.

Balance as per these rules does not affect Mêlée combat.

Travel

Long Distance Travel

When characters undertake a journey, the questions one usually wants to answer are how much time was taken, whether any accidents took place en route, whether any other incidents occurred, and whether the characters reached their destination. The GM should divide any journey into as many or as few legs as the situation warrants. Rest stops or changes of driver are obvious places to divide a journey.

A driver should have to stop for rest breaks every WP hours, and thus this is the greatest length a leg should last and hence the longest trip any one driving (or Navigation) roll should apply to. If a journey is completely routine, the GM can simply ignore these rules and assume that the journey proceeds at the cruise speed of the vehicles used.

Navigation: in unfamiliar country one of the characters must navigate (e.g. make a Navigation roll), and the worse of this and any driving roll is used to determine the duration of any journey, with the exception that a QR10 result for navigation indicates that the characters are lost, and at best are considerably off-course.

Normal Travel: if characters are not in a hurry, then they choose a driver (if applicable) and he/she makes a normal driving roll, the result of which yields a average speed for that leg (see below). If this speed is insufficient to finish the journey in the driver's WP hours, then simply this speed multiplied by the driver's WP km are covered in that time (the characters may then rest, or select a relief driver), otherwise the journey is completed in the distance, of the journey (in km), divided by the average speed, in hours.

QR	Normal Travel Result
QR1/QR2	Average speed is average of Cruise and Max speeds of vehicle (adjusted for terrain).
QR3/QR4	Average speed is Cruise speed of vehicle (adjusted for terrain).
QR7	Average speed is half the Cruise speed of vehicle (adjusted for terrain).

QR	Normal Travel Result
QR10	Some time into the leg a mishap occurs, damaging the vehicle, and perhaps the characters. The driver should make another driving roll at Man rating of vehicle to avoid an accident (see below).

Hasty Travel is handled a little differently: it is assumed the characters are in a hurry to get somewhere, and want to minimise the time taken. Hasty travel may not be attempted by people on foot (they use normal travel, above, and increase their rate of exercise).

The procedure is otherwise as for normal (unhurried) travel, with the following changes:

QR	Hasty Travel Result
QR1	Average speed is the Max speed of the vehicle adjusted for terrain.
QR2	Average speed is 90% Max speed of the vehicle adjusted for terrain, or the speed for QR 3 if that is higher.
QR3	Average speed is the average of the Max and Cruise speeds of the vehicle adjusted for terrain.
QR4	Average speed is the Cruise speed of the vehicle adjusted for terrain.
QR7	Some time into the leg a mishap occurs, damaging the vehicle, and perhaps the characters. The driver should make another driving roll at Man rating of vehicle to mitigate an accident (see below)
QR10	Some time into the leg a serious mishap occurs, damaging the vehicle, and perhaps the characters. The driver should make another driving roll at Man rating of vehicle -3 to mitigate an accident (see below).

In cases where a driver faces a potential accident, consult the table below. (Note, this table seems to treat QR4s as failures, but in fact the character is only rolling on this table because he/she has already messed up.)

QR	Accident Avoidance Result
QR1	The accident was completely avoided without damage to the vehicle. The journey is completed as per a QR4 journey.
QR2	The accident is largely avoided but causes the vehicle light damage or inconvenience equivalent to a flat tyre. After a delay of an hour or so (assuming adequate spare parts) the journey is completed as per a QR4 journey.
QR3	The vehicle suffers medium damage and may have to be repaired before the journey can continue (at least in the vehicle).
QR4	The vehicle suffers heavy damage and will have to be repaired before the journey can continue; everyone inside suffers DC4 (random QR).
QR7	The vehicle suffers incapacitation and everyone inside suffers DC8 (random QR).
QR10	The vehicle is destroyed and the passengers suffer DC10 (random QR). At the GM's discretion, the vehicle explodes shortly afterwards inflicting a further DC12 on anyone still inside or near the wreck.

Designer's Note: there is deliberately almost no chance of killing a healthy character using this system; that's the idea. It's pretty frustrating for players to lose characters in the comparatively mundane area of travel.

Pursuit & Vehicle Combat

Sometimes characters will either desire to catch up to, overtake, or escape from, someone in a vehicle; in such a case, Pursuit occurs. Long distance pursuit can be handled in an obvious way by the long-distance travel system above; detailed pursuits are a different matter.

Pursuits will often involve combat, whether it's dog-fighting jets, orbital fighters exchanging laser fire, gangsters exchanging shots from the running boards of their cars, or archers shooting each other from horseback.

It should therefore not surprise you to learn that pursuit can be handled simply using the combat rules, but with a different set of actions and skills, and using time-scales suited to the vehicles involved.

The pursuit component of pursuit and combat is really only of interest when similar vehicles are involved: obviously a jet fighter will rapidly outrun or overtake an automobile, while a submarine would probably escape an SR-71 (high speed reconnaissance plane).

Acceleration and **Maneuver** ratings given for various vehicles are only designed for comparison with vehicles of the same broad type: land, water, air, or space.

In some cases comparisons across type may be required: e.g. when a helicopter pursues a car or a detective on foot tries to catch up with a boat.

Convert From:	Convert To:			
	Ground	Water	Air	Space
Ground		Groundcraft A+1, M+1, S-1	Aircraft A-3, M+3, S+3	Spacecraft A-6, M+4, S+6
Water	Groundcraft A-1, M-1, S+1		Aircraft A-4, M+2, S+4	Spacecraft A-7, M+3, S+6
Air	Aircraft A+3, M-3, S-3	Aircraft A+4, M-2, S-4		Spacecraft A-3, M+1, S+3
Space	Spacecraft A+6, M-4, S-6	Spacecraft A+7, M-3, S-6	Spacecraft A+3, M-1, S-3	

This table shows how to compare vehicles across broad types. The GM should decide which scale is most convenient, usually it will be the scale of the slowest vehicle.

In this table **A** denotes **Acceleration** modifier, **M** denotes **Maneuver** modifier, and

S denotes **Safe** modifier.

Also remember: Acceleration, Maneuver, and Safe ratings of aircraft and watercraft are modified by terrain values.

A Pursuit begins when a situation warrants it, and the GM has decided who is in front, who is behind, and what range the pursuit begins at ranging from zero (tailgating/side-by-side) to five (within sight). These ranges are defined below.

Pursuits are conducted in turns, each (very approximately) representing the turn length shown below.

Range Number	On Foot	Cars/Boats	Planes	Ships	Space
0	2m	4m	40m	100m	50km
1	10m	20m	200m	500m	500km
2	20m	50m	500m	2km	5000km
3	50m	100m	2km	5km	50,000km
4	100m	500m	10km	10km	500,000km
5	200m	2km	30km	20km	5Mkm
6	500m	5km	100km	50km	50Mkm
7	The pursuers have completely lost contact.				
Round Length	10s	10s	10s	30s	30s

The ranges indicated above are used for determining the range for purposes of any weapons fire. Note that while turns can be (much) longer than the normal Combat turns, and somewhat (very) approximate in length, the rates of fire given for combat still apply (since fire is being performed whenever the opportunity presents itself, rather than continuously).

Designer's Note: Taking these estimates as even vaguely accurate can lead to strange conclusions. Pursuits should be thought of as being dramatic rather than accurate.

Initiative

Initiative is determined as in combat. Characters receive modifiers to their initiative roll based on the situational awareness (e.g. if you're chasing someone and you can't see them, that's bad; if you haven't seen them for quite some time, that's really bad).

Frequently, a single vehicle will contain several characters each with different roles, each of whom may well have different initiative modifiers. E.g. if you're driving an unfamiliar car at night in bad weather, you may have a lot of negative modifiers,

while your buddy leaning out the window trying to shoot at your pursuers may have different modifiers.

As well as declaring the focus of their attention, operators of vehicles must declare the speed they wish to drive at as an ease factor modifier no greater than +2. The lower the bid, the faster you go (and the more risk you take).

If the vehicles in the pursuit all move at the same speed then their relative distances do not change. Vehicles moving faster move up in increments equal to the distance scale.

E.g. two cars are chasing one another through city streets and are 50m apart (range 2). The first car bids a speed of -1, the second cautiously bids 0. Since this is taking place at car scale, the first car's lead stretches out to 100m (range 3).

Speed

At any given time, a pursuit is considered to be proceeding at a particular speed, which can be thought of as a modifier representing how hard it is to drive at that speed *independent of situational modifiers*.

E.g. in a chase through city streets, one car may be in traffic, while another is on a freeway. In general car in traffic would incur a worse situational modifier for driving at a given speed than the car on the freeway.

Actions

As in combat, every character receives two actions. Each vehicle operator must spend one action simply controlling his/her vehicle or it becomes uncontrolled. (This may not apply to vehicles with autopilots, in which case if the vehicle is on autopilot, no actions need be taken to control it. These rules assume manual control.)

All standard combat actions may be performed as usual in pursuit, but many will be largely irrelevant, and some new actions are available.

Note: characters perform "driving" rolls using their appropriate vehicle skills (e.g. Groundcraft).

