
REVOLUTION
d100
ROLEPLAYING ADVENTURE GAME

ReVolution d100

Roleplaying Adventure Game

Core Rules

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ICON EXPLANATION
The following icons mark plug-in rules intended for use with specific sub-systems, or that hook into the generic rules:

- Optional and alternate rules
- Going back to classic D100 rule-sets
- Further explanation or Designer's Notes
- Create your own setting
- How to update your character sheet
- Using tokens and visual props
- Hi-Tech setting or Ranged Combat
- Low-Tech setting or Close Combat
- Advanced Combat (Chapter 4)
- Localized Damage (Chapter 4)
- Paranormal Powers (Chapter 6)

DICE.
Dice rolls are described with expressions such as "3d4+3," which means "roll three four-sided dice and add 3" (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the "d" tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result. Percentile dice (d100) work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two zeros represent 100

INTRODUCTION

Revolution D100 is the basis for the next generation of Alephtar Games roleplaying games (RPGs) and supplements. This system takes inspiration from classic games, like the D20 System or the RuneQuest/Legend System Reference Documents (SRD), and adds elements of its own.

WHAT IS A ROLEPLAYING GAME?

In a roleplaying game, two or more players gather to tell a fictional story set in a fictional world, describing the adventures of the story's protagonists in first person, as though they were living them. During the game, one player takes the role of the Narrator and portrays the game world and all other characters in it. The other players portray one of the protagonists. We refer to the players simply as players, and their protagonists by the term "Player Characters" (PC). Each player will portray one Player Character as an actor plays the role of one of the characters in a film or play.

Just because one player is the Narrator does not prevent the other players from narrating those parts of the fiction that are under their direct control, with as much detail as they like. Similarly, the fact that we do not call the Narrator a Player does not mean that he or she is not playing the game, either, or not going to have fun.

The Narrator in a roleplaying game is often a judge and referee. In Revolution D100, the Narrator has the final say in all game-rule matters – and should use this authority with care. There will be moments when the Narrator has to alter the rules "on the fly" to prevent outcomes that the whole group could find unsatisfactory. However, there are sections of the rules that the Narrator **cannot override**. We have clearly labelled them in **boldface**. The whole group must be in agreement with the Narrator before he or she can alter **boldface** rules.

PURPOSE OF THE GAME

The purpose of roleplaying is just to have fun together; no one "wins" the game. In order to have fun, the group lives an exciting imagined experience. We can summarize the elements that will make your story exciting and your game a success with the following short description.

> *The Narrator uses obstacles and conflicts to put what the Player Characters hold dear at risk, to make their lives difficult (and the game interesting), and to threaten an Unhappy Ending for the story. The players then leverage their Skills and Motivations to overcome everything the Narrator throws at their characters and ensure a Happy Ending for them. The cost the player characters have to pay might be high and their victory will often be partial or come at a price.*

ROLES AND RESPONSIBILITIES

These are the responsibilities for all people at the table. Please note that the following duty lists are part of the rules, not just advice.

The Narrator's duties are:

- Before the game starts, defining the environmental and cultural details of the game world.
- Defining a backstory that is as detailed as he or she wishes. This can range from nothing more than an initial situation from which the group will extract an emergent story, to a pre-defined plot with one or more expected ending. However, defining a plot beforehand may lead to complications with very proactive players. See the last point.
- During the game, narrating all the details of his or her own creation that are useful or interesting to the players as soon as they are able to learn them. However, take care not to overwhelm the players with endless descriptions.
- Checking that all the procedures described in the rules are followed accurately, and that all players get equal opportunities to act out their characters during play.
- Rolling the dice whenever someone or something is opposing the players' actions, or to determine random effects in the game world. Dice that represent an opposition are rolled openly, not in secret.
- Deciding which optional parts of the rules to apply, and communicating this to the players.
- Using judgement when a point of the rules says that the Narrator must make up a detail according to the situation.
- Overriding those parts of the rules that yield a result that is either not realistic or not pleasant to the group. The Narrator should not use this option lightly, and there are specific parts of the rules, usually marked in boldface, that the Narrator cannot override without agreement from all people at the table
- Being prepared when the players decide they want a different direction for the story than he or she imagined, to persuade them in a sensible way to change their minds, or alternatively to accept the players' decisions and alter the plot. The latter option is usually the best choice a Narrator could make.

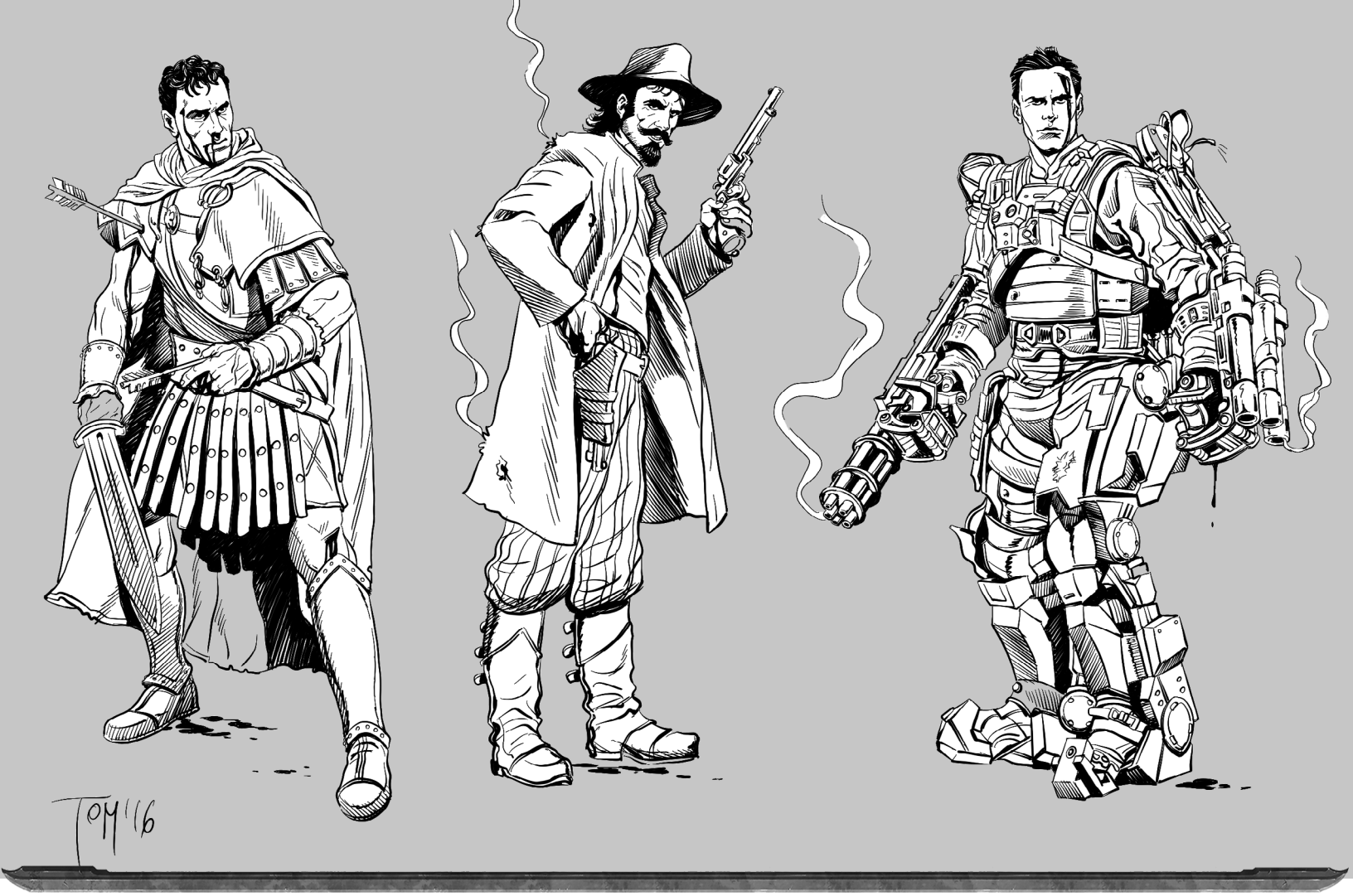
A player's duties are:

- Using the rules to create a character which is fun to play and fun to interact with. Remember that roleplaying is a social activity, so create a character that works well as a member of a team.
- Rolling the dice whenever one's character takes an action that might fail.
- Playing fairly and correctly, and respecting the rules. Cheating on die rolls is not allowed.
- Interpreting one's own character in a way that all players enjoy. If there is a plausible reason why a character should refrain from an action that would damage or disturb other players or their characters, then the player should exploit this reason and have the character act in a way that is enjoyable for everyone.
- Narrating the parts of the fiction that are under his or her direct control with as much detail as the group will find interesting. Monologues, and stealing the scene too often, are not fun and players should avoid them.
- In a few words, having fun and letting everyone have fun.

SHARING NARRATIVE CONTROL.

Revolution D100 provides a lot of options for players to have their say in what goes on during a scene, sometimes even beyond the events that are under their characters' control. While these are optional, we recommend that you agree beforehand to give players as much agency as your group is comfortable with. Experienced players will probably already know which rules lie in their "comfort zone" and be able to warn the Narrator about what is fun for them and what is not. For novice players, you will have to experiment.

However, there are some elements of the game that are supposed to remain firmly in the Narrator's hands. The Narrator is the only one who can decide about setting details and background story. The game is not equipped to support the sharing of narration responsibilities at this level, and instead contains several mechanisms to ensure that the Narrator can always maintain control over them. This does not mean that the players cannot influence these elements of the game world through their character actions, just that how they do this is determined by the Narrator. In other words, if the players want to overthrow the Evil Tyrant at a moment when the Narrator is not planning this outcome, they must not take for granted that their plan will succeed. This game supports a style of play where such events can indeed take place, but only as carefully built, epic twists that the Narrator chooses to integrate in the story because the players have come up with a turn of events that sounds more intriguing than the planned timeline. For this reason, the many optional mechanics that give "agency" to the players work only at scene or adventure level, and are replaced with rules that enforce Narrator agency at background and plot level.



CHARACTER CREATION

SUMMARY

Choose your character's species and determine base Characteristics following one of the suggested methods.

Evaluate Derived Attributes and base percentile scores for skills.

Choose a Background and add its standard Traits to your character.

Choose a Profession and add percentile scores to the skills listed for it, then add eight more Traits chosen among those suggested for the Profession.

Cross-check Background and Profession to obtain your character's Status Trait and initial wealth.

Choose a Characteristic, and distribute its value in percentiles among skills based on it.

Add two more free Traits.

Add at least three Motivations, one of which must be related to the Background or Profession chosen. Distribute initial percentiles among the Motivations.

CHARACTERISTICS

All characters have six Characteristics that describe their raw physical and psychic build.

Strength (STR): A character's brute force, Strength affects the amount of damage dealt, what weapons one can wield effectively, how much one can lift and so on.

Constitution (CON): A measure of the character's health, Constitution affects how much damage he or she can sustain in combat, as well as general resistance to fatigue, disease and other illnesses.

Dexterity (DEX): A character's agility, co-ordination and speed, Dexterity impacts many physical actions, including combat.

Intelligence (INT): A character's ability to think around problems, analyse information and memorise instructions. Like Dexterity for physical tasks, it is the ability to put your mental energies to good use.

Willpower (WIL): Perhaps the most abstract Characteristic, Willpower is a measure of the character's life force and personal strength of will.

Charisma (CHA): This quantifies a character's general empathy and ability to impress others favourably, including, but not limited to, physical attractiveness.

Strength is not an absolute value, but is relative to a creature's Size Class (see page 6). The absolute Strength of a creature is roughly equivalent to twice the absolute Strength of a creature that is one Size Class smaller and has the same Strength Characteristic. Strength is also a measure of the relative weight of a character within the boundaries of his or her Size Class.

Jor Vargàs
Character name

STR	8	Size Class
CON	13	Might
DEX	15	Strike Rank
INT	17	Encumbrance
WIL	10	Life Points
CHA	12	Move

Charisma reflects also the fact that your character is "everyone's favourite" in the game and is less likely to encounter an untimely demise. For this reason in Chapter 3 we will see that Charisma influences the character's Fate Point pool capacity.

DETERMINING CHARACTERISTICS

Roll four six-sided dice and drop one of them, then total the three remaining results. For one single Characteristic of your choice, you can roll five dice and drop two of them instead. You may then swap any result below 9 or any result above 13 with another die result if you wish. This procedure will give you a strong but not flawless character.

If you prefer a more "aimed" approach at character creation, simply distribute the following pre-determined values among the Characteristics: 17, 15, 13, 12, 10, 8. This may produce characters who are all very similar to each other.

Finally, if you have a precise idea of how your character should be, just write down his or her Characteristics and check with the Narrator if he or she approves those values.

The traditional method for character creation in most D100 games requires a roll of 3d6 for all Characteristics (2d6+6 for INT) and possibly the distribution of a fixed bonus – for instance six points – if your Characteristic total does not go beyond 80. Feel free to use any method to generate Characteristics as long as the characters you obtain are satisfactory for you.

NON-HUMAN CHARACTERS. If the character you want to generate is not a normal human, his or her Characteristics might be different than average. Consult Chapter 7 for the average Characteristics of your species. Your character does not receive any compensation for particularly high or low Characteristic scores, or for a reduced or increased Size Class. The character will have a different cultural Trait set than humans, and might have exotic Traits or Powers, as explained in the following sections.

CHARACTERISTIC BONUS

The Bonus your character gains because of a Characteristic is equal to the Characteristic divided by five, rounding mathematically, minus two. Here are the values for the most common Characteristic ranges.

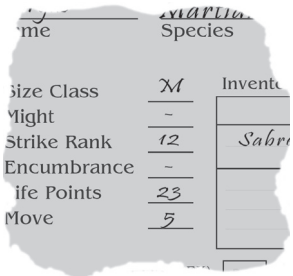
Characteristic range	Bonus
0-2	-2
3-7	-1
8-12	0
13-17	+1
18-22	+2
Each +5	further +1

SIZE CLASS

SIZE AS A CHARACTERISTIC. Many classic D100 games have a seventh Characteristic called SIZ. In Revolution D100 we will not define a separate stat for SIZ, as you can derive it from Size Class and STR. If you wish to import and use some rules from other D100 games, you can evaluate a character's SIZ by using the following table.

Size Class	SIZ
0	1
1-4	(Size Class) x ((STR/3)+1)
5+	(Size Class) x 10 + STR

Conversely, if you have the stats for a creature in another D100 game and wish to calculate its Size Class, divide its SIZ (or better the average SIZ for its species) by ten and add 2.



IMPROVED MIGHT BONUS FOR BIG CREATURES. When calculating Might for creatures with a very high Size Class, the bonus for STR or two-hand weapon use may turn out to be almost negligible. If your game features a lot of combat among giant creatures, you may wish to double the STR or two-hand bonus for creatures of Size Class 8-12, triple it for creatures of Size Class 13-17, and so on.

Each creature has a Size Class, depending on its race. Size Class is expressed as a number, but for ease of understanding we will frequently describe it with the size codes used for clothing (S, M, L, XL, XXL…) All humans and most humanoid monsters are of Medium size, that is they are Size Class 3.

Size Class Modifiers

Size Class	Size Class Name	Mass	Base Might	Base Toughness
0	Tiny	1-6 kg	-3	—
1	Compact (C, or XS)	1-20kg	-2	2
2	Small (S)	25-60kg	-1	4
3	Medium (M)	50-120kg	—	6
4	Large (L)	100-240kg	+2	8
5	X-Large (XL)	200-500kg	+4	10
6	XX-Large (XXL)	400-1000kg	+6	12
7	XXX-Large (XXXL)	1-2 tonnes	+8	14
+1	—	+5 tonnes	+2 each	+2 each

DERIVED ATTRIBUTES

Derived Attributes are a set of secondary scores that detail what the character can do.

Age: The character may start out at any age between 15 and 30. Some non-humans live longer, so your character can start at an older age if he or she belongs to one of those races.

Fate Points: Every character has zero Fate Points at the start of an Adventure, but can gain some during it.

Life Points (LP): These determine how much stress the character can endure before suffering a drawback to combat skills, or even unconsciousness, in Advanced Combat. Life Points are equal to a character's CON plus his or her WIL. Life Points can also be used to fuel paranormal powers in games that allow them.

Might: This represents the sheer strength with which your character can swing a weapon or throw a missile. Your character's Might is equal to his or her STR Bonus, plus two for each Size Class above medium, minus one for each Size Class below Medium. When using a weapon with two hands Might is increased by one. Thus an average human adventurer has a Might of zero when using a one-handed weapon.

Move: Humanoid characters have a Move rate of 5 metres (5m). Some races have a better movement score. In general, each Size Class above Medium grants a +1 to Move, each size class below Medium imposes a -1 for bipedal creatures. Quadrupeds add one and a half times that value to their Movement.

Melee Strike Rank (SR): This determines how quickly the character acts in Advanced Combat. There are different values for Strike Rank, depending on what action your character wishes to perform in a round. The value for Melee is calculated on the average of STR and DEX, rounded up. The Advanced Combat section in Chapter 4 describes how to use this and other advanced variables.

Toughness: Determines the minimum amount of physical damage that can actually hurt a character. It is equal to double your character's Size class plus his or her STR and CON Bonuses. Only damage above this threshold can really hurt the character; anything less will only cause bruises, scratches and minor burns. An average human adventurer has a Toughness of 6.

SKILLS

Every character has a range of Skills scores that allows him or her to perform a variety of actions with varying degrees of expertise. Skill scores are percentile values, which correspond to the raw chance of succeeding with that skill in a dangerous situation. Determine the starting score for each skill by adding up the two Characteristics listed in the Starting Skill Table.

Starting Skills

Skill	Base Characteristic(s)	Notes
Athletics	CON+STR	—
Close Combat	DEX+STR	—
Communication	CHA+INT	—
Craft	DEX+INT	—
Drive	DEX+INT	For settings where vehicles are present
Knowledge	INT*2	—
Concentration	INT+WIL	—
Operate	DEX+INT	For settings where machinery is present
Perception	INT+WIL	—
Perform	CHA*2	—
Pilot	DEX+INT	For settings where ships or aircraft are present
Ranged Combat	DEX*2	—
Ride	DEX+WIL	For settings where mounts are present
Stealth	DEX+INT	—
Survival	CON+INT	—

The Starting Skills table lists all the Basic skills every character possesses and the Characteristics used to determine the skill's base score.

Besides its score, each skill also has a number of Slots. This number is equal to one point per 10% or fraction the character has in the skill. A character cannot have more Traits in a given skill than he or she has Slots available. This limitation may influence the Skill under which you decide to list a Trait.

TRAITS

While Skills define what your character can do, Traits define what he or she is. Unlike skills, which have a numeric score, Trait s are binary attributes (either you have them, or you do not), and are usually chosen among a list of possible Traits significant to your game world.

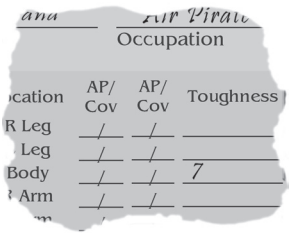
All characters have the basic sensory Traits of Vision and Hearing, unless they belong to a species that has abnormally weak senses. These Traits do not occupy Skill Slots (see page 36 in Chapter 2).

ALTERNATE TOUGHNESS CALCULATION

The standard way of calculating Toughness may promote unrealistic character optimization (min-maxing) among players, causing certain Characteristics such as STR and CON to cluster around the 13 and 18 thresholds. You may want to calculate Toughness in a more balanced way for player characters, that is:

STR+CON	Toughness Bonus
2	...ARE YOU SURE ABOUT THE ADVENTURER CAREER?
3-7	-3
8-13	-2
14-17	-1
18-22	-
23-27	+1
28-32	+2
33-37	+3
38-42	+4

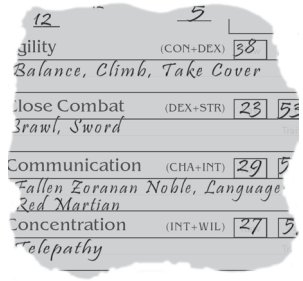
We recommend that you stick with the standard bonuses for creatures, in order to allow the Narrator to eyeball a monster's Toughness from its Size Class and STR/CON without too many calculations.



MAGICAL EFFECTIVENESS.

Characters who use supernatural Powers (see chapter 6) will often have an additional attribute, called for instance Channelling or Holiness, which represents how effective they are in using their Powers. Although this attribute is calculated in a different way than the others, it is more convenient for the player to note it in the same section as the Derived Attributes proper.

