



H I N T E R W E L T ~ E N T E R P R I S E S
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Introduction

Welcome to this book. It is meant to be a guide for a universal system. It contains no setting but all the elements that you need to make a setting in any setting. The Iridium System is HinterWelt Enterprises' own system. It has been compared to many different systems but never defined by them. our guiding effort in designing and developing the IS is the ability to create the character a player desires, the villains that make a story great and the smooth flow of play. There is a combination of realism and simplicity. This sometimes means a little amount of book keeping but everything you need should be on your character sheet. Referencing this book should only be needed for rules clarifications.

There is not much art in this book for the simple reason that it is meant to be universal. It is meant to be used with the setting books of Tales of Gaea, Shades of Earth, Nebuleon and Roma Imperious. In this way, we can bring the customer smaller printouts, books and PDFs. We hope you enjoy this book as it is the heart of our system.

Lexicon

+ to hit

Abbrev. +th - Refers to the modifier to a to hit roll.

+ to damage

Abbrev. +td - Refers to a plus to damage on a damage roll.

Defence Stat - Abbrev. D.S.

The average of the beings STR, AGL, and CON. This is their ability to get out of the way.

Development Points

Points used during character creation to purchase skills. They are equal to (INT+WIS)/2.

Base Fortitude Points

The amount of damage that a person's overall body can withstand. FP are based off of this.

Class Level - also. character level.

This is a measure of the relative experience of the character as he or she moves through life. A low level character does not always mean a weaker character.

d2, d4, d6, d8, d10, d12, d20, d30, d100

Referring to the dice used in this game. The D represents dice and the number represents the number of side, i.e. D4 a four sided die.

A d100 is simulated with 2 d10. The player must pick one dice to represent the tens then roll the dice (i.e. black colored d10 is the tens). If they then roll a 4 on the black d10 and 9 on the other it would be read as 49.

Experience Points

Points awarded by the GM as a character progresses through ply. They are used both to indicate level of experience of a character and purchase new abilities.

Fortitude Points

Abbrev. FP - The measure of damage a person can withstand to a particular area.

Game Master - Abbrev. GM

Abbrev. GM - Referee; this person will resolve any questions in the rules, supply the setting and tell the story. The GM also runs any setting characters.

Magic Resistance

Some creatures and races are naturally resistant to magic. Cyclops, for example, get a magic resistance of 8. This means if a cyclops rolls under an 8 on a 20 sided die, then the results of a spell are cut in half or possibly negated depending on the ruling of the GM. A creature may choose to suppress his magic resistance in the case of healing spells.

Non-Player Character/Setting Character

A character which is supplementary to an adventure. A squire for some player character knight would be an NPC. These are most often played by the GM, but sometimes a player will run an NPC.

Player Character

The persona which each player creates at the beginning of the game.

Player

The actual person sitting at the table playing the player character.

Round

A period of time it takes to perform one action. It usually lasts one minute but may be customized by the GM.

Run

As in "to run a player character". This denotes the player of the player character. For example, Bill is running an elf.

Skill Chance/Check

This is the chance for success based on the character skill level in a specific skill, character modifiers, and modifiers imposed by the GM. Character modifiers could be class levels, modifiers from stats and magical items.

Skill Check

This is rolled on a d100 and the player must roll under the skill chance of the character's skill. The GM may enforce modifiers to the roll depending on many circumstances.

Skill Levels

Skill levels are the expertise of a character within a skill. One skill level in a skill renders a 40% chance for success. For more information see "Skills" on page 209.

Spell Points/Spirit Points

The points used to measure the amount of energy which a person may channel. If ever reduced to -10 then the creature is dead.

Statistics - Abbrev. Stats

These are the numbers that represent and quantify the player character's characteristics.

Stat Check

A player rolls against a character's stats (i.e. STR) on a d20. If the d20 rolls a number less than or equal to the statistic then the check was successful. If a character with an above 20 stat rolls a 20 on the stat check then they must roll again on a d30 and roll under the stat. For example, a character with an Agility of 22 and the player rolls a 20. The player must then roll a d30 and roll under 22.

To hit roll

rolling the d20 with pluses to hit and hoping to get above the opponents defense stat.

Turn

A period of time made up of ten rounds. A turn can be likened to a scene in a movie made up of a discrete action such as a combat. If time needs to be assigned to a turn it is at the discretion of the GM but may be ten minutes.



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THE IRIDIUM CORE

What Genre?

The Iridium System has been used by HinterWelt Enterprises in Sci-Fi, Alternate History and Fantasy genres. It is a universal system that allows the inclusion of setting information with minimal modifications. Wait! Didn't you say universal? Yes, the system is universal. Via the skill system a GM is able to craft much of what the characters can know, the world represents and the play allows. Magic can be added or removed as needed and desired. The weapons, foes and races are straight forward in their attributes and creation. Converting a monster race to a player race merely requires a definition of stat modifiers and starting skills or abilities.

Skills

Skills are based on a simple curved progression. This means it becomes more difficult and costly to learn as you gain greater expertise in a subject. Skill progressions are defined by Skill Levels. One Skill Level is a 40% chance for success, two a 60% chance, three a 70%, four a 75%, five an 80% with 2% per Skill Level after that until 90% where it switches over to 1%.

Every skill is in one of six groups (Fighter, Thief, Intellectual, Performer, Craft, and Movement). These relate to the Class Types (Fighter, Thief, Intellectual and Craftsmen) and the skills initially granted by the class. Skills that fall into a character's Class Skills or Class Type will receive a bonus of 3% per level of advancement. This bonus begins at first level so characters receive it immediately. All skills not of this type receive 2% per Class Level.

To perform a Skill Check the player rolls under their skill level + any stat and GM modifiers. If the player rolls under the modified percentage they succeed. There are skills that have special progression or do not require Skill Checks.



Classes & Levels

Classes are merely groupings of skills a character may take. Being a thief does not restrict the skills that a character may take, but merely affects skill progression and supplies a number of initial skills. Classes are split into four groups: Fighter, Thief, Intellectual and Craftsman. These relate to the skill types as detailed above.

A player must track two types of experience. The first is the Total Experienced Earned. This experience indicates the level of the character. It is never spent or decreased. The second is the Reserve Experience. This total is spent to purchase new skills, spells, weapon proficiencies, spell points or to increase statistics.

Experience is applied to both totals. For instance, awarding 12 experience makes a character second level. They currently have 12 Total Experience and 12 Reserve Experience. The player buys 3 new skills at 4 experience each, reducing their Reserve Experience to 0 but leaving their Total Experience at 12.

Magic

There are three types of magic systems in the Iridium System: Spell Point, Free Form and Dictated systems. The Spell Point system is powered by spell points or spirit points. All living sentient creatures have spell points. Humans that do not cast Spell Point magic have 10 spirit points. If these are drained to -10 then they die. The character picks from a list of spells and can cast these as long as they have spell points to do so. The Realms, as the spell groups are called, channel power for spells from another plane, in the process burning

out a person's internal components. What is effected varies from realm to realm but the magic also grants the ability to regenerate to a point. If a character goes to negative ten their spell point totals then they die with no chance for resurrection. Spell Points for the Realms regenerates with time at a rate of one per night (2 per night for Natura Maga).

The Free Form magic system relies on channelling an external power through a character's body. The body works both as a capacitor and a resistor. As more power is passed through the body, which is not a perfect conductor, fatigue builds up, which needs to be cleansed with rest, prayer, meditation or the like. At any time when a feat is attempted the amount of energy channeled can cause the character to be wounded or die due to the energy level exceeding the body's capacity. The mechanics are such that there are no spell lists but only areas of ability. A Shaman who is linked to a Lion spirit guide has power over strength, fear and control over people. They could increase the strength of themselves or the group or reduce the strength of an enemy. This is accomplished by making two checks. The first is a check involving getting the attention of the supernatural being, focusing the character's concentration, or creating the initial connection. The second check is usually CON and involves whether the amount of power does any damage to the body. A difficulty modifier is based on the number of feats performed in a day and any situational modifiers the GM imposes, including the difficulty/amount of power required to accomplish the feat.

The Dictated system resembles a cross between the Spell Point system and the Free Form system. The Dictated system involves a single power or groups of specific powers (i.e. casting a lightning bolt) that the practitioner may call upon via a PIE roll. The modifier is fixed as is the effect of the feat. When the modifier is as large or larger than the statistic it is tested against then the feat can no longer be performed until the character rests, prays or performs whatever cleansing is needed.

Magical items are created in a number of ways that include gods, the Spell Point system, the Free Form system and naturally occurring magical materials. They often function like spells in the Spell Point system, requiring the character to supply spell points. Some magic items, usually the more powerful ones, have powers that can be cast merely by willing it. Some have to be recharged by an artificer or a specific ritual. To activate these items a player rolls against their Use Magic as a function of class and Intelligence. Once successful, the device functions as commanded. After this initial activation the character receives a +40 to activation rolls.

Combat

Combat for the *Iridium System* is a blend of simplicity and realism. This means that some sacrifices have been made to make it simple while other aspects have become more complex. Defense is calculated $(STR+AGL+CON)/3$, and is the target number an attacker must obtain to hit a defender. The ten areas on the body reflect vital areas by adjusting base Fortitude and applying it to different areas. The head and chest receive 1/2 base Fortitude, stomach and groin full

base Fortitude, while the extremities receive double Base Fortitude. These numbers are maintained on the character sheet during play. Damage from attacks are directed at the area of the player's choice by making a successful check vs. the Targeting skill.

Combat can be involved or simplified by using optional rules. A single hit point pool can be used instead of the 10 locations. The Targeting skill is not used then. For more about combat see "Combat" on page 45.

Initiative

Initiative is rolled on d6 and bonuses from spells and AGL are added. Whoever has the highest total may act first or hold action until someone else acts. If all parties concerned hold their action then everyone is considered to have hesitated and initiative is re-rolled.

Assuming everyone acts then all actions and attacks proceed in order including spells, feats and attacks, but excluding effects from magic devices such as wands, rings and potions. All effects from magic devices go at the end of the round. So, for instance, if a character drinks a potion on his initiative the effect will not manifest until the end of the round.

All effects of attacks are immediate. If an attacker delivers a killing blow on their initiative and the defender had lost initiative then the defender will not get to counter attack. They may still parry or take an action as they die. This is generally not a physical action like attacking, running or dodging but a simple action like quaffing a potion, enacting a magical device, or casting a spell for healing. Any action that involves movement or aiming is considered beyond the pain that the character must endure.

Actions

Actions are all skills, spells or feats that do not involve attacking. A character may normally take a single action on their initiative. Some actions behave differently depending on their definition. For instance, Acrobatics apply to the entire round that they are declared and successfully executed in and do not start on the character's initiative. A successful Acrobatics skill check will raise the practitioner's Defense from the beginning of that round to the end. The next round another check must be made.

Some actions are not subject to the initiative system, such as Draw Weapon. Normally it would take a round to draw a weapon from its sheath but with Draw Weapon, which does not require any skill check to use, a character may roll initiative despite having no weapon ready.

Attacks

Attacks occur on the character's initiative. They receive a number of attacks equal to the number assigned to the

weapon combined with any specialization that the character has with the weapon. The order of attack is important since rolling a natural 1 on a d20 attack dice means a fumble. A fumble may be avoided by rolling the d20 again and rolling the character's level or under (i.e. level 1 character would need to roll a 1). If a player rolls a natural 20 then a critical is scored meaning the character does maximum damage for that attack and it is automatically targeted. In addition, the attacker may attempt to roll under their chance to critical (based on level) between 2-5% per level. For more information on chances to critical see "Chance to Critical" on page 48.

When attacking, the attacker must roll equal to or above the defenders Defense ((STR+AGL+CON)/3).

Once the attacks are determined to hit or not, then any parrying may be attempted by the defender. Successful parries stop attacks (see "PARRYING" on page 27). Targeting for the weapon is rolled for each successful attack to determine whether the damage is directed to the desired area. Damage is recorded in that area. If the Targeting skill check is missed then a d10 is rolled to randomly determine location.

Character Creation

Character creation in the *Iridium System* is not so much a generation of statistics and equipment lists as it is the creation of a person. The most important thing to remember is the concept or feel of your character. More than the idea that he or she is one race or another, farmer or soldier, hero or villain, is that this person has a history and must have made friends (and enemies) while growing up. Think of the history of your character; he or she may be a bandit, but consider why he or she is a bandit. That said, let us begin.

1. Develop a Concept

Work with the GM and other players in the group to develop a character concept that fits the story and group concept. It is important that a character fit with a group to get a sense of unity and purpose. A troupe of legionnaires for the Roman Empire will not accept a Shih Warrior from the Jade Empire into their group.

Code is very important for defining your character's persona. He/she will be a kind, law abiding citizen if you view law and kindness as most important, or a politician if you hold self and money as most important. There are many different codes that are defined by the player as a ranking system for what he/she holds most dear in life. For more on Codes "Codes" on page 14.

Josh, our example player, decides he wants to play a legionarius (legionary) who values money, loyalty and power.

1.1 Choose Race

In settings that include race it is important to consider the nature of the character being created. Humans are not the same in all settings or environments. Races will also effect statistics scores and skills during character creation. All races are based on their variation from human norms and this means that humans will usually receive no adjustments.

2. Generate Vital Statistics

To generate statistics in the *Iridium System* you roll three d20 and take the highest. In doing this you will usually bias the vital statistics to the higher side but this is all right. The reasoning behind this is that if someone is going to set out into this kind of life then that person is exceptional in a few areas. The following is an example of generating stats for Josh's character.

He scoops up his three d20 and rolls the following numbers:

Strength (STR): 16 **17** 12

Agility (AGL): 2 **12** 1

Constitution (CON): 12 **15** 14

Dexterity (DEX): 10 9 **20**

Intelligence (INT): 11 **12** 5

Wisdom (WIS): 2 4 5

Charisma (CHA): 10 **19** 18

Appearance (APP): 2 3 **18**

Piety (PIE): 11 **19** 10

Luck: 11 **17** 13

Will (WIL): 10 11 **14**

This means the scores are actually:

Strength: 17

Agility: 12

Constitution: 15

Dexterity: 20

Intelligence: 12

Wisdom: 5

Charisma: 19

Appearance: 18

Piety: 19

Luck: 17

Will: 14

Note: If the GM allows it, stats may be moved about to better reflect the character that the player wishes to build.

Roma Imperious

Strength	17
Armor Mod	+1
Damage Mod	+2
Max Wt Lift	180 lbs
Agility	12
Initiative Mod	0
Unarmed Com. Mod	0
Movement Skill Mod	0
Movement Rate	12
Constitution	15
Wt Encumbrance	54 lbs
Dexterity	20
Bonus To Hit	+3
Craft Skill Mod	+15
Intelligence	12
Major/Minor Mod	0/0
Intellect Skill Mod	0
Use Magic	10%
Wisdom	5
Spell Bonus to Hit	-1
Craftsmen Skill Mod	-30
Appearance	20
Reaction Adjustment	+45
Charisma	19
Social Skill Adj	+15
Piety	19
Luck	17
Will	14

Actual Defense
15

Modified Defense
14 (for the Ringed Leather)

Level
1

Class
Legionarius

Base Fortitude Points
23

Reserve Experience
0

Total Experience
0

Weapon	ATT	DAM	+ TH	+ TD	Notes
Gladius	3	4d6	+4	+4	+1 to hit and +2 to damage from specialization. Skill points from the Fighter type.
Pilum	1 or 2	d10	+3	+2	

Skills

Skill Lvl	Skill	Mod	Lvl Mod	Base	Final	Notes
3	Targeting (Gladius)	0	3	70	73	
3	Parry (Gladius)	0	3	70	73	1 skill from class; 2 Parry attempts
3	Shield Use (Scutum)	0	3	70	73	1 skill from class; Counters -2 Armor Modifier for Scutum
1	Sword Use	0	3	40	43	1 skill from class
1	Armor Use (Leather)	--	1	--	--	
1	Targeting (Pilum)	0	3	40	43	1 skill from class
2	Language (Latin)	0	3	60	63	2 skills from char gen
2	Language (Thracian)	0	3	60	63	2 skills from char gen

Example Character Sheet

Name	Titus Artorius Galba		
Age	18	Eye Color	Grey
Sex	Male	Skin Color	Olive
Dioecsis	Thracia	Weight	220 lbs
Height	5' 9"	Hair Color	Black

Fortitude Points

1 FP	12	DAM	
3 FP	46	DAM	
4 FP	12	DAM	
5 FP	46	DAM	
2 FP	46	DAM	
7 FP	23	DAM	
6 FP	46	DAM	
8 FP	23	DAM	
9 FP	46	DAM	
10 FP	46	DAM	

Armor Points

1 FP	63	DAM	
3 FP	78	DAM	
4 FP	78	DAM	
5 FP	78	DAM	
2 FP	36	DAM	
7 FP	78	DAM	
6 FP	86	DAM	
8 FP	78	DAM	
9 FP	28	DAM	
10 FP	28	DAM	

Money/Items

Item	Notes/Amount
Pack	
30' Rope	
1 Week Hard Tack	
84 denarii	
2 man tent	
Blanket	
Glow Stick	Given to him by his grandfather
Tinder Box	

Armor

Ringed Leather
Plate Helmet
Bracers
Sagum (Warrior's Cloak)
Scutum



Sanguis Magus Spells

Level	Spell	Cost	Range	Comp.
1	Glow	4	Touch	T/G
1	Haste I	1pt/2 rounds	Touch	T
1	Hypnosis	1 pt/ 2 pts vic-tim INT	20'	T
1	Invisibility I	1 pt/5 rds	Personal	T
		Max	Present	
Spirit Points		25	25	

Movements rate should be calculated at this time. Please see “Statistics” on page 7 and “Movement Rate” on page 8 for more information.

3. Calculate Fortitude and Defense

Stat

Take $(STR+CON+AGILITY)/3$ for your defense stat. For base fortitude, take $(STR+CON+WILL)/3 + 1/2 CON$.

Josh’s character’s Defense is

$$(17 + 15 + 12)/3 = (44)/3 = 14.6, \text{ round up to } 15$$

Josh’s character’s Base Fortitude is

$$(17 + 15 + 14)/3 + 1/2(15) = (46)/3 + 7.5 = 15.3 + 7.5 = 22.8 \text{ round up to } 23.$$

Please see “Fortitude Points (FP)” on page 13 and “Defense Stat (DS)” on page 13 for more information.

4. Choose a Class

The class you choose is a reflection of the profession that you desire your character to pursue. This will affect your character’s history. All these are important factors, but on top of all of this your character will also receive free skills and possibly powers.

Josh decides to play a legionarius because he likes the idea of a soldier type. Since he is playing a legionarius, he will receive the following skills and abilities as part of his class: 1 Armor, 1 Parrying, 1 Targeting, 1 Shield Use, 1 Sword Use, Initial +5% for criticals (Legionarius have a 10% chance of a critical at first level, 15% at second, etc.).

For more information on classes see “Codes” on page 14.

5. Choose Skills

The number of development (or skill) points a character receives initially is $(INT+WIS)/2$. Weapon proficiencies are determined by class and are detailed in the class descriptions (see “Weapon Proficiencies by Type” on page 19).

Josh determines that his character has $12 (INT) + 5 (WIS) = 17 / 2 = 8.5$. Round this up to 9 development points. He distributes them as follows (see percent success chart):

3 to Targeting - Gladius (70%)

3 to Parrying with the Gladius (total of four with his free Parry Skill from his class for a total of 75%)

2 in Shield Use (For a total of 3 including his class skill in Shield Use) - Specializing in the Scutum (Roman square shield) decreases the Armor Modifier to 0 for the Scutum.

1 in Targeting - Pilum (40%)

9 total development points

Class Skills include:

1 Armor Use (Leather)

1 Parrying with Gladius added to skills purchased with development points

1 Targeting with Pilum (40%)

1 Shield Use (Scutum) already assigned above.

1 Sword Use (40%)

2 Skills in Language (Latin) and 2 skills in Language (Thracian) free for cultural origin. All characters that come from the Roman Empire receive two skills in Latin and everyone receives two in their native tongue.

Remember to add in adjustments, if any, from the character statistics.

# of Skills	Chance of Success
1	40%
2	60%
3	70%
4	75%
5	80%
6	82%
7	84%
8	86%

Chance for Additional Spells

This chance represents the chance that you were exceptionally skilled with spells.

% Roll	Result
01-50	No additional powers.
51-90	One additional first level power.
91-97	Two additional first level powers.
98-99	Three additional first level powers.
100	Three additional first level powers and one additional second level power.

# of Skills	Chance of Success
9	88%
10	90%

He then spends his weapon proficiencies in Staff Use since he already has Sword Use from the Legionarius class. Josh uses his remaining 5 weapon proficiencies (free for Fighter Types) on a + 1 to hit with the Gladius and a + 2 to damage with the Gladius. This is called specializing in the Gladius. He will still be able to use any Sword via Sword Use but his Legionarius has spent extra time training with the Gladius to perfect his skill with it.

Proficiency	Development Point Cost	Initial Max
Skill Level	1	None
Plus to Hit	3 pts per plus	+ 3
Plus to Damage	1 pt per plus	+ 10
Additional Attack	6 pts per Attack	2
Additional Die of Damage	8 pts per additional die	2

For more information on weapon proficiencies, see “WEAPON PROFICIENCIES” on page 29. For more information on skills in general, see “Skills” on page 23.

6. Decide on Spell Use

Some GM’s may decide to limit spell use; after all, Spartacus didn’t need a magical edge! This would also be a good choice for a horrific campaign, where characters are supposed to feel at a disadvantage. In general, it is expected that characters will cast spells.

Spell casters roll on the Chance for Additional Spells table to determine any additional spells received. Spell points are generated similarly to other stats, take the highest of three d20 *but also* add half your Piety stat. All spell casters, including magi, use only one spell point pool.

Josh rolls a 3, 6, 14. His spirit points are $14 + 1/2(19) = 14 + 9.5 = 23.5$ round up to 24.

See “Piety (PIE)” on page 12.

Any character may start with three spells plus any additional spells resulting from rolling on the Chance for Additional Spells table. Magi start with three per Realm, plus a roll for each Realm on the Additional spells table.

Only one spell realm may be chosen except for magi who may choose two. Josh chooses to go with Sanguis Magus since it fits his view of his legionnaire. He rolls a 62, allowing him one additional first level spell on the Chance for Additional Spells table. He chooses the following spells:

“Glow/Darkness” on page 86 of Roma Imperious

“Haste I” on page 86 of Roma Imperious

“Hypnosis” on page 273 of Roma Imperious

“Invisibility I” on page 86 of Roma Imperious

For more information on spells see “Magic And Psi” on page 41.

7. Equip the Character

Josh talks it over with the GM, and they decide his character would be just starting with the Legion, but is well equipped from his history.

It is suggested that players equip their characters from their history. This is to say, write a benefactor into your history.

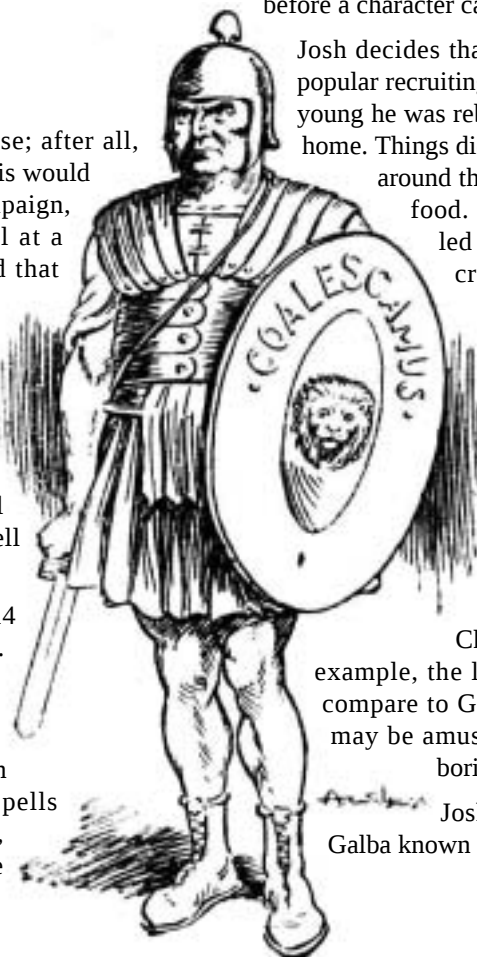
8. Create a Character History and Name

Character history is direly important and must be made up before a character can come into play.

Josh decides that his Legionarius is from Thracia, a popular recruiting ground for the Legion. When he was young he was rebellious and eventually ran away from home. Things did not go well from there and he drifted around the dioecesis doing spare work for daily food. It was not long before one bad thing led to another and he fell into the wrong crowd. They convinced him to try and rob a wealthy patrician’s villa with them despite his misgivings. It all went easy enough and they got into the villa one night but the patrician was there. He killed the two thieves and would have killed the character but for his plea to spare his friends. Instead the belated plea won him a stint in the Legions. Where it will lead him no one may say.