Action	Description
Operate Vehicle	<p>Operate vehicle safely during pursuit.</p> <p>Each turn, the operator of a vehicle involved in a pursuit must make a driving roll (at the speed modifier, with the vehicle's Acceleration modifier applying).</p> <p>If this roll is failed, a safety roll must be made.</p> <p>Note: if the speed of the vehicle exceeds its safe rating in the current terrain, then an additional safety roll must be made— i.e. two safety rolls must be made in the case of exceeding safe speed and failing a driving roll.</p> <p>Acceleration modifiers apply for these rolls because a vehicle with the ability to accelerate quickly affords its driver more options in being able to maintain a given average speed.</p>
Force	<p>Attempt to force another vehicle to slow down or crash, by colliding or threatening collision.</p> <p>The target of a force maneuver must be at range 0 from the vehicle performing the maneuver.</p> <p>The driving roll is modified by the sum of the final bid, and the vehicle's Size, DS/2, and Acc, minus the sum of the target vehicle's Size, DS/2, and Acc.</p> <p>If the force maneuver is successful, the target vehicle's driver must make a safety roll. If it fails, the forcing vehicle's driver must make a safety roll.</p>
Quick Turn	<p>Attempt to suddenly change direction either to gain distance or to lose pursuers altogether.</p> <p>In most cases, a quick turn may only be performed by a fleeing party, or in response to circumstances (e.g. the GM may decree that a particular bend in the road requires a quick turn to navigate).</p> <p>To perform a quick turn the vehicle operator must perform a driving roll modified by the current speed modifier and the vehicle's Maneuver rating.</p> <p>The effect of a quick turn depends on the range at which it is performed.</p> <p>At range 0 or 1, the pursuers will be going in the wrong direction unless they can quickly respond with their own quick turn or will need to reverse the next turn.</p> <p>At range 2 or 3, the pursuers may need to perform a quick turn the next turn or may be able to take a shorter path.</p> <p>At range 4 or higher, the pursuers may need to perform a search roll (compare the QR to that of the quick turn) or lose visual contact with their quarry.</p>
Reverse	<p>Attempt to reverse direction while losing the least ground possible.</p> <p>A reverse may usually only be performed by a fleeing party (unless circumstances dictate it).</p> <p>The vehicle operator must make a driving roll modified by the current speed modifier and the sum of the vehicle's Acceleration and Maneuver modifiers.</p> <p>If successful, range immediately becomes 0, then increases by 3 per turn until the pursuers perform one reverse or two quick turn actions.</p>

Action	Description
	An unsuccessful reverse not only requires a safety roll but reduces the range to 1, if it was higher, and to 0 if it was 1.
Trick	Perform some inherently difficult and risky maneuver. This is really up to the GM, but creative use of Acceleration, Maneuver, and Size modifiers is always in order (as well as the ubiquitous speed modifier).
Climb/Dive	Attempt to gain distance or tactical advantage via a sudden change in altitude (or depth). A climb/dive may only be performed by a vehicle with a Ceiling rating, and only if circumstances permit. (A submarine cannot dive in shallow water, a plane cannot dive—safely—when flying at nap of earth.) The vehicle operator must make a driving roll at the sum of the vehicle's Acceleration and Maneuver ratings and the current speed modifier. Climbing loses you one horizontal range increment. Diving gains you one horizontal range increment. A failed climb/dive incurs a safety roll. Each successful climb/dive allows a vehicle to gain or lose one (on a QR3 or QR4) or two (on a QR1 or QR2) range increments vertically. (You'll need to track vertical and horizontal separation independently.)

Safety Rolls

A **Safety Roll** must be made by the driver of any vehicle which failed to perform a maneuver, and/or whose vehicle's Safe rating exceeded the speed modifier the vehicle was operated at for the turn. A Safety Roll is modified by +(speed modifier – the vehicle's Safe), and is performed using the operator's appropriate vehicle skill.

QR	Safety Roll Result
QR1, QR2, QR3	The passengers and vehicle are undamaged.
QR4	The vehicle's damage level is increased by one.
QR7	The vehicle suffers incapacitating damage. All passengers suffer DC(8 – Vehicle's DS).*
QR10	The vehicle is totalled. All passengers suffer DC(12 – Vehicles DS).*
* Optionally add (2 – the speed bid at which the accident occurred) to the DCs listed for accidents (resulting in a net increase for high-speed accidents).	

Vehicle Hit Locations

Damage to Vehicles from weapon fire (or whatever) has its DC reduced (by the vehicle's DS, if a mêlée attack, or the result of an accident or collision; DS/2, if an impact attack; or DS/4, if a beam attack; as well as by any additional armour) and then is assessed as follows: roll D10 and consult the table below for damage inflicted on a vehicle:

Vehicle Hit Locations	
D10 Roll	Result
1-4	Engine/Transmission Hit The damage has affected the vehicle's motive systems, and aggregates normally.
5-7	Accessory Hit The damage has affected the vehicle's accessories (e.g. weapons, radar, air-conditioning, tape-deck), and has no effect on its damage level unless it is an aircraft or submarine, in which case it aggregates normally.
8-10	Compartment Hit Divide the vehicle's cargo space into 100kg lots, and give each passenger and each 100kg of cargo an equal likelihood of receiving the damage, which has no effect on the vehicle unless it is an aircraft or submarine, in which case it aggregates normally.

Equipment

Characters, being human or nearly human, are tool-using creatures. The vast array of objects characters use is collectively referred to as equipment.

Many pieces of equipment have no clear practical function (e.g. earrings) or have a function that is obvious but requires no particular game description (e.g. wristwatches). In general, all items will have certain key characteristics:

Size

In general, size will either be stated in terms of metric dimensions (a metre is roughly a yard) or given in shorthand terms: tiny (the size of a coin), small (the size of a handgun), luggable (briefcase sized), hefty (suitcase sized), or large (the size of a coffin).

Weight (Mass)

In general, weight (mass) will be stated in kilograms. (To convert to pounds, multiply by two and add ten percent.)

Technology Level (TL)

Technology Level is a *rough* indication of whether something can be produced by a given society.

The main purpose of TL is for *non-historical* settings in which the availability of something cannot be looked up, but instead must be inferred. (E.g. you might reason along the lines, "If they can build skyscrapers they can probably build cars.") Points in time that seem very significant to us historically (e.g. the Roman Empire, the Renaissance, WWII), but which did not represent any kind of watershed in terms of available tools and materials, don't receive their own TL. Had designs for most WWII armaments been available in WWI, or even earlier, factories could easily have manufactured them. (In fact, some WWII weapons predated WWI but simply hadn't been proven in combat.)

TL	Date*	Description	Key Technology
0	na	None	na
0.5	40,000 BC	Paleolithic	flint tools and weapons, hunter/gatherers
1	10,000 BC	Neolithic	agriculture, nomadic herding
1.5	4,000 BC	Bronze Age	writing, water wheel, bronze, silver, and gold, arithmetic, book-keeping
2	1,000 BC	Iron Age	philosophy, geometry
2.5	0 AD	Roman Empire	concrete, aqueduct, filing systems
2.75	700 AD	Dark Ages	windmill
3	1300 AD	Middle Ages	gunpowder, spinning wheel
3.5	1500 AD	Renaissance	firearms, blue water sailing, Copernican theory
4	1800 AD	Industrial Revolution	steam engine, battery, telegraph, steel
4.5	1900 AD	WWI	automatic weapons, airplane, telephone, electrical power, punch cards
5	1950 AD	Atomic Age	jet aircraft, fission, ICBM, digital computer
5.5	2000 AD	Information Age	personal computer, internet, virtual reality, human genome
6	2050 AD	Interplanetary	thermonuclear power, clean fission power, interplanetary travel, robots
7	2100 AD	Interstellar	FTL travel
8	2200 AD	Galactic	Travel throughout the galaxy, Teleportation
9	2300 AD	Universal	Travel to the edges of the visible universe
10	2400 AD	Interuniversal	Particularly advanced societies in Iain M. Banks's Culture novels are said to have "sublimed" and left our universe behind. In Greg Bear's Eon, the artifact allows travel to the limits of space time and to different realities.

Note: * the dates given are for Western technological development, especially after 1000 BC. The Chinese were about 500–1000 years ahead of the West up until 400AD or so, whereupon significant technological advancement seems to have slowed until the middle ages.

It is, of course, important to remember that the historical sequence of discovery and invention was hardly inevitable, nor is it an indication of prerequisites for maintaining technology. Many quite modern advances could potentially have been made long ago. The Chinese developed technologies in a different order, and despite (or perhaps because of) a considerable head start and an apparently more stable and wealthy society, did not continue to lead the way.

It's also important to remember that certain cultural features (e.g. the widespread knowledge of arithmetic, or standardized measurement systems) cannot be taken for granted. Until public education took off in the nineteenth century, most people in the West could neither read nor multiply.

E.g. the commercially available typewriter came out in 1874 and first successful model came out in 1878, so the TL of the typewriter is 4.4 or so.

Players may not want their characters to have the latest writing tools but they will often want the latest guns. The "Volcanic Repeating Rifle" appeared in the 1850s, so we might decide that the repeating rifle is TL4.25, but the first widely used and reliable version came out in 1873, so we've made repeating rifles TL4.35.

In any event, for historical campaigns there's no particular reason to use TL if you know (or can find out) the exact year something first appeared. On the other hand, TLs do provide some indication of the level of advancement required to produce an item for speculative settings in which societies with widely varying levels of technology may be encountered.

The purpose of giving an item's tech level is to give you a rough and ready idea of how likely it is to be available in a given setting, and not a source of debate as to when something was invented or whether it could have been made by a Connecticut Yankee. In many cases, the historical appearance of items is

independent of the ability to produce it (e.g. telescopes could have been produced far earlier than they were, but the knowledge to do so did not exist; similarly the Chinese produced printing presses with considerably lower technology and far earlier than did Gutenberg).

The reasons for TL being so much more detailed for relatively modern items are several. First, the rate of technological advancement has vastly accelerated since 1800. Second, we have a much better idea of when, exactly, recently invented items first appeared. Finally, certain item modifications need to scale the TL of the item modified, which will have a major impact on whether they will be available in a given setting.

Price

Price is stated in standard value units (svu), each representing the cost of a cheap meal or the pay for an hour of unskilled labor. In the United States of America at the time of writing this is about US \$6.

Oddly enough, some readers considered this method of describing value to be ridiculous when ForeSight was first published in 1986-7. Today the cost of living in terms of the price of food at McDonalds is regularly published in *The Economist* as a means of comparing standards of living in different countries. The term "svu" was, as far as I know, coined by Jack Vance, and appears (either as svu or slu, for standard labor unit) in a number of his science fiction novels.

Prices are always approximate or typical. The actual prices of items will vary for all sorts of reasons. (Today, for example, the exact same product may be sold in the same store at several different prices.)

Performance Modifier (PM)

Often, items will be used in the conduct of specific tasks. E.g. a camera is usually used to take pictures. **An item's performance modifier is an ease factor modifier that applies when it is used as intended.** Thus, a very well made camera might have a +2 modifier, but this only applies when it is used to take pictures, not when it is used as an improvised club or as a paperweight or if pieces of it are used as improvised spare parts to repair a laptop.

Failure Range (Fail)

Items may have some chance of failing when used. Reliability (or lack thereof) is represented by a **failure range** (the range of die rolls which will cause an item to fail when used). An item that has no stated failure range can be assumed to be utterly reliable or to have no obvious use.