RECORDING TRAITS.
Whenever you add a Trait to your character, note it under an appropriate Skill entry. This uses up one of the Slot for that skill, and once you have "filled up" all Slots, you cannot add more Traits to that skill. However, you can place the Trait under another plausible Skill that still has available Slots. Be careful when picking Traits for your character during character generation, as you may not add them beyond the number of available Slots. If you pick a Skill/Trait combination for which you do not have a free slot, you must later increase the skill score with your free skill points (see page 17), or else you must forfeit that Trait.
We will explain the relationship between skills and Traits better in Chapter 2. For the present, just consider the presence of the Trait as a +30% bonus to the skill score. You will thus record two values for each skill which has Traits: the normal value for using the skill alone, and the value increased by 30 for using the skill with a Trait.



WHAT MARS IS THIS?
Apart from the fact that it is a good example that we have extensively used during play-testing, we have chosen Edgar Rice Burroughs' imaginary Mars because the reference text, that is the novels A Princess of Mars, The Gods of Mars, etc., are now in the public domain. Readers who are not familiar with the setting and want to know more about it can find the complete works available for free through Project Gutenberg or other electronic repositories of copyright-free classic books. On the other hand, readers who are only familiar with later adaptations of Captain Carter's saga, for instance those found in some recent motion pictures, may find some details which are not coincident with their knowledge, like the reference to telepathy being common among Martians. For copyright reasons, we have maintained a strict adherence to the original, copyright-free version of the stories and setting. The same is true for the reference to H.P. Lovecraft's and H.G. Wells' public domain works in Chapter 7.

Character Creation Example

Tim is playing in a game where Susan will be the Narrator. She informs the players that the game takes place in an imaginary version of the planet Mars inspired by pulp novels from the early 20th Century. They can play humanoid Red Martians, who are essentially the equivalent of Earth humans with regard to Characteristics, or huge Green Martians, who are one size class bigger. Tim goes for the Red Martian option and selects the following Characteristics for his hero, Jor Vargàs of Zorana:

STR 8 CON 13 DEX 15 INT 17 WIL 10 CHA 12

Jor's Attributes are thus Life Points 23, Melee Strike Rank 12, Might -, Move 5, Toughness 7. A small but sturdy hero, he is nimble and quick-witted, but unable to handle big weapons. We will see how this affects his adventurer career in a world where hand-to-hand combat is still common.

We could also evaluate Jor's base skill scores at this time, but we will skip this step and calculate them on the spot once we start acquiring Traits that permit him to use his skills at full effectiveness. At present, we only know that he has Perception [Hearing, Vision] 67% like all humanoids. Note also that we will include the +30% bonus for the Trait whenever we list a Skill/Trait pair.

MOTIVATIONS

A Motivation is a short phrase that expresses what your character believes in, wants to achieve, what is important, what haunts his or her dreams. The desire to overcome an enemy or to protect one's community is a good starting Motivation, but you should also provide more personal Motivations in order to make your character a real three-dimensional hero. Keep in mind that you will be able to take full advantage of your Motivations only if the Narrator and the other players willingly cooperate with you, so try to pick those Motivations that will make your character interesting. A Motivation like "I am the coolest and bravest guy in the party" may sound great, but it will be less effective than "I am grateful to other party members because they accepted a dark elf among them", because the former will not stimulate help and collaboration from other players, while the latter will!

Phrase Motivations as something more than simple adjectives like "Brave" or "Loyal". Link the Motivation to something concrete that will show up in the game, encouraging the Narrator and other players to co-operate with you when you bring the Motivation into play. For instance, you could re-phrase "Brave" as "I never turn my back to danger", or "Loyal" as "Loyal to the King" or "Devoted to the cause of the Kingdom". In general, the longer the sentence, the better for you, but keep it within a two-line limit. The Narrator may ask players to re-phrase a Motivation so that it is more usable during play, but cannot simply veto a Motivation, unless it is disturbing to the other players (see below).

We recommend that you phrase a Motivation so that it contains at least two major themes, so that the Narrator and the other players have a wider choice of options to interact with your Motivation if you activate it. For instance, "Hatred for Orcs" is an allowed Motivation, but "Hates Orcs for killing her beloved Patrick" is much more interesting and useful in game terms. The Narrator is in charge of asking questions about Motivations before play begins ("What are your actual reasons to hate Orcs? Do you have anything personal or is it just that they are the enemy?"), and inviting them to better specify all details about them.

Avoid Motivations that are unpleasant to other characters. A Motivation like "Always makes a pass at any girl he encounters" may be fun in some games, but if the rest of your group is not interested in listening to sex or seduction scenes, the player who wishes to have such a Motivation should reconsider it.

The Narrator may always ask a player to rephrase a Motivation that might make other players uncomfortable.

Motivations should always be phrased in order to represent some positive force that drives your character to improve his or her situation or towards a goal, but they can also reference a problem or handicap the character has to overcome. For instance, "Addicted to alcohol" is not a good Motivation, while "I want to overcome my addiction to alcohol" is valid. Please note that you are equally encouraged to depict your character failing to pursue his or her Motivations, and this gives you the same mechanical advantages as representing him or her succeeding, so you can still play a character who gets drunk before an important mission, if you wish! A sense of guilt over some past event is another good example of a negative feeling that can provide a positive stimulus for your character.

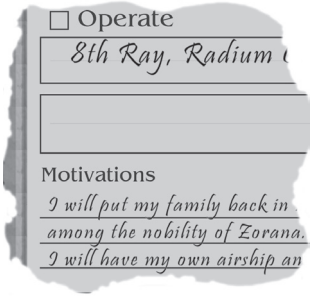
Player Characters do not become too "powerful" through Motivations. Be liberal with Motivations, experiment, and try to find the combination of Motivations and scores that will provide the best game experience for your group.

CHOOSING MOTIVATIONS FOR YOUR CHARACTER

When generating your character, you will be asked to think of three Motivations devised along the guidelines provided above. The character generation procedure will guide you into this choice, suggesting Motivations in line with your choices. You should pick at least one Background or Profession related Motivation, but you are free to extend, re-phrase or change the suggested ones or make up new ones with the only limit of being somehow "in tune" with your character's background. In the last step of character generation (page 17), you will determine the percentile score assigned to each Motivation.

MOTIVATION EXAMPLES
Other examples of Motivations that are not entirely positive but can surely make your character interesting:
• I have always been a hothead in need of some discipline
• My father sees me as a loser, so I must prove myself to him
• I will succeed in spite of my physical handicap of [insert disability]
Note that all of these Motivations also contains two different themes (impulsiveness and discipline, father's disapproval and desire to excel, etc.), so there are always two ways of injecting them into the narration!

ALLEGIANCE.
Characters who practice Divine Magic (see chapter 6) have one special Motivation that represents their Faith. Base score and improvement of that specific Motivation are regulated by the special rules for Powers, not the standard Motivation rules.



PREVIOUS EXPERIENCE

There are three steps to determining the character's previous experience. First, pick the character's cultural Background, which provides Traits that reflect upbringing. Second, pick a Profession and gain skill increases and Traits associated with that Profession. Finally, spend free skill points.

The tables for Backgrounds and Professions given in this section are examples for a very generic fantasy environment, a colonial setting usable for both steampunk or sword & planet, a modern environment usable also for cyberpunk or near future, and a space opera setting. We recommend that you make up your own tables or use a published setting that provide more detailed ones. At the very least, you will want to replace the names in italics with ones fitting your setting, chosen by either the Narrator or the character.

BACKGROUND

The first responsibility a Narrator has before a game starts is to adapt the Background tables to the game world he or she has in mind, or to choose a published setting that provides a complete list of available Backgrounds. Choose a Background from this list to determine the character's starting Traits and money. The Background list shows the Traits that each Background grants. You can also add one Motivation connected to the background, chosen among the suggested ones or made up on the spot. Please note that the suggested motivations are sketchy for reasons of space, we recommend that you expand the description when assigning one of them to your hero.

CULTURAL TRAITS.
Two or three of the Traits you gain from your Background represent your homeland, culture and language, and have some degree of flexibility in their allocation to skills.
As explained in the Chapter 2, you will normally record your nation, tribe or clan Trait in place of the name(s) printed in italics in the example tables, under the Communication skill because it represents your native language. This Trait also applies to the Knowledge skill, where it represents the basic knowledge of your home culture. In fact, you may want to list it under the Knowledge skill to save a slot in Communication.
Likewise, the general knowledge of your Home Region is normally recorded under the Survival skill, but applies to Knowledge, too. The home region Trait can be listed under Knowledge to save a slot under Survival. If your Background gives you an Environmental Trait, instead, you can list it under the Survival skill only.

Fantasy/Historical Background

Highly developed invaders from the sea, who claim to come from the sunken continent of Vangaria, have used arcane magic to take control of the whole West Coast of the Ancient Continent. Fierce barbarian tribes like the Kothari inhabit the highlands in the North, impervious to all Vangar attempts at colonising them, while nomad hordes and non-human clans of orks struggle for control over the Eastern Steppes, conducing occasional raids against both Vangaria and its stubborn neighbours which still refuse the protection of Imperial civilisation. Other non-human races, who used to have a non-aggression pact with pre-Vangaria humans, have been forced to withdraw towards the safety of their natural environments: deep forests for elves and the underground for dwarfs.

Background	Traits (and applicable skills)	Starting Money per Status/Wealth *	Sample Motivations (expand the description!)
 Barbarian Tribe of *Kothar*	Athletics [Brawn] or Ride [Mount] Close Combat [Brawl or Axe or Hammer or Spear] Communication [Language: *Kothar*] Knowledge [*Kothar* Religion or *Kothar* folklore] Survival [*Kothar Home Region*]	Rich: 3d6x100 Affluent: 3d6x50 Average: 3d6x25 Poor: 3d6x5	Loyalty to Kothar tribe and chieftain. Honour and fear supernatural forces.
 Nomad Horde of *Zotai*	Communication [Language: *Zotai*] Knowledge [Animism or *Zotai* Folklore] Ride [Mount] Ranged Combat [Bow] Survival [Steppe or Desert]	Rich: 3d6x50 + 1d6 mounts Affluent: 3d6x20 + 2 mounts Average: 3d6x10 + 1 mount Poor: - an escaped slave	Love freedom and independence. Honour and fear supernatural forces.
 Civilised Kingdom of *New Vangaria*	[pick any one non-combat-related Trait] Close Combat [Brawl or Dagger or Staff] Communication [Language: *Vangar*] Knowledge [*Vangar* Religion or *Vangar* Folklore] Survival [*New Vangaria*]	Rich: 3d6x300 Affluent: 3d6x100 Average: 3d6x30 Poor: 3d6	For the glory of Lost Vangaria! Contempt for those pitiful savages.
 Dwarf Clan of *Deepburrow*	Craft [pick suitable one] Close Combat [Hammer or Axe] Communication [Language: Dwarven] Perception [•Darkvision] Survival [Underground]	Rich: 3D6x500 Affluent: 3D6x100 Average: 3D6x50	Lust for riches. Despise Elves.
 Elven Kingdom of *Thousandews*	Knowledge [*Thousandews* Home Region or Arcane] Communication [Language: *Elfish*] Perception [•Night Vision] Ranged Combat [Bow] Survival [Forest]	Rich: 3D6x100 Affluent: 3D6x50 Average: 3D6x25	Love Nature. Despise Dwarfs.
 Ork Clan of *Glorfang*	Athletics [Brawn] Close Combat [Axe or Scimitar or Spear] Communication [Language: *Orkish*] Perception [•Night Vision] Survival [Underground or Steppe]	Rich: 3D6x100 Affluent: 3D6x50 Average: 3D6x25 Poor: 3D6x10	Spread fear, wreak havoc. Despise all light-related creatures

Colonial or Modern Background

In this uchronian setting, the Britannian nation, under the leadership of the wise Queen Virginia, has exploited its advanced naval and military technology to build an overseas empire that spans all of the known continents. What they cannot conquer militarily, they subjugate economically. But not all Britannian federates are happy, and some nations like the Sepang want to throw out Queen Virginia's yoke. Led by the dispossessed Sultan Sandar Khan, Sepang rebels use piracy to disrupt Britannian depredation of native wealth.

Background	Traits (and applicable skills)	Starting Money per Status/Wealth *	Sample Motivations (expand the description!)
 Native Nation of *Sepang*	Athletics [any] or Ride [Mount] Close Combat [Brawl or Dagger or Axe or Spear] Communication [Language: *Sepang*] Knowledge [Sepang Religion or *Sepang Folklore*] Ranged Combat [Bow or Javelin] Survival [*Sepang jungle*]	Rich: 3d6x100 Affluent: 3d6x50 Average: 3d6x25 Poor: 3d6x5	Loyalty to ruler of Sepang. Honour and fear supernatural forces.
 Colonial Nation of *Britannia*	[pick any one non-combat Trait] Close Combat [Brawl] Communication [Language: *Britannian*] Knowledge [Literacy: *Britannian*] Operate [culturally appropriate machinery**] Ranged Combat [Firearm]	Rich: 3d6x300 Affluent: 3d6x100 Average: 3d6x30 Poor: 3d6	For queen and country! Science and technology trump savage superstition.

[*] Actual Status/Wealth and starting money must be determined after choosing the character's Profession.

[**] What kind and level of machinery is appropriate depends on the era and setting.

[•] This Trait does not use up a Slot.

Space Opera Background

In the 25th century, war, famine and poverty have been eradicated from Terra, and humanity turns to the stars as its new frontier, only to discover that its old problems are back once it has to deal with other sentient species. No matter whether they feel superior, inferior, threatened or just annoyed by men, most of them just wish Terrans had never reached their sector of the galaxy. Terra replies to this situation by creating a Federation which reunites both its widespread colonies and most other races in Terran space, but when the majority of Ephestan worlds refuse to join the Federation with the excuse that it is them who taught FTL technology to humanity, and the few who do join start patronising the other members and creating all sort of diplomatic troubles. As if these issues were not enough, both the Overlords and the Hive have started to expand into Terran space, and keeping relationships with them within the boundaries of diplomacy seems impossible. Is it just a matter of time before a galactic scale war erupts?

Background	Trait s (and applicable skills)	Starting Money per Status/Wealth *	Sample Motivations (expand the description!)
 Primitive Alien Race of *Yor*	Athletics [any Trait] Close Combat [Brawl or any 1H weapon] Communication [Language: *Yor*] Knowledge [Yor Religion or *Yor* Folklore] Ranged Combat [Bow or Crossbow] Survival [*Yor* Planetary Environment] •One innate Perception or Concentration Trait (from powers in Chapter 6)	Affluent: 3d6x50 Average: 3d6x25 Poor: 3d6x5	Loyalty to clan and chieftain. Honour and fear supernatural forces.
 Warlike Alien Race of *Overlords*	Athletics [Dodge or Take Cover] Close Combat [Brawl, Axe, Dagger or Sword] Communication [Language: Overlord] Knowledge [*Overlord* Religion or *Overlord* Folklore, Literacy**] Operate [Electronics or Computer] Ranged Combat [Beam Weapon]	Rich: 3d6x1000 Affluent: 3d6x200 Average: 3d6x50 Poor: - (you might be an escaped slave)	Prove individual valour in combat. Other species are our natural subjects, save for the few individuals who can exhibit valour in combat.
 *Terran* Federation of Planets	[pick any one non-combat Trait] Close Combat [Brawl] Communication [Language: *Terran*] Knowledge [*Terran* culture, Literacy**] Operate [Electronics] Ranged Combat [Beam Weapon]	Rich: 3d6x300 Affluent: 3d6x100 Average: 3d6x30 Poor: 3d6x10	To boldly go where... well, you know. Improve personal wealth or fame.
 Invertebrate Alien Race of *the Hive*	Close Combat [Natural Weapon] Communication [Non-verbal Language: *Hive*] Knowledge [*Hive* culture, Literacy: *Hive***] Survival [*Hive* planet environment] •Two innate Perception or Concentration Trait s (from Powers in Chapter 6)	Rich: 3D6x200 Affluent: 3D6x100 Average: 3D6x50	Expand the power of the Hive. The elders told us that all other races are food, so what do I do now that I must cooperate with them?
 Elder Alien Race of the *Ephestan*	Close Combat [Ephestan Martial Arts] Communication [Language: *Ephestan*] Knowledge [*Ephestan* philosophy, Literacy: *Ephestan***] Operate [Electronics] Ranged Combat [Beam weapon] •One innate Perception or Concentration Trait (from powers in Chapter 6)	Rich: 3D6x500 Affluent: 3D6x250 Average: 3D6x100	Enforce Balance and Tradition. Other species need guidance.

[•] This Trait does not use up a Slot.
[*] Actual Status/Wealth and starting money will be determined after choosing the character's Profession.
[**] Literacy is in addition to the other knowledge Trait (s), not alternative to it.

Modern, Steampunk and Cyberpunk Background

The Modern and Cyberpunk Backgrounds are very close to our world, Their technological equivalents range from the beginning of the 20th Century for a pulp game in the guise of the adventures of Allan Quatermain to the near future for a Blade Runner style game. Steampunk settings, instead, are about what could have happened if the equivalent of a 19th century culture had achieved more "clockworks and steam" technological wonders than any real one actually did; the web comic Red Moon Rising, written and illustrated by one of the artists who contributed to this volume, is a good example. Giving a complete description of one of these settings would take more space than it is worth, so we reference you to the examples provided.

 Steampunk |  Modern |  Cyberpunk

Use the Human Background from the Space Opera, replacing Beam Weapon with Firearm.

DESIGNING YOUR OWN BACKGROUNDS.
In general, each Background should provide at least five Traits, two of which are the character's culture/language and home region (see the section about Cultural Traits above). However, this number is not fixed. Culture with a high degree of civilization might provide more Traits, such as the written form of the language, and Backgrounds that correspond to a non-human culture might include special Perception or Concentration Traits that come from creature powers. The examples provided here try to keep a minimum of balance, in terms of number of Traits, across the various species and cultures, but feel free to deviate from this principle in your own setting.

NOTE FOR NARRATORS:
In the example, Susan was planning to include psi powers for enemies in the campaign in any case. Had she prevented any power use on the part of Player Characters and later shown that indeed some mentalists exist among the Martians, this would have sounded extremely unfair. If she had planned to not include powers altogether in the game, it would have been perfectly fair to rule out Telepathy. Your own choices as a Narrator should follow a similar line of reasoning.

Character Creation Example

Susan explains that her version of Mars will lean towards the planetary romance genre rather than hard sci-fi. Red Martians thus use the Colonial Background entry and Green Martians the Native Background entry.

This gives us a list of Traits that Jor acquires just because of his birth in Zorana, a Red Martian city-state. Three of them (a non-combat Trait, Machinery and a Firearm) require that Tim makes choices. For the firearm, he selects a powerful Radium Pistol, and the Machinery is the mysterious Eighth Ray that allows Martian airships to fly.

The Trait marked as [any non-combat] is a bit more problematic. Since the description rules out combat Traits but not powers, and having read in the inspirational fiction that all Martians use telepathy, Tim asks the Narrator if he can choose Telepathy as Jor's free Trait. Susan concedes that Telepathy is appropriate and Jor can have it. However, she warns Tim that the rules for psionics will severely impair Jor's use of Telepathy until he develops his mental abilities (see chapter 6). Tim is okay with this and records Telepathy among Jor's Concentration Traits.

We have now an initial range of Skills/Traits that describe what Jor is able to do as a native of Zorana: Close Combat [Brawl] 53%, Communication [Language: Red Martian] 59%, Concentration [Telepathy] 57%, Knowledge [Literacy: Red Martian] 60%, Operate [Eighth Ray] 62%, Perception [Hearing, Vision] 57%, Ranged Combat [Radium Pistol] 60%.

Tim also wishes to take advantage of the Background to define his character's first Motivation. He determines that his character is a fallen noble in search of restoration of his family name. The motivation is thus phrased as "I will put my family back in its rightful place among Zoranan nobility".

DESIGNING YOUR OWN PROFESSIONS.
Eventually, you will need to design Professions for your own setting. You may want to keep the same balance provided in the examples or to make your player characters more competent at the start. The guidelines for designing Professions in line with the ones already described are as follows:

- Include a total of 30% in skill bonuses; no single skill may increase by more than 20%.
- List eight Traits, including Stunts and special Traits like powers. At least two Traits should be selectable from a list. Do not include more than one mandatory Trait connected to a skill that does not benefit from a percentile increase.
- Specify what Status options are available for the Profession.

As you can see from the examples, your Background can also coincide with the non-human species your character belongs to, assuming that the species exhibits only one kind of culture. This is not always the case. For each sentient species described in Chapter 7 that you can use as a Player Character, there are one or more sample Background entries. Again, your setting will probably include more detailed Backgrounds for playable non-humans.