Character name is important as well. For example, the legionarius named Herman does not compare to Gnaeus Publius Fortunatus. “Herman” may be amusing for a night but rapidly becomes boring.

Josh decides on the name Titus Artorius Galba known to his friends as Titus or Galba.



STATISTICS

Statistics for Characters

Statistics define a character's physical and mental abilities. They are meant to be used both as the limitations of a character and his strengths, indicating those things that a person has a natural aptitude for as opposed to being trained in. In some cases, modifiers are assigned in play. A Social Skill modifier may be applied to the Forgery skill if the forger is the one attempting to pass their own forgery off.

Strength (STR)

The strength score is a measure of a character's ability to lift objects. It is also used to determine the defense stat and influences the amount of damage a person can inflict. This is part of the difference between a mafioso ruffian and a pencil pushing scholar.

Strength Bonus			
STR	Damage Bonus	Armor Mod	Max Lifted Wt
1	-5	-2	10 lbs
2	-4	-2	15 lbs
3	-3	-1	25 lbs
4	-2	-1	35 lbs
5	-1	0	45 lbs
6	0	0	55 lbs
7	0	0	65 lbs
8	0	0	75 lbs
9	0	0	85 lbs
10	0	0	95 lbs
11	0	0	105 lbs
12	0	0	115 lbs
13	0	0	125 lbs
14	0	0	135 lbs
15	0	0	145 lbs
16	+1	0	160 lbs
17	+2	+1	180 lbs
18	+3	+1	200 lbs
19	+4	+2	350 lbs
20	+5	+2	500 lbs
21	+8	+3	1000 lbs
22	+11	+4	2000 lbs
23	+14	+5	3500 lbs
24	+17	+6	5000 lbs
25	+20	+7	8000 lbs
26	+40	+8	11000 lbs

Armor modifiers are the adjustments to a character's defense stat when he or she is wearing armor. These modifiers will NEVER raise a

player's defense stat above normal; they ONLY apply to the minuses resulting from the weight of the armor.

If a character's strength falls below zero, he or she will be feeble and helpless until their strength is recovered. This will occur at a rate of one point per two months without any magical healing unless impeded by some means (not allowed bed rest, magically inhibited from healing, etc.).

After 25 strength, armor modifiers continue to increase by one but damage modifiers double. For example, a 26 strength is +40 to damage and +8 to armor. Firearms, explosives and crossbows do not receive strength damage modifiers.

Agility (AGL)

Agility reflects a character's overall body coordination, as well as his quickness in reacting to a situation.

Agility Bonus			
AGL	Initiative Bonus	Unarmed Combat Bonus To Hit	
1	-3	-3	
2	-2	-2	
3	-1	-2	
4	0	-1	
5	0	-1	
6	0	0	
7	0	0	
8	0	0	
9	0	0	
10	0	0	
11	0	0	
12	0	0	
13	0	0	
14	0	0	
15	0	0	
16	0	+1	
17	0	+1	
18	+1	+2	
19	+2	+2	
20	+3	+3	
21	+4	+4	
22	+5	+5	
23	+5	+6	
24	+6	+6	
25	+7	+7	
26	+8	+8	

Strength (STR)

Statistics for Characters

If a character's agility falls below zero, then he or she becomes totally uncoordinated. It will be impossible to use a weapon, avoid an attack, or even walk without tripping.

Agility Adjustments for Skills			
AGL	Move Silently	Move in Shadows	Bonus to Movement Skill
1	-60	-50	-40
2	-50	-45	-35
3	-50	-40	-30
4	-45	-35	-25
5	-40	-30	-20
6	-35	-25	-15
7	-30	-20	-10
8	-25	-15	-5
9	-20	-10	0
10	-15	-5	0
11	-10	0	0
12	-5	0	0
13	0	0	0
14	0	0	0
15	0	0	0
16	0	0	+5
17	+5	+5	+5
18	+10	+10	+10
19	+10	+10	+10
20	+15	+15	+15
21	+20	+20	+20
22	+25	+25	+25
23	+30	+30	+30
24	+35	+35	+35
25	+45	+40	+40
26	+55	+45	+45

Bonus to movement skill applies to all movement skills as well as acrobatics, dancing and climbing.

Movement Rate

Movement Rate is a measure of how fast a character can move in a given round. This number is used to determine how far a character can travel in a day. The Base Movement Factor is 12, +1 per two points Agility above 16.

Note: Base Movement Factor multiplied by two gives miles travelled in one 10-hour traveling day (Walking) including stops for resting. Divide the Movement Rate Factor by two to get miles travelled per hour without rest. Characters can cover their movement rate x10 in feet in one round. For example, a soldier with a 20 AGL will have a movement of 14. In one round he can move 140 feet. If he performs an

action, then he can only move 1/2 this distance. In the above example, he would be able to move 70 feet and fire his bow.

Movement is adjusted by -1 per point of Agility below five.

Any attempts to increase movement will fall into the following categories:

Multiplier to Base Movement	
Multiplier to Base Movement	Description
x2 Jog	One can run a number of rounds equal to his Constitution. Thereafter, a check vs. Constitution is required each hour
x3 Run	This is a sustainable long distance run. A check vs. Constitution each turn is required with a -2 cumulative each round.
x4 Charge	This is the speed one uses when running into combat. A check vs. Constitution each round is required with a -4 cumulative penalty each round.
x5 Rout	This is the speed at which one travels in an all-out rout. A check vs. Constitution each round is required with a -6 cumulative penalty each round. In addition an Agility check must be made each round at a -2 cumulative.

Constitution (CON)

Constitution is a measure of a character's fitness, health, resistance and ability to carry weight for long distances. This score is used for saving throws, determining defense stat and calculating fortitude points.

Weight Allowance			
CON	Encumbrance	CON	Encumbrance
1	0	14	47 lb.
2	0	15	54 lb.
3	0	16	61 lb.
4	1 lb.	17	68 lb.
5	1 lb.	18	75 lb.
6	1 lb.	19	82 lb.
7	1 lb.	20	89 lb.
8	5 lb.	21	109 lb.
9	12 lb.	22	119 lb.
10	19 lb.	23	139 lb.
11	26 lb.	24	159 lb.
12	33 lb.	25	179 lb.
13	40 lb.	26	219 lb.

Two times the given weight may be carried at a penalty of one-quarter movement rate. Characters carrying their full

encumbrance to double move at 1/2 movement. If the character is between 3/4 and full then they move at 3/4 movement. It is not possible to fight while heavily encumbered.

If a character's constitution falls to zero, then he or she will be incapacitated and unable to move. Lost points will return at a rate of one every two months if not otherwise inhibited; i.e. cursed or not allowed to have bed rest to properly heal. However, if constitution falls below zero, then the character will either die or become undead.

Dexterity (DEX)

Dexterity reflects a character's hand-eye coordination and accuracy with weapons.

Dexterity Bonus		
DEX	To Hit Bonus	Crafting Skill Mod.
1	-3	-55
2	-2	-50
3	-2	-45
4	-1	-40
5	-1	-35
6	+0	-30
7	+0	-25
8	+0	-20
9	+0	-15
10	+0	-10
11	+0	-5
12	+0	0
13	+0	0
14	+0	0
15	+0	0
16	+1	0
17	+1	+5
18	+2	+10
19	+2	+10
20	+3	+15
21	+4	+20
22	+5	+25
23	+6	+30
24	+6	+35
25	+7	+45
26	+7	+55

If a character's dexterity falls beneath zero, then he or she becomes helpless. It will be impossible to use a weapon or

other equipment. Crafting bonuses apply not only to crafting skills but also to musical instruments, bone setting, surgery, juggling and stage magic.

Dexterity Adjustments for Skill				
DEX	Pick Pocket	Open Locks	Locate Traps	Disarm Traps
1	-55	-50	-50	-50
2	-50	-45	-45	-45
3	-45	-40	-40	-40
4	-40	-35	-35	-35
5	-35	-30	-30	-30
6	-30	-25	-25	-25
7	-25	-20	-20	-20
8	-20	-15	-15	-15
9	-15	-10	-10	-10
10	-10	-5	-10	-10
11	-5	0	-5	-5
12	0	0	0	0
13	0	0	0	0
14	0	0	0	0
15	0	0	0	0
16	0	+5	0	0
17	+5	+10	0	0
18	+10	+15	+5	+5
19	+10	+15	+5	+5
20	+15	+20	+10	+10
21	+20	+25	+15	+15
22	+25	+30	+20	+20
23	+30	+35	+25	+25
24	+35	+40	+30	+30
25	+45	+50	+40	+40
26	+55	+60	+50	+50



Intelligence (INT)

Intelligence represents a character's ability to reason and to learn. This is important because it reflects a character's ability to use magic items.

Chance to Use Magic Items				
INT	Fighters	Thieves	Perform.	Intel.
1	0	0	0	10%
2	0	0	0	14%
3	0	0	0	18%
4	0	0	0	22%
5	0	0	10%	26%
6	0	0	14%	30%
7	0	0	18%	34%
8	0	10%	22%	38%
9	0	14%	26%	42%
10	0	18%	30%	46%
11	0	22%	34%	50%
12	10%	26%	38%	54%
13	15%	30%	42%	58%
14	20%	34%	46%	62%
15	25%	38%	50%	66%
16	30%	42%	54%	70%
17	35%	46%	58%	74%
18	40%	50%	62%	78%
19	45%	54%	66%	82%
20	50%	58%	70%	86%
21	60%	68%	82%	100%
22	70%	78%	94%	114%
23	80%	88%	106%	128%
24	90%	99%	118%	142%
25	100%	109%	130%	156%
26	110%	119%	142%	170%

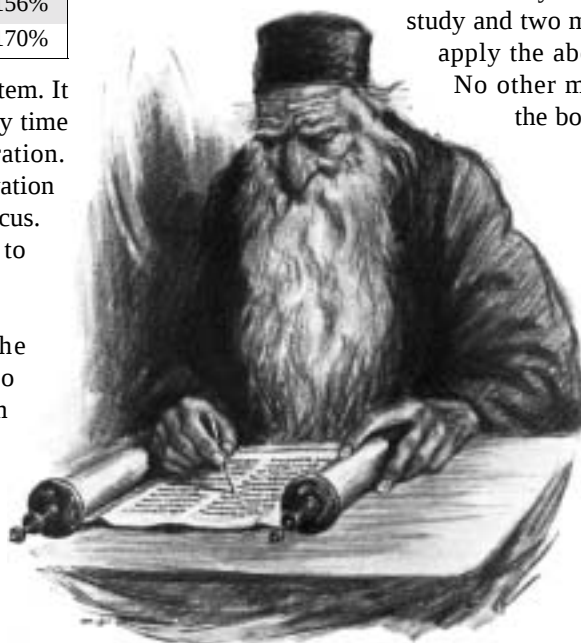
Use magic item is used to activate a magical item. It is left to the GM whether it must be used every time or only once to decipher the method of operation. The more complex items may require an activation roll since they require a good deal of mental focus. Simple items may only require the one time to activate the item then the method has been discovered (secret code word, proper focus or mental image, etc.). If Arcane Lore or the appropriate Lore skill for the item is used to identify its function, then the Use Magic Item check receive a +40.

Intelligence Modifiers			
INT	Bonus to Major	Bonus to Minor	Bonus to Intel. Skills
1	-50	-30	-24
2	-45	-27	-21
3	-40	-24	-18
4	-35	-21	-15
5	-30	-18	-12
6	-25	-15	-9
7	-20	-12	-6
8	-15	-9	-3
9	-10	-6	0
10	-5	-3	0
11	0	0	0
12	0	0	0
13	0	0	0
14	0	0	0
15	0	0	0
16	+5	+3	0
17	+10	+6	+3
18	+15	+9	+6
19	+20	+12	+9
20	+25	+15	+12
21	+35	+20	+15
22	+45	+25	+20
23	+55	+30	+25
24	+65	+35	+30
25	+75	+40	+35
26	+85	+45	+40

The Bonus to Major and Minor apply to the Sage and Magus classes. They choose on Major area of study and two minor areas of study and apply the above modifiers to them.

No other modifiers apply beyond the bonus to major and minor.

For more informations see "Skills" on page 23.



Wisdom (WIS)

Wisdom is a measure of a character's judgement and intuitiveness; because of its close ties with mental discipline, it will affect spell direction and the number of skills a character has.

Wisdom Modifiers		
WIS	Spell Adj. to Hit	Adj. for Crafts
1	-3	-50
2	-2	-45
3	-2	-40
4	-1	-35
5	-1	-30
6	0	-25
7	0	-20
8	0	-15
9	0	-10
10	0	-5
11	0	0
12	0	0
13	0	0
14	0	0
15	0	0
16	+1	+5
17	+1	+10
18	+2	+10
19	+2	+15
20	+3	+20
21	+4	+30
22	+5	+40
23	+6	+50
24	+6	+60
25	+7	+70
26	+7	+80

If a character's Wisdom falls to 0 or below, then he or she will become a slave-like servant to whatever lowered the wisdom score. The Adjustment to Hit for WIS is applied to directed spells. This means any spell guided by the mind such as Bolt. Spells requiring the caster to perform a physical attack (i.e. touch the target) receive only DEX bonuses to hit and not Directed Spell to hit bonuses from WIS.

Appearance (APP)

Appearance represents a character's physical beauty and sex appeal. Strangers tend to react more favorably towards beautiful people and distrust ugly ones. Reaction adjustment is applied to skills like seduction, dancing or acting.

Appearance Modifiers			
APP	Reaction Adj.	APP	Reaction Adj.
1	-35%	14	+10%
2	-30%	15	+15%
3	-25%	16	+25%
4	-20%	17	+30%
5	-15%	18	+35%
6	-10%	19	+40%
7	-5%	20	+45%
8	0	21	+50%
9	0	22	+55%
10	0	23	+60%
11	0	24	+65%
12	0	25	+70%
13	+5%	26	+75%

Charisma (CHA)

The Charisma score represents a character's charm, persuasiveness, and personal magnetism; it has nothing to do with physical beauty. For example, Hitler was ugly yet he had a fanatical following. Charisma also represents a character's ability to lead.

Charisma Modifiers			
CHA	Social Skill Adj.	CHA	Social Skill Adj.
1	-50	14	0
2	-45	15	0
3	-40	16	+5
4	-35	17	+10
5	-30	18	+15
6	-25	19	+15
7	-20	20	+20
8	-15	21	+25
9	-10	22	+30
10	-5	23	+35
11	0	24	+40
12	0	25	+50
13	0	26	+60

The social skill adjustment is applied to smuggling, lying or trying to convince someone of something. Examples of skills that this would be used with are smuggling, story telling, and oratory.

Luck

Luck is just that, the character's luck. Luck will come into play when a desperate act which is utterly absurd is attempted. It is the chance of a wagon of hay being parked under your fall, or, when you are about to be overwhelmed by the Norse, a maniple of legionaries happen upon your predicament. In short, it is an attempt to put randomness into a personal stat. This stat is also used to resolve ties on initiative. If the GM chooses, Luck may be removed from the game.

Optional Luck Rule

As an optional rule the GM may choose to include LUC in any unskilled attempt. This means that instead of just the relevant stat, INT for an unskilled Coded Messages attempt, it would now be INT + LUC on percentiles. For more on unskilled attempts see "Skill Checks" on page 23.

Piety (PIE)

The piety score reflects the character's faith in some greater power; this "power" may range from faith in some god to belief in oneself. A person may attempt to hold back undead by boldly presenting his or her pious item (explained below) and commanding the creatures to retreat. A roll equal to or lower than the piety score - the level of the undead will result in a successful attempt. They will only stay back for the casters level in rounds though, returning at the end of this period. If a one is rolled on the character's PIE check then a number of the undead equal to the caster's level are destroyed.

Pious Items

A character is allowed up to three pious items, which are symbols of something very dear to the character. These may be almost anything. Examples include: a holy symbol, a wedding ring, a weapon, a lucky charm, a rabbit's foot, a teddy bear, a gold chain, etc. However, if the pious item is destroyed, 1/2 of the character's spirit points go with it.

Spirit Points

Spirit points are the source of all secular magical powers. Initial spirit points are calculated by rolling a die 20 and adding 1/2 the piety score. A person can hold up to three times their base spirit points in their body, but at that point they shimmer with an unearthly glow. If a person's spirit points reach zero, they will be weak and unable to fight. If their spirit points fall to -10, then the person dies permanently.

All non-casting humans have 10 spirit points. A caster of the Realms may attempt to drain spirit points from another sentient creature. This target creature must possess spirit points and intelligence. For instance, a caster may not drain a

rabbit. To drain a target, the caster must hit the target, then the target saves vs. PIE. If the target fails, then the caster may drain up to the caster's maximum spirit points. If the target is willing, the save may be declined. If the target is dead, then saves are not applicable. The caster may stop draining at any point to avoid killing the target. If the target is drained to -10 spirit points, they die. However, if the caster does not have the capacity to drain the target to this point the target may take actions as normal. The caster may not redirect the spirit points into objects, other casters or spells directly but must first have the capacity to store points. For instance, to kill an enemy a caster may attempt to drain them to zero but must have the capacity to do so (more spirit point capacity then their enemy).

Will (WIL)

Will is the stat which involves a character's personal strengths or weaknesses. It is the willpower that a character has. Consciousness rolls must be made against this stat in the following manner: if the character falls below zero Fortitude in a vital area (1, 4, 7, 8), then a save vs. Will must be made to remain conscious; if the FP fall below zero the save is WIL/2. A failure at this roll will indicate that the character was overcome by pain or received a strong blow that knocked this character unconscious for 1d12 rounds. There are cases where the duration may be extended or shortened (i.e. poison gas, severe wound, etc.).

Statistics Checks

Checks against statistics are performed on a d20. When making a check the player must role the stat being checked against with any modifiers or less on a roll of the d20. For example, a character is surprised while walking across a narrow bridge and must make a check vs. AGL -2. They have an 18 AGL but must role a 16 or less under to make the save and avoid falling.

The GM may impose bonuses but it should be noted that a 1 always succeeds and a 20, unless the character has a higher than 20 in the stat, fails. For instance, an elf with a 22 AGL, rolls a 20 on a d20. To resolve the stat check the player then rolls a d30 and must roll 22 or less in the example. An optional rule would have the player role the d20 again and add to the original roll with the goal to still roll the target number or less. Use this optional rule in order to de-emphasize stats that are greater than 20.

Modifiers to Stat Checks

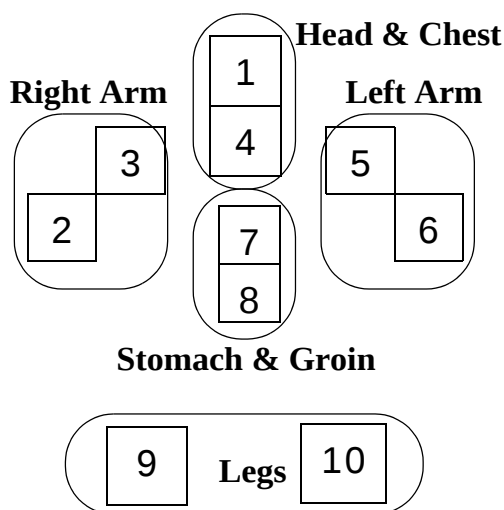
The GM may use whatever modifiers they deem necessary for a stat check. The GM may also forgo a check if they believe the character has an adequately high stat or in order to facilitate drama during play.

The following table has a list of suggested modifiers but should not be considered exhaustive or all inclusive.

Suggested Stat Check Modifiers	
Mod	Description
+1 to +2	Optimal conditions. A check vs. WIS + 2 in order to notice tracks in the mud when the character is not looking.
0	Normal stat check.
-1 to -2	Generally surprised or unaware of their surroundings. A check of AGL -2 might be made if the character is running across a narrow stone bridge while being shot at.
-3 to -4	Moderate Difficulty. A WIS check -4 is made to see if something is noticed that is out of the ordinary.
-5 to -6	A high level of difficulty. Attempting to perform a skill while being tortured would be a WIL - 8 and then a skill check.
-7 to -8	Nigh Impossible. A check vs. STR-8 to break ropes binding the character in place.

Statistics checks are often made when a character is not actively pursuing an action. A WIS - 4 check might be made to notice the ambush before it is sprung. As an optional rule, the GM may allow a second check with an appropriate skill, in this case Tracking. This should be done if the group wants a more forgiving flow of play allowing for more successes.

Fortitude Points (FP)



The body of a character is made up of 10 specific and 5 general areas, each of which are able to withstand a certain amount of damage. This damage is quantified by Fortitude Points. A character's base Fortitude Points are their **(STR + CON + WILL) / 3 + 1/2 CON**. Arms and Legs are

considered incapacitated if they reach zero Fortitude Points and severed if they reach negative the Fortitude Points for that area. If a character reaches zero in a critical area (Head & Chest), then they are incapacitated and they will lose one fortitude point in that area until First Aid is applied. If they reach negative their Fortitude Points in that area then they die. If a character reaches zero in a vital area (Stomach & Groin), then they are incapacitated and will die if a save vs. will is not made. If the save is made, then the character will slowly die losing one Fortitude Point per round until they reach negative the Fortitude Points for that area. Once negative their fortitude points in a vital area, a character expires. For more information on bleeding see "Blood Loss (Optional Rule)" on page 49.

Fortitude Example

If a character has above a 20 CON, then the character receives 1d4 additional fortitude points for each point above 20. All characters receive half their CON in addition to their Fortitude Points. The number of Fortitude Points are determined as follows.

Head & Chest 0.5 (base Fortitude Points)

Stomach & Groin base Fortitude Points

Arms & Legs 2 x (base Fortitude Points)

For example, if Buffy has an 18 STR, 19 CON, and a 20 WILL, then her base Fortitude Points are 19;

$$18 + 19 + 20 = 57 / 3 = 19 + 9 = 28;$$

Thusly, Buffy will have the following breakdown of specific areas:

1,4	14 points
7,8	28 points
3,2,5,6,9,10	56 points

This can be quickly and easily kept track of by a little initial setup of the character. A simple chart like the one at left is all that is needed. Characters recover fortitude points at a rate of one fortitude point per 24 hours of bed rest + 1 for every point of CON above 16.

Defense Stat (DS)

Defense stat represents how difficult it is for a character to be hit. It is calculated by taking the average of the STR, AGL, and CON scores **(STR+AGL+CON)/3**. In this respect, strength represents the character's ability to move in armor, agility stands for the ability to dodge, and constitution represents how long a character can keep up the fighting pace. Note that in order to move and fight in armor, a skill must be taken in the desired armor. Also, heavy, bulky armors will affect defense stat. Remember to subtract the armor modifier given for the desired type of armor from the

defense stat result. As well, add in strength modifiers as appropriate.

When attempting to hit an object, the same principles are employed. The defense of an object will rely on how difficult it is to hit while applying common sense. If someone is just trying to pick up a stationary object, then no to hit is required. If they are trying to snatch the golden apple from the center of burning magma while on one foot with a frayed lasso, the defense of that object will be considerable. Size also is a consideration. For instance, an apple is more difficult to hit than a watermelon. The same situational modifiers can be applied from "Optional Combat Modifiers" on page 45 apply to hitting objects. Examples of defense statistics for objects are apple = 10, watermelon = 5, bull's eye on a target = 18, this book = 9.

Codes

Codes are really a very simple concept to embrace. They are the most important things, beliefs or people in your character's life. For a thief they may be money, then family, then the bandits. What this means is that the thief would sell out her family for enough gold but would defy the bandits to save her family. These are not meant to be shackles to bind play but more something to add to the definition of a character. The following are some example codes.

Family, Loyalty to the Cult, Friends

This code would mean that in a conflict of interests the character would look first to the honor of their family then to the interests of the cult and finally, if it would betray their friends.

Self, Power, Empire

This code would be popular in many of the social circles of the Empire. Many of the worst decisions are made on the basis of ego. This code would mean that the individual was dedicated to himself, gaining power for the Empire or himself (often one and the same) and finally to the ideals of the Empire.

Faith, Welfare of others, Justice

This would be a typical code for a priest or possibly a monk. For this person his duty is clear and he will serve his god even in the face of the welfare of others, since his god knows best. He cannot deny his hatred of evil injustices and will fight to right those wrongs.

Storytelling, Truth, and Lost causes

A bard might abide by these codes. To this bard nothing is so good as the telling of a story. The truth must be maintained even when fighting for a cause. Perhaps this is why he is always involved in lost causes.

Country, Self, Wealth

This code would be good for spies whose only attachment is themselves and the country they serve. If it is a choice between surviving the encounter or making off with the wealth, they will go with the saving their own skin.

Self, Wealth, Safety, Revenge

This code would represent a self serving individual who wishes nothing so much as serving her own needs. She sees wealth as a way to accomplish this. Her own safety ranks higher than revenge but she would gamble it all for an extra dollar.

Knowledge, Family, Gadgets

Sages might embrace this code. In their pursuit of knowledge, they will sometimes neglect their family. In their spare time, they make or buy gadgets.