Failure Ranges		Failure Rolls (D100)
A	Utterly Reliable	–
B	Very Reliable	99*
C	Reliable	Any roll of 99
D	Average	Any roll of 50, or 99
E	Unreliable	Any roll of 25, 50, 75, or 99
F	Flaky	Any roll ending in 5.
G	Atrocious	Any roll ending in 3 or 8.
H	Hopeless	Any roll ending in 2, 5, or 9.
I	Malfunctioning	Any even roll.
J	One Shot	Fails on Use
K	Some Assembly Required	Must be repaired prior to each use
L	Falling Apart	Must be repaired prior to each use and must be rebuilt after each use
M	Dysfunctional	Possibly useful for parts

A failure range of 50 or 99 indicates then when used a roll of 50 or 99 results in the item malfunctioning or breaking down. **A failure range of 99* indicates the item only fails on a 99 if a subsequent D10 roll turns up a 10.**

Note that this rule is designed to allow one roll to both serve as a resolution roll and determine whether an item used in the resolution attempt breaks down. If multiple pieces of equipment are being used the GM may wish to use separate rolls to handle the issue.

This table allows reliability to be modified. A **better** (or positive) modifier to reliability moves the failure range upwards, while a **worse** (or negative) modifier moves it downwards.

Damage Scale (DS)

An item's damage track represents how hard it is to destroy (relative to a person, who normally has DS1). An egg might have DS0.05, while a truck might have DS10. Note that armor protection is handled independently of damage scale.

Item Modifications

In general there will be countless variations on every kind of item you can imagine, and it's foolish to attempt to provide exhaustive lists. Item modifications allow you to represent atypical or customised versions of almost any. Item modifications generally involve tradeoffs, e.g. an "elegant" item might look nicer

and be smaller but be considerably more expensive, while a “ruggedized” item will be heavier, have a higher damage scale, and be somewhat more expensive.

Modifications	Size	Weight	TL	Price	PM	Fail	DS
Cheap/Shoddy	–	1.2	–	0.7	–1	Worse	0.8
Crude	1.1	1.2	-0.5*	–	–1	Worse	–
Large	1.5	3.0	–	2.5	–	–	2.5
Compact	0.8	0.6	+0.1	1.5	–	–	0.6
Miniature	0.5	0.25	+0.5	2.0	–	–	0.3
Micro	0.1	0.01	+1.0	1.0	–	–	0.01
Modern	0.8	0.7	+0.25	0.6	–	Better	0.8
Reliable	–	–	+0.1	5.0	–	Better	–
Ruggedized	1.1	1.2	–	2.0	–	–	1.5
Flashy	1.1	1.1	–	1.5	–	–	–
Elegant	0.9	0.9	+0.1	4.0	–	–	0.6

Notes: * a negative TL modifier indicates a device or design built using relatively low tech manufacturing facilities (but not *necessarily* low-tech knowledge). A classic example of this is the improvised submachineguns employed by the Russians in defence of Leningrad or Doc Brown’s steam-powered time machine.

E.g. Amy decides she wants a new watch and visits a store that sells watches. The GM asks what kind of watch she’s after. She says she wants something with a lot of neat functions that is also sleek and “cool looking”. The GM decides this is an *elegant, modern, flashy* chronometer.

Weapons

Weapons are implements designed to kill, maim, or incapacitate. Every human culture has produced them to the best of its ability.

There are two major classes of weapon: **ranged weapons** are used to strike at a distance, while **mêlée weapons** are used to strike directly.

Use. Every weapon requires a skill to be used effectively. E.g. pistols require the Handguns skill while most mêlée weapons require the HTH Combat skill. HTH Combat weapons are also divided into **classes** for purposes of specialization.

Abbreviations: H: handguns; L: longarms; HW: the weapon requires a specific heavy weapons skill; A: archery; S: slings; T: throw.

Weapons have one key quality that differentiates them from other items, and that is **damage class** (DC). This represents the ability of the weapon to inflict damage on its target.

Weapon damage is divided into several different kinds: small, fast-moving objects, such as bullets, inflict **impact** damage; larger, slower-moving objects, such as swords, inflict **mêlée** damage; energy weapons, such as radiated heat and lasers, inflict **beam** damage; and finally some weapons, such as tazers, are designed specifically to inflict pain or to stun without much harm and inflict **stun** damage. **The type of damage a weapon inflicts is denoted by the letter after its DC, "i" for impact, "m" for mêlée", "b" for beam.**

A weapon's damage may also be rated as piercing, designated by a number followed by a "p". This rating is the amount of armor damage class reduction the weapon ignores (piercing reduces numerical armor ratings first, and then damage absorption; so 4p damage would reduce 3AA armor to 0A).

E.g. a pistol, which ordinarily is DC 6i, is loaded with armor piercing bullets (a -1 +p2 modifier to DC), so the pistol is now DC 5i2p, which means that it does less damage to an unarmored target, but is more likely to penetrate armor, e.g. it treats 3A ballistic cloth as 1A.

Mêlée and thrown weapons usually have a DC expressed as a modifier to the wielder's **UCDC** (unarmed combat damage class), itself derived from strength.

Mêlée weapons have different performance modifiers and damage classes at different ranges as well as a performance modifier for parrying. The ranges for mêlée combat are close (grappling), normal (one metre away), reach (two metres away), and long (three metres away). Most mêlée weapons are designed to strike from a distance of one or two metres.

Draw. All weapons have a draw rating, which is the number of draw actions required to prepare the weapon.

Firearms & Ranged Weapons

Recoil. The bullets (•) after a weapon's name represent the recoil of the weapon. The more bullets, the more recoil. A character who fires several shots in succession with a recoil weapon without aiming or recovering between shots will incur a negative modifier to hit (-1 per bullet, per previous shot) to each shot after the first.

E.g. a character firing a •• weapon three times in a row would incur a -2 recoil modifier to the second shot and a -4 recoil modifier to the third. If the character instead chose to fire, then aim, then fire, the second shot would incur no recoil modifier (and would gain a bonus for being aimed). On the other hand, stopping to aim or recover will negate the positive modifier for firing at a target you've just hit.

Ammo. This is the weapon's ammunition capacity, or the amount of energy it consumes per shot in Watt-hours. If the ammo is "1*" then the weapon is the ammo and after "firing" a new weapon must be drawn or the old weapon retrieved.

Energy Weapons, Power Consumption, and Watt-hours

A Watt-hour is 3600 Joules. (A watt is a joule per second.) The muzzle energy of a 9mm parabellum bullet is around 550 Joules. I have arbitrarily assumed that laser

weapons are somewhere in the vicinity of 2% thermodynamic efficiency when they first appear, and then grow more efficient as the technology improves. Exactly what they're doing with waste heat I'm not going to worry about—it's perfectly valid to assume that lasers are silly things to use as personal weapons and ignore them altogether. One can easily imagine heat-seeking missiles or artillery shells being used to eliminate opponents with any plausible laser weapon.

This is not to argue that lasers will not continue to be used to aim weapons, paint targets, and blind sensors on the battlefield.

ROF. Rate of fire. For most ranged weapons this is simply 1 (if you're wondering why machineguns have a ROF of 1, assume that most have the auto burst modifications and use them). A bracketed ROF (i.e. "[1]") indicates the weapon takes two fire actions to fire. The first is a prepare action (cocking the trigger, drawing back an arrow) which can be performed any time before the second, although the weapon may not be very safe to carry while cocked. In the case of thrown weapons and bows, the prepare action is nullified if the user becomes unbalanced.

Range. This is the weapon's range increment. The user incurs a -1 modifier for each full range increment a target is distant (i.e. divide the range to target by the weapon's range increment and round down). E.g. a revolver has a range increment of 3m, so firing at a target less than 3m away incurs no range penalty, while a target 7m away incurs a -2 range penalty (7m is two full range increments).

RL. Reload. Some weapons have a reload rating, which is the number of reload actions required to reload the weapon. An asterisk-marked reload rating indicates that one reload action replaces one round of ammunition (the weapon can be fired or reloaded at any time).

Jam. This is effectively the weapon's failure range, which, if obtained during a fire action, results in the weapon becoming jammed or misfiring (or in the case of a bow, its string breaking). Many 20th and 21st century weapons are so reliable as to require this or even a lower probability of jamming. Unless otherwise stated, a jammed weapon requires D10 **concentrate** actions to clear (secretly determined by the GM) followed by a successful **dexterity** roll.

Firearms and other Ranged Weapons												
Weapon	PM	Ammo	ROF	DC	Range	Draw	RL	Jam	Wgt	Use	Cost	TL
(Thrown) Dagger ••	-1	1*	[1]	+1m	2m	1	-	A	500g	T	100	1
(Thrown) Spear •••	0	1*	[1]	+3m	4m	2	-	A	4kg	T	50	1
Sling ••	0	1	[1]	+1i	6m	2	3	D	500g	S	5	1
Bow ••	0	1	[1]	+1i	8m	6	1	D	4kg	A	400	1
Compound Bow ••	0	1	[1]	+2i	10m	6	1	D	4kg	A	700	2.5
Crossbow ••	0	1	1	5i	10m	4	10	D	5kg	L	500	2.5
ML Flintlock Pistol •••	-1	1	1	6i	2m	3	12	F	3kg	H	750	3.5
ML Flintlock Rifle ••	0	1	1	8i	10m	4	15	F	7kg	L	1k	3.5
ML PC Pistol •••	-1	1	1	6i	2m	3	8	D	2kg	H	750	3.75