PROFESSIONS

The Profession table shows the bonuses each Profession bestows on a character. Add the listed Skill Bonuses to the character's Basic skill scores to obtain a new, improved score for these skills. Add the listed Traits under the relevant skill. If a Trait is in brackets, you need to choose a specific instance of the subject (art, mount, weapon, language, etc.). If your character already has a Trait because of his or her Background, then ignore the Trait, and add another 5% to the relevant Skill instead. Add one Motivation connected to the Profession, chosen among the suggested ones, or made up on the spot. If there is no Motivation connected to his or her Background, then choosing one connected to the Profession is mandatory.

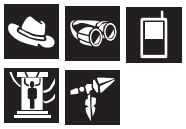
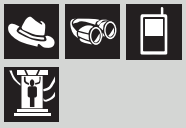
The following Profession tables are suitable for the proposed Backgrounds. The icons specify for what cultural Background(or genre) they are best suited. The actual table used will vary according to your setting, and we recommend that you expand these tables on your own if you are not using a setting that provides its own tables.

Fantasy/Historical Professions

Profession	Status/ Wealth	Skill Bonuses	Traits	Sample Motivations (expand the description!)
Bard (Courtier, Troubadour) 	Poor	Communication +10%, Knowledge +10%, Perform +10%	Dagger, Dodge, Insight, [Musical instrument], Sing. **Pick three:** Art, Balance, [Spoken or written language], any Communication, Perform or Knowledge Trait , Sleight, Streetwise, Throw	Become the most famous Bard in the world Win the love of sweet Kirin. Embarrass the tyrant of Zorantia.
Hunter (Ranger, Trapper) 	Poor or Average	Perception +15% Stealth +10% Survival +5%	Bow or other Ranged Weapon, Forest, Steppe or other Environment, Sneak, Hide, Tracking **Pick three:** Acute Hearing, Acute Sight, Dagger, Endurance, First Aid, Nature, Traps/Mechanisms.	Preserve the forest of Leewyn. [...] Kill orks/elfs. Find the lost Cemetery of Unicorns.
Fighter (Mercenary, Town Guard) 	Average	Close Combat +10% Ranged Combat +10% (add 10% more to one of the above, or to Ride)	Dodge, Brawl, one weapon Stunt **Pick Three:** any suitable Close Combat or Ranged Weapon or Shield **Pick two:** Armourer, Camouflage, Command, [Mount], Streetwise, Weaponsmith	Become a hero of great renown. Avenge the massacre of the people of Zhiltar. Rescue the Prophetess of Carugan from the Tyrant of Zorantia.
Merchant (Crafter, Sailor) 	Average to Rich	Communication +10% Craft +10% (add 10% more to one of the above, or to Knowledge, player's choice)	Any one Craft or Knowledge Trait, Insight, [Language], Persuasion **Pick four:** Any number of Craft or Knowledge Traits, Bargain, Evaluate, Deceive, Ship, Swim, [Vehicle]	Gain as much wealth as possible Corner the Narrativium market Become Guildmaster of the Merchant League of Vangaria.
Priest of Ymele (Shaman, Druid) 	Poor to Affluent	Communication +10% Knowledge +5%, Allegiance or Concentration +15%	Four among cult cantrips (described in Chapter 6) and cult-related Traits **Pick four:** either Dagger or Staff, First Aid, Healing, Literacy, Oratory, Willpower, any Knowledge Trait	Uphold the faith in Ymele Crusade against the worshippers of the Spider Goddess. Recover the lost Silver Bracelet of Ymele.
Thief (Rogue, Spy) 	Poor	Athletics +10% Craft or Operate +10% Stealth +10%	Brawl or Dagger, Hide, Sneak, Streetwise **Pick four:** Climb, Disguise, Jump, Lockpicking, Mechanisms, Sleight	Earn enough money to retire Take revenge upon the evil tyrant of Zorantia. Be accepted into the Guild of the Dark Hand
Wizard (Warlock, Witch) 	Poor to Affluent	Knowledge +10% Concentration +20%	Knowledge [Literacy, Magic], four among Arcane spells (see Chapter 6) and Manipulation Traits **Pick two:** Enchanting, Dagger or Staff, Willpower, any Craft or Knowledge Trait, another Arcane spell	Become the Supreme Wizard of Vangaria/Leewyn. Learn as much as possible about the Lost People of Farshore. Recover the lost Amulet of Zarthek.

Colonial, Steampunk, Modern and Cyberpunk Professions

Unlike the other tables, this one does not reference just the culture but, in the case of civilised Background, it specifies also in what kind of settings it is usable (you will not find many jet pilots in a colonial setting).

Profession	Status/ Wealth	Skill Bonuses	Traits	Sample Motivations (expand the description!)
Detective 	Poor to Affluent	Communication +10% Knowledge +10% Stealth +10%	Any one Knowledge Trait , Insight, Persuasion, Sneak, Hide **Pick three:** Climb, Computer, Disguise, [Firearm], First Aid, Lockpicking, Mechanisms, Sleight, [Vehicle]	It is all about money, isn't it? This lonely bastard will find someone who loves him, in the end Bring down the Fancy Street Gang.
Hunter (Explorer, Rebel) 	Poor or Average	Perception +15% Stealth +10% Survival +5%	[Ranged Weapon], [Environment], Sneak, Hide, Tracking **Pick three:** Acute Hearing, Acute Sight, Dagger, Endurance, First Aid, Nature, Traps/ Mechanisms.	Preserve the natural environment of Sepang. Kill all subjects of evil Queen Virginia. Explore the lost Island of Mokoko.
Journalist 	Average to Affluent	Communication +10% Knowledge +10% (add 10% more to one of the above, or to Drive)	Two Knowledge Traits, Computer, Streetwise **Pick four:** First Aid, Teach, [Vehicle], Willpower, any number of Craft, Operate or Knowledge Traits	Become famous Reveal the hidden conspiracy of the Illuminati. Discover the secret of the noble Shannon DeVries.
Merchant (Smuggler, Diplomat) 	Average to Rich	Communication +20% Knowledge +5% Drive or Pilot +5%	Any one Craft or Knowledge Trait, Bargain, Insight, Persuasion, [Vehicle] **Pick three:** Any Craft, Knowledge or Operate Trait, Computer, Deceive, [Language], [Ship Type], [Ship Weapon]	Gain as much wealth as possible Corner the Narrativium market. Ensure the financial/political stability of the Archduchy of Carpathia
Pilot 	Average to Rich	Operate +10%, Pilot +20%	Navigation, [Craft Type], Radar/Sensors, [Craft Weapon] **Pick four:** Command, any Knowledge Trait, [Craft Type], [Craft Weapon], Mechanics, Streetwise	Become a world-famous pilot Win the love of the noble Shannon DeVries. Fight for the freedom of the Archduchy of Carpathia.
Sailor (Corsair, Airship sailor) 	Poor to Average	Athletics +10%, Operate +10%, Pilot +10%	Balance, [Ship Type], [Ship Weapon], Swim **Pick four:** Climb, Command, any Knowledge Trait, Engine, Jump, [Language], Navigation, Sea/Coastal, Streetwise, [Ship Type], [Ship Weapon]	Accumulate riches untold Explore corners of the world no one has ever seen Fight for the freedom of the Archduchy of Carpathia.
Scientist (Doctor, Mad Scientist) 	Average to Affluent	Knowledge +20% Craft or Operate +10%	Two Knowledge Traits **Pick six** Any number of Craft, Operate or Knowledge Traits, First Aid, Healing Insight, Surgery, Teach, Willpower. Up to four Gadgets if the setting allows Weird Science	Become the Supreme Scientist of Britannia. Learn as much as possible about the Wormholes in Time. Discover the secret of Narrativium.
Soldier (Mercenary, Policeman) 	Average	Close Combat +10% Ranged Combat +10% (add 10% more to one of the above, or to Drive)	Dodge, Brawl, Take Cover **Pick two:** 1H Axe, 1H Mace,1H Sword, Dagger, [Firearm], Martial Arts, Polearm, Shield, [weapon Stunt] **Pick three:** Camouflage, Command, Insight, [Vehicle], First Aid, Law Enforcement, Streetwise, Throw, Weaponsmith	Uphold law, justice or democracy Avenge the people of the Island of Mokoko. Fight for the independence of Sepang / the Archduchy of Carpathia.
Thief (Assassin, Spy) 	Poor to Average	Athletics +10% Operate +10% Stealth +10%	Brawl or Martial Arts, Hide, Sneak, Streetwise **Pick four:** Climb, Dagger, Disguise, [Firearm], Jump, Lockpicking, Mechanisms, Sleight	Earn enough money to retire Overthrow the evil tyrant of the Archduchy of Carpathia. I am the best in this job
Warrior 	Use the Fantasy Fighter			

Space Opera Professions

Profession	Status/ Wealth	Skill Bonuses	Traits	Sample Motivations (expand the description!)
Spaceman (Pilot, Ship Officer) 	Average to Rich	Knowledge +5%, Operate +10%, Pilot +15%	Astrogation, [Ship Type], Sensors, [Ship Weapon] **Pick four:** Alien Language, Command, any Knowledge Trait, Planetology, [Ship Type], [Ship Weapon], Stardrive, Streetwise	Become the most famous pilot in the galaxy. Win the love of the noble Shannon DeVries. Free the planet of Yor.
Hunter (Explorer) 	Poor or Average	Perception +15% Stealth +10% Survival +5%	[Ranged Weapon], [Environment], Sneak, Hide, Tracking **Pick three:** Acute Hearing, Acute Sight, Dagger, Endurance, First Aid, Natural History, Traps/Mechanisms.	Preserve the jungle of Yor. Kill Terrans/Overlords/Hive members. Explore the lost Temple of Gar.
Soldier (Mercenary, Policeman) 	Average	Close Combat +10% Ranged Combat +10% (add 10% more to one of the above, or to Drive)	Dodge, Brawl, Take Cover **Pick Three:** 1H Axe, 1H Sword, [Beam Weapon], Dagger, [Firearm], Martial Arts, Polearm, Shield, Shuriken, [weapon Stunt] **Pick two:** Camouflage, Command, [Vehicle], First Aid, Streetwise, Throw, Weaponsmith	Become a hero of great renown. Avenge the people of Yuno. Free the race of Yor.
Merchant (Smuggler, Diplomat) 	Average to Rich	Communication +20% Knowledge +5% Pilot +5%	Any one Craft or Knowledge Trait, Bargain, Computer, Insight, Persuasion, [Ship Type] **Pick two:** Any one Craft, Knowledge or Operate Trait, Deceive, [Language], [Ship Weapon]	Gain as much wealth as possible Corner the Narrativium market. Retire to the world of Yor.
Mentalist 	Poor to Affluent	Concentration +20% Knowledge +10%	Insight, four Psionic Traits **Pick three:** Healing, Persuasion, Willpower, any Knowledge or Operate Trait	Found a school Discover the lost secret of Cosmilocation Protect the race of Yor
Thief (Assassin, Spy) 	Poor to Average	Athletics +10% Operate +10% Stealth +10%	Brawl or Martial Arts, Hide, Sneak, Streetwise **Pick four:** Climb, Dagger, Disguise, Jump, Lockpicking, Mechanisms, Sleight	Earn enough money to retire Overthrow the evil tyrant of Zorant World Be accepted into the Guild of Starshades.
Scientist 	Average to Affluent	Knowledge +20% Operate +10%	Two Knowledge Traits, Computer, Sensors **Pick four:** First Aid, Teach, Willpower, any number of Craft, Operate or Knowledge Trait	Become the Supreme Scientist of the Galaxy. Learn as much as possible about the Multicurbs in Space/Time Discover the secret of the Ancestor Race

STATUS

The player selects or randomly determines a Status Trait. Not all Backgrounds allow all Status Traits, and some Professions will limit your Status. If a Status Trait is not listed, then that culture or Profession does not permit your character to have that Status. Before determining your Status, you must determine both Background and Profession.

A Status Trait is also used to determine the character's Wealth level, so you can sometimes also call it a Wealth Trait. If your setting does not include a specific list of social classes you can use as Statuses (Slaves, Plebeians and Patricians in ancient Rome, for example), use the four standard wealth levels of Poor, Average, Affluent and Rich, which will suit any civilised environment. The Backgrounds and Professions provided in the sample tables use these standard wealth levels as Statuses. Please note that item and service lists might still refer to Wealth levels even if your setting has a more complex Status system, so it is always a good idea to write down the standard Wealth levels which better corresponds to your Status on your character sheet for those times when your character will go shopping.

Status Traits apply to a character's Communication skill, although you can decide to list the Average or Poor Trait under the Survival skill if you lack Slots in Communication.

IMPROVED EXPERIENCE.
In some campaigns, you may want to create characters that are more experienced in order to let them face greater challenges from the beginning. First of all, decide how many additional power levels to each character will gain. For each additional power level, the character chooses a new Profession (or the same, if desired) and gains the following benefits:

- The skill increase granted by the Profession.
- Three more Traits chosen among the ones allowed by the Profession, or among Stunts not listed but connected to these Traits.
- Two more free Traits, only one of which may be a weapon Trait .
- Percentile points equivalent to the value of one Characteristic, to distribute freely among skills based on that Characteristic.

NOTE FOR NARRATORS.
The standard environment for your setting may clearly make some Traits inappropriate, and require extra Traits that were not originally included. Be flexible, but remember that environment Traits are a powerful tool.

Character Creation Example

Having understood that there are airships in this world, Tim wishes Jor to be an airship pirate by Profession. The rules suggest that the Sailor Profession be used for an airship sailor. This gives Jor a +10% in three skills (Agility, Operate and Pilot) and possession of eight Traits, some of which require choices.

Tim notices that the standard Trait list includes Swim, a skill that is not so common for the desert environment of Mars. He asks the Narrator whether the Take Cover Trait can replace Swim, and Susan agrees that this is appropriate. Tim also notices that the Engine in the optional Trait list is already included in his initial choice of the Eighth Ray, so he discards this optional Trait.

After clarifying these point, Tim selects the eight Traits: Balance, Airship, Radium Cannon, Take Cover, Climb, Jump, Streetwise, Individual Flier.

Tim must now choose a Status level for his character. He has already established that Jor was a Zoranan noble until his family was disgraced. However, the status/wealth upper limit for a sailor/corsair is Average, so his Status cannot be that of a wealthy noble. After a brief consultation with Susan, they determine that Jor's Status will be labelled as "Fallen Noble", meaning that his actual status and wealth is that of an Average Red Martian, and his former connections to the Zoranan nobility will not be useful to him except in very peculiar situations. Yet this still makes Jor stand out against the mass of the other air pirates. Note also how the ability to "go freeform" inherent in the Trait system helps players create exactly the characters they want to play.

Tim also chooses a new Motivation connected to Jor's career as a pirate. "I will have my own airship and take it to every edge of Mars". Note how he has managed to introduce two different themes (increase in wealth and exploration) with just one Motivation.

EXTRA SKILLS, TRAITS AND MOTIVATIONS

Once you have completed your character with all the Skill and Trait bonuses coming from his or her previous life, finish in the following way:

- Pick one Characteristic of your choice. Distribute percentile points equal to the Characteristic value among the skills that have the Characteristic in their base value.
- Add two more Traits to your character. Only one of them can be a combat-related Trait, and none of them can be an Environmental Trait or a power (see Chapter 6).
- Add Motivations until there are three of them. These additional Motivations may be related to anything, and will help you make the character unique.

Once you have consolidated your Motivations, assign a percentile score to them, much like normal skills. Each Motivation starts at 30% base, and you can divide sixty more points among them. The maximum score for a given Motivation at the start of a game is 70%. The Narrator may allow players to distribute more than sixty points among their Motivations if the character are to have strong feelings in play. Alternatively, you may allow more than three Motivations at game start to create more well-rounded characters. A player can "sacrifice" 10 points from his or her additional percentile points and gain a new Motivation at 30% base instead, thus allowing a more "horizontal" development of character personality.

EQUIPMENT

Roll the dice and consult the entry corresponding to your culture and Status in the Background table in order to learn how much "cash on hand" you have, plus any fixed equipment that a person in your community cannot go without. Once you have determined your starting wealth, you can buy equipment with it, using the equipment lists given in the Equipment chapter. If you are unable to buy the basic tools of your trade, the Narrator can grant you some basic equipment in any case, but sometimes it is more fun to struggle to get hold of what you need as play begins, depending on the group's tastes.

Any unused money remains in your character's possession as spare cash. Remember that some cultures do not use money, so you cannot end up with spare cash if your character comes from one of them. You have to change them into portable items.

Character Creation Example

Tim chooses INT as the Characteristic to provide Jor's extra points, as it is the highest one and it is applicable to many skills. He adds 10 to Pilot and 7 to Operate.

While Jor is not so physically strong, the lack of any form of Close Combat Trait except Brawl might be a problem, so Tim chooses the Sword skill to complement Brawl. By checking the rules for combat equipment in chapter 5, Tim makes sure that Jor's STR is still enough to wield a sabre in combat.

The last Trait cannot be a weapon or a power. Tim is tempted to go for the standard Martian mount, as Jor will sometimes need to travel across the Martian plains without an airship. However, after checking with Susan that his Telepathy will be enough to control a mount in some circumstances, he goes for First Aid, an always useful Trait.

RECORDING SKILLS AND TRAITS

Once you have finished assigning extra percentiles and Traits to each skill, record skills in a usable way on your character sheet. Skills and Traits are the most frequently used component of your character, so it is a good idea to have them well organised during play. We suggest that you follow these guidelines:

- Record both your raw skill value and your skill percentile when used with a Trait (the raw value +30) beside the skill description on your character sheet. For example, if you have 37% in Perception, write down Perception 37/67. The number of Slots you have in the skill depends on its raw value, so it is better to have it clearly marked on your sheet.
- Visually record the number of available skill Slots per skill on your sheet, if possible. While not necessary during play, this will help you remember which skills can accept new Traits and which must be improved first.
- Label the Traits your character owns in the boxes below each skill. The Traits that are frequently used across multiple skills should be highlighted to help you identify the fact that they can be used creatively with other skills.

Finally, Tim must add a third Motivation for Jor. He wants to introduce a more personal Motivation about his past life, but at the same time keep it linked with the chosen setting. After checking that no one is playing a Green Martian, he picks "I will forever hate the Green Martians, who took my beloved Lijiana from me". If someone was playing a Green Martian, the Narrator could have requested Tim to change the relationship towards the Green Martian into distrust at most, or perhaps to limit it to a specific horde that is enemy to the Green PCs. Tim then adds 30, 10 and 20, respectively, to the base value of 30 for all of Jor's Motivations.

Here is the complete write-up for Jor.