Experience



Level	Experience
1	0 - 7
2	8 - 15
3	16 - 22
4	23 - 32
5	33 - 43
6	44 - 57
7	58 - 73
8	74 - 90
9	91 - 108
10	109 - 127

Level	Experience
11	128 - 148
12	149 - 174
13	175 - 205
14	206 - 241
15	242 - 282

Awarding Experience

5 points: if the characters accomplished a major goal in the campaign.

1 point: if a character showed excellent role-playing in the course of the campaign.

1 point: if the player role played an aspect of his character extremely well; e.g. a soldier consistently wishes to battle but refrains from slaying women and children because of personal codes.

1 point: if the player played well, i.e. got along with other players, not his character and others, but the player and other players (he didn't pout, he didn't gloat, etc.)

1 - 10 points: This reflects the difficulty of the campaign for the players and the characters. Remember, the same group of players may breeze through an adventure with one set of characters and die in ten minutes with another.

Gauge appropriately.

1 - 3 points: For each EXTRAORDINARY action a character is involved in, he or she should be rewarded for his or her bravery (or luck).

1 - 5 points: For group unity and cohesion; did they work together or was it a night of arguing rules and rude insults.

The Game Master should feel free to make up his or her own criteria and allow characters to advance at a speed comfortable both to them and to the GM.

Experience can be spent in the following manners.



Tracking Experience

Experience is tracked in two modes, total and reserve. Total experience represents the total experience earned by a character. It is the sum total of all experience earned by a character. Reserve experience is the amount of total experience that hasn't yet been spent on updates according to the Reserve Experience Cost Table. For example, if a character is rewarded 8 experience that character then has 8 total experience and 8 reserve experience. If they then spend 4 experience on a new skill and another 2 experience to raise it to second level, they would have 8 total experience (making them second level), have 2 reserve experience, and a new skill at second skill level

Reserve Experience Cost Table		
Area	Cost (Exp)	Notes
New Skill	4	Training for new skills may range from 3 - 9 months at GM's discretion.
Advance existing skill	skill level desired in exp. + any skill levels in between	Example: You presently have a skill level of 1 and wish to raise it to 3. You must spend 2 for level 2 + 3 for level 3 = 5 total exp points.
Stats	20 pts/stat point	20 exp points to raise a stat 1 point with a max of 20
Weapon Prof	Plus to Hit	3 points per plus; + 1 to hit = 3 experience points; + 2 = 6 experience points; all levels between current and target must be paid for; i.e. to go from + 0 to + 2 you must pay for + 1 and + 2 for a total of 9 points.
Weapon Prof	Plus to Damage	1 point per plus; + 1 to damage = 1 experience points; + 2 = 2 experience points; all levels between current and target must be paid for; i.e. to go from + 0 to + 2 you must pay for + 1 and + 2 for a total of 3 points.
Weapon Prof	Additional Attack	6 points per Attack; + 1 to attacks = 6 experience points; + 2 = 12 experience points; all levels between current and target must be paid for; i.e. to go from + 0 to + 2 you must pay for + 1 and + 2 for a total of 18 points. The max number of additional attacks that a character may have is x2 the original number of attacks for that weapon.
Weapon Prof	Additional Die of Damage	6 points per additional die; + 1 die = 6 experience points; + 2 = 12 experience points; all levels between current and target must be paid for; i.e. to go from + 0 to + 2 you must pay for + 1 and + 2 for a total of 18 points. The max number of additional dice that a character may have is x2 the original number of dice for that weapon.
Spells	3 points x level of desired spell 1 points x level of desired spell for Magi/Sages	NOTE: Magi/Sages cost is only 1 points per level of desired spell. NOTE: Initial spells must be taken in order to take spells further along in the sequence. i.e. you must take the Natura Maga Gust before you take Wind. NOTE: You may not take spells which are of a level higher than the character's level.
Spirit Points	2 points per dice	Purchase an increase of a d10 to base spirit points.
Psi Discipline	15	This will allow a Psi to acquire additional disciplines beyond the initial one chosen with the class.

IRIDIUM CORE RACES

The following is for people who might wish to create their own races for any of our settings. The process is very simple and can be accomplished in about half an hour.

Racial Concept

The first step is to form a mental concept of the new race. For example, a new, inoffensive race is needed to populate a newly discovered planet in a Nebuleon (Sci-Fi) campaign. Knowledge of the planet (a temperate water and swamp world) and what is needed for the campaign (primitive natives that can help or hinder the player characters, depending on how the first meeting goes) should help develop a racial concept. With that goal in mind, the following concept for the new race, called the Rihdahn, can be created.

The Rihdahn are amphibious and live on the many riverbanks of their world. They use tools but are not very dexterous. They stand between 1.4 and 1.8 m and weigh about 50-60 kg. They have rubbery skin like a dolphin but have a large number of tentacles for their base and an upper body with three primary tentacle stalks that they use as hands. Their heads are compact and they have no neck and shoulders to speak of. Their face is a mash of six eyes placed around their head and a central mouth filled with teeth. The Rihdahn appearance can be misleading, allowing one to believe they are ferocious hunters when they actually prefer a form of fresh water vegetation.

The Rihdahn are willing servants and love the chance to travel. They were first discovered by a RFW survey team and have since worked well in water environments as scouts. Unfortunately, they have little aptitude with technology and have had little success in the greater sense of the Nebuleos.

Racial Modifiers

Racial modifiers should reflect the nature of the race to be defined. Minor modifiers of plus one or two should reflect natural aptitudes, such as an increased agility for multi-legged creatures. Larger modifiers of plus three or more should be restricted to truly super-natural attributes beyond the ability of humans to attain. On rare occasions, a guaranteed above 20 stat may be appropriate, such as the appearance of elves in our fantasy setting. It is not necessary to have stat pluses and minuses balance out, but any obvious stat advantages need to be compensated with a social or physical restriction (race is discriminated against, or lacks a corporeal body, etc.).

The Rihdahn have the following adjustments:

Physical	STR	AGL	DEX	CON	APP
	-5	+4	-1	+2	-2
Mental	WIS	INT	CHA		
	+2	-4	+0		
Spiritual	LUC	PIE	WIL		
	+0	+2	+2		

Remember, not every attribute needs a modifier.

Racial Abilities

Racial abilities are innate things like natural armor, spell casting capabilities, or flight. Abilities like night sight and extraordinary sense of smell can be defined in terms of percentage beyond normal sense or their chance to use it. For instance, extraordinary sense of smell of 40% means the race has a 40% chance of smelling a scent not normally available to humans. A race with 40% night sight would be able to see 40% as well in the dark as they would in daylight. Alternatively, the GM could make the character check on percentiles making them roll under the 40%.

The Rihdahn have a thin layer of blubber that gives them a small amount of protective armor. This equates to 10 points in all areas. They are also amphibious and can hold their breath under water for 20 minutes.

Racial weaknesses should also be included here. The Rihdahn dehydrate quickly and do not handle heat well. This translates into a CON check for every day they are away from water. If they fail, they will collapse and be unable to even walk. They will need to be immersed in water for one hour for every day of dryness.

Racial Skills

Racial skills are those skills that a race shares coming from a similar culture. In other words, elves from the woods might use and make bows but elves from the desert would more likely be able to find water. The number of racial skills depends on the general likelihood that all in the race would be exposed to learning it. Alternatively, it can be an indicator of cultural diversity within the race.

The Rihdahn are excellent swimmers and trackers. They also know a great deal about plants.

They receive the following skills:

- Two Tracking Skills
- Three Swimming Skills
- One Herbology Skill

Conclusion

That is an example of creating a new race for Nebuleon. This example was more detailed than necessary. A faster creation method merely requires an outline of Racial Modifiers, Abilities and Skills.

Example Race Modifiers

The following are racial modifiers for the Nebuleon SFRPG and Tales of Gaea setting. The many races assume the human standard in order to better understand it. Some races have supernatural statistics and instead of generating statistics in the usual manner start at 20 and add a die roll. For instance,

an elf has $20 + 1d2$ for AGL. This means during character generation the player could dump a low score of 10 or less and get a 21 AGL. If the score was 11 or greater then the AGL would be 22.

Generating Foes

In much the same way, foes can be generated for use in the Iridium System. Specific foes for settings can be found in the setting books and are beyond the scope of this book.

Foes range from traditional monsters found in mythology and fiction to opponents of less supernatural nature. Whether the GM generates a monster race and populates the adventure with members of this race or makes an individual, the primary steps defined in generating a race apply. Determine the modifiers to stats from standard human levels, the races motives, any special powers, abilities, skills and a foe is ready to be added to the GM's campaign.

Race	STR	AGL	CON	DEX	INT	WIS	CHA	APP	LUC	PIE	WIL
Balek	-2	0	+2	+2	0	-2	0	0	0	0	0
Dremin	+7	0	+3	0	-4	-2	0	-4	0	0	0
Gren									0		
Chemice	-3	+3	-2	+2	0	0	0	0	0	0	0
Emperor	+3	+2	0	-2	-4	-3	+2	0	0	+2	0
Kezzeren	+3	-2	+2	+1	-3	0	-2	0	0	+1	0
Shea-T'kar	-3	+3	-3	+2	0	0	0	0	0	+1	0
Tessreck	0	-2	0	+1	+2	+3	-2	0	0	+3	-5
Human	0	0	0	0	0	0	0	0	0	0	0
J'Hat Itar	+2	-4	+2	-2	+2	0	0	0	0	0	0
Kiran	+4	+1	+2	0	-4	-2	0	0	-1	0	0
Mog	-6	0	-2	+2	+4	+2	0	-2	0	0	+2
Toaffi	-4	0	0	0	+4	+2	0	0	0	0	-2

Race	STR	AGL	CON	DEX	INT	WIS	CHA	APP	LUC	PIE	WIL
Dwarf	+4	-2	$20 + 1d4$	+2	0	0	-5	-10	0	0	0
Elf	-5	$20 + 1d2$	0	+2	0	0	0	$20 + 1d4$	0	0	-2
Gnome	-10	$20 + 1d2$	$20 + 1d2$	+2	0	+2	-2	-4	0	0	0
Half-elf	-2	+4	0	0	0	0	-4	+2	0	0	0
Kolba	-5	+2	0	$20 + 1d2$	0	+2	0	0	0	0	+2
Soolaan	$20 + 1d5$	+2	$20 + 1d2$	-2	-10	-5	0	-5	0	0	0

IRIDIUM CORE

CLASSES

Classes, in the Iridium System, exist only as a starting point. They indicate a preferred profession and a career path. Changing a class, in most cases, merely means taking new skills and becoming proficient with them. In some cases, like a cleric, psi or monk, it would mean losing those special abilities that class provided. This is more from a philosophical point of a monk losing his faith or abandoning his beliefs. The GM and player should plot out the path the character would take and he might retain some of his abilities depending on the story.

Classes are grouped into four archtypes. These archtypes are the general grouping that a career falls under. For instance, a highway bandit would fall under thief, even though proficient in weapons, because he primarily relies on theft for his trade.

Weapon Proficiencies by Type

Fighter	Intellectual	Performer	Thief
6	2	3	4

These are the initial number of skills to be used only for weapon proficiencies.

Skills progress at 3% per level for those skills inside the archetype (i.e. Move Silently is a thief skill). Skills that are listed under a class, although may not be in the archetype, advance at the same 3% per level rate. All others proceed at 2% per level. There is no additional cost during creation or advancement to buying skills or skill levels outside a character's archetype.

New classes may be created by simply determining their archetype, then the starting core skills they would have, followed by any special magical abilities like the Cleric or Psi. Initial skill packages should not necessarily cover every skill that can be connected to the class but only their essential skills. Again, discussion is the core and everyone should agree on the class before it is used in play with the group.

The classes listed here are from several game settings and are meant as a quick reference.

Class Quick Reference

This table is meant to be a quick reference tool for character generation. If new to the game, a player should see Class listings in the setting of their choice for more detailed explanation. It should also be noted that new classes may be

constructed by picking a profession then defining skills it would start with and what type of class it would be; i.e. fighter (F), intellectual (I), performer (P) or thief (T).

Roma Imperious	
Name	Skills/Special Abilities
Fighters	
Eques	Knights of the Roman Empire; 4 Horsemanship, 2 Armor Use (For use with Plate), 2 Animal Training
Gladiator	Slave warriors who fight for the mobs; 2 Parry (Gladius), 1 Armor Use, 1 Sword Use, 1 Shield Use, 1 Staff Use, 1 Acting
Legionarius	Lowest Rank Legionnaire for the Roman Empire; 1 Armor Use, 1 Parrying, 1 Targeting, 1 Shield Use, 1 Sword Use, Initial +5% for criticals (Legionarius have a 10% chance of a critical at first level, 15% at second, etc.)
Shih Warrior	Noble warriors of the Jade Empire; 2 Law, 1 History (Jade Empire), 1 Horsemanship, 1 Bow Use, 1 Sword Use
Specialist	A person who trains extensively in one weapon; 1 Unarmed Combat, 2 Targeting, All weapon proficiencies within their specialty cost one less with a minimum of one
Venator	Hunters of the Roman Empire; 2 Tracking, 2 Disarm Traps, 1 Rope Use, 2 Wilderness Survival, Draw Weapon, 1 Move Silently
Warrior	Simple barbarian warrior; 1 Armor Use - Leather, 1 Blunt Weapon Use, 1 Dodge, 2 First Aid
Intellectuals	
Artificer	Craftsmen who create magic items; 3 Craft Skills of their choice, 2 Alchemy, 2 Arcane Lore
Druid	Mystic Priests of the Celts; Two wilderness survival, Two herbology, one first aid, one meditation

Roma Imperious	
Name	Skills/Special Abilities
Magus	Cast two Realms; 5 skills in a major area of study, 2 skills in two minor areas of study.
Medicus	Healer; 1 Surgery, 1 First Aid (1d20 pts), 1 Herbology, 1 Medicine, 1 Bone Setting
Oriental Monk	Monks of the East; 2 Meditation, 1 Memory, 1 First Aid, 3 Unarmed Combat, 2 blocking Choose one: Ch'an receive 1 Carpentry skill. Dragon Clan receive 1 Wilderness Survival skill. Taoists receive 1 Alchemy skill. Buddhists receive 1 Medicine skill.
Sage	Scholars, teachers, learned people; Sages receive one major and two minor fields of study at five skill levels and two skill levels respectively.
Performer	
Augur	Soothsayer for the Roman Empire; 1 Oratory, 3 Augury, 2 Acting, 2 Initiate
Bard	Storyteller, chronicler, knowledgeable traveller; 2 Oratory, 1 Memory, 1 Singing, 1 Acting, 1 Disguise
Blacksmith	Works with metals and repairs equipment; 3 Metal Working, 1 Armor Forging, 1 Weapon Forging, 1 Leather Working, 1 Engineering
Mercator	Merchant, trader within a city or with far lands; 2 Appraisal, 1 Deception, 1 Navigation, 1 Memory
Priest	Holy person who is sometimes able to channel the power of their god; 3 Initiate Skills, 1 Acting, 1 Oratory
Shaman	Primitive healer, holy man; 2 Unarmed Combat, 2 Spirit Ritual, 2 Purification Ritual
Thieves	
Assassin	Paid killer; 2 Poison, 2 Move In Shadows, 2 Move Silently, 1 Disguise
Bandit	A highwayman, armed robber; 2 Intimidate, 2 Camouflage, 1 Tracking, 1 Disguise

Roma Imperious	
Name	Skills/Special Abilities
Courtesan	A prostitute; 2 Deception, 2 Acting, 1 Pick Locks, 1 Move Silently, 1 Acrobatics, 1 Play Instrument, 2 Seduction
Praetorian	Secret Police of the Roman Empire; 1 Armor Use, 1 Coded Messages, 1 Etiquette, 1 Move Silently, 2 Interrogation, 2 Investigation
Scout	Military scout who moves ahead of an army; 4 Horsemanship, 1 Camouflage, 1 Move Silently, 2 Memory, 2 Move in Shadows
Thief	Common burglar, pickpocket, a base thief; 2 Pick Pocket, 2 Move in Shadows, 2 Move Silently, 2 Open Locks, 1 Deception

Tales of Gaea	
Name	Skills/Special Abilities
Fighters	
Footman	1 Armor, 1 Parrying, 1 Targeting, 1 Shield, 1 Initial + 5% for criticals (Footmen have a 10% chance of a critical at first level, 15% at second, etc.)
Duelist	1 Targeting, 1 Courtly Manners, 2 Parrying, 1 Open Locks, 1 Pick Pockets
Ranger	1 Horsemanship, 1 Wilderness Survival, 1 Herbology, 1 Tracking, 1 Camouflage, 1 Targeting
Buccaneer	1 Swimming, 1 Sailing, 1 Siege Machinery, 1 Ship Repair, 1 Sea Warfare
Specialist	A person who trains extensively in one weapon; 1 Unarmed Combat, 2 Targeting, All weapon proficiencies within their specialty cost one less with a minimum of one
Knight	1 Parrying, 1 Courtly Manners, 1 Targeting, 1 Shield Use, 3 Horsemanship, 1 Armor Use- Linked, 1 Armor Use - Plate, 1 Staff Use
Consecrated Knight	1 Parrying, 1 Courtly Manners, 1 Targeting, 1 Shield Use, 3 Horsemanship, 1 Armor Use- Linked, 1 Armor Use - Plate, 1 Staff Use, 2 First Aid, 2 Initiate

Tales of Gaea	
Name	Skills/Special Abilities
Intellectuals	
Healer	1 Surgery, 1 First Aid(1d20 pts), 1 Herbology, 1 Medicine, 1 Bone Setting
Mystic	2 wilderness survival, 2 herbology, 1 first aid, 1 meditation
Mage	Cast a Greater and Lesser Realm; 5 skills in a major area of study, 2 skills in two minor areas of study.
Sage	Scholars, teachers, learned people; Sages receive one major and two minor fields of study at 5 skill levels and 2 skill levels respectively.
Performer	
Cleric	3 initiate skills, 1 Demonology and 1 oratory
Craftsman	5 in their specific class, 2 in the lore of their specific class
Cavalryman	3 skills in riding, 3 skills in animal training, 2 in tracking, 1 skill in the Staff Use
Minstrel	1 Musical Instrument, 1 Racial Lore, 2 Courtly Manners
Thieves	
Archer	1 Use Bow, +1 to hit and damage with a Bow, 1 Targeting, 1 Bowyer, 1 Fletching, Decreased costs for bow weapon proficiencies
Bandit	1 Move Silently, 1 Pick Pockets, 1 Open Locks, 1 Locate Traps, 1 Remove Traps, 1 Move in Shadows, 1 Backstabbing
Monk	Additional skills: one first aid, one locate traps, one initiate, one Dragon Lore, one meditation

Shades of Earth	
Name	Skills/Special Abilities
Fighters	
Hunter	2 Wilderness Survival, 1 Tracking, 1 Hunting, 1 Camouflage, 1 Targeting

Shades of Earth	
Name	Skills/Special Abilities
Pilot	3 Piloting, 1 Vehicular Repair, 1 Radio Operation
Police	1 Dodge, 1 Law, 1 Interrogation, 1 Driving, 1 Unarmed Combat
Soldier	1 Dodge, 1 Targeting, 1 Wilderness Survival, 2 Unarmed Combat
Specialist	A person who trains extensively in one weapon; 1 Unarmed Combat, 2 Targeting, All weapon proficiencies within their specialty cost one less with a minimum of one
Teamster	3 Driving, 2 Maps, 1 Vehicular Repair, 1 Unarmed Combat
Intellectuals	
Archaeologist	3 History Skills, 1 Smuggling, 1 Investigation
Doctor	1 Surgery, 1 First Aid (1d20 pts), 1 Herbology, 1 Medicine, 1 Bone Setting
Engineer	4 Engineering, 2 Science, 1 Electronics Repair, 1 Metal Working
Scientist	4 Science, 2 Engineering, 1 Oratory
Oriental Monk	Monks of the East; 2 Meditation, 1 Memory, 1 First Aid, 3 Unarmed Combat, 2 blocking Choose one: Ch'an receive 1 Carpentry skill. Dragon Clan receive 1 Wilderness Survival skill. Taoists receive 1 Alchemy skill. Buddhists receive 1 Medicine skill.
Sage	Scholars, teachers, learned people; Sages receive one major and two minor fields of study at five skill levels and two skill levels respectively.
Performer	
Artist	2 Craft Skills of the type of the Artist (i.e. sculpting, painting), 1 Disguise, 1 Singing, 1 Acting
Athlete	4 Movement Skills in their sport (e.g. football, baseball), 1 Deception, 2 Unarmed Combat

Shades of Earth	
Name	Skills/Special Abilities
Craftsman	5 in their specific class, 2 in the lore of their specific class
Musician	3 skills in Play Instrument, 1 Etiquette (Night Club Business), 1 Disguise
Priest	3 Initiate, 1 Oratory, 1 History (Religion of choice)
Reporter	3 Journalism, 1 Investigation, 1 Photography
Thieves	
Burglar	1 Move Silently, 1 Open Locks, 1 Locate Traps, 1 Disarm Traps, 1 Move in Shadows, 1 Climbing
Con Man	2 Deception, 1 Acting, 1 Disguise
Gumshoe	2 Investigation, 2 Unarmed Combat, 1 Law, 1 Photography
Mobster	2 Unarmed Combat, 1 Interrogation, 1 Backstabbing, 1 Smuggling
Politician	3 Oratory, 1 Deception, 1 Acting, 1 Law
Spy	1 Investigation, 1 Unarmed Combat, 1 Deception, 2 Disguise, 1 Radio Operation, 1 Coded Messages

Nebuleon	
Name	Skills/Special Abilities
Fighters	
Bounty Hunter	2 Wilderness Survival, 1 Tracking, 1 Hunting, 1 Investigation, 1 Targeting
Pilot	3 Piloting, 1 Vehicular Repair, 1 Ships Technology, 1 Comm Technology
Police	1 Dodge, 1 Law, 1 Interrogation, 1 Piloting, 1 Unarmed Combat
Soldier	1 Dodge, 1 Targeting, 1 Wilderness Survival, 2 Unarmed Combat
Specialist	A person who trains extensively in one weapon; 1 Unarmed Combat, 2 Targeting, All weapon proficiencies within their specialty cost one less with a minimum of one

Nebuleon	
Name	Skills/Special Abilities
Trader	3 Piloting, 2 Navigation, 1 Ships Technology, 1 Unarmed Combat
Intellectuals	
Medic	1 Surgery, 1 First Aid (1d20 pts), 1 Xenobiology, 1 Medicine, 1 Bone Setting
Engineer	4 Engineering, 1 Electronics Technology, 1 Metal Working
Psi	Has the ability to use Psi Disciplines; 2 Psychology, 2 Deception, 1 Disguise, 1 Meditation
Performer	
Actor	2 Acting, 1 Oratory, 1 Disguise, 1 Singing
Artist	2 Craft Skills of the type of the Artist (i.e. sculpting, painting), 1 Disguise, 1 Singing, 1 Acting
Craftsman	5 in their specific class, 2 in the Appraisal of their specific class
Reporter	3 Journalism, 1 Investigation, 1 Sensor Operation
Tech	3 Technology Skills of their choice, 2 Metal Working, 1 Zero G Movement
Thieves	
Criminal	1 Move Silently, 1 Open Locks, 1 Locate Security, 1 Disarm Security, 1 Move in Shadows, 1 Climbing
Investigator	2 Deception, 1 Acting, 1 Disguise, 1 Interrogation
Politician	3 Oratory, 1 Deception, 1 Acting, 1 Law
Raider	2 Unarmed Combat, 1 Interrogation, 1 Deception, 1 Piloting
Smuggler	2 Camouflage, 2 Navigation, 1 Piloting, 2 Smuggling
Spy	1 Investigation, 1 Unarmed Combat, 1 Deception, 2 Disguise, 1 Sensor Operation, 1 Coded Messages

IRIDIUM CORE SKILLS

A character begins the game with several different skills: those determined by his class, weapon proficiencies, and $(INT + WIS)/2$ skills of the player's choice. It's this last category which rounds out a character and describes his or her personality.

Skill Progression Table			
Skill Level	Percentage	Skill Level	Percentage
1	40%	8	86%
2	60%	9	88%
3	70%	10	90%
4	75%	11	91%
5	80%	12	92%
6	82%	13	93%
7	84%	14	94%

Skills are divided into six types. As a character gains levels, his chance to use his skills increases. If the skill is of a type directly related to the character's class or listed in his class description, then his chance for success goes up by 3% each level i.e. Bandits are a thief type, so the Pick Pockets skill increases by 3% per level. Other skills go up by 2% each level.