Firearms and other Ranged Weapons												
Weapon	PM	Ammo	ROF	DC	Range	Draw	RL	Jam	Wgt	Use	Cost	TL
ML PC Rifle ••	0	1	1	9i	15m	4	10	D	6kg	L	1k	3.75
Revolver ••	0	6	[1]	6i	3m	2	6*	C	1.5kg	H	500	4.25
Revolver ••	0	6	[1]	6i	3m	2	3	B	1.5kg	H	500	4.5
Repeating Rifle	0	8	[1]	8i	10m	3	8*	C	4kg	L	1000	4.25
Bolt Action Rifle ••	0	5	[1]	10i2p	25m	4	4	B	4kg	L	750	4.5
SL Pistol •	0	7	1	6i	3m	2	3	C	1.5kg	H	1k	4.5
Machinegun •	0	100	1	11i3p	50m	10	4	B	15kg	HW	3k	4.5
SL Pistol •	0	12	1	6i	3m	2	3	B	1.5kg	H	750	5
SL Rifle ••	0	10	1	9i2p	25m	3	3	B	4kg	L	1k	5
Cone Pistol •	+1	10	1	8i	3m	2	3	B	1kg	H	1.5k	6
Cone Rifle •	+1	30	1	10i	25m	3	3	B	3kg	L	1k	6
Heavy Cone Rifle •	+2	20	1	14i4p	50m	10	3	C	12kg	HW	4k	6
Cartridge Laser Pistol	+1	4	1	7b	15m	2	3	D	2kg	H	4k	6.5
Cartridge Laser Rifle	+1	8	1	9b	50m	3	3	D	5kg	L	2k	6.5
Stun Pistol	0	10Wh	1	5is	3m	2	3	C	1.5kg	H	5k	6.5
Stun Rifle	0	20Wh	1	8is	10m	3	3	C	5kg	L	3k	7
Laser Pistol	+1	10Wh	1	8b	15m	2	3	C	1.5kg	H	1.5K	7
Laser Rifle	+1	20Wh	1	11b	50m	3	3	C	4kg	L	1k	7
Sliver Pistol •	0	25	1	7i2p	3m	2	3	C	1kg	H	2k	7
Sliver Rifle •	0	60	1	9i3p	25m	3	3	C	3kg	L	2k	7
Stun Pistol	0	10Wh	1	8is	3m	2	3	B	1kg	H	3k	7
Stun Rifle	0	20Wh	1	11is	10m	3	3	B	4kg	L	2k	7
Laser Cannon	+2	30Wh	2	2x16b	100m	10	3	B	10kg	HW	5k	8
Laser Pistol	+1	10Wh	1	11b	15m	2	3	B	600g	H	800	8
Laser Rifle	+1	20Wh	1	13b	50m	3	3	B	2kg	L	500	8
Dexax Sliver Pistol •	0	40	1	11i	3m	2	3	B	1kg	H	1k	8
Dexax Sliver Rifle •	0	100	1	14i	25m	3	3	B	3kg	L	750	8
Projac Pistol	+1	15Wh	1	13b	15m	2	3	C	1kg	H	4k	9
Projac Rifle	+1	30Wh	1	16b	50m	3	3	C	3kg	L	2k	9

Abbreviations: ML: muzzle loading; SL: self-loading (i.e. semi-automatic); PC: percussion cap.

Historical Notes: in general, prevailing European calibers are assumed for historical weapons, so pistols are based on 9mm parabellum, rifles on 7.62mm. This would make a .32 a light pistol, a .24 a light light pistol, a .45 a heavy pistol, and a .44 magnum a heavy heavy pistol. Pre-1900 weapons tended to have higher calibers and lower muzzle velocities.

Mêlée Weapons

Mêlée weapons are grouped by class. In some cases a class will consist of one weapon only (variations on this weapon can be created using modifications where required).

Each type of mêlée weapon is rated for attacks at **close** (0m), **normal** (1m), and **reach** (2m) ranges, as well as for **parrying**.

Weapons with (1–2) after their name can be used one-handed or two-handed. If used two-handed, such a weapon will gain a +1 to PM and DC at normal and reach ranges, and a +1 to DC at close range. Weapons with a (2) after their name can only be used two-handed.

Minimum strength requirements. A character should have ST at least equal weapon's mass (in kg) x 5 to use it one-handed.

Minimum ST to use weapon one-handed = Mass (in kg) x 5

To use a weapon two handed requires somewhat less strength.

Minimum ST to use weapon two-handed = Mass (in kg) x 3

A character using a weapon that is too heavy incurs a –1 modifier for each three (or fraction thereof) points by which his/her strength falls short. This applies to both attacks and parries.

E.g. in a tense situation, Amy grabs a loaded briefcase and attempts to use it as a club to whack an assailant from behind. The briefcase weighs 4kg, and the GM rates it an improvised heavy club. (See **Mêlée Weapon Modifications**, below.) Used one-handed, she'd need ST 20 (4x5 = 20), which given her actual ST score is 7 would be hopeless (–5 for being 13 short). Used two-handed she only needs ST 12 (4x3 = 12), meaning she incurs a –2 modifier for using such a heavy object. (And a further –1 for its unwieldiness, as reflected by the **improvised** modification.) –3 is not so bad, especially when you're hitting someone from behind...

Mêlée Weapons											
Weapon	Close		Normal		Reach		Parry	Draw	Wgt	Cost	TL
	PM	DC	PM	DC	PM	DC					
Knives & Daggers											
Dagger	+1	+2m	–1	+2m	–	–	–1	1	500g	100	1
Swords											
Shortsword	–1	+2m	+1	+3m	–	–	0	2	800g	150	2
Rapier	–	–	+1	+3m2p	–	–	+1	3	1kg	250	3
Sabre/Longsword	–	–	+1	+4m	–	–	+1	3	1.25kg	250	2.5
Two-Handed Swords											
Hand and a Half (1–2)	–	–	0	+4m	–1	+3m	–1	4	2kg	500	2.5

Mêlée Weapons											
Weapon	Close		Normal		Reach		Parry	Draw	Wgt	Cost	TL
	PM	DC	PM	DC	PM	DC					
Two-Handed Sword (2)	-	-	0	+6m	0	+5m	0	4	3kg	750	3
Polearms & Staves											
Fixed Bayonet (2)	-	-	+1	+3m	0	+3m	0	*	750g	100	3.5
Staff (1-2)	0	0	0	+2m	-1	+1m	0	3	3kg	10	0
Spear (1-2)	0	0	+1	+3m1p	0	+2m1p	0	4	3kg	150	1
Glaive (2)	0	0	+1	+4m	0	+3m	0	4	3kg	250	2
Halberd (2)	-1	0	0	+3m	0	+4m2p	-1	4	5kg	350	2.5
Hafted Weapons											
Club	-1	+2m	0	+2m	-	-	-1	2	2kg	-	0
Mace	-	-	0	+3m	-	-	0	2	2kg	30	2.5
Flail	-	-	-1	+4m2p	-	-	-2	4	3kg	500	2.5
Warhammer	-	-	0	+3m2p	-	-	-1	3	3kg	200	2.5
Unarmed Combat											
Unarmed	0	+0m	0	+0m	-	-	-2	-	-	-	-
Unarmed Defensive	0	+0m	0	+0m	-	-	0	-	-	-	-
Unarmed Lethal	-1	+2m	-1	+2m	-	-	-	-	-	-	-
Shields											
Small Shield	-	-	-1	+1m	-	-	+2	4	2kg	50	1
Medium Shield	-	-	-1	+1m	-	-	+3	5	4kg	100	1
Large Shield	-	-	-1	+1m	-	-	+3	6	6kg	150	1
<p>Note: shields also offer passive protection to some hit locations. A small shield offers 7/10 cover for the limb wielding it and 3/10 cover for chest and abdomen (from the front and shield side). A medium shield offers 8/10 cover for the limb and 5/10 cover for chest and abdomen (from the front and shield side). A large shield offers 8/10 cover for the limb, 7/10 cover for the chest and abdomen (from the front and shield side), and 4/10 cover for the legs and head.</p> <p>The shields listed would be made of reinforced wood providing similar protection to chainmail. Shields covered in metal would cost 3x more and provide protection equivalent to plate armor.</p> <p>Finally note that a shield is generally employed with one's off-hand, and only incurs a -1 off-hand modifier.</p>											

Weapon Modifications

More than almost any kind of equipment, weapons have variations and are constantly being customized. As with item modifications, weapon modifications involve tradeoffs, but there are more things to be traded off against. E.g. heavy firearms tend to weigh more and have smaller ammunition capacities, while cheap weapons tend to be less accurate and reliable.

Ranged Weapons

Many firearms can be derived very simply and quickly using these modifications. E.g. a carbine is a cut-down rifle; a submachinegun is either an auto cut-down rifle or an auto heavy pistol. It makes sense to infer similar variations of futuristic weapons.

Ranged Weapon Modifications												
Modification	PM	Ammo	ROF	DC	Range	Draw	RL	Jam	Wgt	Use	Cost	TL
Advanced ***	0	1.5	-	+1	1.1	-	-	+1	0.9	-	1.2	+0.5
Auto Long Burst ++ +••	0	-	[6]	+3	0.7	-	-	-2	-	-	1.1	4.5
Auto Short Burst ++ +•	0	-	[3]	+2	0.8	-	-	-1	-	-	1.1	4.5
Cheap/Shoddy +•	-1	0.8	-	-1	0.75	+1	+1	-1	-	-	0.6	-
Custom	-	†	†	†	†	†	†	†	†	-	5.0	+0.1
Cut Down (Handgun) +•	-1	0.8	-	-	0.7	-1	-	-1	0.75	H	0.9	-
Cut Down (Longarm) +•	0	1.0	-	-1	0.6	-1	-	-1	0.75	L	0.9	-
Heavy +•	0	0.75	-	+1	1.1	+1	-	-	1.4	-	2.0	-
Laser Sight	**	-	-	-	-	-	-	-	+250g	-	1k	5.5
Light	0	1.25	-	-1	0.8	-1	-	-	0.75	-	0.9	-
Old/Rusty	-1	1.0	-	-1	0.8	+1	-	-2	1.0	-	0.7	-
Target -•	*	0.75	-	-1	1.25	+2	-	-1	1.25	-	2.0	+0.25

* A target weapon's superior sights give the user +2 when rolling for bonus aim actions. ** A laser sight gives the user a bonus aim action every combat round; assume all lasers and projacs have a laser sight built-in. *** An advanced modification allows you to improve two columns (only) at a 20% price increase, e.g. ammunition capacity and damage or weight and reliability. The others stay unchanged. † A custom modification allows you to improve one column by +1 or -1 or 1.15 or 0.85 (whichever counts as an improvement) at the cost of worsening another column the same way. ++ Single shots from the weapon do the same DC as the unmodified weapon (e.g. if the weapon is used in single shot mode, or for area fire); the increased DC is for a burst fired at a single target.

Amy's Sidearm

Members of Amy's unit receive an advancedx2 self-loading pistol with integral laser sight as their standard issue sidearm. In essence, this is a lightweight pistol (80% of the usual weight, +123g (0.7 x 0.7 x 250g) for a modern x2 laser sight) with excellent stopping power (8i vs. 6i for a normal pistol) and slightly better range.