REVOLUTION d100 — CHARACTER SHEET

Jor Vargàs (Character name) | Red Martian (Species) | Male (Gender) | 30 (Age) | Zorana (Origin) | Air Pirate (Occupation)

STR	8	Size Class	M
CON	13	Might	-
DEX	15	Strike Rank	12
INT	17	Encumbrance	-
WIL	10	Life Points	23
CHA	12	Move	5

Inventory — Hidden / Hand Carried: Sabre, Pistol (Belt) / Packed

d6/d8	Location	AP/Cov	AP/Cov	Toughness
1	R Leg	/	/	
2	L Leg	/	/	
3,7,8	Body	/	/	7
4	R Arm	/	/	
5	L Arm	/	/	
6	Head	/	/	

		Raw	+30
☐ Agility	(CON+DEX)	31	61
Traits: Balance, Climb, Take Cover			
☐ Close Combat	(DEX+STR)	23	53
Traits: Brawl, Sword			
☐ Communication	(CHA+INT)	29	59
Traits: Fallen Zoranan Noble, Language: Red Martian			
☐ Concentration	(INT+WIL)		
Traits: Telepathy			
☐ Craft	(DEX+INT)		
☐ Drive	(DEX+INT)		
☐ Knowledge	(INT x2)	34	64
Traits: Literacy: Martian			
☐ Operate	(DEX+INT)	52	82
Traits: 8th Ray, Radium Cannon			
☐ Perception	(INT+WIL)	37	57
Traits: Hearing, Vision			
☐ Perform	(CHA x2)		
☐ Pilot	(DEX+INT)	49	79
Traits: Airship, Individual Flier			
☐ Ranged Combat	(DEX x2)	30	60
Traits: Radium pistol			
☐ Ride	(DEX+WIL)		
☐ Stealth	(DEX+INT)		
☐ Survival	(INT+CON)	30	60
Traits: First Aid, Streetwise			
☐			

Permanent Consequences

Motivations:
I will put my family back in its rightful place among the nobility of Zorana
I will take my own airship to every edge of Mars
I hate the Green Martians, who took my beloved Lijiana from me

Channelling/Holiness: /

Powers, Gadgets & other: Ship Radium Cannon 1d8

Wounds & Consequences

Weapon	Opening SR	SR to Att/Def	Damage	Parry/Range	Toughness	Notes
Sabre	19	7/4	1d8	2	8m	slash (auto)
Radium Pistol	35	4/	2d8	80 (S)		impale (effect)
		/				
		/				

Life Points — Strike Rank

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Areas in grey are for Advanced Combat

REVOLUTION d100 — CHARACTER SHEET

Character name | Species | Gender | Age | Origin | Occupation

STR	___	Size Class	___
CON	___	Might	___
DEX	___	Strike Rank	___
INT	___	Encumbrance	___
WIL	___	Life Points	___
CHA	___	Move	___

Inventory

Hidden

Hand Carried

Belt

Packed

d6/ d8	Location	AP/ Cov	AP/ Cov	Toughness
1	R Leg	__/__	__/__	
2	L Leg	__/__	__/__	
3,7,8	Body	__/__	__/__	
4	R Arm	__/__	__/__	
5	L Arm	__/__	__/__	
6	Head	__/__	__/__	

☐ Agility (CON+DEX) Raw +30 — Traits

☐ Close Combat (DEX+STR) Raw +30 — Traits

☐ Communication (CHA+INT) Raw +30 — Traits

☐ Concentration (INT+WIL) Raw +30 — Traits

☐ Craft (DEX+INT) Raw +30 — Traits

☐ Drive (DEX+INT) Raw +30 — Traits

☐ Knowledge (INT x2) Raw +30 — Traits

☐ Operate (DEX+INT) Raw +30 — Traits

☐ Perception (INT+WIL) Raw +30 — Traits

☐ Perform (CHA x2) Raw +30 — Traits

☐ Pilot (DEX+INT) Raw +30 — Traits

☐ Ranged Combat (DEX x2) Raw +30 — Traits

☐ Ride (DEX+WIL) Raw +30 — Traits

☐ Stealth (DEX+INT) Raw +30 — Traits

☐ Survival (INT+CON) Raw +30 — Traits

☐ Raw +30 — Traits

Permanent Consequences

Motivations

Channelling/Holiness ___/___

Powers, Gadgets & other

Wounds & Consequences

Weapon	Opening SR	SR to Att/Def	Damage	Parry/ Range	Toughness	Notes
		__/__				
		__/__				
		__/__				
		__/__				
		__/__				

Life Points

Strike Rank

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Areas in grey are for Advanced Combat



SKILLS AND TRAITS

Skill	Base Characteristic(s)	Notes
Agility	CON+DEX	Variable granularity Skill (it may be split into Agility/Athletics).
Close Combat	DEX+STR	—
Communication	CHA+INT	—
Concentration	INT+WIL	—
Craft	DEX+INT	Variable granularity Skill.
Drive	DEX+INT	Variable granularity Skill .
Knowledge	INT x2	—
Operate	DEX+INT	Variable granularity Skill (it may be unified with Craft).
Perception	INT+WIL	—
Perform	CHA x2	—
Pilot	DEX+INT	Variable granularity Skill (it may be unified with Drive).
Ranged Combat	DEX x2	—
Ride	DEX+WIL	—
Stealth	DEX+INT	—
Survival	CON+INT	—

BASIC SKILLS

All characters have fifteen basic Skills that define their ability to perform some groups of actions. Skills are expressed as percentile scores. Each Skill has a default or base value calculated by adding up two basic characteristics. Most characters will have higher percentile scores in some Skills due to professional training.

Skill levels

Level	Definition	Description
01-20	Basic	An untrained person, can succeed only by means of great luck
21-30	Gifted	A basically competent character, cannot perform Hard actions
31-50	Trained	Cannot fail an Easy action covered by specialities
51-70	Competent	Rarely fails when specialities are involved, or even in generic actions when they are Easy
71-90	Master	Cannot fail a speciality roll, and all generic actions are within reach
91+	Grand Master	Can perform even Hard actions without any uncertainty

VARIABLE GRANULARITY

In general, the number of Skills in Revolution is fixed, and all specialisation and differentiation is handled via Traits. However, some settings may have such a broad variety of Traits as to make the equivalence of the base Skills hardly believable.

When a Skill is marked as Variable Granularity, it might need to be unified with another, or split into several different Skills in order to maintain coherence and playability in your campaign. The Narrator determines these details before the game begins, as it has a strong impact on the choices the players makes at character creation time.

SKILL ROLLS

To check if your character used a Skill successfully, you must make a Skill roll. Roll D100 and compare this to the relevant Skill's score. If the dice roll is equal to or less than the Skill's score, the attempt is successful. If the total is greater than the Skill's score, then it has failed.

BONUSES AND PENALTIES

From this section on, the rules will make frequent references to "Bonuses" and "Penalties". The exact effect of a Bonus or Penalty, in game terms, is explained in the Difficulty Modifier Table, but the rules allow and even encourage each group to use alternate rules to calculate Bonuses according to their preferences. For this reason, we will refer only to the abstract concept of "Bonus" in the text, avoiding any mention of precise quantities. However, in order to give you an approximate idea of the implication of Bonuses during your first read of the rules, please consider that in the standard calculation method each Bonus is the equivalent of a +30% to the skill score.

MODIFIED SCORE

The Skill score used is often not the basic one, but one resulting from the addition or subtraction of a modifier.

Skill rolls are "Normal" unless otherwise specified. Each Penalty gives you a shift downwards on the table, and each Bonus gives you a shift upwards. The modified Skill score you must roll is on the row where you end up after applying all bonuses and penalties. This means that each Bonus/Penalty translates into a +30%/-30% to your percentile Skill roll.

ALTERNATE BONUSES AND PENALTIES

The values we suggest for bonuses and penalties are the simplest possible to apply during play. However, some groups might prefer different ways to evaluate bonuses and penalties. Here are some alternate suggestions:

First of all, the listed values for skill use with a Trait remains the same (raw skill + 30%) to avoid re-evaluation of existing stat blocks, and becomes the new starting point for all calculations. We will call it "Trait score". The following equivalence table explains how to apply the various penalties:

Main table mod.	Lesser Mod.	Multiplier Mod.
+90	Trait Score +40/50	Trait Score x 2
+60	Trait Score +20/25	Trait Score x 1.5
+30	Trait Score	Trait Score
—	Trait Score -20/25	Trait Score x 2/3
-30	Trait Score -40/50	Trait Score x 1/2
-60	Trait Score -60/75	Trait Score x 1/10

The numeric value of the Raw Skill is no longer rolled in any situation, but it is still recorded on the character sheet and used to calculate the number of available Slots for a Skill.

ADVANTAGE OVER 100%

If you want to give more importance to unopposed skill rolls in your game, you can use the following rule for rolls where the final chance of success exceeds 100%: all rolls equal or less than the amount by which you exceed 100% are Advantage rolls. For instance, if your overall chance is 110%, all rolls between 01 and 10 are Advantages, not just 10. In campaigns where most skill rolls are opposed or part of a conflict, this rule is not strictly necessary.

FUMBLES

Whenever a Skill use results in a roll of 00, or a roll of 99-00 when the Skill was used without any Trait, the character is assumed to have fumbled the roll. This means that the results are somehow catastrophic.

Fumbles can provide a lot of fun in a game, but they are only appropriate if your campaign mood allows for some comic relief moments. Do not use them in a highly dramatic game.

Difficulty Modifiers

Difficulty	Raw Skill	Single Trait	Multiple Traits *
Trivial (3 Bonuses)	+90%	Automatic success	Automatic success
Very Easy (2 Bonuses)	+60%	Automatic success	Automatic success
Easy (1 Bonus)	+30%	+60%	Automatic success
Normal	—	+30%	+60%
Hard (1 Penalty)	-30%	—	+30%
Very Hard (2 Penalties)	-60%	-30%	—
Superhuman (3 Penalties)	Automatic failure	-60%	-30%

[*] Note that "Multiple Trait" bonuses are not always allowed (see "Multiple Traits" above).

Note that the effect of a Trait is almost equal to a bonus, except that a Skill roll with a Trait always has a minimal chance of success, and a Skill roll without a Trait is never an automatic success.

ADVANTAGE AND LEVELS OF SUCCESS

Whenever you roll a success, and the tens die roll is higher than the unit die, the die roll is an Advantage. Thus, 07, 33 or 45 are simple successes, while rolls of 70 or 54 are also Advantages.

Failure, success and Advantage are also called levels of success on a Skill roll, with Advantage being the highest level of success and failure being the lowest. An Advantage rolls beats a failure by two levels of success, and beats a success by one level.

AUTOMATIC SUCCESS & FAILURE

Penalties can sometimes bring your chances of success to zero or less. If this happens when you are using a raw Skill, then you automatically fail your roll. If a Trait applies, however, any result of 01 to 05 is an automatic success, even if the actual chance is less than 05. Similarly, if your chance is brought above 95% by bonuses but no Trait is applied to the Skill, any roll of 96 to 00 is still a failure. A roll of 99 or 00 is a failure in any case.

OPPOSED ROLLS

Opposed rolls occur when two parties attempt to use a Skill against each other. Both characters make the tests as normal, rolling 1D100 and attempting to roll equal to or under their Skill. Comparing the level of success on the table below provides the result of the oppose test. Note that you must always designate one of the contestants as the Attacker before rolling. If there is no obvious "Attacker" in the contest situation, you should always pick a Player Character as the Attacker.

If one or both the contestants have modified Skill scores above 100% and you get a "Higher roller wins" or "gets an Advantage on a higher roll" result, add the amount by which the score exceeds 100 to the roll(s) before comparing the results. If, after all additions, the rolls are equal, the Attacker wins.

Opposed rolls

	Defender		
Attacker	**Failure**	**Success**	**Advantage**
Failure	Higher roller wins*	Defender wins, and gets an Advantage on a higher roll	Defender gets an Advantage
Success	Attacker wins, and gets an Advantage on a higher roll	Higher roller wins	Defender wins, and gets an Advantage on a higher roll
Advantage	Attacker gets an Advantage	Attacker wins, and gets an Advantage on a higher roll	Higher roller wins

[*] in some situations, when both rollers fail there is no actual winner

If for any reason one of the opponents cannot roll his or her Skill (a situation that may arise in a violent conflict), assume he or she has failed with a roll of 01.

TRAITS

Skills alone are not enough to describe how a character will perform in a given situation. All characters also have Traits, which define at what they are best at. Some Skills, like Concentration, are almost useless if the character has no Traits related to them.

WRITING CONVENTION

Throughout this ruleset, we will explain when and how to make Skill rolls. All Skill rolls described in this ruleset are made on Traits rather than Raw Skills, so we will refer to the relevant Trait rather than the Skill. If a Trait has only one Skill to which it is usually applied, then we will just refer to the Trait and omit the general Skill. If the Trait has more than one applicable Skill, we will refer to it in the form Skill [Trait].

Example: Stealth [Sneak], Perception [Hearing], Agility [Jump] can be described also as Sneak, Hearing and Jump. Close Combat [Axe] and Communication [English] cannot be described as Axe and English, because these two Traits can also be applied to Close Combat and Knowledge.

WHAT ARE TRAITS?

Traits are a quick and powerful way to make your character more flexible, without resorting to Narrator judgement or creating mathematical formulas for cross-Skill interaction. In most cases, determining if your Background and training give you an edge in a given situation will be easy, because a Trait is either on your character sheet or not.

Some Traits represent a specialization of general Skills that have few or no applications outside their field. These Traits are expressed as a verb (like Sneak or Jump). Other Traits represent the special training that your character possesses regarding one particular class of items or creatures, or one particular branch of

WHAT DOES SUCCESS IMPLY?

The Skill Roll determines whether a character has succeeded or failed in a skill-based action, and whether the success was particularly spectacular. But what did actually happen in the imaginary world after that roll? Did the hero succeed in his or her ultimate goal, or are more rolls required, on the same skill or perhaps even another one? Just looking at the dice and comparing them to the Skill and Trait your hero used is often not enough to answer this question. Nor is it enough to check whether the opposition succeeded, either, if the roll was opposed. Before your can translate a roll into the description of specific events, you must take into account the rate at which time is passing in the imagined game world (Time Scale, page 40 in Chapter 3), the tenacity of the opposition you are facing and other aspects related to Conflicts (page 46 in Chapter 3). In other words, to fully understand how Skill Rolls can influence the adventure you need to read Chapter 3, too.

knowledge, and are usually described by a noun (like Camel, Mace or Quantum Physics). All Weapon Skills are nouns, as they do have an application outside of the relevant Combat Skill. They also represent the ability to take care of your weapon.

Other Traits represent membership in, or deep knowledge of, a race or social group. These are described by an adjective or a noun that is usually used like an adjective, like Red Martian, Lemurian or Maori.

Finally, some Traits represent in-depth knowledge of a region or environment, and they are expressed as a geographic noun or by the name of an environment. While most characters have at least one regional Trait, not everyone will have an environmental Trait. As you will see in Chapter 3, Environmental Traits are very, very useful.

In any case, you should treat all Traits as attributes of the character they apply to, even if we have often phrased them as to refer to an object for the sake of simplicity. For instance, the Sword Trait means Sword Fighter, the Horse Trait means Horse Rider, the Jungle Trait means Jungle Dweller.

WEALTH AND STATUS TRAITS

GAINING STATUS
Gaining a Wealth or Status Trait is not just a matter of character improvement. There must be a reason for the gain rooted in the story. When you gain a Wealth Trait, you are usually allowed to keep any "inferior" Wealth Traits you had before. This represents your capacity to adapt to inferior standards of living when needed, an ability that someone born in a higher social condition may lack. When your character has more than one Wealth/Status Trait, all of them occupy the same Slots.

Wealth Traits are used to determine what sort of cash your character is likely to have at hand, as well as being useful in social interactions. These Traits are usually connected to the Communication Skill, but you can find the lower Status Traits listed under the Survival Skill, too, as they imply a certain degree of ability in making a living.

Some peculiar social contexts may use Status Traits related to social class rather than wealth – although Status usually carries some wealth with it. For instance, feudal Japan has a complex caste system that attributes much honour to the Samurai, regardless of whether they are rich Daimyos or landless Ronin.

A Status Trait is connected with a condition of respect you are granted within your society. The Trait may place you among the nobility (Prince, Rajah, Samurai), the high priesthood (Cardinal, Ayatollah, Dalai Lama), or related to an appointment of honour in the political, artistic or academic elite (Member of the Parliament, Professor, Master of Crafts, Orchestra Director). While the benefits of an appointment may be temporary, the Status you gain with it is more lasting. Being a former Senator will give you an edge in many situations.

However, once your appointment expires, the related Trait is only usable within the social group that originally granted it. Some Status Traits may be applicable within a small sub-group in a given society, and utterly unusable outside of it. The Master of the Assassin Guild is an incredibly powerful figure in the Underground, but he had better avoid using his title when dealing with the Law.

While interacting with members of a social group that value your Status Trait and that are not your peers, you can use it for any Communication rolls for which you lack the appropriate Trait, or as an automatic Bonus for Communication rolls that benefit of the appropriate Trait. As Status is heavily dependent on the setting you chose, it is impossible to provide a list of Status Traits in the core rules.

GENERIC WEALTH TRAITS

Wealth Traits are less dependent on being within your social and cultural milieu than Status Traits, provided your source of wealth is relevant to the society you are interacting with. Even when there are real differences between the two societies, assume that you can use your Trait when interacting with foreign entities by just downgrading it to the one immediately below it on the Wealth Level Table.

There are four levels of "wealth" that can be applied to most of the situations of play. If your game is set in a society where wealth is the basis of social importance, these Traits will be enough to handle your character.

Wealth Levels

Wealth Trait	Description	Cash on hand
Rich	If you have this Trait, money is not a problem. You can buy goods on credit and mobilise huge amounts of wealth if you need to fund a project or a purchase. Everyone will treat you with respect in a culture based on money, even if you come from another culture. At the very least, they will see you as a potential source of ransom!	2D4X300
Affluent	This Trait means that you have no problems with money, and can sometimes afford expensive goods if you really need them. It allows you to have access to credit.	2D4X100
Average	This is the standard Trait all characters begin with if not otherwise specified. It means that you earn enough money for living, but may experience occasional cash problems. If you need cash on loan, you will probably have to resort to loan sharks, at your own risk.	2D4X30
Poor	This Trait means you are broke and struggling for economic survival, with no hope of putting together any decent amount of cash if required. On the other hand, you are adept at scrounging for a living, and this might turn out useful one day.	2D4

The "cash on hand" column should be used only when a new adventure starts and you need a quick way of determining how much cash the character has to spend on supplies (ammunition, preserved rations, potions, plane tickets, etc...), assuming that he or she might have exhausted any previous supplies between adventures. The amount can be kept in cash form only if the player character is in a civilised context, otherwise it must immediately be converted to portable or usable items.

WHEN CAN I USE A TRAIT?

Each Trait applies to at least one Skill. Most Traits apply to several Skills, but are generally connected to one in particular. For instance, the Sword Trait usually applies to the Close Combat Skill, but there might be situations where you can apply this Trait to your Knowledge Skill to recognize a famous sword.

Regional and Cultural Traits (example: English or German) apply to all Knowledge and Communication rolls involving a region or ethnic group. Environmental Traits (Jungle or Cyberspace) apply to all Perception, Knowledge and Stealth rolls made in that environment, without the need of Narrator approval.

Each time a player describes his or her character as attempting an action with a non-guaranteed success, the Narrator may call for a Skill roll to check what actually happened; the roll will have one or more applicable Traits. If the character has one of these Traits, then the Trait Bonus applies to the Skill roll (+30% under the standard rules). If the character does not have any of the Traits, then he or she will not receive the Trait bonus. This is called "using the Raw Skill".

Example: Your character attacks with a sword in combat, and he has the Sword Trait. His Close Combat Skill receives a bonus. Later in the combat, he loses his sword and must resort to brawling with his enemies. Since he does not have the Brawl Trait, he must use his Raw Close Combat Skill.

The Narrator decides whether a given Trait applies to a given Skill, but a Trait always applies to the Skill that provides the Slots for it. In general, as the Trait system aims at avoiding lengthy debates about whether a given class/Background should be useful for a given action, the Narrator should not veto the usage of a single Trait unless it is so blatantly inappropriate that even other players fail to appreciate it.

FREEFORM TRAITS

Freeform Traits are simple phrases that describe your character in a colourful way, usually not related to one of his or her specific competences. They are more related to how the character appears in the story rather than what he or she is or can do. Typical examples would be "Filthy Rich", "Always Elegant", "A Lady's Man", "As Ingenious as McGyver" and so on.

Freeform Traits do not apply to a specific Skill. They have a separate section on your character sheet, close to the Motivation section but separate from the latter. Unlike Environmental Traits, you cannot normally use them to gain a Bonus to a Skill roll, or to substitute the Trait normally used for an action. Groups that favour colourful description of characters over realism might choose, instead, to allow their usage as secondary Traits applicable to a Skill roll; however, you should think carefully before allowing this option.

You can use a Freeform Trait to justify a Support Action during a conflict, as explained on page 48 in Chapter 3, if you can find a creative way to describe how it applies to a roll in the conflict at hand. Remember that each Trait may be used only once during a conflict, so you might easily run out of non-Freeform Traits.

Consider carefully whether you want to have Freeform Traits in your game. If you stick to one Trait per game at the beginning, or only allow players to acquire them during play after accomplishing something exceptional, they should not disrupt your game experience.

Note that Freeform Traits describe how a character behaves or appears, not why he or she does so. The impulses that drive a character, what he or she fights for, loves or is upset by, are described by Motivations.

NARRATIVE DETERMINATION OF TRAITS

Another benefit of using Traits to complement Skills is that it is rather easy to make up a good character from a simple fictional description of it. You may wish to create a character without need of the Background and profession tables, by simply writing down a simple description of him or her (or taking it from a book, comic book or TV guide featuring your favourite fictional hero) and picking the appropriate verbs, adjective and nouns. These will become the Traits and Motivations your character has. Usage of this technique implies that Freeform Traits are in use, and that they will see extensive use in your game.

MULTIPLE TRAITS

In some cases, an Action can benefit from more than one *applicable* Trait at a time. This happens with Cultural or Environmental Traits used in conjunction with Skills that already have an applicable Trait. If a character has more than one of the applicable Traits, then he or she receives an extra Bonus. Characters are limited to one extra Bonus per Skill roll, no matter how many applicable Traits they have. However, extra Traits beyond the second can still be useful to offset penalties.