Skill Checks

Suggested Skill Difficulty Modifiers	
Difficulty	Modifier
Easily Done Such as walking, asking where the bathroom is and sounding like a tourist	No Check Required
Simple Has been done many times before, a lock that is simple in design, bandaging a simple cut	+10 to +20
Normal This would be the normal use of a skill	+0
Difficult A complex trap or lock, forging documents with inferior tools	-10 to -20
Very Difficult Traps of a magical nature, combination locks of superior design, surgery while under fire	-30 to -50

Suggested Skill Difficulty Modifiers

Difficulty	Modifier
Seemingly Impossible This is not an open license for superhuman attempts. The skill being attempted must still be possible. For instance, using the Climb skill to scale a 1000 foot cliff.	-70 to -100

To perform a skill check the player must roll under the modified skill percentage. Skill percentages may be modified by a number of factors including character level, number of skill levels and situational modifiers handed out by the GM. The skill checks are open ended rolls which means that if a player rolls 96% or above, they roll again and add. As often as they roll 96% or above, they continue to roll again and add. Conversely, if they roll 05% or below then they roll again and subtract. In this case, if they roll 96% or above they subtract the amount and roll again. This is continued until the player rolls less than 96%. If the character misses by a large amount, or makes their skill by a large amount, the GM may determine that it is a critical failure or success. Some skills may not make sense to have critical success or failure. For more on this, see "Critical Success Table" on page 53 and "Critical Failure Table" on page 54.

Unskilled Checks

If a player wishes to attempt something but does not have a skill the GM may say it is beyond the ability of an unskilled person to attempt. If the GM believes that the action in question may be attempted unskilled then they determine the appropriate Stat (STR, WIS, etc.) and have them roll underneath on percentile dice. For instance, if a player wished to attempt to swim to shore from a sinking ship in a storm, then the GM may say that they need to roll their AGL on percentiles. If their AGL is 14 then they need to roll 14 or under on percentiles.

An optional rule allows the addition of LUC to that roll. See "Optional Luck Rule" on page 12 for more on this.

Skill Hierarchy

There are some skills which require that other skills be taken before them. Off Handed Fighting must be taken before Two Handed Fighting, Metal Working must be taken before Armor Forging or Weapon Forging, and a Skating skill must be taken before Figure Skating. This is documented in the skills themselves, but individual GMs

may wish to enforce other hierarchies if they see fit. You can never possess more dependent skills than you have in the parent skill. For instance, you cannot have 3 Off Hand Fighting and 4 Two Handed Fighting.

Specified Skills

Specified skills are skills which must be taken in a specific item or area. There are many of these, and they too are documented in the skill description. Some examples are Targeting, Lores (i.e. Potion, Dragon, Armor, Elves, etc.), Parrying (the weapon you parry with), Disarming (again the weapon you disarm with), Languages, etc.

Skill Specializations

Specializations are when there is a general skill that can be refined further. Armor Use and Weapon Proficiencies are examples of this. For example, Armor Use must be taken in a type of armor like linked as in Specified skills above. You may then specialize in chain to reduce the Armor Modifier for chain by one for each specialization taken. In the case of the experience and advancing a general skill to a specialization, the general skill counts as the first skill then the specialization will be the second. For instance, Armor Use - Linked would cost four experience, while the chain specialization would cost two experience (see "Experience" on page 14). If you then take a specialization in scale mail it would start at two experience points for the first specialization in scale mail. Each specialization is its own line of skills starting from the base of the Armor Use skill (see "ARMOR USE" on page 26).

Cooperative Skill Use

There are times when an individual will want to attempt something and others may be able to help. For instance, Surgery is often done in tandem with other surgeons cooperating on the same patient. The GM must determine if any assistance would be helpful and how many may help at one time. The primary skill user is picked, then any helpers are determined. The helpers roll against their skill and record how much the attempt was made or failed by. The amount that any helpers made it by is totaled and added to the primary's chance and the amount that any helper missed it by is totaled and subtracted.

For instance, the primary has a 48% chance and two helpers aid him in his attempt to perform surgery on a wounded comrade. The first helper rolls a 30 and has a 44% surgery skill adding 14 to the total. The second helper rolls a 54 and has a 44% chance, missing their skill by 10, so 10 is subtracted from the chance of the primary. The total added to the primary's chance is 4 making his chance 52%.

Complimentary Skills

Some skills overlap or are complimentary, meaning that they might cover the same or similar areas. If this is the case and the character misses a skill check with the first skill, a complimentary skill may allow a second chance. This is at the discretion of the GM who may or may not allow it. An example of complimentary skills is Horticulture and Herbology. A GM may allow the character to have a second chance at identifying a potion if the character misses an initial attempt with one of the skills. On the opposite side, if a player attempted to use the Horticulture skill to identify a type of man-eating shrub which only grows in royal gardens, a second attempt may not be allowed with Herbology since it is meant for wild plants.

Non Standard Skills

There are a very few skills which do not follow the standard progression of skill success chance outlined above. These are Draw Weapon and any skill requiring specialization. Generally, these will not require a skill check in order to use them. It will be stated in the skill if a skill check is not needed.

Creating New Skills

Creating skills for the Iridium System is simple and straight forward.

1. Determine the type of skill; i.e. Fighter, Thief, Performer, etc.
2. Determine if there are any prerequisite skills; i.e. Metal Working for Silver Smithing.
3. Determine whether the skill requires a specialization like Languages in the language spoken.
4. Determine any exceptions; i.e. advancing in a different from the standard, whether the skill is automatic requiring no check, etc.

Much of the above is very subjective and must be discussed with the GM, group and considered carefully for game balance. Simple examples of unbalanced skills are ones that give magical effects like "Insta-Kill" where a successful skill check allows the user to kill their opponent in combat instantly. Keep in mind that skills are mundane meant for the performance of tasks.

Fighter Skills

ARMOR USE
BLINDFIGHTING
BLOCKING
DISARMING
DODGE
DRAW WEAPON
HUNTING
IMPROVISED WEAPON
OFF HANDED FIGHTING
PARRYING
SEA WARFARE
SIEGE MACHINERY
SHIELD USE
TARGETING
THROWN WEAPON
TRACKING
TWO WEAPON FIGHTING
UNARMED COMBAT
WEAPON PROFICIENCIES
WILDERNESS SURVIVAL

Intellectual Skills

APPRAISAL
ARCANE LORE
ARMOR LORE
BONE SETTING
CHEMISTRY
CODED MESSAGES
COOKING
CYBERNETICS
DEMONOLOGY
FIRST AID
GENETICS
HISTORY
HORTICULTURE
INVESTIGATION
JEWELRY
LANGUAGES
LAW
MAPPING
MEDICINE
MEMORY
MYTHOLOGY
NAVIGATION
NEUROLOGY
PATHOLOGY
SCIENCE
SENSOR OPERATION
SPELL DIRECTION
SURGERY
WEAPON LORE
WILDERNESS LORE
XENO BIOLOGY

Thief Skills

ACROBATICS
BACKSTABBING
CAMOUFLAGE
CLIMBING
DISARM TRAPS
DISGUISES
FORGERY
INTERROGATION
INTIMIDATION
LIP READING
LOCATE TRAPS
MEDITATION
MOVE IN SHADOWS
MOVE SILENTLY
OPEN LOCKS
PICK POCKETS
POISON
SMUGGLING
SURVEILLANCE
TAILING
TAPPING

Craft Skills

ALCHEMY
ANIMAL TRAINING
ARMOR FORGING
ARMOR TECHNOLOGY
CARPENTRY
CERAMICS
COMPUTER TECHNOLOGY
COMM TECHNOLOGY
ELECTRONICS TECHNOLOGY
ENGINEERING
EXPLOSIVES
GUNSMITH
JEWEL CRAFTING
LEATHER WORKING
MASONRY
METAL WORKING
ROBOTICS
ROPE USE
SCULPTING
SEWING
SHIP REPAIR
SHIP TECHNOLOGY
TANNING
VEHICULAR REPAIR
WAGON HANDLING
WEAPON FORGING
WEAPONS TECHNOLOGY

Performer Skills

ACTING
AUGURY
DANCING, COURTLY
DANCING
DECEPTION
DIPLOMACY
ETIQUETTE
HERBOLOGY
INITIATE
JOURNALISM
JUGGLING
ORATORY
PLAY INSTRUMENT
PSYCHOLOGY
PURIFICATION RITUAL
SEDUCTION
SINGING
SPIRIT RITUAL
STAGE MAGIC

Movement Skills

ATHLETICS
DRIVING
FLIGHT
HORSEMANSHIP
PARACHUTING
PILOTING
SAILING
SKATING
SKATING, FIGURE
SKIING
SNOWSHOEING
SWIMMING
ZERO G MOVEMENT

FIGHTER SKILLS

ARMOR USE

In order to move and fight in a type of armor, a skill must be taken in it. For example, if a fighter wants to wear plate mail, he must have a skill in plate type armors. If he also wants to be able to wear chain mail, he needs to take another armor use skill, this time in linked type armors.

Unlike most other skills, the armor use skill doesn't increase each level. However, additional skills in the skill may be taken to offset the armor modifications for the heavier armors. For example, if a person with a 15 strength takes one skill in linked armors and chooses to wear chain armor, she would receive a -2 to her defense stat. If she took one skill specialization in chain mail (in addition to the Armor Use, Linked skill), then there would only be a -1 penalty, and two skills would mean she could wear chain mail without any armor modification penalty. However, once the armor modification has been reduced to zero, additional skills will offer no benefits. If a character has no skills and wears a suit of armor, she will receive double the armor modifier; i.e. chain with no Armor Use, Linked skill would be -4. If the armor has no armor modifier, like a padded leather jacket, then the total modifier is -2.

Armor Types	
Type	Armor
Leather	Boiled
	Studded
	Ringed
Linked	Chain
	Scale
	Banded
Plate	Field Plate
	Full

BLINDFIGHTING

Blindfighting is the ability to fight while blinded or while in a dark room.

Blind Fighting Mods	
Skill Lvl	Modifier
0	-8
1	-6
2	-4
3	-2
4	-0
5	All bonuses

BLOCKING

Blocking is the art of using the knowledge of the way an opponent's body moves to block natural attacks. This skill cannot normally be used against weapons. This skill cannot be performed with a weapon in hand. Blocking otherwise works much the same as the Parrying ("PARRYING" on page 27) skill.

Skill Level	Number of Blocks
1	1
2	1
3	2
4	2
5	3
6	3

The user of the Blocking skill receives 1 attempt for every two skill levels in blocking. A user of this skill may only attempt to block an attack once even if they have multiple attempts available. For example, if hit three times the blocker may only attempt to block the first attack once even if they have 3 blocks available. If missed then the remaining blocks may be attempted against the following attacks one at a time.

LEVEL: If the attacker is of a higher level than the player, the chance to block decreases by 2% per level difference. If the player is of higher level, then he receives a +2% per level difference to his chance to block.

DEXTERITY: If a character has a higher dexterity than his opponent, he receives +2% per point difference to his blocking skill. If his dexterity is less than his opponent, then he receives a -2% per point of difference.

STRENGTH: Same as dexterity.

ARMOR: If armor heavier than Leather is worn by the person attempting to block then there is an additional -10 to the skill check.

OPTIONAL RULE: Blocking may be used to block incoming weapons attacks but receives an additional -30 to any such attempt.

DISARMING

Disarming is the ability to knock a person's weapon out of his hands without doing harm to that person. This is useful if a character wishes to capture or talk with his opponent instead of killing him outright. Natural attacks (any attack not using weapons such as bare hands and claws) CANNOT be disarmed. Disarm is a single action that takes all the character's attacks in a round; a character may attack or disarm but not both. There are several factors which affect a character's ability to disarm.

LEVEL: If the attacker is of a higher level than the player, the chance to disarm decreases by 2% per level difference. If the

Disarming Modifier based on Size

OPPONENT'S SIZE	SMALL	MED	LARGE	GIANT
ATTACKER'S SIZE SMALL	NONE	NONE	-50%	CANNOT BE DONE
MED.	+10%	NONE	-25%	-50%
LARGE	-10%	+10%	NONE	-25%
GIANT	CANNOT BE DONE	-10%	+10%	NONE

player is of higher level, then he receives a +2% per level difference to his chance to disarm.

DEXTERITY: If a character has a higher dexterity than his opponent, he receives +2% per point difference to his disarm skill. If his dexterity is less than his opponent, then he receives a -2% per point of difference.

STRENGTH: Same as dexterity.

SIZE: The Disarming Modifier Based on Size chart shows the modifiers for disarming based on size.

DODGE

Dodge may be performed while in combat. If successful, it will give a +4 to Defense for that combat. It need only be rolled once per combat. If failed, it will not affect the user's Defense. Dodge may only be used against ranged attacks such as firearms or arrows.

DRAW WEAPON

Normally, it requires a round to draw a new weapon. However, with this skill a character can draw and attack in the same round. Only one skill is needed to do this per weapon. Another skill must be taken if the character wants to have a quick draw with a different weapon. Of course, this skill does not increase with levels and no skill check is required to use it.

HUNTING

Hunting involves finding and tracking game animals or fishing. Such animals include squirrels, deer, pheasant, rabbits, and so on. The ability to make small traps and deadfalls for the sole purpose of trapping game falls under this skill.

IMPROVISED WEAPON

This skill allows the person to use such improvised weapons as chairs, tables, opponents, bottles, wagons, and any other item not conventionally thought of as a weapon. However, this skill does not give you the ability to use any weapon, just anything AS a weapon. One skill in Improvised weapon will allow the use of any non-weapon as a weapon (it may break on the first use or do little damage), two skills a +1 to hit and damage, three skills a +2 to hit and damage and four skills a +3 to hit and damage. Note that many weapons such as bottles and chair legs double as existing weapons like clubs. These similar weapons will receive a -2 to hit with the weapon. If a person uses a bottle to smack someone else over the head and does not have improvised weapon or club, they receive a -4 to hit.

OFF HANDED FIGHTING

This skill allows a right handed person to use a weapon in his left hand (or vice-versa).

Off Handed Fighting Mods	
Skill Lvl	Modifier
0	-8
1	-6
2	-4
3	-2
4	-0
5	All bonuses

This skill must be taken for every different weapon that a player wishes to use in his off hand. Note that this skill does not allow the player to use two weapons at the same time (see the two handed fighting skill). Obviously this skill does not go up with levels.

PARRYING

This useful skill allows a character to deflect an attack with his weapon, thus keeping his body from absorbing the damage. Natural attacks (i.e. any attack not using a weapon, such as bare hands or claws) CANNOT normally be parried. A character only gets one parry for every other skill in parrying. However attacks may be exchanged for additional parry attempts with the parrying weapon. Also this skill must be taken for each weapon a character wishes to parry with. There are several factors which affect a character's ability to parry.

LEVEL: If the attacker is of a higher level than the player, the chance to parry decreases by 2% per level difference. If the player is of higher level, then he receives a +2% per level difference to his chance to parry.

DEXTERITY: If a character has a higher dexterity than his opponent, he receives +2% per point difference to his parry skill. If his dexterity is less than his opponent, then he receives a -2% per point of difference.

STRENGTH: Same as dexterity.

SIZE: The Parrying Adjustments for Size chart shows the modifiers for parrying based on size.

Parrying Adjustments for Size

OPPONENT SIZE	SMALL	MED	LARGE	GIANT
ATTACKER'S SIZE	NONE	NONE	-50%	CANNOT BE DONE
SMALL				
MED.	+10%	NONE	-25%	-50%
LARGE	-10%	+10%	NONE	-25%
GIANT	CANNOT BE DONE	-10%	+10%	NONE

OPTIONAL RULE: Parrying may be used to parry incoming natural attacks but receives an additional -30 to any such attempt.

SEA WARFARE

Sea warfare is the art of conducting a battle at sea. It involves knowledge of the wind, water, and weather with respect to organizing combat on the high seas. This skill includes a study of different sea craft regarding their strengths and weaknesses in combat.

SIEGE MACHINERY

This skill is needed to be able to use various siege equipment, including catapults, battering rams and ballistae. When trying to use these machines, first the siege machinery skill is rolled, and then (if that roll was successful), a to hit roll is made.

SHIELD USE

One skill must be taken in order to use any type of shield. This skill does not increase by level or by taking additional skills. If you wish to decrease the Armor Modifier (A.M.), then you may specialize in a shield; for every skill in that shield the A.M. will decrease by one. For example, large steel shield has an A.M. of -1; a specialization in large steel

shield reduces it to 0. In addition, each specialization with a shield gives the user one skill in shield bash described below. The shield bash is a bold frontal attack which involves striking the opponent with a shield. If the bash is attempted, then only one attack from another weapon may be done.

No more than three skills are allowed, and this skill does

Shield Bash		
Specialization Lvl	+ to hit/ + to damage	Damage
1	--/--	d10
2	+1/+2	d10
3	+2/+4	d12

increase by rank. If more damage is done in one attack than the target has agility (i.e. 15 points inflicted and target has 12), then the opponent is knocked from their feet.

TARGETING

Targeting is a particularly useful and deadly skill. For each hit a character makes, he may attempt to roll his targeting skill. If he makes a successful roll, he gets to choose what area to apply the damage to. A different targeting skill must be taken for every different weapon the character wishes to use.

THROWN WEAPON

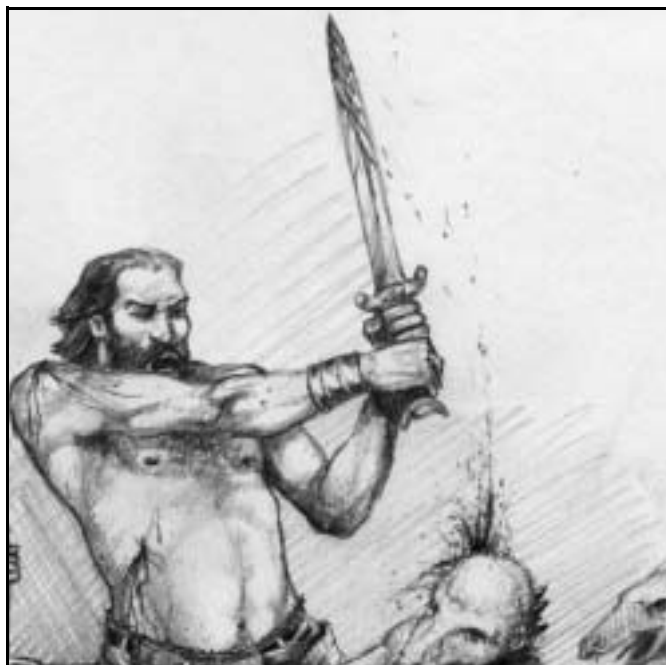
This skill is used to turn melee weapons into missile weapons. A specific weapon must be chosen; examples include daggers, rocks, knives, or even two handed swords. A player first rolls his thrown weapons skill and, if successful, then attempts to score a hit. This skill is not necessary for weapons like spears, throwing stars, bolas, and so on.

TRACKING

Tracking is the skill of following and identifying marks left by people and animals. It also allows a character to find trails and, if lost, helps him to find familiar ground. Just by examining marks in the ground, a player can tell what made the marks, if it is hurt or wounded and how recently it passed (provided, of course, he makes a successful skill roll).

TWO WEAPON FIGHTING

Two weapon fighting is the ability to fight with a weapon in each hand. **NOTE: OFF HANDED FIGHTING MUST BE TAKEN TO USE THIS SKILL!** The bonuses received from this skill can never exceed the bonuses received from



Unarmed Combat								
Skills	+ to hit	+ to damage	Punch Damage	# Punches	Kick Damage	# Kicks	# Maneuvers	
0	0	0	d4	2	0	0	0	
1	1	1	d6	3	0	0	0	
2	1	2	d6	3	d10	1	0	
3	1	2	d8	3	d10	1	1	
4	2	3	d8	3	d12	1	1	
5	2	4	d10	4	d12	2	1	
6	2	4	d10	4	d12	2	2	
7	3	5	d10	4	3d6	2	2	
8	3	6	d12	5	3d6	2	2	
9	3	6	d12	6	3d6	3	2	
10	4	7	d12	6	4d6	3	3	
11	4	7	3d4	6	4d6	3	3	
12	4	8	3d4	6	4d8	3	3	
13	5	8	3d4	6	4d8	3	3	
14	5	8	3d4	6	4d8	4	3	
15	5	9	2d8	6	4d8	4	3	

the Off Handed fighting skill. If the character attempts to fight with a weapon in each hand, all minuses are cumulative. For example, 0 skills in Off Handed fighting gives the character - 8 to hit and 0 skills in Two Handed fighting gives the character - 8 to hit for a total of - 16 to hit when fighting with a weapon in two hands. This modifier is applied to both weapons. Dexterity and proficiency modifiers do not apply.

EXAMPLE: Three skills in Off Hand and three in Two Weapon allows combat at -4 TH. (Remember, two weapon fighting never exceeds off handed fighting.) Four skills in Off Hand and two in Two Weapon allows combat at -4. Five skills in Off Hand and five in Two Weapon allows combat with all bonuses. This is the ONLY combination of skills which allows both weapons to be used at full bonuses.

Two Weapon Mods	
Skill Lvl	Modifier
0	-8
1	-6
2	-4
3	-2
4	-0
5	All bonuses

UNARMED COMBAT

Unarmed combat is the generic term for all types of bare handed fighting, such as boxing, wrestling, and martial arts. An unskilled person can fight weaponless, but he receives only two attacks and 1d4 + STR bonus for damage. Additional skills grant additional abilities as shown in the

table below. If a special maneuver is desired, such as flipping the enemy or attempting a strangle hold, then a normal skill roll must be made, followed by a successful to hit roll.

Unarmed combat is based on free movement and armor is restrictive. Due to these restrictions, if a practitioner Unarmed Combat wears armor heavier than Leather they receive a -30 to any special maneuver attempts. In addition, the number of attacks are halved.

WEAPON PROFICIENCIES

Weapon proficiencies reflect not only how skilled a person is with a weapon, but also how much time and effort he has spent studying that weapon.

Weapon Type	
Type	Description
Sword Use	This includes all swords from short sword to two handed.
Bludgeon Use	This includes blunt weapons like hammers, maces, clubs.
Axe Use	This type includes hand axes, battle axes, great axes and pole arms.
Bow Use	This includes all bows and cross bows.
Knife Use	This includes knives.
Specify Weapon	Sometimes a weapon does not fall into a type and it must be specified from the beginning. Slings, nets, whips
Staff Use	Include staves and spears.
Pistol Use	This includes the use of modern pistol firearms.
Rifle Use	This includes the use of modern rifles.
SMG Use	This includes the use of sub-machine guns.

Weapon Type	
Type	Description
LMG Use	This includes light and medium machine guns.
HMG Use	This include heavy machine guns.
Grenade Use	This includes the use of mines and grenades.

One skill in the appropriate weapon use allows a character to use all the weapons in that type without any problems. Normal strength and dexterity modifiers apply. If a character does not purchase a weapon use skill during character creation, they may do so with experience later. If a character does not have a weapon proficiency in that group and tries to use a weapon anyway, then he or she is at a -8 to hit and does not include any stat bonuses.

Specialization during Character creation:

During character creation a character may specialize in a specific weapon. For example, Josh takes one skill in Sword Use then decides to specialize in Short Sword. He consults the table and determines that he will spend one development point on a plus to damage. This will allow Josh to add one to his damage modifier from strength. If he had chosen to do so, he could have purchased up to the initial max of damage (10) but it would have cost him 10 development points. Three pluses to hit would have cost him nine development points.

Development Point Cost		
Proficiency	Dev. Point Cost	Initial Max
Plus to Hit	3 pts/plus	+3
Plus to Damage	1 pt / plus	+10
Additional Attack	6 pts / Attack	2
Add Die of Damage	8 / additional die	2

Each class receives an initial number of skills (see CLASSES) but other skill slots can be filled with a weapon proficiency. This skill does not increase with level.

Specialization with Experience:

This works much the same way as during character creation but uses experience points. It reflects the character taking the time to refine their use of a weapon. Let's take Josh again. He receives 8 experience points and wishes to increase his skill with the short sword. He chooses to raise his + 1 to damage to a +3. This costs him (2 pluses x 1 cost) + (3 pluses x 1 cost) = 5 experience points. He also wants to increase his to hit with the short sword. This will cost him 1 plus x 3 cost = 3 experience points. Josh has spent his 8 experience and has a +1 to hit and a + 3 to damage with the short sword.

Experience Point Cost	
Proficiency	Exp. Point Cost
Plus to Hit	3 pts per plus
Plus to Damage	1 pt per plus

Experience Point Cost	
Proficiency	Exp. Point Cost
Additional Attack	6 pts per Attack
Add Die of Damage	6 per additional die

WILDERNESS SURVIVAL

This skill allows a player to live off the land in a chosen terrain type (i.e. forest). A character with this skill knows where to look for edible roots and berries, which way is north, how to build a shelter, and he can predict a change in the weather. Note that this skill is only useful in the chosen terrain. Additional skills may be taken for different terrains.

THIEF SKILLS

ACROBATICS

Acrobatics allows a character to do amazing tricks of skill and balance. Walking on a tight rope, performing several back flips in a row, springing up to five feet in the air, safely breaking a fall and other similar feats may be accomplished by successfully making a skill roll. If a character foregoes all attacks in a round and makes her skill roll, she can add 3 points to her defense stat due to her acrobatic antics.