Mêlée Weapons

Mêlée Weapon Modifications											
Weapon	Close		Normal		Reach		Parry	Draw	Wgt	Cost	TL
	PM	DC	PM	DC	PM	DC					
Cheap	+0	+0	-1	+0	-1	-1	+0	+0	1.0	0.6	-
Crude (bronze)*	+0	+0	+0	+0	+0	+0	+0	+0	1.2	0.8	-0.5
Primitive (flint)*	+0	+0	+0	-1	+0	-1	-1	+1	1.1	0.5	-1
Fine (close)	+1	+0	+0	+0	+0	+0	+0	+0	1.0	2.0	-
Fine (normal)	+0	+0	+1	+0	+0	+0	+0	+0	1.0	2.0	-

Fine (parrying)	+0	+0	+0	+0	+0	+0	+1	+0	1.0	2.0	–
Fine (reach)	+0	+0	+0	+0	+1	+0	+0	+0	1.0	2.0	–
Heavy	–1	+0	+0	+1	+0	+1	+0	+1	1.3	1.5	–
Improvised	–1	–1	–1	–1	–1	–1	–1	?	?	?	?
Light	+1	+0	+0	–1	+0	–1	+0	+0	0.8	0.9	–
Long	–2	+0	+0	+0	+1	+0	+0	+1	1.2	1.2	–
Short	+1	+0	–1	+0	–2	–1	+0	–1	0.8	0.9	–

Note: * these modifications are provided to allow for representation of very early (or improvised) weapons. In a setting where primitive cultures are central to the story, the GM may wish to provide more specific representations of such weapons (which will also be relatively fragile compared to iron weapons).

One or more **heavy** modifications can make a single-handed weapon into a (1–2) handed weapon, or a 1–2 handed weapon into a two-handed weapon. This must be decided when the weapon is made.

The **improvised** modification is chiefly present to allow the use of random objects as weapons. E.g. a broken bottle might be treated as an improvised dagger, a pool cue could be an improvised staff or mace, and a pistol butt might serve as a short, improvised club.

Concealing Weapons (and Other Items)

In general, the smaller an item is, the less conveniently it is located, and the more bulky and shapeless one's attire, the easier it will be to conceal a weapon or other item on one's person.

Concealment Table		
Item Size	Notice (Perception)	Frisk (Search)
Up to 25g	–10	–6
25–100g	–8	–4
100–200g	–6	–2
200–400g	–4	0
400–600g	–3	+1
600–800g	–2	+2
800g–1kg	–1	+2
1kg–1.25kg	0	+3
1.25–1.5kg	+1	+3
1.5–2kg	+2	+4
2–3kg	+3	+5
3–5kg	+4	+6

5–8kg	+5	+8
8–12kg	+6	Obvious
12+kg	Obvious	
The weights shown assume pistols, which tend to be made of metal and other dense materials. A less dense object would be less concealable.		

How an item is placed on one’s person will affect weapon/item concealment. In general, having an item ready and accessible will make it easier to spot (e.g. an earbud is very small, but quite obvious when stuck in one’s ear). A very common tradeoff occurs with respect to the holsters of pistols.

Pistol Concealment		
Description	Notice/Search	Draw Actions
Hip Holster	+2	–2
Shoulder Holster	+0	+0
Inverted Shoulder Holster	+1	–1
Small of Back	–1	+1
Ankle	–2	+2
Inner Thigh	–2	+2
Taped to Back	–3	+4
The Notice/Search value is an EF modifier to spot the weapon while the Draw Actions value affects the number of Draw actions required to prepare the weapon for use.		

A holster will only provide concealment when used in combination with appropriate clothing. For example, an ankle holster will be completely obvious on someone wearing heels and a skirt, and taping a weapon to your back won’t help if you’re sunbathing.

Clothing		
Description	Notice/Search	Draw Actions
Bedouin Robes	–4	+2
Trench Coat	–2	+1
Business Suit	+0	+0
Little Black Dress	+1	+0

While large, voluminous garments provide excellent concealment, wearing hopelessly inappropriate clothes will draw attention. You might well be able to conceal a pump-action shotgun under a trench coat, but you’ll stand out on the beach or in a bank foyer.

Armor

Armor is material—often in the form of clothing—designed to protect its wearer from damage. Many types of armor have been employed historically, developing alongside weapons technology. In general, if a weapon exists, armor will be developed that provides at least partial protection against it. Once armor exists, weapons will be developed to penetrate it.

Protection. Armor provides protection against three types of damage: mêlée, impact, and beam. Stun damage is usually blocked by a piece of armor’s impact rating, but where there are exceptions this is noted on a per-weapon basis.

Armor protection is rated in the form of a number followed by a number of “A”s. The number is the amount by which the damage class of incoming damage is reduced, and the “A”s represent the amount of damage absorbed by the armor outright.

AG/DX. Some armor makes movement harder and this is reflected by a negative modifier that applies to any agility-related task performed while wearing the armor on one’s legs and to any dexterity-related task performed while wearing the armor on one’s arms. These negative effects can to some extent be mitigated by the wearer having the Armor/Exoskeleton skill. **Divide Armor/Exoskeleton skill level by four to determine the amount of negative modifier for armor that is nullified.**

E.g. the modifier for heavy plate is –5, which means that wearing it will almost catastrophically hamper anyone without the Armor/Exoskeleton skill. An Armor/Exoskeleton skill of 14 nullifies 4 of this ($14/4 = 3.5$ which rounds off to 4), reducing the modifier to –1. Even someone highly accustomed to wearing armor suffers a penalty from wearing heavy plate.

Conceal . Armor may be easy/hard to conceal under clothing or as clothing. In general this reflects how bulky and inflexible the armor is.

Base Weight. This base weight together with the extent of its coverage, determines its total weight. Since armor can encumber a character, the weight of armor can be as important as its agility reduction.

Base Cost. This cost together with the extent of its coverage determines its total cost. Note that the cost multiplier for a location is not the same as the weight multiplier (e.g. armor for joints will tend to be more complex and hence costly than armor for the torso).

Armor Table							
Type	Protection			AG/DX	Base Weight (kg)	Base Cost (svu)	TL
	M	I	B				
Leather/Hide	1	1	1	–1	0.5	5	0
Hard Leather	2	2	1	–2	1	10	1
Ringmail	3	2	2	–2	2	25	2

Bronze Light Plate	3A	2	2A	-4	4.5	300	2
Bronze Plate	4A	3	3A	-5	6	400	2
Chainmail	2A	2	2	-2	3	50	2.5
Lamillar	3A	3	2A	-3	3	100	2.5
Light Plate	3A	2	2A	-3	3	150	3
Plate	4A	3	3A	-4	4	200	3
Heavy Plate	5A	5	4A	-5	5	300	3
Flak Jacket	3	3A	2	-4	4	100	4.5
Light Kevlar	1	2A	1	-2	1	100	5.5
Kevlar	2	3A	1	-3	2	200	5.5
Heavy Kevlar	3	4A	1	-4	4	300	5.5
Duty Suit	A	A	1	-1	0.5	2	6
Light Silkweave	1	3A	1	-2	1	100	6
Silkweave	2	4A	1	-3	2	200	6
Heavy Silkweave	3	5A	1	-4	4	300	6
Mirrorsuit	1	2A	2A	-2	1	100	6.5
Impermasuit	3	4A	4A	-3	2	200	6.5
Flexible Nanofiber	2	3A	3A	-2	1	200	7
Rigid Nanofiber	3AA	3AA	4A	-4	3	200	7
Flexible Nanofiber	3A	5AA	5A	-2	1	200	8
Rigid Nanofiber	4AA	6AA	7A	-4	3	200	8
Flexible Nanofiber	4A	7AA	8A	-2	1	200	9
Rigid Nanofiber	5AA	8AA	10A	-4	3	200	9

E.g. heavy plate has a base weight of 5kg. A full suit (covering all but one's head) has a weight multiplier of 8.0, which means a full suit of heavy plate weighs 40kg. Worn and well-distributed weight only counts 50% towards encumbrance, so this only counts as carrying 22.5kg around, but this is still enough to **burden** a character of average strength. A character of great strength (15 or more) can wear heavy plate and hardly notice its weight.

It can reasonably be assumed that at TL7 and beyond, personal armor will be supplemented by active defenses, such as electromagnetic deflection shields which will detect incoming attacks and counter them. At TL8 and beyond these defenses will be so reliable that actual armor will be secondary.

Armor Locations

Armor locations operate somewhat like modifications to armor to protect specific parts of a character's body. The **weight** and **cost multipliers** are applied to the base values for a specific armor type to determine the weight and cost for armor to protect a given location. Where **coverage** of less than 10/10 is indicated, the armor only partially protects the location. If the location is struck, roll a further D10 to determine whether or not the armor protected against that particular attack.

Armor Locations				
Location	Multipliers		Coverage	Notes
	Weight	Cost		
Full Faced Helmet (Head)	1.5	2	9/10	-3 modifier for all PC-related activity
Infantry Helmet (Head)	0.5	1	4/10	8/10 cover overhead
Open Faced Helmet (Head)	1	2	6/10	-1 modifier for PC-related activity; 9/10 cover from behind
Vest (Chest & Abdomen)	1.5	1.5	9/10	6/10 cover from sides
Shirt (Chest & Abdomen)	2.0	2.0	10/10	
Shirt (Chest, Abdomen, Legs)	3.0	3.0	10/10	Only 3/10 coverage on legs (upper thighs only).
Shirt (Chest, Abdomen, Arms)	4.0	5.0	10/10 (8/10 arms)	Assumes no protection on hands. 10/10 if you add gloves.
Shirt (Chest, Abdomen, Arms, Gloves)	4.5	7.0	10/10	
Trousers (Legs)	4.0	5.0	10/10	
Boots (Legs)	2.0	2.0	5/10	Lower legs only covered; ignore AG/DX modifier
Shinguards (Legs)	1.5	1.5	6/10	2/10 cover from rear
Vambraces (Upper Arms)	1.0	2.0	5/10	Covers upper arms/shoulders.
Sleeves (Arms)	2.0	3.0	8/10	Assumes no protection on hands.
Sleeves (Arms, Gloves)	2.5	5.0	10/10	
Gloves (Arms)	0.75	3.0	2/10	With sleeves or sleeved shirt, provides 10/10 cover to hands.
Full Suit (all but head)	8.0	10.0	10/10	Note that helmet is not included but gloves are

Agents in Amy's unit are routinely equipped with either Silkweave Vests or Silkweave shirts. Amy prefers to carry as little weight as possible and opts for the vest in most situations. Because the vest doesn't cover her arms or legs, she can ignore the AG/DX modifier. The weight multiplier for a vest is 1.5, and the base weight is 2kg, so the vest weighs 3kg.

The vest offers 9/10 coverage for attacks from front or rear (to her chest or abdomen) but only 6/10 coverage for attacks from either side.

Exoskeletons

An exoskeleton is essentially a vehicle that form-fits around a person (or, presumably, some other creature). The person inside can act more-or-less normally and the exoskeleton will move as an extension of his/her body.