Example: Robyn Hode, Little John and Will Scarlett are walking in the Sherwood Forest. All of them are following the tracks of a deer. The relevant Skill is Perception, and the applicable Traits are Track and Forest. Robyn has been in the Crusades and can Track, but he lacks forestry experience so he has a single Trait he can apply. As Will knows the Forest but is not an expert hunter, he gets to apply only one Trait, too. On the other hand, John has both the Forest and Track Traits, so he gets to apply one Trait, and one extra Bonus on top of it. Had Friar Tuck, who is a townsman and cannot recognize an elephant's footprints, been with them, he would have been limited to his Raw Perception Skill.

STUNTS AS BONUSES.
The general rule for Stunts is that they do not influence the rolled Skill score but only the ability to perform a specific feat. However, there may be a few limited exceptions where the effect of the Stunt is to bestow a Bonus or to avoid a Penalty. For instance, the rule for shields in combat states that using them to attack causes a Penalty to the attack roll. However, this rule thought for ancient and medieval combat may be inappropriate in other situations, for example in a superhero game where one of the characters wields an indestructible shield. Rather than complicate the core rules with exceptions, better define a "Shield Mastery" Stunt which allows to attack at full efficiency with a shield.

REQUIRED AND SYNERGISTIC TRAITS

Some Actions are impossible to perform by using the raw Skill (Swimming or reading an unknown language, for instance). You must have the corresponding Trait in order to attempt the roll. This is specified under the Trait entry by stating that the Trait is required. The adventure may mandate that a character possesses a Trait in order to attempt a particular action, making the Trait required for that action only.

A star (*) or parenthesized star after the Trait name in a Trait list or description means that the Trait is a required one.

Some specific activities require that a character possesses two or more Traits. These are called *synergistic* Traits because successful use of an ability depends on their synergy. Possession of all of these Traits has the exact same effect as having one Trait, no matter how numerous they are. Specifically, this means that when two synergistic traits apply, the actual roll is made on the raw skill with a single 30% addition, or whatever other standard value you use for single-Trait rolls in your game, without any bonus for Multiple Traits. One typical example is having both the Hide and Sneak Trait when attempting to infiltrate. Both Traits act as a single Infiltration entry. If the character does not have all of the synergistic Traits, then he or she must use the Raw Skill, and if one of them is also required he or she cannot perform the action at all.

STUNTS

In the examples so far, we have examined cases where Traits define a more specialised (what kind of vehicle is your character more comfortable driving?) or contextualised (in what environment does your character usually practice his or her abilities?) use of a Skill, or sometimes of several skills at a time. This translates, mechanically, into the equivalent of a Bonus to the skill if you are doing something related to your usual areas of competence. But barring the few cases of Required Traits, any character can compensate the lack of the specific Trait if he or she is good enough at the basic skill.

However, there are cases when a character shines in something narrower and more specialized than an existing Trait, or is trained in something so special as to be impossible without specific knowledge. No skill level may ever allow other characters to perform such an action; they need a specific training to do so.

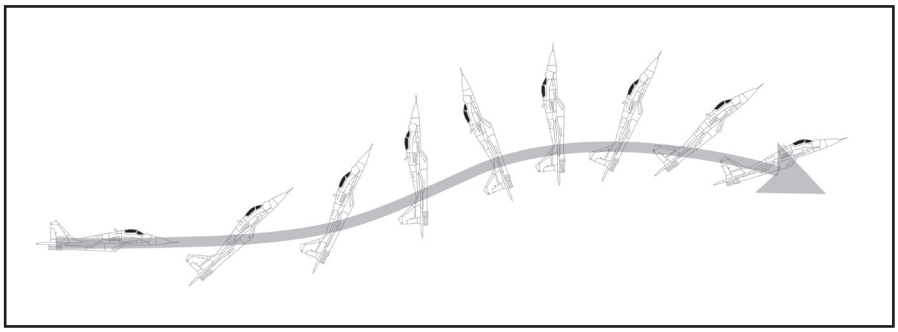
In order to represent knowledge of these restricted techniques, the character must know a Stunt. A Stunt resembles a Trait in how you acquire it, and it always has another Trait, identified as the base Trait, as pre-requisite. A character who

The majority of the Stunts described in this book is meant for use in Advanced Combat, but this is only due to the fact that this sub-system is the most detailed in the core rules. Groups who like detailed combat rules will use Stunts to model their favourite combat styles and special techniques. Once further advanced sub-systems are introduced in supplements or specially developed for your own campaign, new Stunts will come naturally with them to add variety to the core activities the player characters perform in that setting. The example provided shows how a Top Gun campaign could define Piloting Stunts and use them to make American and Soviet pilots rely on entirely different techniques in battle, reflecting the technical differences of their aircraft.

DEFINING STUNTS FOR A SETTING
Many Stunts are about combat and weapon use, particularly sword use, and some of them are prerequisites for the use of specially constructed weapons in Advanced Combat. Nevertheless, you are not limited to combat Stunts. Future Revolution D100 supplements will detail the Stunts that are most appropriate to their setting, be them combat Stunts or other kind of feat.

possesses a Stunt in addition to the base Trait receives no bonus to his or her Skill roll; instead, the character can perform some extraordinary feat that mere training in the basic Skill would not allow.

The exact effect of a Stunt depends entirely on its description, and in many cases it works only within a specific advanced sub-system. The Stunt description should contain its applicability, its base Trait and any extra costs and conditions for using the technique. Such conditions often include specially-crafted equipment without which the exceptional feats are impossible. It is not infrequent to see the description of a Stunt reduced to a simple "Enables usage of feature X of equipment Y", whereas the real description of the stunt effect is provided in the equipment description.



Example: The manoeuvre known as Pugachev's Cobra allows a jet pilot to virtually "stop" a hi-tech fighter in mid air, regaining speed immediately after. In combat, this prodigious feat allows a pilot with an enemy on his or her tail to swap places with the pursuer, changing a disadvantageous position into an advantageous one. The manoeuvre is very difficult, with the pilot risking loss of consciousness because of the acceleration/deceleration involved. In no way can this feat be improvised, even by the most expert pilots, unless they have undergone a specific training which includes knowledge of its theoretic aerodynamic basis. Moreover, only the most advanced Mikoyan-Gurevich, Sukhoi Russian aircraft, and the American F-22 Raptor can perform this feat. Attempting it with an aircraft with inferior manoeuvrability would be a suicide. In a game featuring top guns from the 80s and 90s, ace Russian pilots should have a "Pugachev's Cobra" Stunt in addition to their Pilot [Fighter Jet] Skill and Trait, allowing their MiG-29s to perform this sort of acrobatics. The exact effect of performing the Cobra in play would depend on the specific sub-system used, either basic Conflict (Chapter 3) or Vehicular Combat (Chapter 4, or specific supplements). A really skilled (and daring) USAF pilot PC could probably study the manoeuvre well enough to acquire the Stunt himself, but since no Western country had a plane capable of performing the Cobra at that time (the Raptor came later), he would not be able to actually perform it. Unless he suddenly found himself in command of an enemy plane – a typical occurrence for a RPG hero.

From a pure mechanical point of view, you can define Stunts as Required Traits which are Synergistic with a Pre-requisite of theirs. You cannot learn the Stunt if you do not have the base Trait (Pre-requisite); you cannot perform the feat if you do not have the Stunt (Required), but possessing the Stunt does not grant any Bonus to skill beyond what the base Trait provides (Synergistic). So much for the definition and mechanical effect of Stunts, but the most important thing is the role that Stunts play in the game. Basically, Stunts are attributes that make sure that a character who specialises in a certain area will really shine in it, much more than any other character who happens to have the base Trait and a good Skill score. A character with Stunts knows tricks and techniques that another owner of the base Trait, however competent, has no clue about. Two Characters with different sets of stunts in the same base Trait are both masters, but their techniques may be radically different.

CONFINING OPTIONAL RULES INTO STUNTS.

In some cases, the abundance of optional rules may create clutter and confusion in some important sub-systems. Yet some groups like to have detail in specific areas, and wish to add even more options to these "pluggable" sub-systems. A good solution for keeping options under control is that of isolating very detailed rules, which you may be unsure whether to apply, into Stunts. This makes the single rule "pluggable" like the sub-system, allowing you to introduce it only when a character reaches a good level of specialization in a given area – which probably also means that the player is comfortable enough with the rules to know whether the added complexity will be fun or not. Isolating detailed rules into stunts also marks the rule as "only interesting for characters who would like to perform the X feat", clearly indicating to new players which parts of a sub-system they are supposed to know, and which they can skip at first read.

SKILL LIST

Each Skill or Trait entry includes a description of how the Skill is used and its effects. If a Skill or Trait should be used preferably within a certain Time Scale, it will be noted in its description. Time Scales and their implications on play will be discussed in detail at the beginning of Chapter 3. Let us just say at this point that the four Time Scales and the standard duration of one round or action in each of them are Combat (six seconds), Adventure Time (five minutes), Narrative Time (one hour) and Downtime (one day to one week).

Traits in Italics are Stunts (see page 26). Traits followed by a (*) are required Traits, that is you cannot roll the raw Skill score if you lack the Trait. The low-tech and hi-tech icons mark Traits that are more adequate for that kind of setting.

SPLITTING AGILITY
If your campaign includes a lot of physical activity, you might want to split this Skill into Athletics (CON+STR, or DEX+STR) and Agility (CON+DEX). Athletics should then take over the Brawn, Climb, Jump, Swim and Throw Traits.

ACROBATICS AND BALANCE
A more realistic but slightly more complicate rule is to have Balance as a pre-requisite of Acrobatics, making the latter more difficult to acquire. If you wish to limit Acrobatics to selected individuals, you are encouraged to impose this restriction.

IMPROVING STRENGTH
STR is not very easy to increase, as it is present in only one standard skill. STR also describes the mass of a character (within the limits of his or her Size class), so it may be unrealistic to let it grow after character generation. If you wish to portray your character's improvement in muscular power, we suggest that you treat the acquisition of the Brawn trait as an improvement of STR by one point for the purpose of calculating Might and usable weapons only, whereas skills, Toughness and Strike Rank remain unaffected. You may also wish to introduce Stunts for Brawn in order to further improve STR in this way, perhaps limiting the applicability of the STR bonus to weapon handling or Might only. Another possibility is limiting the maximum STR you can reach with Brawn Stunts to the character's CON.

UNTRAINED DODGE
While Dodging attacks can leverage your athletic training when you practice sports, it is more a matter of reflexes when you have no training at all. If an individual is completely untrained in avoiding incoming attacks and attempts a last-ditch Dodge, roll DEX x2 rather than CON+DEX.

Agility (CON+DEX)

This broad Skill covers a range of athletic activities useful to adventuring characters, including climbing, jumping and swimming. This Skill is useful during Combat Time or higher time scales.

Acrobatics*:* This allows a character to perform a variety of gymnastic and balancing tasks, such as tumbling, walking a tightrope, or keeping balance on a narrow ledge. Using Acrobatics is also recommended in a conflict in which you risk damage from a fall.

Balance: This Trait allows a character to keep his or her balance and avoid falling. This is either an implied Trait or a pre-requisite of Acrobatics.

Brawn*:* This Trait is a particular application of athletics that relies purely on power, with no finesse involved. It basically involves pushing, lifting or dragging. You can usually lift up to your STR*2 in kilograms (STR *5 if using two hands).

Climb*:* Given enough hand- and foot-holds, a character with this Trait can climb any surface, given enough time, without the need for a roll. This Trait allows you to go up by half your Move per round, and to descend by one quarter of your Move.

Dodge*:* This Trait is used to avoid incoming objects that are swung or thrown at the character. Its most common usages are explained in the Combat chapter. When used against a swung weapon, this Trait is applied to the Close Combat Skill.

Jump*:* This Trait lets you jump up to twice your own height horizontally, or up to half your own height vertically, assuming you have least five metres to run first. If making a standing jump, these distances are halved.

Run*:* This Trait improves your Move by one point when running, and is used to roll for effect during chases on foot.

Swim (*)*:* Characters normally swim at one meter per round, unless they are aquatic creatures, which swim at their Move rate. While swimming, a character suffers at least double the penalty for armour and encumbering items. Swimming is a Required Trait. If you do not have it, you cannot swim. Most animals possess it, though.

Take Cover: This Trait and its Roll Stunt are used in Advanced Combat.

Throw: The Throw Trait is usually used to judge the accuracy when throwing improvised objects, from small stones to bar stools. The range of a throw is your STR in metres, adding or subtracting five per Size Class above or below Medium. In combat, Throw should be used only for grenade-like projectiles. Bladed weapons that are thrown should use the Ranged Combat Skill and their own specific Trait, such as Spear for javelins.

Close Combat (DEX+STR)

This Skill is used to attack and parry in melee combat. In order to use it, a character must move the Time Scale to Combat Time, barring extremely peculiar situations allowed by the Narrator.

Brawl: This Trait covers all untrained unarmed combat from simple brawling to grapples to rude fisticuffs. Normally, unarmed parries may only parry other unarmed attacks.

Martial Arts: This Trait may be useful in place of the Brawl Trait in certain cultures. Several schools of Martial Arts exist (Karate, Muai-Thay, Capoeira, etc.). The Martial Arts [school] Trait, once learned, replaces the Brawl Trait, thus saving one Slot. The big Advantage over Brawl is that the MA Trait usually includes a default Stunt (usually Kicking) that must not be learned but comes with the basic Trait.

The effects of Martial Arts and combat Stunts in general are described in Chapter 4.

Shield: This Trait allows you to block or parry with a shield in combat. Attacking with a shield incurs a Penalty. If you are wielding a shield larger than a Buckler and do not have this Trait, all of your combat rolls suffer a Penalty! In addition to this, the Shield Trait works also as the Dual Wielding Stunt when using a shield in Advanced Combat, that is you can perform a free attack or parry per round with the shield.

[Weapon]: This Trait allows you to use the appropriate weapon to attack and parry in combat. Note that 1H and 2H weapon use are different Traits.

Communication (INT+CHA)

This Skill allows your character to communicate with others and influence their decisions. Possessing the appropriate Language is a prerequisite of all other applications. Using this Skill generally requires that the Time Scale be Adventure Time.

Bargain: This Trait allows your character to haggle over the price of an item, service or whatever. You may also consider it a Persuade Stunt, only available to professional traders.

Command: This Trait allows your character to exert control over his or her subjects, whether in a professional or military context. It is paramount in mass battles and ship-to-ship fights.

Deceit: This Trait allows a character to hide his or her real feelings, meaning, agendas or intentions. Usually opposed by Insight.

Insight: This Trait is used to understand if a character is lying, or what another person is feeling or thinking. Usually opposed by Deceit.

Language: This Trait is actually several separate Traits grouped under a single heading, and using up only one Slots for all languages known. Thus, English, German and French are all individual Traits, and you will list them as Language: English/French/German, if your character knows them all. Note that a Regional or Racial Trait is, in most cases, also a Language Trait, so if you have the Halfling Trait you can speak Halfling. However, this may vary according to the details of the setting you are playing in. If the only matter required is to understand a few words, you can use this Trait even during Combat Time.

Close Combat Weapon Traits

Trait	Weapons Covered	Trait	Weapons Covered
1H Axe*	Battleaxe, hatchet	2H Mace	Morning Star, war maul
1H Flail	Ball & chain, nunchaku	2H Spear	Long spear, short spear
1H Hammer*	Warhammer	2H Sword	Long sword, great sword
1H Mace	Club, Cudgel, mace, Morning Star	Brawl	Fist, foot, head, etc.
1H Spear*	Javelin, lance#, short spear	Dagger*	Dagger, knife, Main Gauche
1H Sword	Long sword, short sword, rapier, scimitar	Polearm	Bill, glaive, halberd
2H Axe	Battleaxe, great axe, halberd, wood axe	Shield	Buckler, all sizes of shields
2H Flail	Large flail	Staff	Quarterstaff
2H Hammer	Great hammer	Whip	Whip

[*] If you have the equivalent Ranged Combat Trait, the 1H Close Combat Trait is implied.
[#] Lance may also be a separate Trait in your game.

Qì Expenditure
Depending on the setting, some Martial Art Stunts may require the expenditure of one Life Point per use – which represents the martial artist tapping into his or her Qì life force reserves.

Weapon-based Martial Arts
Some cultures have developed advanced fighting techniques as elaborate as unarmed Martial Arts. Treat these schools as you would treat unarmed Martial Arts, that is the Martial Arts Trait replaces the appropriate Close Combat weapon Trait, and includes one basic Stunt associated with the weapon (for instance, for Kenjutsu it is the ability to use the katana). The practitioner will have to learn all other Stunts separately.

How many Traits per weapon?
Not all classic d100 rulesets differentiate between 1H and 2H styles with the same weapon. The default behaviour in Revolution is having 1H and 2H as being two separate Traits, but you may want to "help" player characters by assuming that proficiency in one weapon covers both styles. There is also the problem of throwing 1H weapons. The rules assume that having one Trait implies the other, but this is not necessarily true. A good compromise between realism and playability may be allowing a weapon Trait listed under the Ranged Combat Skill to be used in close combat for 1H use, but not allowing usage of the Close Combat related Trait for Ranged Combat.

Weapon Trait Proliferation.
Close Combat may end up being an overcrowded Skill given the number of weapons and Stunts a character must own to face all possible eventualities. Although concentrating on a Skill may increase the number of available Slots, it is also true that some weapon categories are closer than others, and also a little easier to learn than the most elegant weapons like the sword. In order to make life simpler for fighter PCs and to better represent broader weapon categories, you may want to allow the following broader categories to occupy the same Slots:

- 1H and 2H versions of the same weapon
- Brawl, Grapple and Dagger
- Spears, Polearms and long tools like Scythes
- Axes, Hammers and Maces

FOLLOWERS AS TRAITS.
There are many cases when a follower or retainer is a key factor of a character's strategy and chances of success. This requires of course to earn the retainer's loyalty and trust, which in turn requires some dedication on the player character's part.
You cannot make any Skill rolls on a a Follower Trait, but you can certainly use a Follower as Support in a Conflict whenever plausible (see Chapter 3). In Advanced Combat (see Chapter 4) the Follower is treated as a separate character who fights according to the strategy the master decided. If a follower dies, the Trait must be acquired again in order to obtain another follower that the PC can trust.
A trained animal and a magician's familiar work much like a follower, but follow different rules described on page 34 and page 189.

Persuade: This Trait allows your character to win social contests where he or she wishes to influence someone else's opinion. Persuade tests are normally opposed by the target's Insight or Persuade Trait, and are modified by how much a character is trying to change an opponent's mind. This Trait is used against a single individual or a small group.

[**Status**]: This Trait represents the character's position in his or her home society. In some societies status is a synonym of wealth, and thus you can also refer to it as a Wealth Trait. See the paragraph about Status Traits on page 24 for a more detailed explanation.

Concentration (INT+WIL)

This Skill represents the generic ability to focus one's mind, and is also the core Skill for power use. It has many Traits, most of which are Required, that will be described in the Powers chapter. You will normally use it in Combat Time, but certain ritual spells may require longer.

Enchantment: Depending on your setting and necessities, this Trait may be required to enchant objects permanently. In other words, to create a permanently enhanced sword you may need both Damage Boosting and Enchantment. In order to use spells that are specifically marked as enchantments by the Enchantment attribute, such as Create Familiar, possession of this Trait is not necessary – although it may be handy as a Support Bonus in the enchanting conflict.

[**Manipulation**]: This group of Traits is used to change the standard attributes of a power. Usually only psychics and Arcane Magicians have access to such Traits. See Chapter 6.

[**Power**]: This Trait represents knowledge of a basic supernatural power, such as a Divine Cantrip or a Psychic power. The highest forms of Divine Powers are not Concentration Traits but follow a different mechanics (see Chapter 6).

Spirit Combat: This Trait represents the character's expertise in battling disembodied entities on the Spirit Plane. In settings where interaction with spirits is uncommon, it may be subsumed into the Willpower Trait.

Willpower: This Trait is used to resist temptations and hostile paranormal attacks. It is a defensive Trait, which you invoke to resist an agent trying to make you do something against your will.

Craft (DEX+INT)

CRAFT AS A POWER
Note also that in settings that use Alchemy or Weird Science Craft Traits may be the equivalent of Powers, as they are used to create items that are the equivalent of Powers.

This Skill is rather broad, and covers all activities that require using hands and tools to make, repair or disassemble something – including performing surgery. It has a great deal of Traits, some of them shared with other Skills. Attempting this Skill with inappropriate tools gives a Penalty, and attempting it without tools at all gives two Penalties.