BACKSTABBING

This skill involves sneaking up behind a victim and attacking him from the rear. **IT CAN ONLY BE PERFORMED IF THE VICTIM IS UNAWARE OF THE BACKSTABBER'S PRESENCE!** A different skill must be taken for every different weapon a character uses to back stab, including unarmed combat; however, only one handed weapons and missile weapons can be used. First a successful skill roll must be made followed by a successful hit.

Backstabbing Skill	
Skill Level	Effect
1	+2 to hit
2	x2 damage
3	+3 to hit
4	x3 damage
5	+4 to hit
6	Critical on a natural 19
7	x4 damage
8	+ 5 to hit
9	Critical on an 18
10	x5 damage

For damage multipliers, calculate all damage including any pluses to damage and then multiply.

CAMOUFLAGE

This skill allows a player to conceal himself and his group by blending into the local scenery. For example, if a group were

ready to stop for the night, the camouflage skill could hide their presence from any nocturnal visitors. Of course, location is a big factor for this skill; obviously one cannot hide oneself in a barren cell. Note that this is a visual concealment only; some foes may still be able to find the camouflaged people by other means (such as by smell or with powers).

CLIMBING

Climbing is the ability to scale vertical surfaces such as walls, fences or dangling ropes. Note that smooth or slippery surfaces will be more difficult to climb (i.e. minuses to the skill roll).

DISARM TRAPS

This skill involves avoiding or rendering harmless the various deadly devices which appear in an adventure. Some examples of traps can include a trap door, a hidden poisoned dart, a rolling boulder, an magical glyph with a spell effect, etc. A failure of greater than 15% to disarm a trap results in setting off the trap, much to the misfortune of the player.

Traps may be disarmed if the person has the appropriate tools and the Disarm Skill. Locksmith tools usually contain a set of tools designed for disarming traps without the use of a key. Included are means to disarm magical traps. This is done with specialized gum or rubber meant to erase parts of the glyph that make up the glyph. When this is done, a magical trap is rendered inoperable. If a magical trap is set off it will reset itself. Mundane traps can be every bit as dangerous though they usually will not reset. Tools for disarming such traps can also be found in a locksmith's kit. There are alternatives which a person may use like a knife, but these alternatives may not work as well (The GM may give the character a negative modifier to their Disarm Traps roll).

Note: A trap must be found before it can be disarmed. It may be found by one person and disarmed by another.

DISGUISES

This skill allows a player to change his (or another's) outward appearance. Obviously this can only be done to a certain limit; a very short person can't be disguised as an ogre. Disguises is a great skill for bandits and anyone else who doesn't want to be recognized. Note that this is a visual disguise only; a disguise can be foiled if the person doesn't act or smell like whatever he is portraying.

FORGERY

This skill is the means to falsifying official documents. The forger must have the appropriate materials (inks, papers, seals) to create a forged document. If the appropriate materials are not available, the GM may apply a minus to the roll. Once forged, the document will pass cursory examination, but someone with the Forgery skill may check against the document. If they succeed, they know it is a fake. If the original forger used exceptionally good materials

(actual passport paper, check stock from the issuing company) or if the forger made an exceptional success, the GM may apply a minus to detecting the forgery.

INTERROGATION

Interrogation allows one to question a person and extract information from them. In some cases that involves torture while in others it would merely be intimidation. Many methods of interrogation can be used and some are quite complex, involving tricking the target into revealing information that they would not normally divulge. Under physical torture, a missed interrogation check can mean death for the one being questioned.

INTIMIDATION

This is a skill used by the unscrupulous to threaten people to such an extent as to obey their commands. It is not magic and if the individual is steeled against the advance they may resist it. The GM should feel free to warn players of situations where they would know their intimidation will not work. For instance, intimidating a guard is much more difficult than a child. For each level of the target over that of the intimidator, the skill check receives a minus five. The intimidator applies their Social Skill Bonus from their CHA stat.

LIP READING

This skill allows a character to tell what someone is saying just by looking at his lips. Of course, the person must be speaking in a language known to the character.

LOCATE TRAPS

Locate traps is the ability to locate hidden booby traps. Examples of traps include a hidden snare, a trip wire, or an alarm that goes off if a door is opened.

A door/area/container may contain multiple traps. This is not always the case, but it may be that a door contains a ballista trap followed by an alarm, so the owner knows when to send the janitorial crew. When detecting traps, the thief must discover them one at a time. The GM determines the order they are detected. If an attempt is missed by more than 15%, then the trap is sprung. At the discretion of the GM, any other traps on the trapped area are sprung as well.

Magical traps are common and are sometimes employed by the various magic-using organizations, governments and wealthy individuals of the world. The Locate Traps skill allows the person to detect the glyphs which make up these traps if the thief is aware of magic. Disarm traps will allow them to bypass the magical or mundane trap with the appropriate tools.

Note: A trap must be found before it can be disarmed. It may be found by one person and disarmed by another.

MEDITATION

Meditation is the art of setting your mind into a relaxing state and allowing your body to follow. Anyone who successfully

meditates before sleeping will receive two additional FP from resting that night.

MOVE IN SHADOWS

Move in shadows allows a character to sneak about in darkness without being seen. Anything brighter than twilight will destroy a move in shadows attempt. Creatures with night sight can see through shadows, and foes with a good sense of smell may be able to locate someone attempting to move in the darkness. Note that this skill has nothing to do with moving silently (see the move silently skill).

MOVE SILENTLY

Move silently is the ability to scuffle along without making any noise. This can only be done while wearing normal clothes or, at most, leather armor. If the person trying to move silently is wearing leather armor then they receive a -20% to their skill roll. Although move silently prevents others from hearing the player, some creatures may be able to locate him by smell, and any creature may be able to see him.

OPEN LOCKS

With the proper tools, this skill allows a character to open a locked door by picking the lock. Any given lock may be tried three times; if the character hasn't made his Open Locks skill after the third try, then he is unable to open the lock.

PICK POCKETS

Pick pockets is the ability to take a small object off a person's body without the victim knowing it. Things like jewelry, wallets, and keys are typical objects of a pick pocket attempt.

POISON

This skill allows a character to make, identify, and treat various poisons. In order to make or cure a poison, the appropriate components must be purchased or found. There are generally two types of poisons, those which must be consumed (ingestive) and those which must enter directly into the blood stream (insinuate) either by touching the poison or by being jabbed with a poisoned weapon. Poisons vary in severity from mild hallucination to sleep to death. See "General Equipment" on page 11.

SMUGGLING

Smuggling involves sneaking people or things past officials who want to tax or take the objects in question. The

character receives charisma or appearance bonuses or penalties.

SURVEILLANCE

Surveillance is the art of watching someone's actions without being observed. It includes eaves dropping and setting up a stake out. A check should be made to make sure that the surveillance is successful and that the target does not detect the presence of the party watching.

TAILING

Tailing is the art of following a person without being noticed. Part of this skill is being able to keep the target in sight while the other part is not being noticed by the target. This skill will allow the user to trail a target without being noticed. For every point of the target's WIS above 12 the tailer will have a -5% to the Tailing skill check. Checks must be made at the initiation of the tail. Checks may be made more often at the discretion of the GM. Complications that

could create modifiers would be tailing someone through an excessively crowded area, heavy traffic, no one around or some noticeable trait (an orange coat, remarkable appearance, etc.). Tailing is not equivalent to the move in shadows or move silently skills and will not be able to be reestablished after the user is detected by the target.

TAPPING

Tapping is the way bandits look for secret or concealed doors. Each attempt will require the light tapping of walls in the area to be searched. Tapping can also be used to discover concealed compartments in containers. In this case, the container must be examined closely and handled so as to determine false panels and the like. Tapping takes anywhere from 15 to 30 minutes to do accurately and cannot be done in less than 10 minutes. This skill will not detect traps.



PERFORMER SKILLS

ACTING

Acting is the ability to portray someone or something else. This can be done on a stage to entertain an audience or in front of an enemy to convince him you are really someone else. This is a useful skill for spies and assassins, and it works well with a disguise skill.

AUGURY

Augury is the art of foretelling the future through a ritual means. This can be as simple as observing the flight patterns of water fowl to casting rune carved bones. It may include a sacrifice of an animal or a human with the examination of their entrails or the observation of their death throes. Whatever the means the person performing the ritual will know the precise meaning of the results. Whether the augur ritual actually foretells the future is up to the GM.

DANCING, COURTLY

Courtly dancing involves dancing in a proper and social manner. The correct dance steps for the dances held at court will be known.

DANCING

This is a generic form of dancing often taken in a particular style such as Roman, Greek, or Persian but may take any form. For instance, one may take pleasure dancing which is dancing done before an audience. It can be anything from a risqué striptease to a solo ballet.

DECEPTION

Deception is much more than lying. It is the ability to confuse and misdirect the attention of individuals to the direction a person wishes. Deception could be used while attempting to cross a closed border. It could be used in several ways. It could be used to convince the border guard you are an important official. This would incur a minus to the check from the GM if you did not have the appropriate papers. Deception could be used in this case to create a diversion as you dodge under the barbed wire. This could receive a bonus from the GM if it were a foggy night. It should be emphasized that this is not a magic power. If you are standing over a dead body with the bloody knife in your hand as the authorities burst in, no amount of deception will allow you to go free. Deception should not be used as a complex plan solver. This means that you should role-play all deception encounters. Deception should not be used to rob a bank without planning and checking at the appropriate points.

DIPLOMACY

Diplomacy deals with government level negotiations. This skill tells you when you should deal with the government, who to deal with, what they can do for you, how you should act and dress, what you should say and any number of other minutia. This skill is used to understand the functioning of bureaucracies and the rules surrounding them.

ETIQUETTE

This skill allows the character to know the correct social manners, such as what is considered proper clothing, good table manners and polite language. A different skill must be taken for each culture the character wishes to study. In addition, etiquette may be taken for specific organizations; i.e. a specific guild, a specific political party, and so on.

HERBOLOGY

Herbology is the study of small plants and herbs. It is used to identify components needed for healing, poisons or potions. Some potions can be identified by using this skill. **Note: The medicine skill is needed to make use of these herbs.**

INITIATE

This skill is similar to taking a skill in being a priest, so it can only be taken in one religion. As an initiate, any of the churches worshiping the character's faith can be used as a safe place to stay. Supplies and information can be obtained in these places, although a contribution to the church is expected. Active preaching and the recruiting of new people to the faith are not necessary but are often helpful.

JOURNALISM

Journalism is the technique of writing and reporting news worthy events. This skill may be used to write convincing articles, determine news worthy material and understand the inner workings of the journalist's trade.

JUGGLING

This skill grants the ability to juggle items. Anything from apples to daggers to eggs can be used.

ORATORY

This skill allows the person to speak in a convincing manner to a crowd or an individual. The GM should feel free to impose modifiers up or down depending on the size of the crowd, familiarity of the people being addressed, whether the crowd or person understands what is being addressed and any number of other issues.

PLAY INSTRUMENT

This skill is needed if a character wants to be able to play a musical instrument. The desired instrument must be specified.

PSYCHOLOGY

This is the basic understanding of the functioning of a person's mind. Whether the person is a machine or a biological entity does not matter. The skill must be taken in a specific race, such as Gren. This skill will allow the evaluation of the sanity, personality traits and stability of the target. An appropriate amount of time must be spent with the subject in order to evaluate their state of mind. If the subject has Psychology or Deception they may attempt to deceive the psychologist if they win a contested roll.

PURIFICATION RITUAL

The purification ritual varies depending on the culture but it is the means for shamans to cleanse their spirit of negative energies. The rituals range from bathing in blessed, purified water to flogging oneself.

SEDUCTION

This skill is the art of sexual seduction. Often practiced by spies and courtesans it is the root of seeing into the base desires of the target and making them reality. Going far

beyond simple pre-rehearsed lines and gimmicks, the skill of seduction draws the target in and creates a fantasy. The skill need not be used maliciously, and may be used for the pleasure of performance, the practical need for money or information or as a distraction. A skill check is made minus the difficulty of the situation. Seduction of a person in a crowded room will be more difficult than if the couple is alone. It may be easier if the alcohol is involved. In any case, there is always a minus two per point of WIS of the target. The seducer receives their Reaction Adjustment for APP.

SINGING

This skill grants the ability to sing. As well, a person will have a fundamental understanding of sheet music and how to take musical direction.

SPIRIT RITUAL

This is the skill which must be used to speak with a spirit animal or to enter the Spirit Realm. This skill, when being used to convince a spirit to aid a shaman, will be modified by the shaman's Social Skill adjustment based on CHA. Success with this skill does not mean that the spirit will aid the shaman but only that it will listen to the shaman's argument.

STAGE MAGIC

Stage magic is the skill of slight of hand and misdirection, which is how the magicians of today perform. Such tricks as pulling a rabbit out of a hat, sawing a lady in two and making a gold coin disappear can be performed.

INTELLECTUAL SKILLS

APPRAISAL

This skill must be specialized in order to allow the user to identify the worth of an item or material. For example, an Appraisal skill in gems would allow the appraiser to estimate the worth of a collection of diamonds but not the worth of a rare painting.

ARCANE LORE

Arcane lore is a knowledge of things magical and unknown. This skill may be used to identify magical items other than weapons or armor. The root of this skill is the use of magic and thus does not embrace armors, weapons, or potions but the tools of magic instead. A person may use arcane lore to identify magical jewelry, wands, sites, rituals, statues and other magical paraphernalia. It will also allow a person to get a limited knowledge of historical magic and magical practices. For instance, a person facing a magical device

could use arcane lore to remember as many known activation methods as possible.

ARMOR LORE

Armor lore is the knowledge of how armor has been constructed, who might have constructed certain types and the possible properties of magical armors. This skill may be used to determine some or all of the abilities of a set of armor. It can also be used to tell the history of rare or unique pieces of armor.

BONE SETTING

This skill allows the character a chance to properly set a broken bone so that it will heal correctly.

CHEMISTRY

This skill is the study and manipulation of chemicals. It can be quite useful in doing a chemical analysis of an unknown substance, building chemical weapons or determining the effects of a chemical on a person.

CODED MESSAGES

This skill is used to decode secret messages or to encode one's own secret message. The language of the original message must be known to the character in order to decipher the code.

COOKING

Cooking is the ability to make a delicious meal. It also includes a knowledge of dietary needs.

CYBERNETICS

This skill deals with the construction and installation of cybernetic devices on living creatures. This skill is required if implanting a cybernetic device; a Surgery skill and Xenobiology are also required if dealing with a race other than the medic's own.

DEMONOLOGY

Demonology is the study of the habits, powers and characteristics of demons. Such studies include areas of weakness, means of summoning or capturing demons, special powers of demons, and recognizing different types of demons.

FIRST AID

This skill allows a player to do general healing such as bandaging wounds, healing minor burns and treating other small cuts and bruises. These ministrations will prevent a person from bleeding to death and will restore 1d10 fortitude points (1d20 for medicus, healers or doctors).

GENETICS

This skill allows for the analysis of the genetic make up of a species. With the proper equipment a person's genetics may be manipulated or repaired. Genetics can be useful in understanding the function and nature of a creature.



HISTORY

History must be specified in the country or region. For example, Chinese History would tell you minute details of the Chinese state while a skill in Asian History will yield more general knowledge. If a character is successful in their skill check, then they would gain the information requested for without the use of books i.e. called it up from memory. If they fail, though, they must consult another source (a library, an expert).

HORTICULTURE

Horticulture is the study of growing plants and herbs. It may be used to identify individual plants or cultivate entire fields and is much like herbology, but applied to a more civilized setting. This skill may be used for identification of potions.

INVESTIGATION

This skill allows the possessor to use deductive reasoning to discover the truth. The skill user must declare their point of investigation, and it may not be applied to perform an entire investigation at once. For example, the user must say that they are looking for clues at the scene of a crime. In some cases a roll would not be required, like finding the body at a murder site. Finding a scarf in the garbage and connecting it to the killer might mean a skill check at a minus.

JEWELRY

A jewelry skill allows the character to evaluate the price of gems, stones, jewelry and other similar works of art.

LANGUAGES

This is the skill to take if the character wishes to speak another language. A separate skill must be taken for each different language the character wishes to speak. A language can be taken only if the character has the opportunity to learn it within the setting.

LAW

Law must be specialized in the government desired. For example, knowing Roman Imperial Law does not mean you know the laws of the Jade Empire. When using the Law skill, the character attempts to recall the law as it applies to the question they have. For instance, a character in Carthago needs to know if he is an accomplice to a murder because he pays an informant. Another example would be an advocate in trial in the Roman Empire must know how to comport himself so as not to get in to trouble himself. If the advocate is successful he would know the best method to aid his client and would be able to help him present his case. If he fails, he will most likely damage the case of his client depending on how much he missed it by. Note that this skill would be combined with an Oratory skill check when the Advocate actually presents to the court.

MAPPING

Mapping is the ability to draw accurate maps. If the character fails their skill check, then an inaccurate map will be produced.

MEDICINE

This skill allows the identification and administration of medicines. Without this skill a person would not know what medicine to administer nor how much. If this skill is successfully applied to a wounded person (assuming medicine is available), the patient will receive an additional 1d10 (1d12 for a medicus) healing.

MEMORY

The memory skill is used to remember things which are not or can not be written down. For example, a thief may want to remember certain details about a room but writing down notes would be too obvious. If a group is being chased by something and can't take the time to map their route, a memory skill could keep them on course. A memory skill will also increase the chance to teleport or gate correctly by one degree. It should be noted that the character using memory must specify at the time what is being memorized. For example, one cannot fish through their memories to determine the writing on a scroll unless when they saw the scroll they said that they would memorize it. The check is made each time they attempt to remember the information.

MYTHOLOGY

Mythology is the study of myths, legends and characteristics of a culture. The culture must be specified and a new skill must be taken for each culture that the character is interested in.

NAVIGATION

This is the skill of navigating by the stars with or without the use of instruments. This skill may be applied to navigate a ship or to find ones way on land. Maps are required to navigate else the character will not know where they wish to go. If this skill is combined with a successful Memory skill check and the character has traveled this way before then no map is needed. Navigation can be used if traveling unmapped areas to create maps with the Mapping Skill. If traveling on a road or trail then the navigation skill is unnecessary.

NEUROLOGY

Neurology is the analysis of nerve activity and the nervous system. In order for a medic to apply this skill to other races than his own, they need the Xenobiology skill for that race. Neurology can be useful in treating certain wounds and is necessary to reattach limbs.

PATHOLOGY

This is the study of diseases and their causes. Although pathology took primitive forms, even in scientifically primitive societies pathology can be applied to a certain point. The cause of a disease can be determined and the best ways to treat it. The use of this skill will not cure a disease but it will give a person a bonus to an CON checks made against that disease. The bonus will apply after any

modifiers and will usually range between plus one to three at the discretion of the GM.

SCIENCE

Science is the root of any technology. With this skill, a character will have access to the knowledge of a specified area. The science skill must be specified, like chemistry, metallurgy, physics. This skill may then be used to determine the function of technological equipment, its purpose and operation. In the case of chemistry, identification of an unknown liquid could be made. Note that the proper equipment is often needed to make an analysis. If you try to identify a deadly poison by tasting it, you will die.

SENSOR OPERATION

This is the skill of operating modern sensors. This will allow the analysis of sensor scans but will require a skill in the area being scanned. For instance, a medical scan will require Pathology if the scan is for a disease. Some scans are general information like scanning for industrial centers on a planet. These would be handled by Sensor Operation skill. The GM makes the final call on what, if any, additional skills are required.

SPELL DIRECTION

Spell direction will increase a character's chance to hit an opponent with a magically directed spell, like bolt, fire bolt and rams. The caster receives a + 1 to hit and damage for each skill taken with a max of +4 to hit and + 8 to damage. This will not affect the number of directed spells that can be enacted in one round.

SURGERY

Surgery is needed to perform an operation on someone, such as removing a arrow from a person's liver, or amputating a limb. This skill picks up where first aid leaves off. Use of this skill will heal an additional 1d10 fortitude points (1d20 for medicus).

WEAPON LORE

Weapon lore is the study of magical, legendary, and mythical weapons. If a unique or highly magical artifact is found, the character can use this skill to attempt to discover any powers or abilities which the object possesses.

WILDERNESS LORE

This skill allows a character to identify life native to a specified terrain (like desert). This includes trees, birds, animals, and races (e.g. Faeries, Bestia Gigantea). Note that just because a character knows about a race, that doesn't mean the race will be friendly.

XENO BIOLOGY

This is the study of anatomy and biology of a race other than the Xenobiologist's race. This skill must be taken in a specific race to be treated by medics. For instance, if a Human in a group needs to treat a Gren, a Human and a Balek then they must take a Xenobiology skill in Gren and in

Balek. Generically, this skill may be used to help decipher the functions of a previously uncataloged species.

CRAFT SKILLS

ALCHEMY

Alchemy is related to chemistry but deals with magical essence and elements. Use of this skill allows the identification of the properties of elements which may not be immediately obvious. It will also allow the identification of potions. It will usually take some time to identify a potion or the traits of an element. This may take anywhere from 15 minutes to several days. If a character misses their first attempt they will need to consult a library or have a lab to make specialized tests.

ANIMAL TRAINING

Animal training is the ability to teach animals commands and tricks. A different skill must be taken for each type of animal a character wishes to be able to train. For example, a skill in birds would allow a player to train falcons to hunt, while a skill in elephants would allow the training of riding elephants.

ARMOR FORGING

This is the skill of forging protective armor. It requires the Metal Working skill and is dependant on it. A character may never possess more skills in Armor Forging then they possess in Metal Working.

ARMOR TECHNOLOGY

Armor technology is the knowledge of how armor has been constructed, how to repair it and maintain it. This skill may be used to determine some or all of the abilities of a set of armor. It can also be used to repair powered armor if the proper tools are available.

CARPENTRY

Carpentry allows a character to build wooden devices, such as chairs, small toys, huts and chests. This skill combined with armor forging would allow the fabrication of wooden armors. If both carpentry and weapon forging are known, wooden weapons could be created.

CERAMICS

Ceramics covers the creation of a number of different types of clay based products including pottery, tiles and jewelry.

COMPUTER TECHNOLOGY

This skill will allow the programming of a system, bypassing security on that system or other manipulation of the program. This skill could be used to access a computer system illicitly or repair an A.I.'s damaged program.

COMM TECHNOLOGY

This skill deals with the operation and maintenance of communications gear. The communications equipment can be on a small scale such as short range radio transmitter to interstellar flux communications arrays. This skill will allow

the repair of communications devices given the proper equipment.

ELECTRONICS TECHNOLOGY

This skill allows for the repair and maintenance of electronic devices. This does not always equate to being able to operate it properly. For instance, a flux transmitter needs complex settings to transmit. A commercial radio for listening to music is simple and would not require any special knowledge to operate. This skill should be used to repair damaged electronic devices and to install electronic devices.

ENGINEERING

Engineering involves the construction of large structures, such as castles, bridges or siege machinery. An additional skill relating to the object to be built must be taken; examples include masonry (for castles), carpentry (for wooden bridges), and siege machinery (for siege machines).

This skill is used to detect hidden, concealed or secret doors.

EXPLOSIVES

The explosives skill allows the character to gauge the appropriate amount of explosives, set an explosive charge, detonate those explosives and the safe handling of explosives. Explosives may also be used to disarm bombs safely.

GUNSMITH

This skill is the crafting and creation of firearms and their ammo. With this skill a character may create her own guns, assuming she has the appropriate raw materials and facilities. Depending on the quality of the tool and materials, the GM may award a bonus or a minus to the check. This skill is limited by the period that the gun is created in. For instance, primitive firearms of the period are often more dangerous to the user than the target due to irregular ammo, unreliable firing mechanisms and uncertain metallurgy.

JEWEL CRAFTING

Jewel crafting is the ability to make rings, necklaces, and other types of ornamental jewelry. This skill can also be used to estimate the worth of a piece of jewelry. Jewelry can be crafted only if the appropriate tools are at hand.

LEATHER WORKING

This skill allows a character to create and repair leather objects, such as armor or clothing.

MASONRY

Masonry is the skill of working stones. This is useful in building walls, foundations, bricks, houses, and castles.

METAL WORKING

Metal working allows a character to create various metal objects such as chests, horseshoes, bits, and spurs. Armors and weapons cannot be created with this skill (see armor forging and weapon forging). This skill may be used for welding and operation of metal working machinery (lathes, metal saws).

ROBOTICS

This skill allows the building, design and repair of robots and their subsystems. This skill could be used to repair an artificially intelligent entity's chassis. Physical damage to its personality matrix could also be repaired with this skill but a programmatical damage would require either Psychology or Computer Technology.

ROPE USE

This skill is the use of a lariat or lasso to capture a target. If the target is moving, the character must make a to hit against the target's defense. If it is stationary, the character does not need to roll to hit. In either case the character must make a successful skill check vs. Rope Use to properly set the lasso for the desired effect. For instance, the hunter may wish to trip the bandit as he tries to escape. This would require the hunter to hit the Defense stat (with all DEX bonuses) of the bandit and then make a successful Rope Use check.