Any task performed involving DX or AG performed while in an exoskeleton is performed using the lower of the character's relevant skill score and his/her Armor/Exoskeleton skill score.

Exoskeletons are rated in terms of the following:

Armor. The cost and weight multiplier to armor the exoskeleton. A character in an armored exoskeleton can ignore the AG/DX modifier for agility-related tasks and the weight for encumbrance purposes. Exoskeletons will generally not be well-suited to performing delicate manual work unless you're willing to pay extra.

Move. Exoskeletons permit augmented movement. A character in an exoskeleton can move this much further with a single move action.

ST. Characters using exoskeletons enjoy enhanced strength.

DC. Exoskeletons are powerful mêlée weapons. This is the DC modifier for unarmed combat attackers performed with the exoskeleton. Note that this is in addition to the enhanced strength afforded by the exoskeleton.

Stamina. Exoskeletons have limits to their endurance. Each is rated effectively for the amount of stamina it has. When this stamina is exhausted the exoskeleton is out of power (it can't keep going past zero the way people can). The figure after the slash is the energy (kilowatt hours) required to recharge one point of stamina.

Exoskeletons								
Type	Armor	Move	ST	DC	Stamina	Weight (kg)	TL	Cost (svu)
Augmented	25	2	+4	+2	25/0.1	100	6	50k
Augmented	20	2	+4	+2	50/0.1	60	7	30k
Augmented	15	2	+6	+2	200/0.2	30	8	20k
Augmented	12	3	+8	+2	1000/0.3	10	9	10k
Combat	30	2	+6	+4	25/0.2	200	6	100k
Combat	25	2	+8	+4	50/0.3	120	7	100k
Combat	20	2	+10	+6	200/0.4	80	8	100k
Combat	15	2	+12	+8	1000/0.5	50	9	100k

Special forces are sometimes brought in to help Amy's unit deal with armed opposition. The guys who break down doors use TL6 combat exoskeletons covered with impermasuit (30 x 2 = 60kg of armor).

Vehicles

Vehicle Types

Each vehicle type has a varying ability to cope with different terrain types. This is covered by two charts: the Environment Types Table gives relative values for the difficulty of traversing various sorts of terrain, and the Vehicle Type Characteristic Chart tabulates the varying abilities of vehicles to cope with terrain, or, in the case of aircraft and spacecraft, land on them.

Each vehicle type is thus given a rating for a given sort of terrain (Land includes all non marsh, surface, submerged, or ice environments; the other categories are obvious), either '-' or a number.

A '-' indicates vehicles of this type may not be used in this sort of terrain.

Limit: this is the highest (unadjusted) terrain value in which such a vehicle can operate.

A plus or minus sign followed by a number is the adjustment that vehicle makes to the terrain values in that category before using them. (Negative values are good.)

The **Cruise Speed** of a vehicle in a given (permitted) terrain type is its normal Cruise rating divided by (Modified Terrain Value)/2 (or 1 if that is lower).

The **Maximum Speed** of a vehicle in a given (permitted) terrain type is its normal Max rating divided by (Modified Terrain Value)/2 (or 1 if that is lower).

The **net Accelerate Modifier** of a vehicle in a given (permitted) terrain type is its normal Pur modifier minus the Modified Terrain Value. Designer's Note: this can, and is intended to, nearly cripple some vehicles (pursuit-wise) in adverse terrains.

The **net Maneuver Modifier** of a vehicle in a given (permitted) terrain type is its normal Man modifier minus the Modified Terrain Value. Designer's Note: this can, and is intended to, nearly cripple some vehicles (pursuit-wise) in adverse terrains.

The **net Safe** rating of a vehicle in a given permitted terrain type is equal to its normal Red rating plus (Modified Terrain Value)/2.

Vehicle Type Table					
Type	Land	Marsh	Water	Snow/Ice	Limit
Wheel(ed)	+1	-	-	+1	3
4WD	0	+3	-	0	3
6WD	-1	+2	-	0	4
2-wheel(ed)	0	-	-	+3	4

Vehicle Type Table					
Type	Land	Marsh	Water	Snow/Ice	Limit
Dirt-bike	-1	-	-	0	5
Tracked	-1	+2	(+3)	0	5
Biped	0	+2	0	0	8
Quadruped	0	+4	(+4)	0	6
Crawler	-2	+3	(+3)	0	5
Hovercraft	0	-1	(0)	0	2
Boat	-	0	(0)	-	2
Ship	-	-	(0)	-	1
Submersible	-	-	0	-	2
Submarine	-	-	-1	-	2
Airboat	-	-1	(0)	-	2
Hydrofoil	-	-	(0)	-	1
Airplane*	0	-	(-1)	0	2
STOL*	-1	+1	(-1)	-1	3
VTOL*	-2	0	(-1)	-2	4
Spacecraft**	-	-	-	-	-

Notes
 * aircraft use the net terrain value as a negative modifier to any Aircraft roll to land the aircraft in that sort of terrain. Aircraft always use their normal speeds for travel (although these may be altered by the atmosphere and gravity of the planet on which they are being operated).
 ** spacecraft are not normally atmosphere capable. A spacecraft that is atmosphere capable will be stated to have airplane, STOL, VTOL, and perhaps even water craft characteristics.
 Parenthesised values in the water column indicate that the vehicle is constrained to operate on the surface of water.

Specific Vehicle Characteristics

Vehicles in ForeSight are evaluated in terms of the following variables:

Type: vehicles can be broadly categorised, and this in turn affects what they are designed to do, and rather than evaluate every vehicle's capacities individually, I categorise them by type, and then attribute each type of vehicle some capacity to perform in given terrain types. Eg. a vehicle may be wheeled, four-wheel drive, hydrofoil, or short take off and landing.

TL: the technological level required to produce a given vehicle is fairly important.

Acc: acceleration is a performance modifier (PM) used for situations requiring acceleration of a vehicle. It's often important in pursuits.

Man: maneuverability is the performance modifier (PM) used for situations in which a vehicle's ability to turn sharply, safely, and/or accurately is important.

Designer's Note: vehicle travel falls into one of four broad categories: ground, air, water, and space; the performance modifiers for vehicles are directly comparable only within a category, e.g. a car's Acc and Man modifiers are not directly comparable to those of an airplane, but only to those of other ground vehicles.

A table is provided to help you compare vehicles across categories where needed.

Vehicle Speeds

Safe: the vehicle's speed safe modifier reflects the point beyond which it is unsafe to push a vehicle's performance; in some sense the vehicle's top safe speed. The lower this number is, the better.

Cruise: the vehicle's cruising speed (in kilometres per hour) determines how fast the vehicle will transport its occupant in normal circumstances.

Max: the vehicle's maximum speed in kilometres per hour.

Ceiling: the maximum altitude the vehicle can attain in Earth-like conditions (thicker atmospheres and lower gravities increase this, while the reverse holds for thinner atmospheres and higher gravities). For submersibles this represents the depth (of water) the vehicle can safely withstand at Earth gravity (this varies inversely with gravity).

Size: the relative size of the vehicle, given as a modifier to hit it with other vehicle mounted weaponry (the lower this is, the smaller, and harder to hit, the vehicle).

Cargo: the cargo the vehicle is capable of carrying, expressed in kilograms (unless otherwise stated—a tonne (t) is 1000kg).

Pass: the number of passengers (other than the operator) the vehicle is designed to carry.

The parenthesised value after the vehicle's name is its price (in svu). An * indicates that the vehicle may be purchased at a TL 0.5 higher for 75% of the stated price, and at a TL one higher for 50% of the stated price.

Vehicle	PM						Speed km/h	Ceiling	DS	Size	Type	Cargo/Pass
	TL	Acc	Man	Safe	Cruise	Max						
Crawler (20k*)	7	0	+1	-1	70	120	na	5	+1	6WD	1500/7	
		-3	+2	0	20	50						crawl
"Jeep" (5k)	5	-1	+1	-1	60	100	na	3	0	4WD	200/3	
Semi-trailer (40k)	5	-1	-1	-2	100	160	na	7	+2	wheel	15000/3	
Automobile (10k)	4.5	0	0	-1	60	100	na	3	0	wheel	200/4	
Horse (1k)	1	-3	+2	0	20	45	na	2	0	quad	20/1	
Snowmobile (2k)	5	-2	+1	0	25	50	na	2	0	track	100/1	

Vehicle	TL	PM			Speed km/h		Ceiling	DS	Size	Type	Cargo/Pass
		Acc	Man	Safe	Cruise	Max					
Tractor (20k)	5	-2	+1	0	15	40	na	5	+1	4WD	10000/1
Heavy ATV (50k)	4.5	-2	+2	+1	10	30	na	5	+1	track	1000/9
ATV (25k)	4.5	-1	+2	0	30	80	na	4	0	6WD	500/5
Heavy ATV (10k)	6	-2	+2	0	30	60	na	5	+1	track	2000/9
ATV (8k)	6	0	+1	-1	70	110	na	4	0	6WD	1000/5
Jet Skimmer (20k)	7	+2	-2	-4	200	340	na	3	0	hover	200/4
Human (on foot)		-3	+3	1	See Stamina			1	-1	biped	varies/0
Monoplane (50k)	4.5	0	0	-1	200	500	2.5km	3	0	airplane	2500/5
Executive Jet (100k)	5	+1	-1	-3	900	1150	11km	5	+1	airplane	5000/10
Helicopter (80k*)	5	-2	+3	0	100	220	8.5km	2	0	VTOL	500/4
Jumpjet (10M*)	5	+1	+2	-2	900	1150	11km	4	0	STOL	2000/1
Passenger Jet (25M)	5	0	-2	-3	850	1000	12km	6	+3	airplane	40000/200
Air Car (10k*)	6	+1	+2	-3	700	950	6km	4	0	VTOL	100/1
Helijet (120k*)	6	0	+3	-1	600	900	10km	4	0	VTOL	2000/4
Ultralight (2k)	6	-2	-1	3	25	50	2km	+2	0	airplane	40/0
Jet Pack (20k)	6	0	+3	2	50	80	4km	+2	0	VTOL	20/0
Fast Pack (15k)	6.5	0	+4	1	100	180	8km	+1	-1	VTOL	40/0
Super Pack (8k)	7	+1	+5	0	120	200	10km	1	-1	VTOL	100/0
Galley (100k)	2	-2	0	0	10	50	na	5	+2	ship	1000/40
Sailing Boat (300)	2	-3	+1	0	10	40	na	3	+1	boat	100/2
Sailing Ship (80k)	3	-3	0	0	15	40	na	5	+2	ship	1000/18
Minisub (100k)	4.5	-2	0	0	25	35	-100m	3	-1	submarine	100/3
Motorboat (8k)	5	0	+1	-2	70	100	na	3	0	boat	400/4
Motor-scooter (1k)	5	-2	+1	0	15	25	-50m	2	0	sub	20/0
Minisub (100k)	7	+1	+2	-2	60	100	-8km	6	0	submarine	4000/6
Amphibious ATV (100k*)	6	-1	0	-1	50	80	na	4	0	6WD	300/3
		-2	0	0	25	40	na		-1	boat	
		-2	0	0	15	25	-75m		-1	submersible	
Freighter (200k)	4	-3	-2	+1	15	25	na	20	+2	ship	250t/30
Freighter (200k)	5	-2	-1	0	35	50	na	25	+2	ship	500t/30
Human (swimming)		-2	+1	1	See Stamina		-10m	1	-1	biped	varies/0
Space Lander (50M)	6	-1	-1	0	15k	20k	200km	6	+1	airplane spacecraft	5t/5
Orbital Transport (25M)	6	-1	+1	0	20k	40k	Space	6	0	spacecraft	5t/5
Interplanetary Transport (100M)	6	-1	-1	-1	40k	500k	Space	10	+2	spacecraft	20t/10
Space Lander (10M)	7	0	0	0	30k	50k	Space	8	+2	airplane spacecraft	10t/10