This Skill is often useful in Narrative or Down Time only, although you can sometimes use it to quickly fix an object during Adventure Time (with a Penalty). The specific rules to use it are on page 136 in Chapter 5.

CRAFT GRANULARITY
Craft can become a variable granularity Skill in hi-tech campaigns which feature realistic differences in the various categories of devices (chemical, electronic, etc.) or simply different technological levels. On the other hand, a very low-tech setting may make this Skill broader and include some Traits (Lockpicking, Mechanisms) that are allocated to Operate in other settings.

[**Alchemical Recipe**] (Prerequisite: one appropriate Knowledge Trait such as Alchemy, Botanics or Nature): This Trait allows you to create specific types of potions, ointments and other concoctions. We suggest that you use the rules for Weird Science to represent medieval alchemy if you want to allow the creation of functioning potions.

[**Artisan Profession**]: This is actually a whole list of professional craft Skills that may or may not be useful to an Adventurer, including armourer, blacksmith, butcher, carpenter, cartographer, etc.. Some of these Traits may partially overlap with other Skill Traits. If you have the Sword Trait you can use it as a Craft [Weaponsmith] Trait in order to repair a sword, providing you have a forge at hand.

Surgery (*) (Prerequisite: Healing): This Trait is the application of medical knowledge to the healing of wounds. Unlike First Aid, it usually provides a bonus to the wounds healed on a successful roll, depending on the technological level of the setting and on the availability of suitable equipment. In a very low technology environment, this cannot exceed a +1 bonus, but modern technology and unlimited equipment can give you up to +10. Unlike First Aid, though, Surgery usually uses up valuable resources, so a character might have to actually resort to First Aid when short on medical supplies. A character cannot learn the Surgery Trait if he or she does not already have First Aid and Healing.

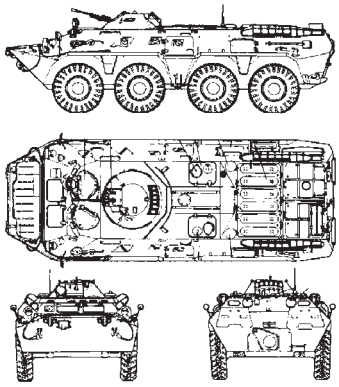
Drive (DEX+INT)

This Skill is used to operate a ground vehicle. It is usually performed in Adventure Time, but in special situations, it can be used during Combat Time.

Cart/Wagon: This Trait allows you to drive a wagon, cart or similar vehicle. When travelling at not more than a walking pace across flat terrain, possession of this Trait means that you usually succeed in getting where you want within the scheduled time.

Chariot: This Trait is used in the same way as Cart but is instead applied to two-wheeled chariots used for races or war.

OTHER VEHICLES
Depending on the setting, a myriad of other engine-powered vehicles may exist: cars, motorcycles, hovercars, etc.



Knowledge (INT*2)

Each Trait of this Skill defines an area of knowledge, and rolls are made whenever a player wants to see if his character knows something about the subject at hand. If used to remember something, a Knowledge skill can be used as a single roll, even in Combat time. If however your character is trying to research a subject or figure out something unusual, a conflict run on a larger time scale may be required.

Engineering: This Trait is used to design, build, activate, repair, sabotage or disassemble large mechanisms or constructs such as siege machines, city gates and drawbridges, mineshafts, ships and so forth. Using this Skill usually requires Narrative or (better) Down Time.

Evaluate: This Trait enables the character to determine the value placed on something by others, effectively guessing its market value. All cultural and Background Traits can be substituted to this Trait for common items, and provide a further Bonus if you actually have the Trait. Like Bargain, this Trait is common only among professional Traders.

Healing (Prerequisite: First Aid): Using this Trait in practice will always require a healer's kit appropriate to the technological knowledge of the character. The Healing Skill generally requires at least Adventure Time to perform, possibly Narrative Time to treat disease. This Skill is useful against poisons and disease, as well as flesh wounds.

Nature: This Trait covers the ability to recognise an animal, know its feeding habits, breeding cycle, habitats, identify plants in the wild, discover good places to grow crops, decide which plants are edible and what unusual properties they may possess. Possessing the appropriate Environmental Trait can replace this Trait, and provides a Bonus if you have both.

The Nature Trait is only appropriate for low-tech settings, and should be substituted with more granular and specialised Traits in an environment where scientific knowledge is more advanced.

[Other Knowledge Traits]: Alchemy, geography, military tactics, physics: this is just a small sample. The Knowledge Skill is definitely the one with more Traits.

Region: This Trait defines the character's knowledge of an area he comes from or has lived in for some time. This includes history, politics, weather cycles, geography, superstitions and information on widespread organisations. This Trait is usually listed under the Communication or Survival Skill, but it is often used with Knowledge, too.

[Literacy: Language] (*): This Trait is required, and is actually several separate Traits grouped under a single heading and using up only one Slots for all languages known. Even if you have a Language Trait that allows you to speak a language, you do not automatically apply it to Literacy, as you must learn how to read and write explicitly. This can happen in one of two ways:

a) your character gains the Trait explicitly with the standard learning procedure (see page 35);

b) your character has both the Communication Trait corresponding to the language he wants to learn to read, and a Literacy Trait for another language that uses the same alphabet.

Once your character becomes able to read and write a Language, no matter how, you can record the Trait on the character sheet.

Example: Kareem of Cordoba knows how to speak both Castillan and Arabic, but he only knows how to read Arabic characters. If he later learns how to read and write Latin, he will automatically be able to read Castillan, as the latter uses the Latin alphabet.

OPERATE GRANULARITY
Operate is a variable granularity Skill. In hi-tech campaigns which feature realistic differences in the various categories of devices (chemical, electronic, etc.) or simply different technological levels, it may be necessary to have several Skill entries for Operate in addition to a plethora of Traits. On the other hand, a very low-tech setting may make this Skill redundant and suggest that Traits like Lockpicking and Mechanisms be moved to Craft instead.

CYBERNETIC COMPANIONS
A follower who is a cybernetic construct follows the principles provided for Followers under the Communications Skill, but is clearly marked under the appropriate Operate Skill.

Operate (DEX+INT)

This Skill allows a character to operate anything mechanical or electronic (in environments with the adequate technology). It has a great deal of Traits, some of them shared with other Skills.

[Device]: Any device may be a Trait related to this Skill. The character must be familiar with the appropriate technology to acquire a device as a Trait. Some Background Traits imply the most common devices used by that culture – for example Cellphone or Smartphone for a 21st century character.

Lockpicking: This Trait allows you to open a lock with lockpicks. Using impromptu lockpicks bestows a Penalty on your roll. You will usually run Lockpicking as a conflict in Adventure Time.

Mechanisms: This Trait allows you to assemble or disassemble a trap or a simple mechanism. When disassembling a trap, you will usually run the process as a conflict in Adventure Time.

Perception (INT+WIL)

The Perception Skill is used to represent the senses of the character when detecting objects or other characters. Environmental Traits can apply to Perception rolls, too. All Perception Traits can be used in all Time Scales. All common humanoids have the Hearing and Vision Traits, although this may not be remarked explicitly on the character sheet. Some races lack these two senses.

Acute [Sense]: This Trait increases the perception abilities of an individual when using the specified sense, and provides an extra Bonus when using that sense. It is normally possessed only by hunting beasts such as felines and birds of prey. Each sense is a different Trait, and this Trait can only be gained by an individual who has the basic sense. Only an exceptionally trained hunter usually has this Trait, and the Narrator should limit its acquisition to cases where it is really in character.

Hearing: This Trait allows your character to perceive another character who produces sounds. Humans and most hearing-based creatures automatically have this Trait. Races that are not deaf but do not usually rely on hearing do not posses this Trait.

Smell: This Trait allows your character to perceive another character or item by olfactory means. Races that can smell but do not usually rely on this sense, including humans and most sentient races, do not possess this Trait.

[Sense] (*): This Trait covers senses not normally possessed by humans and their general use. Only non-human creatures usually possess it. Each sense is a different Trait. Examples are Infravision, Echolocation, etc.

Vision: This Trait allows your character to perceive visually another character or item. Humans and most sight-based creatures automatically have this Trait; while races that are not blind but do not usually rely on sight do not possess it.

Track: With this Trait, a character can locate the tracks of a specific creature and follow them. A chase using Track usually involves a conflict run in Adventure or Narrative Time. Environmental Traits are usually also relevant to this Skill roll.

COMMUNICATION AND PERFORM
A campaign which does not put the stress on social interaction might be simplified by conflating Communication and Perform. However, this will penalise bards, orators and professional performers, so think carefully before adopting such a solution.

Perform (CHA x2)

This Skill allows a character to entertain an audience with a theatrical or musical performance, to elicit a specific feeling in an onlooker, or to make him or her believe something that might, or might not, be true. The big difference between Communication and Perform is that the former always implies some form of interaction with the person whose opinion you are trying to influence, while the latter is usually based on what the performer does, with minimal interaction with the audience.

Dance*:* A successful test with this Trait will result in the audience or partner being pleased by the character's performance.

Disguise: This Trait is used to change a character's appearance and adopt a different outward persona. It is usually opposed by Insight or a Perception Trait if trying to avoid being identified. Note that this Trait is used with Perform only when you are trying to disguise yourself; if you try to disguise someone else you must apply it to Craft instead.

Oratory*:* This Trait allows the speaker to influence the audience's thoughts. Oratory is normally used against large groups of people.

Play [Instrument]: This Trait is actually several separate Traits grouped under a single heading.

Recite: This Trait is used to recite the verses of epic poetry, traditional sagas or prayers. It does not include actually knowing the verses. To determine what traditional poetry your character knows, use his Background Traits, which can also bestow further Bonuses to Skill rolls.

Sing: A successful test with this Trait will result in the audience being pleased by the character's performance.

Pilot (DEX+INT)

This Skill is used to handle a water-borne or air-borne craft. It is usually performed in Adventure Time, but in special situations, it can be used during Combat Time.

[Aircraft/Spacecraft] (*): This group of Traits allows piloting a flying craft either in the atmosphere or in space, according to the vehicle capabilities. This Trait is Required. You do not know how to fly an aircraft without proper training.

Boat: This Trait covers small water-borne craft propelled manually by oars or sometimes paddles.

Ship*: This Trait is used in the same way as Boat but is instead applied to water-borne craft that are driven by sail or rows of oars. This Trait is Required. You do not know how to sail without proper training. Pilot Ship can only be used in Adventure Time, not Combat Time, and includes the basics of navigating at sea.

[OTHER VEHICLE]
Depending on the setting, a myriad of other engine-powered vehicles may exist: balloons, zeppelins, airships, rafts, dimensional crafts, etc.

DRIVING AND PILOTING
The actual number of Skills involved in vehicle handling depends on your campaign settings. It is clear that Piloting a ship is not the same as Piloting an aircraft, which in turn may or may not be similar to piloting a vehicle in space. Thus, while you can even think of unifying the two Skills of Drive and Pilot in an extremely pulpy game, you might have to go the opposite way and split Pilot into two or more Skills in a very accurate Space Opera campaign. We have included two main Skills on the standard character sheet to avoid clutter, but this should by no means be taken as a constraint: adopt the granularity that better fits the level of specialization you want to handle for Player Characters.

Ranged Combat (DEX*2)

This Skill is used to attack from the distance. In order to use it, a character be in Combat Time, barring very peculiar situations allowed by the Narrator.

[Projectile Weapon]: This Trait allows you to use the appropriate weapon to attack in combat. Projectile weapons are Blowguns, Bows, Crossbows and Slings.

[Thrown Weapon]: This Trait allows you to throw the appropriate weapon in combat. Thrown weapons are Axes, Hammers, Javelins, Daggers and Rocks. If you have the appropriate 1H weapon Trait, you can apply it to Ranged Combat, too. Other weapons like Shuriken are for throwing only.

[Firearm/Beam Weapon]: In modern environments, you can learn how to use a Pistol, Shotgun, Rifle and Submachinegun, as well as mounted weapons such as Machineguns. In sci-fi environments, you can also train in all manners of beam weapons. The pistol and rifle variants of beam weapons are usually treated as two different Traits, whereas you may have all-inclusive beam gun/beam rifle Traits or one variant of each per energy type, depending on the setting.

Ranged Combat Weapon Traits

Trait	Weapons Covered	Trait	Weapons Covered
Axe*	Axe	Pistol	Handgun, Revolver
Beam gun	Laser gun, Particle beam, Phaser gun, Taser	Rifle	Arquebus, Musket, Rifle, Automatic rifle
Beam rifle	Blaster, Laser rifle, Particle rifle, Phaser rifle	Shotgun	Shotgun
Blowgun	Blowgun	Shuriken	Shuriken
Bow	Longbow, nomad bow, short bow	Sling	Sling
Crossbow	Heavy crossbow, light crossbow, hand crossbow	Spear*	Dart, javelin
Dagger*	Dagger	Sub-machinegun	Assault Rifle, Uzi.
Hammer	Hammer	Rock	Thrown rock

[*] If you have the equivalent Close Combat Trait for 1H use, you can apply it to Ranged Combat, too.

ANIMAL COMPANIONS

A loyal companion who will adventure and fight at the character's side is treated as a Trait under the Ride Skill, just like human followers are Traits under the Communication Skill. You can also require that this Trait be a Stunt, thus requiring a prerequisite: either the Mount Trait for a particularly loyal steed or the Animal Trainer Trait for another kind of animal. All the rules provided for followers on page 30 still apply, with the addition that an animal reduced intelligence may provide more limitations, but also certain Advantages not available to humans, such as hearing ultrasounds or smelling even the faintest scent.

INFILTRATING AND FOLLOWING

In order to sneak into an enemy settlement, you need be both silent and invisible. This may be simulated either by introducing specific Infiltration and Shadow Stunts, which have both Sneak and Hide as prerequisites, or simply by declaring that Hide and Sneak are synergistic Traits (see page 26) when executing these two manoeuvres. In the latter case, possession of an Environmental Trait can offset the lack of one of these Traits.

FIRST AID TECH LEVELS

In hi-tech environments, First Aid is more effective when you have the right equipment at hand. In these settings it becomes important to discriminate between academic medical training, which is more effective but more vulnerable to lack of provisions, from primitive practices limited in effectiveness but applicable in any situation. Academic First aid receives a Bonus if equipment is available, a Penalty if it is missing. Primitive First Aid is always rolled at the nominal value for the Trait. Usage of advanced medical equipment may also require the Medkit Stunt, corresponding roughly to modern paramedic training, whereas the Healing Trait is typical of physicians.

UNTRAINED ENDURANCE

Unlike all other situations where Survival is involved, INT is of little use in resisting pain, fatigue and shock. If an individual is completely untrained in resisting injuries in combat, roll CON x2 rather than CON+INT. Similarly, if both Agility and Survival are untrained, applying this Trait to Agility might be slightly more realistic.

Ride (DEX+WIL)

If a character is riding a creature with the help of saddle and stirrups, at not more than a walking pace across flat terrain, a Ride roll is not required. Checks become required when a character wants to do something out of the ordinary with a mount, like traverse treacherous terrain, jump obstacles, ride bareback, lead the mount into combat and so on.

This Skill implies a good degree of confidence with an animal, so you can use it also to train a mount, or even to train another kind of animal, provided you have the appropriate Trait. Not all riders are good animal trainers, and not all animal trainers know how to ride, but the basics are similar enough that you consider the two abilities interchangeable in game terms.

[Mount]: Each kind of mount is a Trait for this Skill. Common Traits are Horse, Camel and Elephant, but weird and uncommon mounts may exist.

Animal Training: Having this Trait means that you are an adept at training animals. Even if you have no specific Animal as a Trait, you can still attempt to domesticate, tame or train a creature, with a difficulty depending on the animal itself. If you also have the specific Animal as a Trait, you get a Bonus.

Stealth (DEX+INT)

The Stealth Skill is used whenever a character attempts to evade detection by another character. This usually happens when a character either tries to move quietly past an enemy, hide from one, performs a combination of both, disguises as another person or creature or camouflages some objects. Stealth tests are opposed by the Perception Skill and/or one of its Traits and are modified according to the situation. Using Stealth usually requires the Adventure Time Scale, although its usage is usually crucial when the Time Scale is about to switch to Combat Time.

Regardless of the fact that you have the appropriate Trait among the ones listed below, if you have an Environment Trait (or the Streetwise Trait if in an urban environment), it can be applied to the Stealth Skill. If you have both the Environment Trait and the appropriate stealth Trait, you might gain an extra Bonus.

Camouflage: This Trait allows you to hide other people or objects.

Hide: This Trait allows you to remain in place without being seen. A Vision roll usually opposes it if trying to avoid being caught.

Sleight: This Trait is used to hide or take objects, without drawing undue attention. It is usually opposed by a Vision roll if trying to avoid getting caught.

Sneak: This Trait allows you to move silently. It is usually opposed by a Hearing roll if trying to avoid getting caught.

Survival (CON+INT)

Survival is useful when a character lacks food, water or a safe place to sleep, or he or she must negotiate difficult or unexplored terrain. Unless you are using it to achieve a relatively unimportant result as "Can I catch enough fish to make our already-abundant supplies last for one more day?", Survival rolls should be used only in Narrative or Adventure time conflicts.

Endurance: This Trait allows a character to counter fatigue due to heavy exertion, and to resist being knocked out by pain and blood loss when wounded in Advanced Combat. Endurance can be applied to Agility, too, in some cases (see below).

[Environment]: Each environment is a Trait that can be applied to the Survival Skill. Environmental Traits are very powerful, as they are applicable to many Skills beyond Survival. Characters cannot learn Environmental Traits during play if they have not spent at least one year in the environment. Common environments include: Temperate Forest, Jungle, Savannah/Chaparral/Steppe, Desert, Arctic/Taiga, Sea/Coastline, Mountains, Caverns/Underground.

First Aid: This Trait allows you to administer emergency medical treatment to a wounded individual.

A character applying First Aid to him- or herself uses the Survival Skill, whereas treating another is better represented by an Operate (at high technological levels) or Craft roll. We recommend that you use a Survival Slots to list First Aid, though, as the basic training in this art is usually imparted along with basic survival practices.

A character who has benefited from any variation of First Aid may not benefit from First Aid again until he or she is wounded again. The use of First Aid requires suitable medical equipment such as bandages or salves, which an experienced adventurer usually keeps in a pouch at his or her belt (see chapter 5).

Streetwise: This Trait allows a character to find fences for stolen goods, black markets and general information coming from the "street level" of an urbanized culture. Although listed under Survival, this Trait is often used in conjunction with Communication or Knowledge, too.

CHARACTER IMPROVEMENT

IMPROVEMENT SESSIONS

An Improvement Session marks the moment when the adventurers have terminated a scenario or an important section of it, and can stop and meditate on what they have learned. In it, players can improve their characters' Skill and Characteristic scores during Improvement Sessions. Improvement Sessions take place when the Time Scale enters Downtime and the Narrator agrees that the situation allows the player characters to improve their abilities. A typical session will use up some of the time the player characters have available, usually at least one week, but they should still be able to carry out other typical Downtime activities (see the Downtime section in Chapter 3, page 42).

Before explaining the exact procedure applied during an Improvement Session, we will first introduce the concept of Skill Improvement Points and Skill check-marks.

IMPROVEMENT POINTS

During an Improvement Session, each player receives an amount of Improvement Points to spend to improve Skills and Characteristics. The suggested value is 10 for a full scenario, but may go as low as 4 for a small interlude or as high as the Narrator wishes for the final chapter of a long lasting saga. You can use these points to increase your character's Skills and Characteristics, and to gain new Traits , as explained below.

A player might not have the required Improvement Points to increase a Skill, according to the requirements set in the "Improving your Character" section below, and thus need to save some Points for later use. He or she will thus allocate a temporary amount of "saved" Improvement Points to the desired Skill and continue recording these unspent Points until enough have been accumulated to buy an improvement.

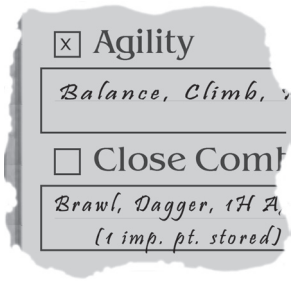
RECORDING USE OF SKILLS

You will mark a Skill as used when you have successfully employed it during a conflict to roll for effect, or to defend against an enemy roll. You need not have won the conflict, it is enough to have succeeded in one opposed roll; one can learn from failures, too. Check-marking a Skill during an adventure yields one extra Improvement Points automatically allocated to that Skill at the time of the next Improvement Session.