SCULPTING

Sculpting involves making works of art from stone or clay. It isn't a very practical skill, but selling the products could bring in some money.

SEWING

Sewing includes both creating and repairing cloth garments. This is useful in aid with a disguise skill or as a sideline for an actor.

SHIP REPAIR

This skill is needed in order to clean and repair boats and ships. It may be used to repair a ship which is damaged at sea to prevent it from sinking.

SHIP TECHNOLOGY

This skill is vitally important to space faring races as it has to do with the repair and maintenance of star ships, shuttles and aerospace vehicles. With this skill the user may reroute, repair and evaluate the functioning of a ship.

TANNING

This is the practice of curing animal hides to turn them into leather. This skill combined with leather working would be useful if the character wished to make their own leather goods.

VEHICULAR REPAIR

A character must specify the type of vehicle that they wish to repair. Examples include large trucks, tracked vehicles, airplanes, ships, automobiles, hover tanks etc. This skill will allow the diagnosis of a problem with the vehicle, its repair (given tools, materials, and facilities) and the maintenance of the vehicle. This skill does not apply to space vehicles.

WAGON HANDLING

This skill is required for the handling of a team of horses and a wagon or carriage. It may be used with other animals if the driver is familiar with them or has an Animal Training skill

with that animal. This skill applies to any animal pulling conveyance combination.

WEAPON FORGING

This skill allows a character to create metal weapons, provided he has access to the proper equipment (forge with tools). This skill only applies to metal weapons and archaic weapons (swords, maces, hammers, etc.). Gunsmithing must be taken to make firearms. A metal working skill must also be taken and the number of skills in Weapon Forging may not exceed the number held in Metal Working.

WEAPONS TECHNOLOGY

This skill is the maintenance and creation of firearms, energy weapons and their ammo. With this skill a character may create her own guns, assuming she has the appropriate raw materials and facilities. Depending on the quality of the tool and materials, the GM may award a bonus or a minus to the check.

MOVEMENT SKILLS

ATHLETICS

This skill covers all sporting activities not specifically covered by the other sporting skills. For instance, baseball, football, soccer, polo and many more would be covered here. This is the skill that professional athletes take. It allows the play of the game and performance of the related activities. Note that this skill will not allow a polo player to care for his horse but it would allow him to ride though battle shooting as he went as if he had horsemanship skills.

DRIVING

This is the skill of driving a modern internal combustion vehicle. The type of vehicle must be specified (four wheeled, two wheeled, tracked, etc.). It will not allow you to pilot an airplane or sail a ship.

FLIGHT

This is the skill of magical flight. With this skill a person who casts flight or has a means of flight may be able to attempt complex aerobatic maneuvers. This skill will not allow the possessor to fly merely maneuver while flying under a magical means.

HORSEMANSHIP

Although anyone can ride a horse in normal circumstances, a skill is needed to control a horse in a dangerous situation. One skill allows combat while riding, but fighting occurs at a -6. Two skills allows combat at -3, three skills at -0, and four skills allows combat with all bonuses. People on horseback get a +4 to hit and their defense stat when facing riderless opponents. Likewise, people on the ground get a -4 to hit and their defense stat when facing horse bound opponents.

PARACHUTING

Parachuting from a plane requires a level of skill and training. A successful check must be made against this skill

in order to land safely. This skill also allows a character to pack a chute and calculate where they will land.

PILOTING

This skill must be taken in a particular type of vehicle. Popular types include wagon, racing chariot or war chariot. The specific type of vehicle that is being piloted must be indicated.

SAILING

This skill allows a character to sail a boat. As well, it gives a character some understanding of how a crew works and knowledge of the ranks of officers on ships, various rigging and how to equip a ship for sailing. This skill will also allow the character to appraise the seaworthiness of a vessel and/or the worth of a given ship. In order to plot a course the Navigation skill must be taken. See "NAVIGATION" on page 35.

SKATING

Skating is the skill of moving on ice. It is particularly useful as a means of travel in the cold. One skill allows combat while skating, but fighting occurs at a -6. Two skills allows combat at a -3, three skills at a -0, and four skills allows the use of all fighting bonuses.

SKATING, FIGURE

Figure skating differs from normal skating in that it involves the ability to do tricks on the ice. This can be used to antagonize enemies, amuse an audience, or impress Germans. The skating skill is needed to employ figure skating.

SKIING

This skill grants a character the ability to move on skis. One skill allows fighting to occur, but only at a -6. Two skills allows combat at a -3, three skills at -0, and four skills allows fighting with all bonuses.

SNOWSHOEING

This skill allows a character to move in snowshoes. Combat is possible, but occurs at a -6 for one skill, a -3 for two skills, a -0 for three skills, and any bonuses may be applied with four skills.

SWIMMING

Swimming is the ability to move through water. Note that this is impossible to do when too heavily encumbered. Fighting with weapons cannot be done while swimming, no armor may be worn, and only half of a character's weight allowance may be carried.

ZERO G MOVEMENT

This skill is the art of moving in zero gravities. It applies to maneuvering outside a craft in the vacuum of space as well as with in a vessel or station allowing a person to move about the craft.

WEAPONS & EQUIPMENT

Weapons In Iridium

In general, equipment is defined in the setting. This is due to the wide range of equipment specific to different time periods. Weapons share the following attributes:

- **Attacks** - The number of attacks in one round that a weapon is normally capable of without specialization.
- **Damage** - The amount of damage a single attack does without any specializations.
- **Type** - The group type that a weapon falls into. This includes edged, bludgeon, axe, bow, staff, pistol, rifle, sub-machine gun (SMG), light machine gun (LMG), medium machine gun (MMG), heavy machine gun (HMG), artillery, rockets, and grenades. More may be added as needed including specific specialized weapons. These correspond to weapon use skills. See "WEAPON PROFICIENCIES" on page 29.

Some examples of weapons.

Blades (Edged Weapons)			
Weapon	Damage	Attacks	Type
Axe	3d6	2	Axe
Battle Axe	3d12	2	Axe
Broad Sword	3d10	2	Sword
Dagger/Combat Knife	1d8	4	Knife
Short Sword	2d10	3	Sword
Two-Handed Sword	5d10	2	Sword

Modern weapons have additional attributes and are usually defined in terms of caliber for damage.

Capacity - This is the number of bullets a single magazine holds.

Range - This is the effective maximum range.

Pistols (Firearms)				
Weapon	Damage	Att	Cap.	Range
Pistol .22	3d6	5	12	50 m
Pistol .38	4d6	4	10	30 m
Pistol 7.62	5d6	3	8	30 m
Pistol 9mm	4d10	2	7	50 m
Pistol .45	5d12	1	7	25 m
Pistol .50	6d10	1	6	20 m

Armor in Iridium

Armor is ablative. That is it absorbs damage until such time as it reaches zero and then damage bleeds over on to a character's Fortitude. It may be mixed but whatever type covers five or more areas and has the largest Armor Modifier is the Armor Modifier applied to the wearer's Defense.

Armor protects from damage but makes the wearer easier to hit. For instance, chain armor protects for 30 points of Fortitude to all areas. It has an Armor Modifier of -2 which means if a character had a 16 Defense it would be effectively 14 if they were wearing chain.

Armor Modifier may be reduced by STR. For every two points of STR, the Armor Modifier will be reduced by one. This will not add to a character's Defense. For instance, a character with an eight STR wearing chain armor would not have any Armor Modifier applied to their Defense.

If Armor Use ("ARMOR USE" on page 26) skill is not taken with the type of armor worn, in the case of chain it would be Linked Type Armor, the modifiers are doubled. For chain this would mean the -2 Armor Modifier would become a -4.

Some examples of Armor.

Archaic and Modern Armors & Shields				
Armor	Weight	Armor Factor	Armor Mod	Type
Long Cloak	.2lb	1	--	--
Traveling Cloak	.4lb	2	--	--
Bracers	1lb	8	--	--
Buckler	1lb	20	--	Shield
Small Wooden Shield	3lb	10	--	Shield
Large Wooden Shield	5lb	20	--	Shield
Small Steel Shield	5lb	30	--	Shield
Large Steel Shield	10lb	60	-1	Shield
Boiled Leather Armor	15lb	15	--	Leather
Studded Leather Armor	16lb	20	--	Leather
Ringed Leather Armor	24lb	25	-1	Leather
Silk-Fiber Bullet Proof Vest	12lb	30	-1	Leather
Chain Armor	30lb	30	-2	Linked
Scale Armor	35lb	37	-4	Linked
Banded Armor	42lb	40	-5	Linked
Field Plate Armor	47lb	45	-6	Plate
Full Plate Armor	65lb	60	-8	Plate

General Equipment

General Equipment and its pricing is defined in the setting book. This should include a description of commonly purchased items as well as the exotic. Also, the monetary system should be defined if one exists. This is how the players will pay for equipment and services so some amount of thought should be given to it.

General Equipment has three elements to it.

Name - What the item is generally called.

Weight - How much the item weighs in local measure.

Cost - How much the item will cost, as a base, in most areas of the setting.

It should be noted that cost should be taken as a suggestion and that current conditions, rural locations and any number of conditions may cause the price to shift.

Below is an example of an equipment list. It is only representative and would be best suited to a modern Earth setting.

General Equipment		
Item	Weight	Cost
1 average meal	.5lb	\$.75
1 poor meal	.1lb	\$.35
1 rich meal	1lb	\$5
1 week rich food	6lb	\$10
1 week staples	3lb	\$4
Aeroplane (4 passenger)	3000lb	\$2000
Ale	4qt	\$1.50
Automobile	2000lb	\$500
Backpack, steel frame	8lb	\$20
Backpack, wood frame	4lb	\$12
Batteries	.1lb	\$.50
Beer	4qt	\$1
Belt	.2lb	\$.75
Bicycle	10lb	\$27
Boat, small	2500lb	\$400
Boots, leather	.8lb	\$4
Boots, leather moccasin	.6lb	\$1
Brandy	1qt	\$2
Brimmed hat	.3lb	\$1.60
Bungalow (Small House)	--	\$4200
Camera	2lb	\$4.50
Candy	20 pces	\$.20
Cap	.1lb	\$1
Captain hat	.6lb	\$2
Cart	1200lb	\$40
Clock	1lb	\$6
Coat, dress	1.5lb	\$4
Coat, fur lined	2lb	\$15
Donkey	450lb	\$30
Dress, gown	2.5lb	\$5-\$15
Dress, work	2lb	\$1
Eye Glasses	.1lb	\$10
Flashlight	5lb	\$6
Flask, small	.6lb	\$1
Gasoline	1 Gallon	\$.12
Goat milk	4qt	\$.25
Grapple	1lb	\$3
Gum	.1lb	\$.05
Honey Mead	1qt	\$1.20
Hook	.5lb	\$1
Horse saddle	10lb	\$ 22
Horse, draft	1400lb	\$300

General Equipment		
Item	Weight	Cost
Horse, pack	1250lb	\$10
Horse, pony	600lb	\$25
Lantern oil	.8lb	\$.80
Lantern, bull's-eye	2.5lb	\$3
Lantern, normal	2lb	\$2
Large flask	.9lb	\$2
Large pouch	.8lb	\$1
Large skin	.6lb	\$1.50
Lighter	.5lb	\$.50
Locksmith's Tools	2lb	\$45
Mechanic's Kit	20lb	\$45
Medical Kit	2lb	\$18
Milk	4qt	\$.60
Mule	900lb	\$8.50
Phonograph	10lb	\$68
Pouch, small	.2lb	\$.30
Radio, Commercial	20lb	\$30
Radio, Transmitter	30lb	\$170
Riders reins	1lb	\$5
Riding horse	900lb	\$200
Rope, cord 10yd	1lb	\$1
Rope, hemp 10yd	3lb	\$4
Row boat	1000lb	\$89
Rucksack	1lb	\$3
Saddle bags	2lb	\$11
Sandals	.1lb	\$.90
Shirt	.3lb	\$.60
Shoes, leather	.6lb	\$2
Shoes, leather moccasin	.2lb	\$.25
Silk Stockings	--	\$1.50
Skin, small	.4lb	\$.80
Snow Suit	3lb	\$8
Suit	4lb	\$10
Technician's Kit	13lb	\$60
Tent, one person	3lb	\$3
Tent, two-six people	6lb	\$6
Torch	1lb	\$.20
Tractor	1000lb	\$990
Trousers	.4lb	\$1
Typewriter	15lb	\$50
Vest	.1lb	\$2
Wagon	3600lb	\$80
Wagon-cart harness, 1-horse	10lb	\$15
Wagon-cart reins, 1-horse	3lb	\$5
Wallet	.1lb	\$.40
Watch	.1lb	\$3
Watered wine	4qt	\$2
Whiskey	1qt	\$5
Wine	4qt	\$4

IRIDIUM CORE MAGIC & PSI

Imagine that all of creation is shaped like a book that stretches out for infinity in all directions. Our universe, from the biggest galaxy to the smallest atom, would be a page in the book. The Roma Imperious setting would be another page. The seven Realms of Power would each have a page in that book. Each page would have its own set of rules on how the universe functions, and each page would lie next to each other, touching but not interacting. Spell casters have the ability to act like a lightning rod and pull energy from one page to another. We call that energy 'magic' and the effects are known as 'spells'.

It turns out that only some humans are born with the ability to tap into other Realms, and even then they can touch only one Realm. This is a tricky process, since channeling energy can overload the nervous system of the spell caster. Spirit points are the measure of the amount of energy one person can channel at any one time. The average human has ten spirit points, spell casters have between ten and thirty and supernatural creatures can have hundreds.

Magical energies have a certain unique resonance that allows for a number of interesting things. First, a spell caster can detect energies from his own Realm, so a Medicina Maga can detect when other Medicina Maga powers are in use. Second, each Realm has an affinity for different materials (see Chart in next section). These materials can store spirit points, like a battery, for future use. Third, each Realm has a counter in

different materials (see Chart in next section). These materials block power use from the appropriate realm, and will even inflict damage on spell casters if it touches their skin. Finally, it is possible to craft devices to store pre-loaded spells; this takes considerable research and knowledge about both science and magic.



None of the preceding information is needed to run the game, but it may be useful in aiding players and GM's in designing their own artifacts and realms. Feel free to contact HinterWelt with questions and ideas on the topic of magic use.

Iridium System Magic

The Iridium System has three basic magic systems in it. The

primary point of the different magic systems is to reflect the different way magic works in the same setting. That is to say that within a setting spell magic reflects a structured spell organization; i.e. guilds or schools. Clerical magic reflects a freer form of magic involving divine intervention (clerics), guidance from a higher power (mystics, shamans) or effects that do not fall easily into a pre-specified spell format (artificers, alchemists, druids).

Spell Magic

Realms allow channeling from nearby planes that have particular attributes. This power is channeled through the caster and given a specific form via a mnemonic process. Fatigue is represented via spell points. Spell points regenerate at a rate of 1 per night of rest (2 per night for the

Wind

2 pts/turn

Elements: T,G

This spell moves winds at the caster's Will in miles per hour and will dissipate gases in 2-8 rounds. This is the next step up from the Gust spell. It is a strong breeze but not so potent as to move people or objects.

Natural Forces

500 feet

Prereq: Gust

Natura Maga). A caster may kill themselves via casting into the negative spell points (usually -10). Average caster has around 20 spirit points but may store up to three times their normal amount in their body. If they exceed double their normal max (i.e. 40 if they normally store 20) their body will begin to glow with a slight but noticeable aura. There are also external storage items like gems. There are seven realms discovered so far but many more are suspected to exist.

An example of a Spell Point based spell is given below. It is taken for Tales of Gaea, the Realm is Natural Forces. It costs the caster two spell points to maintain for every turn (usually about 10 minutes). Its range is 500 feet. Its elements are Thought and Gesture. Its prereq, and not all spells have prereqs, is Gust.

Building a spell is not difficult if one keeps in mind the relative strength of the spell and makes sure to consider cost and the level the spell should be placed at. Complete spell lists are available in Tales of Gaea, Shades of Earth, and Roma Imperious.

When creating a Realm, it is important to think of the elements of that Realm. Natural Forces deals with nature and thus the storm, animals, plant control and the like.

The realms are spell list driven. BENEFIT OF THIS SYSTEM: Pre-created lists make it a case of point management for casting spells.

Free Form Magic

Free form (also called clerical) magic is practiced by priests, druids and shamans. They channel awesome supernatural powers from gods, nature, and spirits respectively. There are no lists for these classes but they do have areas of influence depending on their focus. A priest of a god of war would not be able to create a bucket of fried chicken. Likewise, a priest of a god of fried foods would not be able to give everyone in the party a +1 to hit. Resolution is accomplished with a check, on a d20, vs. the priest's PIE and CON stats (WILL and CON for druids and shamans). A modifier is applied determined by the GM for difficulty, casting conditions, and

how closely it abides by the influence of the god or other power source. In addition, there is a fatigue minus reflecting how many times the player has cast since they last prayed or meditated.

If the PIE check is made the effect goes off, else it does not. If the CON check is made no damage is taken, else damage is taken to all areas to the tune of the total minus. For instance, if attempting to create fried chicken for the third time a priest would suffer -6, all other factors being equal, and if failed then receive six points of damage to all areas. Critical failures result in a check on a chart for possible physical or spiritual effects.

BENEFITS OF THIS SYSTEM: Flexibility. The player who likes to come up with their own spell effects will get into this system.

Dedicated (Chi) Magic

Monks work off a CHI system and have a list of powers which they gain as they go up levels. These effects are well defined and powered off the CHI reserve which is regenerated with a successful Meditation Skill roll. CHI never increases but the higher level effects cost more. Some of the effects include increasing defense and killing with one blow.

BENEFITS OF THIS SYSTEM: A combination of

the spell casting-list driven abilities and the flexible casting of the clerical system. Individual monasteries have specialized CHI powers.

Free Form Magic

Free form magic is granted by a higher power. A character does not command it so much as requests the effect they are attempting to perform. The higher power may refuse it at any time in order to advance its agenda or simply on a whim.

Spell Based Magic

Spell based magic is usually learned in an institution or from a master to a student. It functions at the command of the caster but fatigues them as they cast. The channel this power from other planes through their body and the "spell point" mechanic tracks their fatigues. Non-spell casters usually only have 10 spirit points that a spell caster may drain before killing them. Spell casters usually have between 15 and 25.

Psionics

Psionics is much like the method monks use in that all the power comes from inside. Psionics use the free from mechanic but they do so with their own will. Their state of mind is often effected and they move towards insanity as they use their powers more and more. They must rest and meditate in order to regain their perspective. It is not at all uncommon for them to go irrevocably insane.

Monks

The powers that monks call upon is internal although it has been thought to be mystic in many settings. The truth of it is that the power comes from within and their Chi points is a fatigue mechanic. They become more exhausted as they use their Chi and it is all the spiritual strength they will have.

Psionics

Psi are not common because of the intense training it requires to become one. The great ones are born with the talent and merely need training to focus and develop their abilities. The Psi's most important stat is PIE since it reflects their faith in their powers. Without intense concentration and the belief that they can affect the world around them with their minds, they would lose the ability to use their Psionics.

The next most important stat is WIS. WIS is their mental discipline which allows them to focus their raw talent and ability supplied by the PIE. Without WIS their power would do horrible damage to their own body, people and objects around them or just run wild.

In most settings some form of formal schooling must take place. Whether it is schools or single masters teaching a single pupil does not matter. Rarely will an individual independently develop reliable psionic powers. Wild talents may manifest themselves in the gifted but little reliability or repeatability will be present.

The Psi are limited in the range of their abilities and the number of times before they must meditate to regain their mental balance. This means that the Psi may use disciplines listed here for general areas of effects. The Psi must pick one discipline to study initially but may add other disciplines as they gain experience.

Disciplines	
Telekinesis	Telekinesis is the moving of objects with the mind. The heavier the object, the more distant the object or the more complex the movement, the higher the difficulty. To pick up an object and float it to a person is much easier than typing on a keyboard. Applying killing force is very difficult and requires a to hit roll in addition to a successful psi roll.
Telepathy	Telepathy is, in its easiest form, reading the surface thoughts of a person. Much more difficult is reading the memories of a target and the most difficult effect is implanting new memories.
Empathy	Empathy is reading or projecting emotions onto an individual. Reading is rather simple but projecting is very difficult.
Illusion	This is the power to alter the perception of an individual. To affect multiple minds at once is more difficult than affecting the mind of one person. Creating an illusion of something believable is easier than creating something unreal. The illusion will only be audible and visual. If touched it will dissipate.
Tele-Imaging	This is a projection of the Psi's mind into another location. The more distant the location the higher the difficulty.

The GM may wish to impose their own modifiers for difficult conditions (Tele-imaging in the midst of a fire fight) or for optimal conditions (Telepathic scan of the memories of a person under truth drugs). AS A GUIDELINE ONLY, the following table has been supplied.

Mod	Modifier Examples
0	Majority of simple things: Tele-imaging across line of sight, reading surface emotions, minor telekinesis
-1	Easy: Telekinesis up to 10 kg, simple illusions, communicating via telepathy within 5 km.
-2	Hard: creating moving illusions, flying via Telekinesis
-3	Difficult: Implanting memories, complex movement with Telekinesis, implanting emotions, Tele-imaging elsewhere on a planet, illusions with sight and sound
-7	Nigh Impossible: Tele-imaging across interplanetary distances, telepathy across interstellar distances (including orbiting craft), moving tons of material
In general, the more powerful the effect the larger the minus since it draws more conscious thought and discipline to focus an effect.	

System

Base Chance: PIEChannel Base: WIS

Base Modifier: -0 (- 3/additional effect)

Psi have a base chance of their PIE to succeed in generating a desired effect. This is modified by - 3 every time beyond the first effect that the psi has attempted (i.e. first attempt -0, second attempt -3, third attempt -6, etc.). In addition, the GM may modify the roll if he or she feels it appropriate (i.e. combat, difficulty of effect, Balek pounding on the foot). Finally, the player must roll under their modified PIE. If successful, the psi has created the effect with the mind. If the psi rolls a natural 20, the effect not only fails but backlashes and harms the psi's psychic strength (see Psychic Backlash table below). The same modifier is then applied to the character's WIS and another d20 is rolled. If the player rolls under the modified WIS then no ill effects are felt. If the player rolls over the modified number, he fails, he takes the modifier in fortitude points to all areas (i.e. if the mod was -9 then the psi takes 9 points of damage to all areas. No, positive modifiers do not return points). If the roll was a natural 20 he rolls on the Mental Backlash Table below. NOTE: you can fail your PIE roll (no effect generated) and succeed at your WIS roll (no damage taken) OR you can

succeed at your PIE roll (effect generated) and fail at your WIS roll (damage taken) OR you can fail at your PIE roll (no effect generated) and fail at your WIS roll (damage taken) OR you can succeed at your PIE roll (effect generated) and succeed at your WIS roll (no damage taken).

The Base Modifier will set back to 0 and all psychic effects will be removed if the Psi is allowed to meditate for one hour (unless a duration is stated).

Levels

The Psi will be able to keep the Base Modifier constant for a number of attempts equal to her level. For example, if a fifth level Psi were attempting seven consecutive SIMPLE effects then the total modifier for the psi would be for each effect respectively; -0,-0,-0,-0,-0,-3,-6. Since the Base Modifier does not change it allows the Psi to perform more effects.

Saves

A person who is attacked psionically receives a save vs. their PIE - the level of the Psi. If this is a desired effect then the affected may decline the save. For an effect that is external to the target (i.e. Telekinesis), there is no save. A to hit roll is needed to hit an opponent in order to lift them or hit them with a secondary object.

d20	Psychic Backlash
1-5	-1 to all PIE rolls until Psi meditates; shaken.
6-10	-2 to all PIE rolls until Psi meditates; shaken badly.
11-13	-1 to all PIE rolls until Psi sleeps for 6 hours; psi powers questioned.
14-16	-2 to all PIE rolls until Psi sleeps for 6 hours; unsure of psi powers.
17	The real world Comes into question. The Psi's balance is off and the world spins. -4 to AGL 1/2 movement until psi meditates.
18	Mind Crushed! The Psi has difficulty concentrating. Cannot perform Intellectual skills and - 4 to INT until Psi meditates.
19	Belief in the Psi Disciplines crippled! Psi may perform no effects for the day and have a -2 to all PIE rolls until the psi can meditate for a number of hours equal to the amount of points that the psi missed their PIE by.

d20	Psychic Backlash
20	Discipline Destroyed! The Psi must relearn their discipline. To do this they must attend a Psi school for 3 months. No effects may be generated until the discipline is relearned. No experience need be spent for this.

d20	Mental Backlash
1-5	-1 to all WIS rolls until Psi meditates; discipline shaken.
6-10	-2 to all WIS rolls until Psi meditates; discipline shaken badly.
11-13	-1 to all WIS rolls until Psi sleeps for 6 hours; mind exhausted.
14-16	-2 to all WIS rolls until Psi sleeps for 6 hours; mind in agony.
17	Resolve Destroyed! -4 to WIS and no Craft skill may be performed until Psi meditates.
18	Wisdom Confused! All WIS rolls automatically fail. The Psi will be incoherent and must rest for 12 hours.
19	Amnesia! The Psi retains all their skills and abilities but have no memory. This can only be cured through time and meditation. It is up to the GM to determine the duration. Familiar people and objects will help.
20	Mind Destroyed! The Psi's mind is destroyed. He must receive professional help for a Psi or a psychiatrist within 3 days or damage is permanent and the body will fail. It will take 3 months to heal the damage.