Vehicle	TL	PM			Speed km/h		Ceiling	DS	Size	Type	Cargo/Pass
		Acc	Man	Safe	Cruise	Max					
Orbital Transport (2M)	7	0	+1	0	20k	60k	Space	8	+2	spacecraft	10t/10
Interplanetary Transport (30M)	7	0	-1	-2	250k	2M	Space	12	+3	spacecraft	50t/20
Interstellar Carrier (10B)	7	-2	-2	0	40k	500k	Space	50	+8	spacecraft	500t/200
Space/Orbital Plane (5M)	8	+1	+1	-2	40k	80k	Space	10	+2	airplane spacecraft	10t/10
Interplanetary Transport (20M)	8	+2	0	-3	500k	5M	Space	15	+3	spacecraft	50t/20
Interstellar Transport (1B)	8	+1	0	-2	250k	3M	Space	20	+4	spacecraft	50t/20
Interstellar Carrier (2B)	8	-2	-2	0	40k	500k	Space	60	+8	spacecraft	1000t/500
Interstellar Plane (50M)	9	+2	+2	-3	40k	10M	Space	15	+2	airplane spacecraft	5t/5
Interstellar Transport (100M)	9	+2	+1	-3	1M	10M	Space	25	+4	spacecraft	10t/20

Vehicle Modifications

To help represent the wide variety of vehicles that will be present in any reasonable setting, here are some modifications that can be applied to basic vehicle types to customize them. Whether a particular variant of a vehicle is commercially available in a given place and time is entirely up to the GM, although modifications can also be used to determine what a character might reasonably be able to build.

Vehicle Modification	TL	PM			Speed km/h		Ceiling	DS	Size	Cargo/Pass
		Acc	Man	Safe	Cruise	Max				
Cargo (2.0)	-	-1	-2	+0	-	-	-	x2.0	+1	x3.0/x0.5
Cheap/Old (0.8)	-	-1	-1	+1	x0.8	x0.8	x0.8	x0.8	-	-
Fast (2.0)	+0.25	+1	-1	-2	x1.5	x1.5	x1.25	x1.25	-	-
Heavy (2.0)	-	-1	-1	+1	x0.9	x0.8	-	x1.25	+1	x1.5/x1.5
Huge (5.0)	+0.25	-1	-2	+1	x0.9	x0.8	-	x5.0	+2	x10.0/x10.0
Light/Compact (0.8)	-	-	+1	-	-	-	-	x0.8	-	x0.75/x0.75
Luxury (2.0)	-	-	-1	-	-	-	-	x1.25	-	x2.0/x1.5
Military/Paramilitary (3.0)	+0.25	+1	+1	-1	x1.25	x1.25	x1.5	x1.5	-	-
Passenger (2.0)	-	-1	-2	+0	-	-	-	x2.0	+1	x2.0/x5.0
Primitive/Improvised	-0.5	-2	-2	+2	x0.5	x0.5	x0.5	x0.75	+1	x0.75/x0.75
Sporty (1.5)	+0.25	+1	+1	-1	x1.25	x1.25	x1.25	x0.8	-	x0.5/x0.5

Tools

One of the most important types of equipment characters will want to carry will be toolkits for employing technical skills in the field. Most technical skills either cannot be employed without appropriate tools, or are limited to relatively diagnostic and operational roles.

E.g. a mechanical engineer may be unable to disassemble or repair a mechanical device without appropriate tools, although he/she may be able to figure out what's wrong with it, or its operational limitations given its current condition.

In general, a toolkit will be designed for dealing with a class of objects (e.g. locks, bicycles, automobiles), and will provide a PM (performance modifier) for tasks in its field. The GM may rule that a toolkit is insufficient for a particular task (e.g. the tools you can fit into a large toolbox may simply not suffice to replace the engine of a truck), inappropriate owing to different standards (e.g. imperial sockets will not work well with metric bolts), or allow a toolkit to be used for a field other than that for which it is designed at some negative modifier (e.g. the tools provided with a car for performing minor maintenance tasks, such as replacing flat tyres, might be employed for simple electrical repairs in a pinch).

Toolkits					
Quality	PM	Base Size at Tech Level			Cost (svu)
		Base	+1	+2	
Basic	-1	10kg	1kg	500g	100
Standard	0	50kg	10kg	5kg	2k
Advanced	+1	5t	1t	250kg	100k
Small Facility	+2	10t	3t	1t	1M
Large Facility	+3	100t	30t	10t	10M
Advanced Facility	+4	1000t	200t	100t	100M

In general, a basic toolkit can be used only to perform minor temporary repair tasks. A standard toolkit can be used to perform both minor maintenance and repairs. Advanced facilities can perform major maintenance and moderate repair tasks. Facilities can be used to build or rebuild.

The sizes listed are for dealing with devices about the size and complexity of a car. The tools for dealing with bicycles (which are both smaller and simpler than cars) would be about 1/10 the size and cost. In general, the tools for dealing with very complex, very large or very small objects will be larger and cost proportionately more.

Toolkits for dealing with items of a lower level of technological sophistication can be significantly smaller (as reflected by the +1 and +2 size columns).

Communications Equipment

Communications	Size	Weight	TL	Price	PM	Fail	DS
Transmitter, Miniature	Tiny	500g	5	2000	–	98–99	0.1
Transceiver, Portable	Luggable	10kg	4.8	500	–	98–99	0.3
Transceiver, Handheld (“Walkie Talkie”)	Small	1kg	5	100	–	99	0.1
Microphone, Miniature	Tiny	50g	5.2	50	–	99	0.1
Microphone & Speaker, Headset	Small	100g	5.3	50	–	–	0.1
Microphone, Throat	Tiny	50g	5.3	50	–	–	0.1
Speaker, Earpiece	Tiny	50g	5.3	20	–	–	0.1
Transceiver, Miniature	Small	250g	5.3	500	–	98–99	0.1
Pager	Small	250g	5.4	50	–	98–99	0.1
Phone, Cellular	Small	1kg	5.4	200	–	91–99	0.1
Phone, Cellular	Small	250g	5.5	25	–	97–99	0.1
Phone, Satellite	Small	1kg	5.5	200	–	97–99	0.1
Transceiver, “Subspace Comms”	Large	2t	7	5M	–	96–99	2.0
Transceiver, “Ansible”	Luggable	20kg	8	500k	–	98–99	0.3

This technology becomes more ubiquitous, miniature, reliable, and capable as technology improves. Higher tech devices tend to operate at higher frequencies (to improve bandwidth). Civilian devices tend towards cellular options (requiring major infrastructure to operate, but allowing smaller, cheaper units). As devices go digital, versatility increases (digital phones can be used for data transmission) and the ease with which conversations can be eavesdropped upon drops. Military digital communications will be encrypted and “screeched” (i.e. transmitted in short compressed bursts) to minimise the chance of message interception and location. Any future devices are purely speculative, and it’s up to the GM to decide whether or not they are available.

Electrical Power Storage & Generation

Three forms of power storage are assumed below. Two, chemical batteries and capacitors, are already in use. The third, antimatter, is theoretically possible and would be the densest possible medium for storing power.

Power Storage System	Weight/Wh	TL	Price/Wh	Output
Rechargeable Battery, Lead Acid	40g	4.3	0.1	0.25W
Battery, Wet Cell	150g	4.4	0.2	0.25W

Power Storage System	Weight/Wh	TL	Price/Wh	Output
Battery, Dry Cell, Manganese/Zinc	100g	4.5	0.2	0.25W
Rechargeable Battery, Nicad	17g	4.5	1.0	0.4W
Battery, Alkaline	10g	5	1.0	0.5W
Rechargeable Battery, Fuel Cell	4g	5.2	100	0.5W
Rechargeable Battery, NiMH	15g	5.3	1.0	0.5W
Rechargeable Battery, Lithium Ion	10g	5.4	1.0	1.0W
Rechargeable Battery, Silver Zinc	15g	5.4	5.0	2.0W
Rechargeable Battery, Fuel Cell	2g	5.5	5.0	0.5W
Battery, Metal Air	3g	5.5	2.0	2.0W
Rechargeable Battery, Aerogel Capacitor	1g	5.6	0.75	2.0W
Rechargeable Battery, Nanogel	0.1g	6	0.5	5.0W
Rechargeable Battery, Nanocapacitor	0.01g	7	0.1	2.0W
Rechargeable Battery, Antimatter	0.0001g	8	0.01	2.0W
Battery, Antimatter	0.0000001g	9	0.001	1.0W

Batteries shown are capable of storing one Wh (Watt hour) of energy. A kWh (kilowatt hour) is 1000 Wh. All batteries are quite dense (5cm x 10cm and DC 0.1 per kg).
 From an object's power consumption (in Watts) you can infer the batteries required to power it and how long those batteries will last. E.g. a TL4.8 field radio might require 25W to operate. Assuming you're using a Lead Acid battery you would need 100 x 40g = 4kg of lead acid battery (to get 25W), which would last one hour.