You can theoretically mark a Skill used again during the course of play, but this should occur only if you used the Skill to obtain a spectacular success, or when adventures span over very long periods of time and Improvement Sessions are rare. The Narrator will decide whether a second success is worth a second mark or not. The maximum number of marks for the same Skill is 3 in any case.

THE SKILL CHECK DILEMMA
Skill check-marks are a traditional feature of D100 rulesets. Some people love them, others feel they are counter-productive. Revolution D100 allows you to use the full spectrum of approaches to character improvement: ignoring Skill use, having Skill use contribute to advancement, and having Skill use as the only means of advancement. However, we must warn players new to D100 about one risk that may manifest at their table. The actual play experience of some groups has shown that the Skill use method may lead to abuse, and it becomes the Narrator's responsibility to avoid inappropriate use of a Skill in order to check-mark it. If a player is clearly doing something pointless for the plot or detrimental to the character to gain a check-mark, the Narrator should veto Skill recording. And some Narrators do not like vetoing actions, as they regard it as "policing" their game. It will be up to you to determine whether check-marking turns out to be a problem or a source of fun in your game (and rest assured that there is no general consensus on the subject among long time D100 players, as it seems to be largely a matter of taste) and decide whether to use this method or to go for an "Improvement Point only" strategy.

SAVED IMPROVEMENT POINTS
Record unspent Improvement points in the same box as Traits - or to the left of the Skill check-box.



CHECKING SKILLS
When you mark a Skill as used, put a check-mark in the box on the left of skill name. If using multiple check-marks, the additional marks are recorded as small dots on the left of the box,

IMPROVEMENT BY SKILL USE
If you prefer the classic method for Skill improvement, do not allocate improvement rolls at all, but allow improvement rolls only for those Skills marked as used on the character sheet. If the Skill qualifies for a new Trait or a Characteristic point improvement, the player can also add a new Trait or increase a relevant Characteristic. This method is a bit risky with the few Skills that Revolution D100 supports, as there is a good chance that most of them are marked each session, yielding a similar advancement pattern for most characters. This method is recommended, instead, if you choose to use the optional rule of not to using Traits and making each speciality its own Skill.

SKILL SLOTS

Each Skill has a number of Slots available that depend on the Skill score. The number of Slots is equal to the Skill score divided by ten, rounding up. This is based on the raw value for the Skill, not counting the +30% for Traits. For each Slot, the character can have one Trait or one improvement in a Characteristic. Once you have filled all Slots, you must improve the Skill to the point that new Slots appear before learning new Traits or using it to improve Characteristics.

TRAITS NOT TAKING UP A SLOT

Some Traits are innate abilities, such as eyesight or hearing. Such Traits can be listed among "learned" Traits, but they do not count for available Slot determination. In order to distinguish them from regular Traits, put a dot next to the Trait , signifying that it does not take up any Slots. All humans have the •Vision and •Hearing traits, while trained hunters may have the Acute Vision and Acute Hearing traits. Some creatures might even have •Acute Vision.

Knowledge and Communication Traits, even the most basic ones, are learned abilities and always occupy a Slot. Everyday use of some abilities, like languages, do not require particular training. Therefore, the basic ability to speak or read any number of languages occupies one Slot, no matter how many foreign languages you know. Exceptions may exist for some imaginary languages involving non-auditory components. Acquiring new languages still requires the expenditure of improvements to gain the new Trait.

Other kinds of Traits may occupy the same Slot as other Traits instead of separate ones, but this is a detail depending on the setting.

To signify that they occupy the same Slots, note languages in a slash-separated list after the Language or Literacy Trait. For instance, your character might have Communication [Language: English/French, Persuasion] and Knowledge [Literacy: Latin/Arabic, Philosophy]. If you prefer, you may also list spoken and written languages in separate sections of your character sheet.

IMPROVING YOUR CHARACTER

During an Improvement Session, a player can spend Improvement Points to attempt to increase Skills percentages. The number of Improvement points needed is equal to the current number of Slots for that skill, that is the current Skill score divided by ten, rounding up. A check-mark from successful use of the Skill during play counts as one extra Improvement Point spent towards improving the Skill, as do unspent Improvement Points allocated to the Skill during previous improvement sessions. If check-marks and points previously allocated already match the required amount, the player need not spend any more Improvement Points to improve that Skill.

To improve a Skill, roll 1D100 and compare the result to the Skill to increase. If the roll is greater than the Skill's current score, the Skill increases by 2D4 points. If the result is equal to or less than the Skill's current score, the Skill increases by one point. A player can roll against a particular Skill as many times as he or she wishes during Downtime, provided he or she pays the appropriate amount of Improvement Points.

Specialised fighters or power users may require lots of Slots in Close Combat or Concentration, forcing players to use the Dedication rule explained below. If you prefer to avoid this rule, you might instead let weapon Stunts or peculiar powers occupy the same slot as their required Trait, as explained above for languages.

RECOMMENDED OPTIONAL RULE
If the result is equal to or less than the Skill's base score, as determined by the Characteristics governing it, the Skill increases by 1d4 points instead of only 1. This helps characters who are particularly "gifted" for one Skill to grow faster in it.

LEARNING NEW TRAITS

In order to learn a new Trait, the character must either be able to research it (in that it is both researchable and the relevant research material is at hand), or the Trait must be taught by a teacher (see below). Learning a new Trait costs one Improvement Point and uses up one of the available Slots for that Skill; if no Slot is available, the player must first improve the Skill to open up a new Slot.

Background or Environment Traits can be neither researched nor taught. Only living for a long time in the related area can allow a character to gain these Traits. As a prerequisite for Background traits, the character must first learn the Language spoken by the culture as a Language Trait. Background Traits cost two Improvement Points to learn, while Environment traits cost three.

Improvement Summary

Action	Improvement Points	Notes
Improve a Skill	10% of Skill score, rounded up	
Improve a Motivation	10% of Motivation score, round up	
Learn a new common Trait or a Stunt	1	A Slot must be available in a related Skill
Learn a new Background Trait	2	A Slot must be available in a related Skill (usually Knowledge)
Learn a new Environment Trait	3	A Slot must be available in the Survival Skill
Improve a Characteristic by +1	1	A Slot must be available in a related Skill. Only every fifth Slot in Skill can be used for a Characteristic gain.

IMPROVING CHARACTERISTICS

Characteristics are improved in the same way as Traits are gained; by devoting one Improvement point to increasing the Characteristic by one point. As for Traits, the Characteristic increase uses one Slot from one relevant Skill, that is a Skill that uses the Characteristic to calculate its starting score. However, not all Slots can be devoted to Characteristic increase: only one slot out of five can be used this way, and the other four Slots must already be occupied by Traits in order to be able to choose a Characteristic. The character need not have access to any research or teaching to increase a Characteristic. The increase comes along with the gaining of fresh expertise in Skills that use the Characteristic.

Example: Rotary the Barbarian has a Close Combat Skill of 44% and a DEX of 11. He has the Brawl, Shield and Spear Traits. During Downtime, Rotary's player learns the Sword Trait, so he now has five Slots available and four occupied by Traits. He can use the fifth Slot for a Characteristic and chooses +1 DEX. His DEX is now 12. In order to improve DEX again with Close Combat he needs to reach 91% with the raw Skill. Rotary starts training his 32% in Agility instead, as reaching 41% in that Skill will grant one usable Slot, too.

When a Characteristic is increased, recalculate the scores of all Skills and Derived Attributes based on it. If this opens up new Slots in some Skills, you may use them immediately.

IMPROVING MOTIVATIONS

A player may choose to spend Improvement Rolls on a Motivation as if it was a Skill during an Improvement Session. As for Skills, the number of Improvement Points to use is equal to one per 10% score or fraction in the Motivation. You will find additional rules for Motivation improvement in the Motivation and Fate section of Chapter 3.

DEDICATING TO A SKILL

A character who needs to acquire more Traits than he or she has Skill Slots available can choose to dedicate to a specific Skill. This choice costs nothing more than entering Downtime and deciding to do so, but eventually changing one's mind may be costly, so you should not make it lightly.

Once you have Dedicated to a Skill, your character has one Skill slot per 5% score or fraction in the Skill, not one slot per 10%. However, this means that he or she must devote half of his or her Improvement Points plus one to that Skill each time he or she receives Improvement Points. This makes Dedication to more than one Skill impossible.

A player can move his or her character's Dedication from one Skill to another only if the first Skill has enough Slots for all known Traits even with the standard "1 per 10%" computation method. The Narrator may let the character "unlearn" Traits in order to gain enough Slots.



ENCOURAGING CHARACTERISTIC INCREASE

At the Narrator's option, the Characteristic increase may become mandatory, that is every fifth slot used must be devoted to a Characteristic and not to a Trait.



DESIGNER'S NOTE

The mechanism by which Characteristics increase represents the natural improvement that comes with everyday practice. This emulates the natural process by which a person who practices a sport sees his body become more fit as a natural consequence of training in physical activity.



EASIER INCREASE FOR LESS FREQUENT CHARACTERISTICS

INT and DEX are easier to improve over Characteristics like STR. In a game where characters need to improve their stats on a regular basis, you may wish to allow STR, CON, WIL and CHA to use one slot out of three in Skills that have them as basis. Once you have used a third slot, you cannot use the fifth slot of the same Skill for a Characteristic that requires five Slots, you must wait till the sixth becomes available.



If a Skill decreases to the point that it no longer has the required Slots to support all of its Traits and Characteristic improvements, remove Traits and Characteristic points in order to bring the situation back to normal allowance. If there is another plausible Skill for a Trait, the latter can be moved to it instead of being lost. If you cannot move enough Traits to restore an allowed configuration, Slots occupied by Characteristics must be emptied first.



The Narrator might require that the character has a related Motivation at the same level as the Skill before dedicating to it. This represents the reason behind the extra commitment.



ADVENTURING

Conflict Sequence

Phase	Actions performed	
Setup	Determine the numeric value of the Resolution Point Pool for each participant, and the Challenge Rating for impersonal forces.	
Conflict rounds	Repeat the following steps for each round:	
	Statement of intents	All participants can declare an action for the round. Possible actions are Roll for Effect or Support.
	Roll for Effect	Skill rolls are made according to the declared actions, and each participant who loses a roll takes a hit to the Resolution Point Pool. After each hit, check whether the losing party has been defeated.
Outcome determination	Determine the winner of the Conflict, and its overall Effect in play. Consequences may be assigned to both the winning and the losing side.	

HOW TO PLAY THE GAME

Before play, determine who will be the Narrator, and who will be Players. Everyone sits at a table with a character sheet, pencils, erasers, chips, miniature figures (optional) and all other materials that will facilitate play. The Narrator brings notes about the game world and possible encounters. The Narrator may use a screen to prevent the other players from seeing said notes, but should make all dice rolls in view of everyone at the table.

In the game, you describe characters and events of an imaginary world, in a coherent and enjoyable way. The rules guide you in this process, but are not the focus of the game. The core concept is portraying characters as the protagonists of an interesting story.

Revolution D100 is played in **rounds**, in which everyone at the table takes turns making actions. What happens during a player's turn is usually conversational and narrative, and need not involve moving counters on a board or exchanging chits. Figures, counters and chits may help you remember the details, but they are absolutely optional. Dice rolling may or may not take place during a player's turn.

During a turn, a player describes what the character does, and the reactions he or she expects from the game world and its inhabitants. The Narrator will tell him or her if everything goes according to the character's intentions or not, and to what extent. If there is a chance that something does not go as the player intended, the Narrator might ask the player to roll percentile dice, and compare the result to one or more of the character's Skills and Traits. The Narrator will often roll dice, and compare the result with the relevant Skills and Traits of other entities in the game world who wish to help or oppose the player characters. How this influences the outcome of the player characters' adventures depends on the various die rolls results.

The Narrator takes his or her turn differently from other players. During the course of a game, the Narrator will portray opposition as if it were player characters and may take several turns per round according to the same rules governing player turns.

There will be times when a player cannot take a turn. This happens when the character is described as being:

- dead, asleep, unconscious or otherwise restrained;
- not present in the scene the Narrator is describing, or in a different Time Scale than them, or simply not involved in what is going on (see Unities of Time, Space and Action below).

The order in which each player takes his or her turn varies according to the different Time Scales. The fact that a Conflict or a Combat is in progress also influences how the players take their turns; this will be explained in detail in the Conflict and Combat sections of this chapter and Chapter 4.

SET-UP EXAMPLE.
Tim and his group gather to play an adventure involving the Teutonic Order's conquest of the Baltic Lands. They have already created their characters and filled character sheets with the necessary information. Everyone also brought a pencil, paper clips to record scores, some chits of different colours, and a complete set of dice. John portrays a Brother and has painted a lead miniature of a heroic Teutonic Knight to help everyone visualize his hero. Samantha plays a native Balt scout and since she is not that much into painting, she has just printed and cut a paper figure representing a generic barbarian female hunter, which resembles the idea she has of how her character looks like. Tim plays a magician, and since he is happy with just visualizing things in his mind, he does not have any figure at all. Karl, the Narrator, has lots of notes in both a fat binder and a laptop computer, a large box of poker chips, and a set of plastic miniatures of barbarian warriors, which he will use to represent fierce Lithuanian warriors that the player characters are about to fight. A sealed box contains extra figures that represent other opponents the party might encounter this evening, but since these are supernatural creatures, Karl is hiding them from the players to avoid giving away too much about what is about to happen.

SHOULD WE USE MINIATURES?
It is important to stress that miniatures are absolutely optional in this game. The rules make as few references as possible to distances, ranges and positions and try to keep everything as colloquial as possible, making tactical representations of scenes not necessary. However, figures may be useful to keep track of varying scores, particularly in Combat, by placing a D20 or other markers beside them. Although this is not the only method of book-keeping available, we have found that this is the one that worked in the fastest and easiest way for us. If you have figures available, we suggest that you keep them ready for this usage.

UNITY OF TIME, SPACE AND ACTION

When describing the Art of drama writing, Aristoteles stated that a good play abides to several unities:

- Unity of Time: the characters all act at the same time, in a well-defined time span, without long periods of inaction between the events portrayed.
- Unity of Space: the characters are all located within well-defined spatial boundaries that allow them to interact whenever the plot requires so.
- Unity of Action: the characters are all focused on the same subject(s), whether they act in coordination or not, and are not pursuing different personal agendas.

To describe the various phases of play, we will often reference the Unities as something that should be enforced for a given situation or Time Scale (see below). Enforcing a Unity usually means that characters who do not respect it (by being in another location, or acting on a different Time Scale, or having a different agenda) cannot act on their turn, or at least their action cannot influence the outcome of the scene or conflict being played.

TIME SCALES

ISN'T IT JUST COMMON SENSE?
If you are an experienced Narrator, the Unities and Time Scale Sections might seem redundant to you. In such a case it is likely that such procedures as keeping the characters who decided to stay at the inn "frozen" in a different timeframe while the others are ambushed by assassins in the sewers are already a "second nature" for you; in fact, they sometimes become so instinctive that the Narrator does not even realize that he or she is applying a procedure, and just calls it "common sense". However, these rules are meant for everybody, including people who might be playing a RPG for the first time. Thus, in order to help junior Narrators, we have made these procedures explicit and put them in the most visible place: the core rules. On the other hand, even the most seasoned Narrator will find that a clear demarcation of Time Scales is handy when it comes to defining how long a given effect or condition lasts, or when to call for attempts to heal the wounded or repair vital equipment.

There are four Time Scales in the game. The game is always running in one of these scales, and some rules are similar for each Time Scale. Each scale divides real world time into arbitrary intervals (rounds) that correspond to a given length of time (*time unit*) in the game world. The terms Time Unit and Round can often be used interchangeably, with the only distinction that Round refers to the player, and the Time Unit refers to the character. For instance, when a Round of Narrative Time passes for the player, an hour passes for the character. The Time Scale table defines the length of the time unit for each scale.

Should a player try to have his or her character perform an action that is not suitable for the current Time Scale (like attacking a foe during Narrative Time), the action automatically fails. The Skill List in Chapter 2 details which Time Scales are appropriate to the different Skills and Traits.

Time Scales

Marker	Time Scale	Part of the plot roleplayed	Length of Round (in game time)	Conflicts and die rolls	Unities that must be enforced
—	Interaction Time	No character interaction	Free player interaction	No rolls at all	None
4	Downtime	Interlude	Day or Week	Seldom	Action
3	Narrative Time	Scene	One hour	Sometimes	Action, Time
2	Adventure Time	Sequence	Five minutes	Often	Time, Place
1	Combat Time	Combat	Six seconds	Each round	Time, Place

ROUNDS OUTSIDE COMBAT
Other roleplaying games use Rounds only in combat, and some not even in combat. We have decided to extend the applicability of Rounds to non-violent Conflicts and generic scenes because having each player act in sequence draws everyone into the action, even players who would otherwise tend to remain passive. Playtest has shown that once players have got used to the rules, going by Rounds in a wide variety of situations does not get in the way of roleplaying but rather stimulates players to contribute to a scene instead of just watching someone else roll the dice.

CHARACTERS ON DIFFERENT TIME SCALES

When the player characters are not in the same place or able to communicate with one another, the Time Scale may go down for one or more players, while the others remain in the previous Time Scale. The Time Scale marker always indicate the Time Scale with the shortest Time Unit. Only players whose characters are in the Time Scale indicated on the Time Marker can take their turns. The others will have to wait until all characters are on the same Time Scale.

The above rule means that the Narrator must keep the players whose characters are in the higher Time Scale "frozen" until the plot allows the reconstruction of Unity of Time and Place. The Narrator may decide to "force" frozen characters into the lower Time Scale, but since this implies some sort of "deus ex machina" intervention that also transports the characters to a new location, it should be reserved for truly exceptional circumstances.

SHIFTING AMONG TIME SCALES

The Time Scale will often change during play. The Narrator has the sole responsibility of keeping track of the current Time Scale and make it known to the players via a Time Scale Marker or other means.

The Time Scale usually changes by mutual agreement of the Narrator and all players. When there are different opinions about the opportunity of a Time Scale shift, the Narrator usually has the last say on whether the shift takes place. However, there are some basic principles that the Narrator must follow.

- When the decision of shifting the Time Scale takes place during a round, all players and opponents must have taken their turn before the shift takes place. Note that during a Conflict a victory also terminates the round and negates all further turns, thus allowing an immediate time scale shift.
- At the end of a Conflict specifically intended to end in violence (ambush, chase, infiltration, search, etc.), the Time Scale shifts to Combat Time automatically if the side that wants violence wins.
- During Combat, a character may move to a different Time Scale by fleeing the battlefield. In order to do so he or she must be disengaged from any Close Combat and able to run. A mount or vehicle will definitely make things easier. Members of the other side may also disengage and pursue, but according to the rules for handling contemporary actions on different time scales all characters fleeing the battlefield remain frozen until Combat ends.

Example: Robyn Hode and his Merrie Men have successfully ambushed the Sheriff of Nottingham. All of his guards being dead or disabled, the Sheriff, who was not engaged in hand to hand combat, decides to flee. The Narrator declares that the Time Scale goes up to Adventure Time and the Sheriff jumps on his horse and rides away. The Merrie Men are not content with killing henchmen and would like to capture the Sheriff himself, but since the players cannot override the Narrator's decision, they have only one choice left: ending the current Combat and initiating a chase conflict, which will restart Combat Time if they win.

TIME SCALE MARKER.
It is the Narrator's responsibility to make clear in which Time Scale the game is running. In order to do so, he or she will keep a multi-faced marker with at least four sides exposed (a big d4 is perfect for this purpose). If the marker is hidden, then the game is in Interaction Time, otherwise the Time Scale is the one indicated by the face that the Time Marker is showing.

ROUNDS

A Round is the time a character needs to use an ability, or explain one major point in a conversation, or any other basic action appropriate to the Time Scale, as explained in the following sections. This time is usually coincident with the length of the typical Time Unit given in the Time Scale Table.

You will usually need to use Rounds only when a Conflict is in progress. During a Round, each player whose character can act takes a turn, in the order described later in this chapter under the Conflict rules. If the Narrator wishes to use Rounds to mark the passage of time even when no Conflict is in progress, you may proceed as you would do when playing a game of cards from the player on the Narrator's left and go clockwise, or from the player on the Narrator's right and go counter clockwise, or alternate between the two. Just be consistent.