IRIDIUM CORE COMBAT

Combat in the Iridium System is broken up into rounds which, depending on the Game Master, is usually one minute in length. The exchange of combat is fairly lethal and characters should contemplate whether or not they wish to take the risk of being wounded or even killed before looking to combat to resolve their problems.

Combat Example

The order of combat is as follows:

1. All players and setting characters roll initiative for the round (a round is one minute).
2. Perform actions according to initiative, highest number first.
3. Repeat steps 1-2 until combat is resolved.

If the action performed in step two is an attack, then perform the following:

1. Roll 1d20 for each attack.

1A. A '1' is a fumble. Roll your level or under on a d20, or roll on the fumble table at the end of this chapter.

1B. A '20' is a critical hit. Roll 1d100. If the result is under the character's chance to critical, then roll again on the appropriate critical chart located later in the chapter. If the result is above the critical chance, the attack does maximum damage.

2. Roll damage for successful attacks.

3. Roll Targeting skill for successful attacks.

Initiative is determined by a d6 plus any adjustments gained from agility.

A character's Defense Statistic is made up of his STR, AGL and CON averaged. This will give a range between one and 25. When attacking, an opponent must try to roll the target's Defense or greater by rolling a d20 and adding adjustments for DEX, weapon specializations and any attributes of the weapon. The GM may also impose adjustments due to conditions (visibility, weather, fire, cold, etc.), cover (hiding behind a barrel, fighting through a fence, etc.) or any other situational modifier which would come into play.

Some spells require touch as part of the casting. In this case only, after a successful attack the spell is able to be cast. This all occurs in the same round allowing the attacker to touch and cast simultaneously. This only applies to spells with a range of Touch.

Optional Combat Modifiers	
Modifier	Description
+ 4 to hit	Target is caught unprepared by attacker.
+10 to hit	Attacker is using an area effect attack.
- 4 to hit	Target is flying.
- 4 to hit	Target is at extreme range.
- 4 to hit	Target is invisible, camouflaged, obscured or using cover.
+1 to Defense	Target foregoes attacks and declares that they are defensive this round. The target may only move and may make no other actions. Target receives a +1 to Defense.
+3 to Defense	Target actively foregoes any attacks, successfully makes acrobatics, and declares that they are defensive this round. The target may only move and may make no other actions. Target receives a +3 to Defense.
+ 4 to Defense	Target is in a moving vehicle. Target receives a +4 to Defense.
-4 to hit	Attacker is shooting from a moving vehicle.
+ 4 to Defense	Target is hiding behind cover. They receive a +4 to Defense. This does not mean firing from cover which negates this bonus.
+2 to Defense	Target is firing from cover. The target receives a +2 to their defense. This means that for the most part the target is hiding behind some cover.
-2 to hit	Firing from cover. An attacker receives a -2 to hit on any of their rolls.

A d20 is rolled and all modifiers are applied. If the total is greater than or equal to the target's Defense, then it is a hit. If it is less than the Defense, the attacker misses. At this point the target may choose to parry if it is a successful melee attack. Parrying is discussed further in this chapter (see "Parry" on page 47).

After the hit is determined, then the attack may be targeted. If the attacker has targeting with the weapon used, then he may make a skill test versus his targeting skill (for more on skills see "Skills" on page 23). If the

skill test is successful, then the damage is dealt to the area of the attacker's choosing.

When fighting multiple opponents, the character may wish to switch targets. In melee combat it will cost an attack to switch from one opponent to another. In ranged combat, the attacker may switch opponents for free.

During the round of combat, a character may either perform an action or attack. All this will occur on the character's initiative. Some actions may happen in combination with another action but this will be noted in the skill description. For instance, during a character's attacks he may roll his Targeting skill for each attack.

Consider the following examples:

Abudius Rufinus, Legionarius

Level = 10

Fortitude points = 35

Armor factor = 30 (Chain)

40 Banded (Lorica Segmentata) Helmet

Defense stat = 20

Dagger: 1d8 damage, 4 attacks

Gladius: 4d6, 3 Attacks

Pilum: 1d10, 1 if thrown, 2 if used in melee

Bonuses to hit:

Dagger: +3 (DEX) +2 (weapon prof) = +5 total

Gladius: +3 (DEX) +2 (Magic Weapon) = +5 total

Pilum: +3 (DEX) = +3 total

Bonuses to damage:

Dagger: +5 (STR) +4 (weapon prof) = +9 total

Gladius: +5 (STR) +4 (Magical Weapon) = +9 total

Pilum: +5 (STR) = +5 total

Initiative Modifier: +3 (AGL)

Hiratos, Magus

Level = 10

Fortitude Points = 42

Armor factor = 20 (Studded Leather)

Defense stat = 18

Dagger: 1d8 damage, 4 attacks, coated with poison (must touch skin to work)

Great Bow: 3d20, 2 attacks, Standard Arrows

Bonuses to hit:

Dagger: +3 (DEX) +2 (weapon prof) = +5 total

Great Bow: +3 (DEX) +4 (Magic Weapon) = +7 total

Bonuses to damage:

Dagger: +4 (weapon prof knife) +30 (poison) = +34 with poison

Great Bow: +8 (Magic Weapon) = +8

Initiative Modifier: +3 (AGL)

Example 1

Abudius rolls a 4 on a d6 for initiative with a +3 initiative modifier for a total of 7. Hiratos rolls a 5 with initiative modifier of +3 for a total of 8. If they had tied the tie would have been broken by who had the higher initiative modifier, then by the higher luck, and finally by rerolling.

Hiratos attacks first in the melee period since his total initiative was higher and they are engaged in melee combat. Hiratos rolls a d20 four times (for each attack with the dagger) and rolls a 3, 15, 1, 20, trying to overcome Abudius' Defense of 20. The 3 misses but the 15 hits with Hiratos' to hit bonus of +5. Hiratos rolls damage of 1d8, rolls a 4 and adds 4 for damage bonus for a total of 8 points of damage (note: Hiratos' poison does not count since the dagger did not pierce Abudius' armor). Hiratos may roll his targeting skill to attempt to direct his damage to a specific location. Hiratos rolls a 72% but his targeting skill is only a 40% so he fails the test. Hiratos then determines by a roll of the d10 the area of damage. Hiratos' next attack is a 1 which is a critical fumble. He tries to recover from the fumble by rolling under his level on a d20; he rolls a 13 and must suffer the consequences by rolling on the fumble table. Hiratos rolls a 2 on the fumble table, which means he loses two attacks. The next attack of a 20 does not count, and the additional attack lost does not count since he has no more attacks this round.

Abudius now attacks four times with his dagger. He rolls a 20, 18, 2 and a 14. The 20 is a critical hit, which means Abudius has a chance for additional damage. His chance as a 10th level fighter is 50% (5% per level). He rolls the percentile and rolls a 44%, under the 50% he needed. He then rolls on the edged critical table (see "Edged Weapons" on page 50) and rolls a 93. Hiratos is pierced through the chest and since he fails his WIL save by rolling over his will on a d20, Hiratos dies immediately. Abudius wipes his blade on Hiratos' cloak.

A player character may take an action during the combat phase rather than attacking, such as running away, detecting traps while the party holds off foes, or using acrobatics. A character may execute a fighting withdraw from opponent(s) without sacrificing attacks but moves at only 1/2 movement. They may also move 1/2 their movement and still receive full attacks. If an attacker wishes to switch opponents, he must skip one attack but

then may finish his remaining attacks. This is not so with ranged weapons which may switch targets with no penalties.

Example 2

The same characters are facing each other across a long valley. Hiratos has a Great Bow. Abudius lost his pilum and has no ranged weapon, so decides to charge across the field to close. The GM determines this will take two minutes allowing for two rounds of missile attacks. Since Abudius can't reach Hiratos for two rounds, there is no need to roll initiative. Hiratos shoots his bow, rolling a 12 and a 3, with his DEX adjustment a 19 and 10. The 19 and 10 are all less than Abudius' Defense of 20. Hiratos then fires a second volley and rolls a 20 and 10. He rolls over his chance to critical. However, the 20 still does maximum damage of $30 + 8 = 38$ points. Targeting is automatic on a natural 20 so Hiratos deals it to Abudius' head (area 1). Abudius has 2 points left in his helmet and his head is undamaged. Hiratos must take a round to draw his dagger since he does not have Draw Weapon.

Abudius attacks with his dagger by rolling a d20 for each attack. He gets 12, 15, 16 and 17. Due to Abudius' pluses to hit (+ 5) these become 17, 20, 21 and 22 respectively and all hit. He then rolls his damage of $1d8 + 9$ for each attack and gets 16, 17, 10 and 13. He successfully targets the first three attacks, dealing 38 points to the head but fails the fourth and must roll a d10 to determine the location randomly. He rolls a 6 for the location of the fourth attack. Thus, he has dealt 13 points to Hiratos' left arm and 38 to his head. Hiratos' armor is destroyed in both areas, and he takes 23 points ($43 - 20$ points of Armor = 23 to flesh) to the head and 0 points ($13 - 20$ points of Armor = 7 points left in the armor) to his left arm.

The next round Hiratos is in bad shape. He has 21 FP in his head but has received 23 points of damage. He makes a roll vs. his WIL and remains conscious. Hiratos and Abudius roll initiative. Abudius rolls a 6 on a d6 for initiative with a +3 initiative modifier for a total of 9. Hiratos rolls a 3 with initiative modifier of +3 for a total of 6.

Abudius wins initiative and rolls his attacks. He rolls 5, 4, 6, and 10, which adjust to 10, 9, 11, and 15 respectively. None of them hits since all are less than Hiratos' 18 Defense. Hiratos is able to counter attack with his poisoned dagger. He attacks four times rolling 1d20 to get 2, 12, 16, and 19 which adjust to 7, 17, 21 and 24 respectively. The 21 and 24 hit since they are over Abudius' 20 defense but the others miss. He rolls damage on 1d8 for the two that hit and gets a 4 and a 6, which is adjusted to 8 and 10 (an additional +30 for poison if he makes it through Abudius' armor). Abudius chooses to

parry with his dagger and must roll under a 75% for each parry (for more on Parry Skill see "PARRYING" on page 27). He does so and parries both attacks.

Abudius wins initiative the next round and quickly dispatches Hiratos.

Example 3

Hiratos and Abudius roll initiative, rolling a 1 and a 6 respectively on 1d6. Hiratos wins with a 9 to Abudius' 4. Looking across the room at Abudius, Hiratos decides he is a threat and uses a spell Illusion III to convince Abudius that a bridge he has led Abudius to is wider than it actually is. Since Abudius is aware of Hiratos' spell casting abilities he does not trust the situation. He attempts to disbelieve but rolls higher than 1/2 his WIS and steps out to face Hiratos on the bridge. He falls to his death.

Natural Armor

Natural armor is armor that is part of a living being, such as thick hide, scales or an exoskeleton. It is decreased to zero by damage just as worn armor is. It will heal though, as per the healing rules (see "Healing" on page 49). The flesh underneath will heal first then the natural armor.

Parry

Parrying is meant to be used with melee weapons against melee weapons. It is not used against modern weapons or missile weapons. Parrying is countering an opponent's attack with a movement of the body combined with the gentle guiding by your weapon of your opponent's weapon out of the line of attack. This seldom results in the clash of blades seen in many popular movies. Parry (the skill) must be taken with the specific weapon or device with which the character will be parrying (short sword, battle axe, shield, etc.). The character receives one parry initially and one for every other skill thereafter (one parry for the first skill, two parries for the third skill, three parries for the fifth skill, etc.). However, the character may use any attacks with a weapon for parries. The shield has no attacks (without specialization) and thus has none that may be converted to parries. If a person is specialized in a shield they may trade in their attacks they gain in this manner for additional parries. An attack may only be parried once, meaning that if you have four parries left and you miss parrying an attack, you cannot attempt to parry that particular attack again, but you may parry later attacks in that round. Parry is discussed in greater detail under the Parry skill in the Skills section (see "PARRYING" on page 27).

Disarm

Disarm functions much the same as Parry but is limited to one attempt per round. Disarm can be a powerful attack against a superior foe. If they are truly great swordsmen, then without their sword they are usually at a loss. Again, the character must take the disarm skill in the weapon (disarm can only be taken with a weapon, not shields). Disarm is discussed in greater detail under the Disarm (“DISARMING” on page 26) skill in the Skills section.

Shield Position

The shield size will dictate the number of areas that a shield will cover. The number of areas are seldom equal to the entire body. The player must decide what areas are covered. These will generally stay fixed for the combat reflecting a standard position for the shield. For more information on shields see “Archaic Weapons and Armor” on page 1.

Mobile Shield (Optional Rule)

A player may move their shield into place before the round begins. For example, if a character has their small shield covering the 1, 4, and 7 in the first round of combat and has area one destroyed, then at the beginning of next round they may say that their shield now covers the 1 and 4, effectively moving the undamaged areas to cover the vital areas. This rule is optional and should be discussed with the GM and other players before play.

Minimum Range

Firearms do not have a minimum range but archaic missile weapons do. The minimum range for archaic missile weapons (bows, sling bullets and crossbows) is five feet.

Fumbles

A fumble occurs when the attacker rolls a 1 on the d20 attack die. If this occurs the attacker attempts to recover by rolling a d20 again, attempting to roll under her level (i.e. a 4th level character must roll under or equal to a 4 on a d20 to avoid fumbling). If the attacker misses this save, then she rolls on the Fumble Table for the result of the fumble. Telekinesis, which require a to hit roll, may also fumble. These are resolved on the same table with the effects applied to the device or to the caster (the caster’s effect only lasts until the end of the battle).

Criticals

Criticals occur when the attacker rolls a natural 20 on the attack d20. First, this means that the attacker automatically gets max damage for that attack and may pick the area targeted for that attack. This is called a Critical Hit. The attacker then rolls d100 to see if she

generates a Critical Effect. Critical Effects are determined on the tables in this chapter by weapon (i.e. swords have the chance to deal edged Critical Effects). The following are the cumulative chance per level by class type to critical.

Chance to Critical

Fighter	Thief	Performer	Intellectual
5% / lvl	4% / lvl	3% / lvl	2% / lvl

For example, if a 4th level bandit hits with a natural 20, then she must roll beneath a 16% on d100. For every five levels, a fighter will drop the natural d20 roll required to critical by 1. For example, at 5th level a fighter’s chance to critical will be on a natural 19 or 20 when she rolls to hit.

Criticals are rolled on the critical tables by weapon. Punches are considered blunt weapons, while claws are considered edged weapons. If there is ever any doubt, the GM is the final arbiter.

Death

Death occurs when a character reaches negative his base fortitude points in the body areas of 1, 4, 7, or 8 (see diagram). This reflects that the character has received sufficient trauma to a vital area that they will expire. Once a character is reduced in this manner, he will live for one minute. During this time someone may apply First Aid, drugs or Surgery to save his life. If a successful check vs. one of the skills is made, then the character will recover the appropriate fortitude points (see “FIRST AID” on page 34). If he is still negative his fortitude points in that area, then he will remain incapacitated until healed through natural means. If a limb is reduced to negative its normal full fortitude points, it is severed from the body. It may be reattached with a surgery roll but only if done quickly and with the proper facilities.

Concussion Damage

Concussion damage is a type of damage that is not normally lethal. If a character’s FP total is reduced to zero or lower in the head (area 1) then he will lose consciousness. He will heal concussion points at a rate of one every ten minutes. Once a character reaches 1 FP in his head, healing switches to normal healing as described below and he regains consciousness. At this point the concussion damage converts to normal damage. Concussion damage will stack on top of normal damage. This means if a character has 10 FP normal damage and then receives 8 Concussion FP, then the total would be 18 Concussion FP. For example, a character with 14 FP in the head receives a gunshot that grazes his temple and does 12 FP. He then receives another 6 from a Concussion

grenade. He has a total of 18 Concussion FP meaning he will be unconscious for 180 minutes unless healing is applied.

Any weapon may be used to do Concussion FP, but unless otherwise noted they do $d6 + STR$ bonus in Concussion FP. Saps and concussion grenades are designed to do this type of damage. If an individual receives more Concussion FP than they have CON in one round, then they must save vs. CON or fall unconscious for a $d6$ rounds. If they are reduced by more than three times their normal FP in the head they will die. For example, if a character with 12 FP receives 36 points of Concussion FP in their head they would survive, but one more point would kill them.

Concussion Damage will not affect non-living creatures.

Healing

Characters recover fortitude points at a rate of one fortitude point per 24 hours of bed rest + 1 point for every point of CON above 16. This rate will only occur for every 24 hours of bed rest. If the character does anything more than light labor (eating, preparing food), he will forfeit this healing. The amount healed in this manner may be distributed as desired throughout the body. This type of healing is called tissue healing and may not reflect the full duration for healing internal injuries like broken bones, severed arteries or the like.

Broken bones, severed arteries and similar severe trauma may require healing beyond the amount of fortitude points of damage done. This period is determined by the GM and reflects the healing environment, food available, amount

of rest the character can get and any number of additional factors.

If accelerated healing is used, then recovery can be almost instantaneous, allowing a wounded person to jump back into combat immediately. The exceptions are when a bone is broken, surgery is required or medicine must be applied. If this is the case, then the healer must take time to appropriately set the bone, perform the surgery or apply the medicine/antidote. If this is not done properly, then the bone may knit incorrectly or the artery could cause internal bleeding.

Blood Loss (Optional Rule)

Blood loss occurs when an area is reduced to negative fortitude points. The area will lose one fortitude point until it reaches negative the base fortitude points, when one of two things will occur. If it is a vital area (1 or 4) the character will die; if not blood loss will continue. This means that the character must make a CON check or die. If the CON check is successful then the damage moves toward the center chest (area 4). At each transition to a new area the damage doubles from the original. The character also must make a WILL check to remain conscious or have the opportunity to regain consciousness.

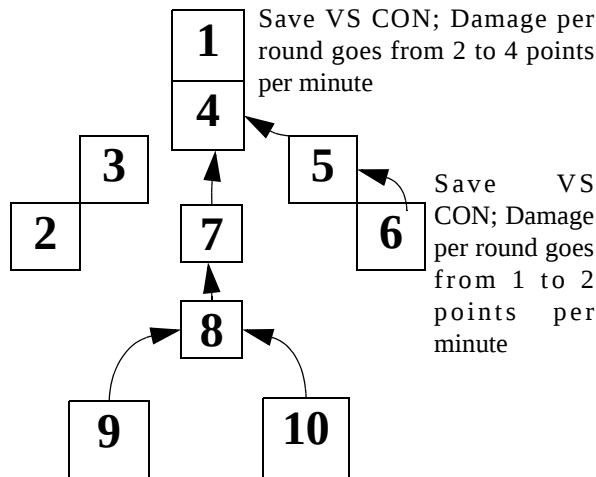
Blood Loss Example

Josh takes 48 points of damage to his area 6, which only has 40 points. He does not succeed his WILL check and passes out. His base fortitude points are 20. He loses one fortitude point per minute due to his wounds. This continues for 12 minutes until his left arm is reduced to negative 20, where he stops losing points in that area and



the damage moves to his area 5. He makes a save vs. CON to stay alive, rolling an 8 which is under his CON of 15. He then gets a chance to recover consciousness by rolling under his WILL but fails. Next he begins losing fortitude points in area 5 at a rate of two fortitude points per minute. If he does not receive assistance in 30 minutes, the damage will move to his area 4 where it will kill him. At the 30 minute mark, the damage moves to the area 4 and deals four points per minute until it reduces his area 4 to negative 20 and kills him. He makes his CON rolling a 5 on a d20, and makes his WILL check rolling a 11 on a WILL of 14 and wakes up. He realizes he is in a bad way and applies First Aid to successfully stop the bleeding.

He still has all the damage in areas 5 and 6, and if he is wounded again in those areas, the process will begin again.



One F.P. Pool (Optional Rule)

Instead of tracking damage by area it is possible to just use the character's Base Fortitude as their total fortitude point pool. All damage is applied to their Base Fortitude and this may cause a character to be somewhat more fragile. The Targeting Skill is no longer needed and any damage applied to a specific area by the effects of a weapon or piece of equipment is applied to the Base Fortitude. Foes have a Base Fortitude equal to their Area 7 Fortitude.

Critical Tables

Critical tables are used to define lucky shots with different types of weapons; lucky shots are defined under the Criticals section earlier in this chapter. The type of weapon determines the table that the attacker rolls on. Although many weapon types are defined if there is ever any doubt the GM will make the call on what type of weapon it is. * Note: The damage must pierce the armor to

have effect unless the critical description states that the armor is pierced or that the critical is such it would not be affected by armor.

Edged Weapons	
d100	Description of Critical
01-10	Strong blow, deep gash; two additional damage rolls.
11-20	Excellent Thrust! Additional damage roll + 1d4 bleeding / round until healed.
21-30	Slice through several digits; enemy fights at a -4. One additional damage roll.
31-40	Slice through appendage; foe drops weapon and fights at a -6. 1d10 bleeding / round until healed.
41-50	Neck wound; foe stunned for two rounds, 1d12 bleeding / round, speech is impaired until regeneration is used.
51-60	Sever major artery causing a ruby fountain of blood; foe fights at a -2. 1d6 bleeding / round for 12 rounds, at which time foe dies.
61-70	Limb severed; rosy hued geyser coats everything in the area with blood. Foe collapses and remains unconscious for 4 rounds, stunned for 4 rounds, and then dies. Additional max damage.
71-80	Thrust pierces armor and drives through a lung, causing a foamy pink gurgle to ooze from foe's mouth. Foe must save vs. WILL or be incapacitated. Foe dies in 6 rounds.
81-85	Blade cleaves helmet and strikes brain. Foe must save vs. WILL or fall unconscious. Foe dies in 4 rounds.
86-90	Thrust to stomach reveals yesterday's lunch; foe is unconscious for 1d4 rounds, stunned for 1d6 rounds, and must save vs. WILL or pass out until he dies. If foe is awake, he fights at a -8. Death occurs in 4 hours.
91-95	Dashing thrust pierces foe's chest; two additional damage rolls + 1d20 bleeding / round. Foe must save vs. WILL or die immediately. Foe is unable to fight.
96-99	Foe loses attachment to head. Instant death if applicable.
00	Utterly incredible blow splits foe in twain! Foe lives long enough to develop a split personality.

Blunt Weapons	
d100	Description of Critical
01-10	Resounding blow stuns foe for 3 rounds; Additional damage roll.
11-20	Crushing blow rips tendons; foe fights at a -2.
21-30	Powerful blow destroys muscles and joints; foe fights at -4 and receives an additional damage roll.
31-40	Devastating blow crushes bone. Foe fights at -6, receives 2 additional damage rolls, and is stunned for 4 rounds.
41-50	Sound Thud! Foe must save vs. WILL or fall unconscious; if save is made, foe is stunned for 10 rounds. In either case, foe takes 20 more fortitude points of damage.
51-60	Very loud woof as foe is knocked 5 ft. backwards and breaks several ribs. Foe receives an additional 20 points of damage and fights at a -8.
61-70	Crushing blow strikes foe in face, destroying helm and breaking foe's nose. Foe is stunned for 10 + 1d4 rounds and internal bleeding causes an additional 35 points of damage; death occurs in 20 rounds.
71-80	Crack of bone; foe's hand is brutally smashed. Foe fights at a -4 and receives 2 additional damage rolls.
81-85	Incredible blow knocks appendage off. Foe fights at -6, is stunned for 6 rounds and dies in 12 rounds.
86-90	Blow to face; flesh is ripped and foe loses an eye. Foe fights at -2 until eye is regenerated. The resulting fountain of blood causes foe 4d6 per round bleeding damage; foe must save vs. WILL or fall unconscious; if save is made, foe is stunned for 12 rounds.
91-95	Broken bone severs artery. Foe takes 1d20 bleeding per round and must save vs. WILL or die instantly. If save is made, foe fights at -8.
96-99	Foe's head is knocked 10 feet away. His body drops to the ground.
00	A thound thwacking to the top of foe's head crushes skull and collapses spine; foe dies instantly.