Portable power generators are rated in terms of their optimum output and endurance. Driven fission reactors require minimal shielding and are stable when not running (they require input power to start up) and should become available within the next 50 years. Portable fusion reactors are at best conceivable.

Power Generator	Size	Weight	TL	Price	PM	Fail	DS
Diesel Generator, 5kW, 2L fuel/hour	Portable	150kg	4.6	2k	-	99*	0.5
Solar Panel, 50W	1m x 1m	10kg	5.2	2k	-	-	0.1
Solar Panel, 70W	1m x 0.5m	7kg	5.5	100	-	-	0.1
Driven Fission Reactor, 1kW, 1y	Luggable	5kg	5.8	1k	-	-	0.1
Portable He3 Fusion, 1MW, 1y	Luggable	100kg	7	10k	-	-	1.0
Portable H Fusion, 1GW	Luggable	1t	9	1M	-	-	10.0

Navigational Aids

Navigation Aid	Size	Weight	TL	Price	PM	Fail	DS
Astrolabe	Luggable	5kg	3	1k	+0	98-99	0.3
Compass	Small	500g	3	50	+0	99*	0.2
Ephemeris	Book	500g	3.5	250	-	-	0.2
Navigational Chart	1m x 1m	500g	3.5	10k?	-1	-	0.1
Sextant	Portable	2kg	3.5	250	+1	99*	0.2
Chronometer	Luggable	10kg	4	5k	-	98-99	0.3
Navigational Chart	1m x 1m	500g	4	1k	+0	-	0.1
Navigational Chart	1m x 1m	200g	4.5	100	+1	-	0.1
Chronometer	Small	200g	5	1k	-	-	0.2
Compass	Small	100g	5	20	+1	99*	0.2
Inertial Locator	Portable	5kg	5.3	2k	+1	99	0.3
Laser Rangefinder	Portable	4kg	5.3	2k	+1	99	0.3
GPS Receiver	Small	1kg	5.4	1k	+2	99	0.3
GPS Receiver	Small	100g	5.5	25	+2	99*	0.2
Inertial Locator	Small	100g	5.5	100	+1	99*	0.2
Laser Rangefinder	Small	500g	5.5	200	+1	99*	0.2

A **sextant** (a mechanical/optical device used to measure the angle between an astronomical body and the horizon, and from this and the time determine position) is much less useful without a **compass** and **chronometer**. An **astrolabe** is a primitive version of a sextant. A sextant can be used at night with an **ephemeris** (a navigator's almanac); otherwise it is pretty much only useful at noon.

Navigational charts become more accurate and cheaper as the information on them becomes more widely known. Where the information on a navigational chart is secret or the subject of speculation the chart may become priceless.

Inertial locators become more inaccurate over time and distance covered. They are usually recalibrated when convenient. E.g. the inertial locators on board jet aircraft are recalibrated at airports.

GPS receivers require a line of sight to several satellites. In futuristic settings it is reasonable to suppose inhabited planets will have GPS-like networks, while explorers or colonists may have to use more expensive or less reliable systems.

Inspirations

The following are books, TV shows, movies, and games that have inspired me in creating ForeSight (and in general). Of course there are some things that I don't like that have inspired me, but I haven't got room for everything I like, so why mention what I don't? Similarly, I've tried to favor obscure items over those everyone knows about, such as *Buffy the Vampire Slayer* and *Raiders of the Lost Ark*.

Science Fiction

Consider Phlebas, Player of Games, Use of Weapons, Excession, Iain M. Banks

Snow Crash, The Diamond Age, by Neal Stephenson

Araminta Station, The Palace of Love, The Face, Emphyrio, To Live Forever, The Languages of Pao, Tschai, and many other works, by Jack Vance

Flow My Tears The Policeman Said, A Scanner Darkly, Do Androids Dream Of Electric Sheep?, Philip K. Dick

Babel-17, Nova, Samuel R. Delaney

Earthlight, Imperial Earth, Childhood's End, Arthur C. Clarke

Tik-Tok, John Sladek

Where Late The Sweet Birds Sang, Kate Wilhelm
City, Way Station, The Werewolf Principle, Clifford Simak

Norstrilia, Cordwainer Smith

A Canticle for Leibowitz, Walter M. Miller Jr.

All My Sins Remembered, Forever War, Worlds, Worlds Apart, Joe Haldeman

The Word For World Is Forest, The Left Hand of Darkness, Ursula K. Le Guin

Neuromancer, Virtual Light, by William Gibson

Eon, Queen of Angels, by Greg Bear

A Fire Upon The Deep, A Deepness In The Sky, Vernor Vinge

Earth, Startide Rising, by David Brin

Hardwired, Aristoi, Days of Atonement, by Walter Jon Williams

The Reality Dysfunction, The Neutronium Alchemist, The Naked God, by Peter F. Hamilton

Stargate SG-1, Stargate Atlantis, TV/DVD. It took me years to get past the fact it was based on a bad movie and starred MacGyver and actually watch it without prejudice. Good military SF.

Alien, Bladerunner, Ridley Scott.

Appleseed, Masamune Shirow. Worth looking at just for the stunning futuristic gadgets and cityscapes. A CGI movie has been released in Japan as of early 2004.

American Flagg, Howard Chaykin. A visually stunning and densely imagined future, although it's starting to look dated.

The Fifth Element, Luc Besson. A silly film with inspired visuals. including water-filled space suits.

Fantasy

The Dying Earth, Eyes of the Overworld, Lyonesse (Suldrun's Garden, The Green Pearl, Madouc), Jack Vance

The Swords of Lankhmar, Fritz Leiber (only available used or in omnibus editions)

Eric, Corum, Count Brass, Runestaff series, Michael Moorcock. *They're all the same idea over and over; terribly written but very influential and inspiring in a strange way.*

Orlando Furioso, Ariosto (various translations into English, I recommend prose)

The Book of the New Sun, Soldier of the Mists, Gene Wolfe

A Wizard of Earthsea, Ursula K. Le Guin

Bridge of Birds, Eight Skilled Gentlemen, Barry Hughart

Initiate Brother, Gatherer of Clouds, Sean Russell

The Mirror of Her Dreams, A Man Rides Through, The Chronicles of Thomas Covenant The Unbeliever, Stephen R. Donaldson

The Lord of the Rings, J.R.R. Tolkien (movies dir. by Peter Jackson). *If you haven't read the books, I recommend you just watch the movies.*

Hong Kong martial arts movies including Jackie Chan's **Police Story** and **Drunken Master II**, and Jet Li's **Once Upon a Time in China I-III** and **Swordsman II**.

Big Trouble in Little China, John Carpenter. *If you like Hong Kong martial arts and can't deal with bad dubbing or subtitles.*

Contemporary & Historical

Homicide: A Year On The Killing Streets, David Simon. *This is the book the TV series was based on, possibly the single best police procedural I have read. The TV series was also incredible.*

Hill Street Blues, Murder One, TV series by Steven Bochco.

Follow the Saint, and other pre-WWII Saint novels and stories, Leslie Charteris

Into the Night, John Landis.

The Usual Suspects, Bryan Singer.

Ronin, John Frankenheimer. *The car chase film.*

LA Confidential, White Jazz, The Big Nowhere, American Tabloid, The Cold Six Thousand, James Ellroy.

Gorky Park, Polar Star, Red Square, Havana Bay, Rose, Martin Cruz Smith. *Rose is not part of the series but is another vivid set piece.*

Various **Sherlock Holmes** stories, Sir Arthur Conan Doyle. *An excellent TV adaptation was made in the 80's starring Jeremy Brett.*

Cryptonomicon, The Baroque Cycle, Snowcrash, Neal Stephenson. *Apart from being entertaining, his books are always educational.*

Paper Games

James Bond 007, Victory Games. *ForeSight owes a great deal to James Bond 007. Never was a better game designed for so undeserving and narrow a subject.*

Paranoia 2nd Edition, West End Games. *This is an incredibly funny game to read, but not nearly so much fun to play. (It's more fun to tell stories about than actually play, which is not necessarily a bad thing.)*

DragonQuest 2nd Edition, Simulations Publications Inc. *The best fantasy RPG ever published, in my opinion. Unfortunately, SPI collapsed before publishing planned expansions. Copies of unpublished expansions are available online, but understandably lack the polish of the published material.*

UNIVERSE 2nd Edition, Bantam Books. *The first SF RPG to be worth using. ForeSight was developed as a replacement for UNIVERSE after SPI's demise. The second edition has minor but useful differences from the original; but many glaring flaws were never fixed.*

RuneQuest 2nd Edition, Chaosium. *The first real skill-based RPG. RQ was too tied to a specific setting to be generally useful. Numerous*

attempts to generalise it (Basic Role Playing, RuneQuest 3rd Edition) or adapt it to different settings (Call of Cthulhu, Ringworld) have—in my opinion—failed owing to overly simplistic resolution and character development rules.

The Fantasy Trip, Metagaming. *A tightly designed, consistent, and simple fantasy RPG that worked if you didn't look at it too closely and didn't care if your characters had as much flavor as a chesspiece. GURPS bears a strong resemblance to TFT, but is much more complex.*

Computer Games

This is really just here for fun, since most of these games are impossible to get and/or won't run on modern hardware.

You'll notice that most of the games listed here are not role-playing games. In general, I would have to say that computer games have almost nothing to teach paper RPGs except in the area of implementation (computer games need to have rigorously designed rules whereas paper games can let human beings deal with inconsistencies and gaps).

Carrier Command, Rainbird. *This game is looking more and more prophetic as the years pass. Imagine an aircraft carrier that uses remote-controlled drones instead of human-controlled air and landing craft.*

Ultima Underworld, Thief, Looking Glass. *Ultima Underworld broke new ground technically as well as implementing almost everything one could ask for in a computer RPG at the time. Thief actually added a whole new concept (stealth) to the conceptually bankrupt first person shooter genre.*

Monkey Island, Lucasarts. *The best "fencing" system ever seen in a computer game.*

Keef the Thief, Naughty Dog. *For some reason I found this spoof game very memorable.*

Fallout, Fallout 2, Black Isle. *These two amazing games actually offer some character design concepts that are innovative even by paper game standards. "Perks" in Fallout allow characters to become more unique in interesting ways as they develop.*

Interstate 76, Activision. *A very funny and atmospheric highway combat game.*

Darkstone, Take 2. *I was going to list Diablo II but then remembered DarkStone did it all first and in 3D. It's nice to see a concept like modifications being used in a computer RPG, and Darkstone (and Diablo II) went the next step and started applying them to everything (including monsters).*