Piercing Weapons	
d100	Description of Critical
01-10	Excellent shot! Foe takes double damage.
11-20	Shot to foe's knee reduces him to 1/4 movement; foe fights at -2.
21-30	Disabling shot through foe's bicep; foe fights at -4 and loses 2 DEX points until healed; foe receives an additional damage roll.
31-40	Shot pierces foe's eye; foe fights at -6, loses depth perception, and takes 1d8 bleeding per round.
41-50	Arrow lodges in voice box, causing foe to emit a gurgling scream; foe's speech will remain impaired until regeneration is applied. Foe takes 1d12 bleeding per round and must save vs. WILL or pass out.
51-60	Arrow pierces foe's stomach; foe receives two additional damage rolls and must save vs. WILL or fall unconscious. Death occurs in 4 hours.
61-70	Incredible shot flies between visor and pierces eye, sending out a stream of blood. Foe receives an additional max damage and must save vs. WILL or pass out. Death occurs in 8 rounds.
71-80	Arrow pierces lung causing a foamy pink spray to erupt from the wound. Foe goes down screaming and dies in 6 rounds; foe must save vs. WILL or be incapacitated for that time.
81-85	Shot pierces foe's armor slicing through a vein. Blood erupts covering the area. Foe receives 3 additional damage rolls and dies in 4 rounds.
86-90	Arrow flies straight through foe's bladder (guess what appears). Foe is at -8 to hit, is stunned for 8 rounds, unconscious for 2 rounds, then dies.
91-95	Powerful shot pierces breast plate and continues through heart. Foe must save vs. WILL or die instantly, else foe dies in 4 rounds.
96-99	Arrow drills through forehead making an awful mess in helm. Foe dies instantly.
00	Arrow rips through throat and resulting geyser of blood coats everything in a 15 foot area. Foe goes down in convulsions with a gurgling scream, then dies.

Magical Fire	
d100	Description of Critical
01-10	Excellent blast! Foe takes double damage.
11-20	Blast to foe's head reduces eyeballs to liquid; foe blinded and fights at a -4.
21-30	Corona of light and flame ignites all flammable objects on opponent; all other objects must save or be destroyed. Foe takes one additional damage roll
31-40	Explosion throws opponent to the ground. Foe disoriented; will fight at a -6 for 1d20 rounds.
41-50	Blast throws opponent 100 feet away. Triple damage.
51-60	Flame incinerates all of foe's equipment; Double max damage. Foe fights at a -6 because of scorched lungs; Must save vs. will or fall unconscious for 1d6 turns.
61-70	Magical flame erupts within body of foe; Receives double max damage; must save vs. will or remain unconscious until death in 5 rounds.
71-80	Searing concussion of blue white flame erupts around target. Foe goes down screaming and dies in 4 rounds; foe must save vs. WILL or be incapacitated for that time.
81-85	Foe explodes like a Roman candle spraying fiery gore on the surrounding area. Foe suffers for a round then dies. If saved, foe is scarred for life, -8 to Appearance.
86-90	Incinerating flame races through foe's internal organs. Life departs in one round. Exploding flame scorches everything within 5 feet dealing 4d20 points of burning damage.
91-95	Nova-like explosion destroys all of foe's possessions and incinerates everything within 15 feet. Foe dies a bloodcurdling death.
96-99	Plasmatic burst of stellar proportion destroys everything within 50 feet. Any magic items are destroyed, adding to the power of the explosion.
00	Devastating super nova sears all objects within 400 feet. Not even dust remains of foe.

Magical Lightning	
d100	Description of Critical
01-10	Destructive thunderclap. Foe takes triple damage.
11-20	Electrical blast destroys sight of foe; foe is blinded and fights at a -6.
21-30	Ionic blue blast devastates foe. He must save vs. 1/2 will or foe is knocked unconscious for 4d4 rounds. Foe takes one additional damage roll.
31-40	Roar of lightning deafens foe until cured. Foe is stunned for 1d20 rounds. Foe takes one additional damage roll.
41-50	Sparks fly as opponent's armor is destroyed. Foe receives 2 additional damage rolls.
51-60	Rolling thunder deafens the enemy until a cure deafness is applied. Foe receives 4 additional damage rolls and is stunned for 3d4 rounds.
61-70	Foe EXPLODES!!! Lumps of boiling flesh coat area making the floor treacherously slippery.
71-80	A searing corset of lightning arcs fry opponent's heart; save vs. 1/4 will or die instantly. If saved, foe screams for 4 rounds, gurgles for 4 rounds then dies.
81-85	Flaming boils on foe's skin spray blood onto surrounding people. Foe must save at 1/8 con or die. If foe saves, then he is scarred for life, -8 to Appearance.
86-90	Lightning courses through foe's brain lobotomizing him.
91-95	Foe's items are disintegrated and his body is cremated. Foe dies.
96-99	Ionistic blast, immense power rips through foe's chest and knocks foe 100 feet away. Foe is dead.
00	The air crackles with burning and snapping of the foe's flesh and bone as his bodily fluids are boiled away. Everything on foe is gone.

Magical Ice	
d100	Description of Critical
01-10	Excellent blast! Foe takes double damage.
11-20	Arctic blast freezes foe's eyes solid, chilling experience; foe is blinded and fights at a -4.
21-30	Searing ice blasts skin from foe's bones, foe is crippled until regeneration is used.
31-40	Explosion throws opponent to the ground. Foe disoriented; will fight at a -6 for 1d20 rounds.
41-50	Blast throws opponent 100 feet away. Triple damage.
51-60	Ice shards rip through all of opponent's equipment; double max damage. Foe fights at -6 because of torn muscles. Foe must save vs. will or fall unconscious for 1d6 turns.
61-70	Magical ice forms within body of foe, who receives double max damage;. Foe must save vs. will or remain unconscious until death in 5 rounds.
71-80	Foe's brain slowly freezes, dimming vision and causing a real headache. Foe goes down screaming and dies in 4 rounds; foe must save vs. WILL or be incapacitated for that time.
81-85	Ice shards rip skin and flesh from opponent's body coating surrounding area with frozen gore. Foe suffers for a round then dies. If saved, foe is scarred for life, -8 to Appearance.
86-90	Ice crystals form throughout foe's internal organs. Life departs in one round. Temperature drops and ice coats everything in 5 feet.
91-95	Ice imprisons foe and all possessions. Foe dies an icy death.
96-99	Ice imprisons everything within 5 feet. Any magic items are disintegrated with no outward effects.
00	Foe is frozen in solid oxygen. All items have a 50% chance of being shattered.

Critical Results Tables

These tables may be used in the case of critical failures during attacks, skill use or with a exceptional result in a skill check. If the group does not wish to play with

Critical Results there is no problem dropping the mechanic from play.

Fumble Table

The fumble tables are consulted when a player rolls a 1 on an attack. The player may try to negate the fumble by rolling equal to or under his level on a d20. If that roll fails, he then rolls a d10 and consults the table below.

d10	Fumble Description
1	Miss next attack.
2	Miss next two attacks.
3	Weapon damaged for -1 to hit and damage.
4	Weapon damaged for -2 to hit and damage.
5	Drop weapon. Take one round to recover weapon.
6	Strike friend. Roll damage as normal but location randomly.
7	Trip and fall to ground. Take 1 round to recover.
8	Strike self. Roll normal damage to random location.
9	Strike self. Maximum damage to random location.
10	Weapon destroyed.

Critical Success Table

Critical skill success is measured by the amount that the player rolls under their target modified skill percent. For example, if a player has three skills in Carpentry and is first level, then the unmodified target is 70%. They are using poor quality tools so the GM decides that it is a -10%, making the modified target skill percent 60%. The player rolls a 9 on percentile dice, making their success total 51. They would then consult the table to find that they performed an amazing success. Critical success cannot be applied to all skills and is inappropriate at times. The GM is the final arbiter of the application of this table. For more information on skills, see "Skills" on page 23.

Critical Success Table	
Success Total	Effect
0 - 40	Normal success.
41 - 60	Amazing success. The effects are doubled, or additional detail is discovered, or value of the object being created is doubled depending on the skill being attempted. Examples would include a lighter armor is crafted or information about the abilities and the makers of a piece of technology is discovered.

Critical Success Table

Success Total	Effect
61-80	Extraordinary success. The effects are tripled, or additional details related to the subject are discovered, or value of the object being created is tripled depending on the skill being attempted. For example, a weapon created is lighter or the statue carved is of extraordinary beauty.
81-100	Incredible success. The skill being attempted renders an incredible effect, allowing the full understanding of purpose, related information or bestowing an effect on the item crafted. For example, a + 1 to hit, or armor modifier reduced by 1, or the script examined in the lost temple is connected to another with more information.
101 -	Nigh impossible success. The skill being attempted results in a high quality item, or a full understanding of the process, or even possible improvements to an existing item. Examples would include a weapon crafted with a +1 to hit for every 2 levels and damage for each level of the craftsman. A chalice being examined would be known to have been part of a treasure trove that contained several relics and the researcher would know who had possessed the chalice and its entire history.

Critical Failure Table

Critical skill failure is measured by the amount that the player rolls over their target modified skill percent. For example, if a player has three skills in Carpentry and is first level, then the unmodified target is 70%. They are using poor quality tools so the GM decides that it is a -10% making the modified target skill percent 60%. The player rolls a 94 on percentile dice making their failure total 34. Consulting the table shows that it is a normal skill failure. Critical failure cannot be applied to all skills and is inappropriate at times. Note that knowledge skills that fail greater than skill failure cannot be attempted on that object or subject again until a superior facility is available (i.e. requiring a library for a second check). The

GM is the final arbiter of the application of this table. For more information on skills see "Skills" on page 23.

Critical Failure Table

Failure Total	Effect
0 - 40	Skill failure.
41 - 60	Amazing failure. Tools are destroyed and all raw material is scrap.
61-80	Extraordinary failure. Damage to skill user and all tools and raw materials are destroyed.
81-100	Near catastrophic failure. All tools destroyed, facility destroyed, raw materials destroyed and character must save vs luck to escape undamaged. GM to determine appropriate damage.
101 -	Catastrophe! Everything in the facility is destroyed. Character must save vs Luck - 4 to avoid serious injuries requiring 2-4 weeks recovery. In the case of action/movement based skills (i.e. Targeting, Horsemanship, Courtly Dancing) possible results could be a fumbled attack, a wound to the animal ridden, or a broken ankle.

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Statistics		Character Info					
Strength		Name					
Max Wt Lift		Age		Eye Color			
Damage Mod		Sex		Skin Color			
Armor Mod		Race		Social Rank			
Agility		Height		Hair Color			
Unarmed Com. Mod		Weight		Code			
Initiative Mod							
Movement Skill Mod							
Movement Rate							
Constitution		Armor & Fortitude					
Wt Encumbrance		Area	Armor	Damage	Fortitude	Damage	Armor Worn
Dexterity		1 - Head					
Bonus To Hit		2 - Right Arm					
Craft Skill Mod		3 - Right Shoulder					
Intelligence		4 - Chest					
Use Magic		5 - Left Shoulder					
Major/Minor Mod		6 - Left Arm					
Sage Skill Mod		7 - Stomach					
Wisdom		8 - Groin					
Craftsmen Skill Mod		9 - Right Leg					
Dir. Spell Bonus		10 - Left Leg					
Charisma		Money					
Social Skill Adj		Denomination	Amount				
Appearance							
Reaction Adjustment							
Luck							
Piety							
Deity							
Will							

Area 1 and 4 = 1/2 Base Fortitude
 Area 7 and 8 = Base Fortitude
 Area 2,3,5,6,9 and 10 = 2 x Base Fortitude




Experience & Vitae			
Actual Defense (STR + CON + AGL)/3		Modified Defense	
Base Fortitude Points (STR + CON + WILL)/3 + 1/2 CON		Level	
Class Type		Class	
Reserve Experience		Total Experience	

Weapon	ATT	DAM	+ TH	+ TD	Notes

Skill Progression

[illegible]

1 = 40%
2 = 60%
3 = 70%
4 = 75%
5 = 80%
6 = 82%
7 = 84%
8 = 86%
9 = 88%
10 = 90%
11 = 91%
12 = 92%
13 = 93%
14 = 94%
15 = 95%

Spell Points	Max	Present		Max	Present
Greater Realm Spirit Points			Lesser Realm Spirit Points		

Greater Realm Spirit Points = 3d20 take the highest + 1/2 PIE

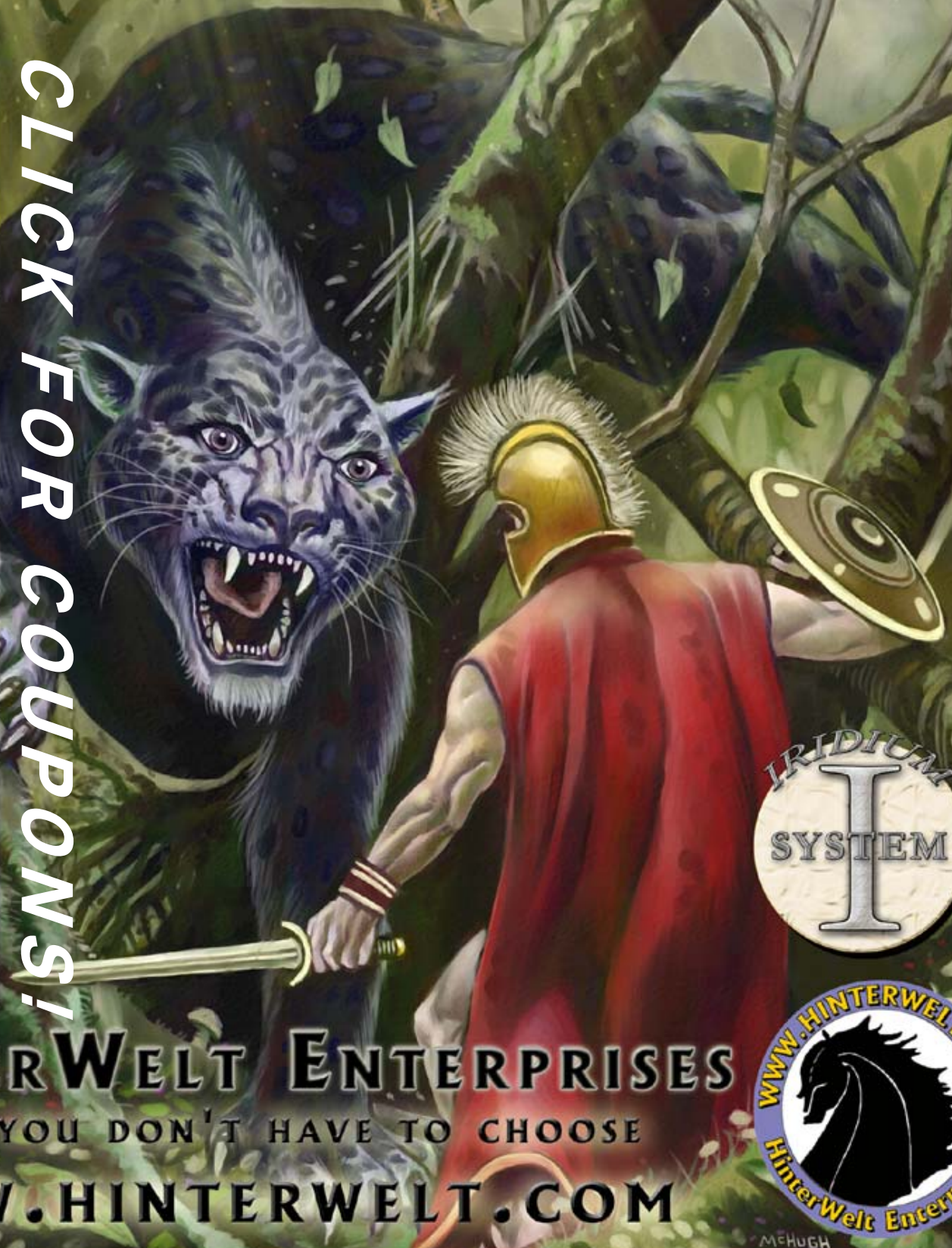
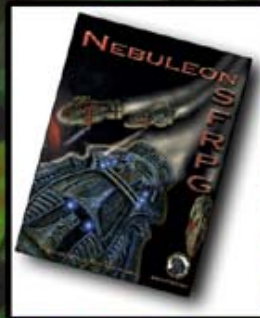
Lesser Realm Spirit Points = Determined by Realm Spell

[illegible]

ROMA IMPERIOUS

ALTERNATE HISTORY MEETS ROMAN FANTASY

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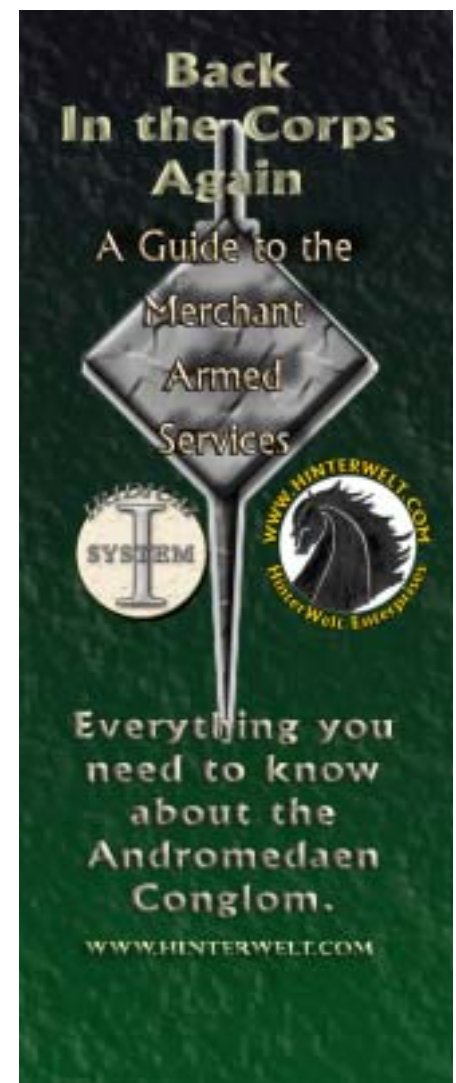
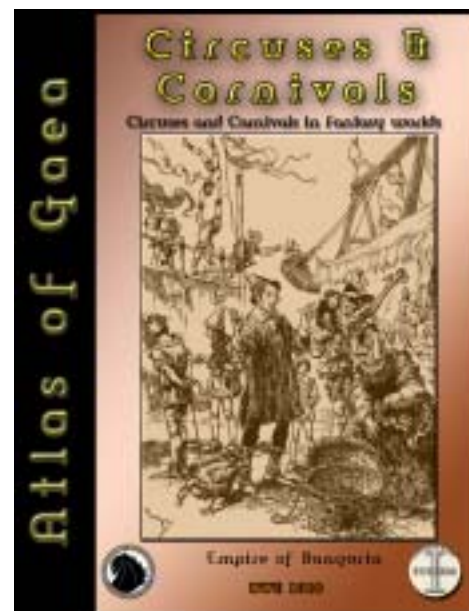
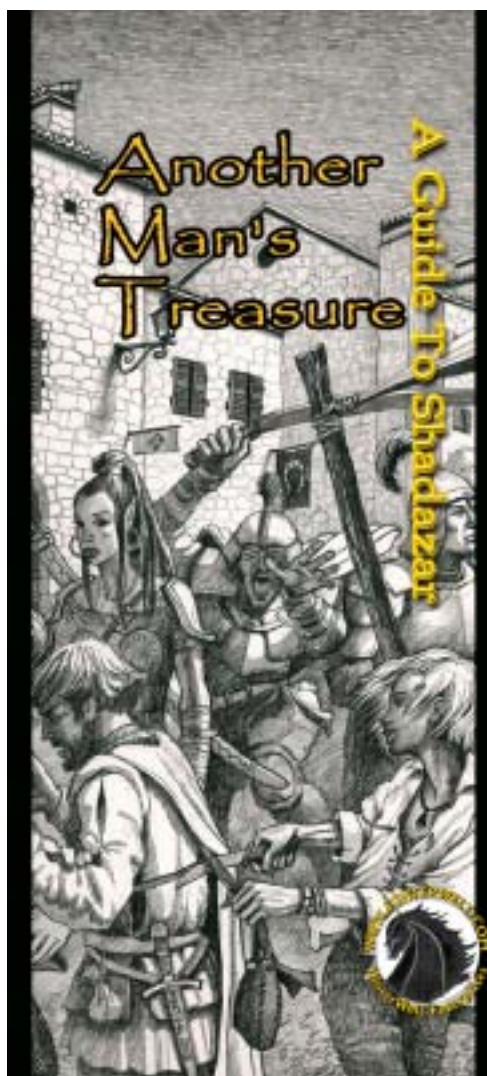
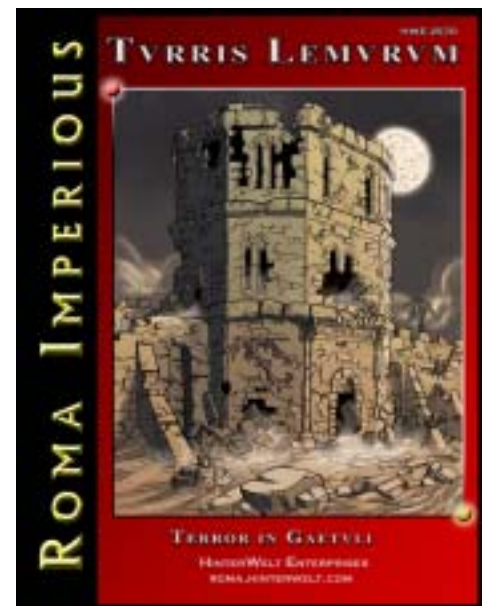
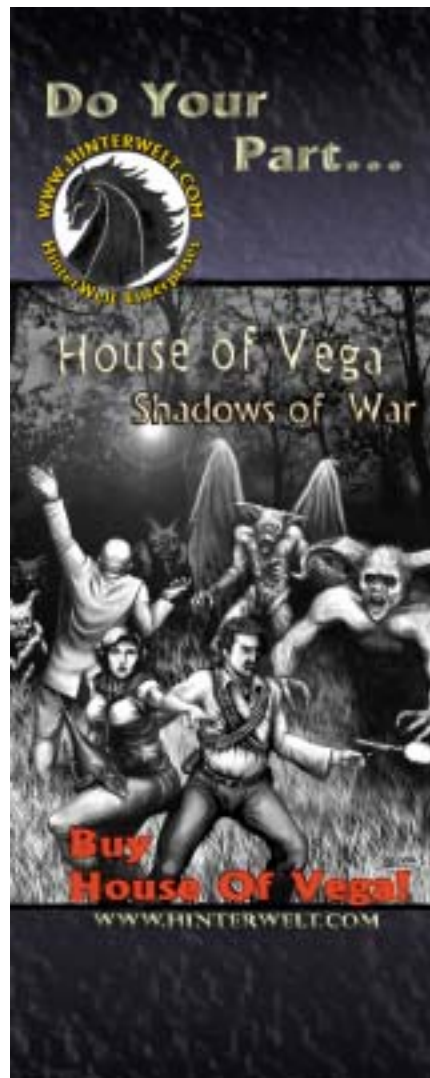


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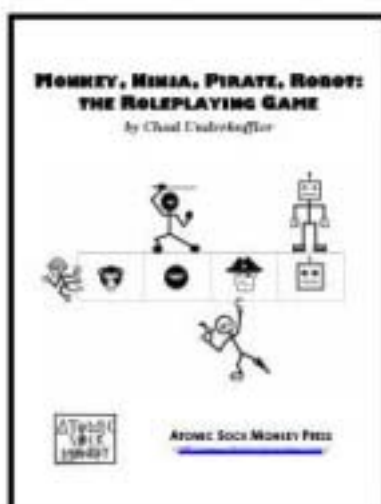
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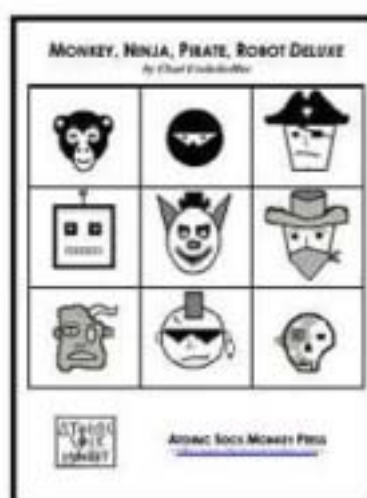
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THE IRIDIUM SYSTEM CORE REFERENCE GUIDE INCLUDES THE FOLLOWING:

- *CLASSES, THERE ROLE AND HOW TO MAKE NEW ONES.

- *SKILLS, WHAT MAKES THEM TICK AND RULES ON CREATING YOUR OWN.

- *EQUIPMENT, EXAMPLES OF HOW THEY WORK AND WHAT FITS IN DIFFERENT SETTINGS.

- *COMBAT, EXAMPLES AND RESOLUTION INCLUDING DEATH, BLEEDING RULES, OPTIONAL RULES.

- *MAGIC, INCLUDING FREE FORM, MONK, PSI AND SPELL POINT BASED EXAMPLES.

- *RACES, HOW TO GENERATE THEM AND QUICK REFERENCE TO OUR CURRENT SETTINGS.