The Narrator can alter the length of Rounds. For example, in an Adventure Time sequence, portraying a pursuit in the steppe which involves tracking and finding your opponents and not only reaching them, the duration of Rounds can be lengthened to one hour until the enemy is actually in sight, and then switch back to the normal length of five minutes for Adventure Time. Similarly, you can decide to run Adventure Time with Rounds of one minute or Narrative Time with Rounds of four hours. This can also happen by mutual agreement among players if they decide to "advance" time by a given number of Time Units during which nothing significant is attempted. However, you must preserve Unity of Time even in this case: all characters who are in the same Time Scale should advance together.

During Combat, the Narrator **cannot** alter the length of Combat Rounds.

FIRING OUTSIDE COMBAT.
Characters can attempt a ranged attack against a foe during Adventure Time, but they are limited to one attack per Round, regardless of their weapon rate of fire. This represents opportunity attacks that exploit a favourable moment in the action sequence. Firing more than once per Round or making close combat attacks still requires a shift to Combat Time. The effects of a successful ranged attack during Adventure Time depend on the Combat rules your group uses. If you use the Basic Combat rules, the attack will cause Resolution Point loss like any other skill use, and the advantage is that this happens in addition to any Roll for Effect for that round. If you use Advanced Combat, on the other hand, the consequences for the target might be more serious.

Example. In our Robyn Hode example, the Sheriff is trying to flee the Merry Men on horseback. Robyn, although close to the Sheriff, cannot attack him in Adventure Time because close combat attacks are not allowed in this Time Scale, so he has to pick up his longbow and fire one last arrow at his fleeing rival, who in the meanwhile has moved out of optimal bow range. Still better than trying to catch up with a galloping horse, though!

INTERACTION TIME

Interaction time is not a Time Scale. It represents any player interaction that has no actual effect on the game world. During Interaction Time, Players can discuss freely. Game Time flows at the same rate as Real Time.

Players cannot attempt any form of in-game Action during Interaction Time. Doing so moves the game to a Time Scale that can be run in Rounds.

DOWNTIME

Typical actions that player characters perform during **Downtime:**

- Work to earn a living
- Apply to be accepted into an organization
- Get married
- Buy real estate
- Attend religious ceremonies
- Improve skills (the specific rules are in Chapter 2 on page 35)
- Craft or enchant items (the specific rules are in Chapters 5 and 6)

Downtime is the time between adventures, and covers both the non-exciting tasks that adventurers have to carry over to survive and those events that are significant but not part of any adventure. You will usually run a long journey in a safe environment using Downtime, as the journey is not an adventure in itself. Travelling in a non-safe environment is better handled in Narrative Time.

Characters can attempt skill rolls during Downtime, but only if the Narrator explicitly request it or the roll is part of a procedure specifically designed for Downtime use, like crafting new items or improving skills. Conflicts are rare in Downtime, with the exception of political activities, creating exceptional items, or summoning dangerous entities, assuming that the group wishes to run them as Conflicts.

During Downtime, players do not suffer penalties for equipment. Unity of Time and Space is not required during Downtime. Characters can act at the same time even if they are far from one another, and their actions are only loosely synchronised. When a player enters Narrative Time the others may usually opt to "move" their characters to the same location or synchronize their actions with his or her character.

Dozens of Time Units may pass in Downtime without any event occurring if no one does anything. Unless a player explicitly asks to keep an action secret from the others, all information gathered during Downtime is public, as there is plenty of time for characters to communicate with one another.

NARRATIVE TIME

Typical actions that player characters perform during **Narrative Time:**

- travel in a hostile or dangerous environment
- buy some important equipment
- talk to a non-player character
- engage in romantic activities
- research a public source of knowledge (a library, a book, a wall carving, etc.)
- explore a town or one of its districts
- stand guard by the campfire for a watch turn

Narrative Time is used to describe the scenes that take place before the conflictual part of the adventure, and setup the scene for the Conflicts that await the adventurers. Narrative Time is used primarily for social roleplaying with non-player characters, and general exploration of "safe" environments. Characters can roll their skills during Narrative Time, but generally only social skills, relationships and Motivations have a significant effect in this context. As a rule of thumb, during Narrative Time player decisions should have more influence on the story than character skills or die rolls.

On the other hand, while on a long journey in a hostile environment, it is better to consider the Time Scale to be Narrative Time, but the length of the round will seldom be one hour. 6 to 24 hours may be more appropriate to the situation, whether there is a Conflict in progress or not. In this specific case, covered in the Movement section (page 70), Skill rolls should be at least as important as roleplaying, and use of Conflicts is recommended.

During Narrative Time, players can rearrange their Inventory freely at any time during the round. However, as they do have an Inventory, they might suffer Penalties due to the equipment their character is carrying (see page 73). Characters who are in different places may act at the same time to speed up action, unless their players or the Narrator wish to keep things secret.

ADVENTURE TIME

Adventure time starts when tension increases, and danger comes close. In a movie, the moment when the game enters Adventure Time would be marked by a sudden change in the music. Adventure time can eventually lead to Combat and violence, but not always. Characters will roll their skills often during Adventure Time, and few Actions should have their outcome determined by player strategy only. During social interaction, roleplaying your character is still important, but it will only constitute a Bonus to your skill roll rather than the whole Action.

During Adventure Time, players can rearrange their character's Inventory at the start of each Round. Penalties for equipment apply in Adventure Time, and if the Time Scale shifts to Combat Time during that round characters will enter Combat in the same configuration used for the last Adventure Time rounds.

Normally, both Unities of Time and Place should be enforced in Adventure Time, so if two groups of adventurers are not at the same location, conflicts or round-to-round activities involving them should be run separately by "freezing" one group at a time. However, if there is a dramatic reason to enforce contemporary action (such as one group trying to rescue the other while the latter struggles to survive) then rounds of non-directly-related actions can be run at the same time.

Typical actions that player characters perform during **Adventure Time:**

- explore a building or dungeon
- set up an ambush
- discuss a case in a court
- run away from an enemy
- search a room

COMBAT TIME

During Combat Time, player characters try to kill or overcome opponents by violent means. The rules for Combat are similar to those for generic Conflicts, but more detailed and less freeform. Combat can be run with either Basic or Advanced rules, explained in Chapter 4 and its sub-chapters.

In some cases, the transition to and from Combat Time when a Conflict is in progress in a higher Time Scale can require some particular procedures, explained on page 59 of this chapter.



SKILL ROLL OR CONFLICT?

Revolution D100 belongs to that category of role-playing games where character skills are the most important factor in determining whether a scene ends with success or failure for the heroes. However, in such skill-based one single successful roll often fulfils only a part of the requirements for success, and sometimes it is not clear how many more rolls you need to accomplish the desired goal. The most common solution is that the Narrator arbitrarily adjudicates how many and which rolls are required; but while some groups are happy with Narrator "rulings" determining the actual meaning of a successful roll, this is not true for everyone – and it is also a big burden for the Narrator. Such potential problematic is not present in combat scenes, where you always know when you have won: as soon as one side has run out of Hit Points, you have a winner.

In order to maintain consistency between violent and non-violent encounters, we have introduced a mechanics called Conflicts which is similar to the combat rules of most classic RPGs. Conflicts are meant to provide interesting results for the non-violent part of your adventure. They help the players have a say in the outcome of their roll, and the Narrator in fairly adjudicating what happens in the game. The idea is that he or she should avoid calling for rolls unless the situation deserves a full Conflict, but there might be some exceptions.

When the outcome of a player action is not immediately obvious:

1. If only one of the possible outcomes is interesting, let it happen without any rolls. Avoid forcing the players to roll for routine or uninteresting tasks just to see if they fail so badly that something happens. If the Narrator has "interesting complications" in mind that might happen, he or she should make them the main part of the story and go to point 3 to stage a conflict.
2. If several outcomes are possible, but the difference does not have a great impact on the adventure, and players are aware of the options, the Narrator might call for one simple or opposed die roll to check if the players manage to obtain their preferred result. Not succeeding should cost the Players some in-game resources, at most, but it is not a substantial defeat. Lasting consequences and events that have a remarkable impact on the plot should be reserved to Conflicts.
3. When complications are an interesting part of the adventure, you should run a Conflict. If you wish to highlight an obstacle, an ability or an equipment that does not deserve a Conflict based solely on it, remember that you can run a larger conflict in which it still plays a role.

To summarize, skip unnecessary rolls and replace them with a Narrator decision or with a mild loss of resources whenever rolls would not provide fun. When you really have to roll, always consider whether you should use a Conflict and make it as epic as a combat, giving the player characters an opportunity to shine.

CONFLICTS

An adventure can involve challenges that, while non-violent in nature, are no less thrilling than combat. For instance, a party might be involved in a debate in a court, or a character may break into a house, while guards are on duty and suspect an intruder is around. You can sometimes handle these situations with a simple or opposed roll. However, playing them as extended sequences may make your game more interesting, so we recommend you use

the Conflict rules whenever the sequence you are running is significant for the story you are playing, or whenever the players want to have a finer control over the outcome.

A Conflict usually constitutes the entirety of an action scene or sequence. Conflicts are run in rounds. According to the kind of sequence you are playing, you can alter the actual length of a round to fit the actual duration of the actions involved. The complexity of Conflicts grows as you add more and more participants. However, the basic flow of action described in the Conflict Sequence table at the start of the chapter remains the same in all cases.

In this section, we will first explain how to calculate Resolution Points for all kinds of Conflicts. Then we will examine how to run the various rounds of the Conflict and to determine its outcome, starting with the simplest kind of Conflict and proceeding in increasing order of complexity. With advanced rules we will also introduce a more detailed Conflict flow chart to illustrate the process. You can stop at the level of complexity you prefer and avoid introducing the next layer of rules, if it makes you more comfortable, or introduce rules gradually as your players gain confidence.

KEEP IT SIMPLE... BUT NOT TOO SIMPLE.
We have introduced the distinction between simple and advanced Conflicts to enhance clarity and to allow a gradual learning of the rules. Simple Conflicts are not intended as a viable option for running the full game. The playtest process has shown that "just sticking to the basics" often leads to a dry sequence of rolls accompanied by purely numeric resource attrition, without any fun events or interesting descriptions. This can become boring very quickly, so we recommend that you gradually introduce at least the first layers of advanced rules until you find your group's sweet spot for complexity. You will realize that this has happened as soon as all players get in the habit of adding a colourful and fun description to each action they perform in a Conflict.

GOAL OF A CONFLICT

The first characteristic of a Conflict is that at least one of the parties involved in it has a goal to achieve, and the other party is opposing it. If the heroes want to reach a destination, then the wilderness on their path is treated as an opposing force. Or perhaps a merchant is trying to extort an outrageous price for an item of merchandise, and the player characters want a discount.

Revolution D100 stresses the unpredictability of in-play outcomes, so the outcome of a conflict should not be pre-determined. Once the dice start rolling, anything may happen. Thus, we do not recommend that the Narrator and the players negotiate the purpose of a Conflict beforehand, as this would imply that the intended goal is the automatic outcome if the players win. The only condition that must always be met before a Conflict starts is that a goal exists and that at least the Narrator be aware of its real nature and scope. This principle has two important consequences in play.

The fact that a goal is present does not imply that the players are aware of what it actually is. The Narrator can start a Conflict with "hidden" goals, or add unintended goals to a Conflict the players asked to start. In fact, this is a great way of introducing twists and surprises in the plot. If the Narrator calls for a Conflict while traversing the jungle of Planet Yor, the players need not be aware whether this is because their intent to reach the Lost Temple is being opposed by a generic difficulty, or because the Felinid natives intend to ambush them. The success or failure of the intermediate rolls will determine whether the players understand what is actually going on while the Conflict is still in progress or only when the first javelin strikes its unaware target.

It is also perfectly acceptable that a Conflict starts when the players' intended goal is not achievable and they are not aware of this fact. The Narrator need not tell the players in advance about any details they are not supposed to know, even when he or she has already determined that they cannot achieve their stated goal. He or she can delay any explanation until the end of the Conflict, assuming the players win it. However, as we will clarify in the next sections, the Narrator cannot initiate a Conflict without being prepared to concede a **significant** alternate victory to replace the intended goal if necessary. If the player characters, or the opposition, cannot achieve anything useful from a Conflict, then the Narrator **must not** initiate it and must go for a quick determination of the outcome instead.

CONFLICT SETUP AND RESOLUTION POINTS

At the start of each sequence, each participant determines what the character's Resolution Points for that Conflict will be. Resolution Points represent how far your character is from being defeated. When the Resolution Points of one side of the Conflict drop to zero or less, then that side has been defeated.

The amount of Resolution Points that a character has at the start of a Conflict is called his or her Resolution Point Pool. Resolution Points are a temporary attribute re-calculated from scratch at the start of each new Conflict.

Resolution Point Pools

Type of Conflict	Resolution Points based on
Physical Conflict: overcoming material obstacles, driving or piloting a one-man vehicle.	Dexterity, or average of Dexterity and Constitution if Fatigue is an issue
Physical Conflict: travelling, resisting adverse environmental conditions.	Constitution
Exploration: finding the way in unknown, possibly hostile territory.	Intelligence, or average of Intelligence and Constitution if Fatigue is an issue
Mental Conflict, like understanding a riddle, finding clues, piloting a crewed vehicle or fighting a battle on a strategic level.	Intelligence
Interior Conflict, like resisting terror or temptation. Using supernatural abilities.	Will
Social Conflict, such as trying to modify someone else's opinion.	Charisma

Consult the Resolution Point Pool Table to determine on which characteristic(s) your Resolution Point Pool is based for a specific Conflict. It is the Narrator's responsibility to determine how Resolution Points are calculated.

In special cases, the size of a Resolution Point Pool might be based on values unrelated to any Characteristic. For instance, the Resolution Point Pool for keeping a ship afloat during a storm is the ship captain's Intelligence. However, in a campaign heavily based on seafaring adventures, you might have a specific Seaworthiness attribute for each ship, which is more appropriate for use as the Resolution Point Pool.

Once the initial Resolution Point Pool for a Conflict has been determined, it cannot be changed until the Conflict ends. Even if a new character with a different score in the relevant characteristic takes over the role of faction leader or if the parties start using skills related to another characteristic, the Pool value is not recalculated to reflect these variations.

OPPOSITION

The Narrator will also determine and record the starting Resolution Point Pool for each significant NPC or impersonal opposing force that takes part in the scene. The opposition might use a different characteristic or attribute than the player characters to determine the Pool size. The Narrator may keep this information secret at first, but some events explained in the following paragraphs will require that he or she makes it public.

Challenge Rating

Difficulty of the challenge	Challenge Rating
Easy (a slope, an adverse breeze, a trivial puzzle, fixing an item)	20%
Normal (a mountainside, strong wind, a riddle, crafting an item)	50%
Hard (a cliff, a storm, understanding a piece of complex machinery, designing a new device)	80%
Very Hard (a smooth vertical wall, a hurricane, decrypting an alien encoded message, discovering a new form of power)	110%

If the party is trying to overcome an impersonal force that lies between them and their goal (a storm, a sheer cliff, the hidden and locked doors in an ancient ruin, an inhospitable desert), the Narrator must both determine the Resolution Point Pool and assign it a percentile score that the players have to beat when rolling their characters' skills, which we will call the Challenge Rating. The Narrator can adjust these factors at will, provided the scores remain plausible and consistent with the perceived difficulty level of the challenge. The standard Resolution Point Pool size for an impersonal opposing force is 10, and the section about Typical Challenges provides plenty of examples for the most common situations. The Challenge Rating Table provides some suggestions for the Challenge Rating of impersonal forces.

When the setup of a Conflict is complete for both player characters and their opposition, the flow of play goes on by Rounds.

MULTI-DIMENSIONAL CHALLENGES.
The Conflict mechanics in Revolution D100 is inherently bi-dimensional, meaning that it uses two different and ***totally unrelated*** factors to describe a challenge, not just two aspects of the same factor. An opposition might be very easy to beat, and yet require a lot of rolls to overcome it, or be really tough but quite easy to knockout with a single success, assuming you can roll that success. Linking the two factors and basing the Resolution Point Pool on the Challenge Rating prevents this differentiation and makes all Conflicts mono-dimensional, decreasing the detail level of the game. We encourage the Narrator to think bi-dimensionally and adjust the two values, Challenge Rating and Resolution Point Pool, so that they reflect different aspects of the opposition.

ONE-ON-ONE CONFLICTS

In the simplest case of Conflict one player character challenges, or is challenged by, a single opponent, or a group of opponents represented by a single Resolution Point Pool (for instance the crew of an enemy ship).

DECLARATION PHASE

At the start of each Round, the Narrator briefly describes any new facts about the environment that are immediately obvious to the player character. Then the player declares what the character will do for the round. On the basis of this declaration, the player and the Narrator determine whether the player's character will Roll for Effect on a given skill, or he or she will perform a Support Action for the round.

ROLL FOR EFFECT

A Roll for Effect is a percentile die roll under the Skill/Trait appropriate to the description or to the Conflict. The skill or Trait used may vary from round to round, according to the description the player provided.

The Narrator defends against this roll with another roll made on an appropriate Skill/Trait of the opposing character, or the Challenge Rating of an impersonal force. Use the rules for opposed rolls (page 22) to determine the winner and the degree of success, then apply 1d6 damage to the Resolution Points of the loser (2d6 if the winner gets an Advantage). The results can be summarized in the Roll for Effect Table on the next page, which is the equivalent of the Opposed Roll Table you find in Chapter 2 on page 23.

Roll for Effect

Attacker	Defender		
	Failure	Success	Advantage
Failure	Higher roller inflicts 1d6 damage to the other side.	Attacker inflicts 1d6 damage to the Defender (2d6 on a higher roll).	Attacker inflicts 2d6 damage to the Defender.
Success	Defender inflicts 1d6 damage to the Attacker (2d6 on a higher roll).	Higher roller inflicts 1d6 damage to the other side.	Attacker inflicts 1d6 damage to the Defender (2d6 on a higher roll).
Advantage	Defender inflicts 2d6 damage to the Attacker.	Defender inflicts 1d6 damage to the Attacker (2d6 on a higher roll).	Higher roller inflicts 1d6 damage to the other side.

Note: we described the outcome of the opposed roll as the high roller "inflicting damage" rather than the low roller losing Resolution Points to highlight who is the winner of the exchange.

INTERMEDIATE DESCRIPTIONS
Unless the exchange terminates the Conflict, the winning party gets to describe what actually happened to cause the change in Resolution Points. However, **this description may not imply achievement of the main goal or termination of the Conflict.** If you are pursuing an enemy across a hanging bridge over a bottomless crevice, you must bring him to zero or negative Resolution to state that he has fallen into the abyss.

As soon as the Narrator loses Resolution Points, the size of the opposition Resource Point Pool **must be revealed to the player**.

The Narrator can Roll for Effect, too, although this is only mandatory when the player performs a Support Action. He or she usually rolls after the player, unless the opposition Resolution Points Pool is higher and has already been revealed to the player, but for the sake of simplicity the Narrator may always opt to roll second. The procedure for rolling and determining Resolution Point losses is the same as the one used when the player Rolls for Effect, with the roles inverted.

In any case, the Narrator has complete control over the "background" of the game world, so when Rolling for Effect he or she can always insert new events in a Conflict to spice things up, and use them to force the player to defend with unexpected skills. The only limitation for this option is that of being coherent with the description provided at the start of the round. If it included the information that a storm was coming, for instance, then the Narrator can request that a player character handling a ship makes a roll to withstand the fury of the elements; calling for a roll against the thread of sea monsters would not be appropriate.

Immediately after each roll, check whether the loser dropped to zero or less Resolution Points. If so, the Conflict ends and its outcome is determined.

SUPPORT ACTIONS

A Support Action is something the character performs to generate a Bonus for the player character. The Narrator is the final arbiter of the applicability of a Support Action, but should always rule that a Support Action is appropriate when it is clearly connected with a Trait or Motivation the character possesses. On the other hand, when a Support Action is clearly connected to a Trait that the character lacks, the Narrator should deny any Bonus. No skill roll is required. Providing a good description and having the appropriate Trait is enough. Only in the unlikely event that no Trait is applicable should the Narrator make an arbitrary ruling.

The same Support Action can be performed only once per Conflict. After the first round in which it is employed, either it cannot be repeated or it becomes implicit

in the Conflict, thus ceasing to have any mechanical effects on skill rolls. In the same way, once a Trait has provided a bonus, it can no longer be used for the same purpose, even by describing a different action. Furthermore, a character cannot use the same Trait used to Roll for Effect in order to justify a Support Action.

A power or an item, particularly when the item is a scientific gadget or a magic item, can be used to provide a Bonus. If the item is one-use, it will be destroyed or become uncharged after providing the Bonus. In any case, a single item can provide a Bonus only once per Conflict, like a Trait.

A player who opts for a Support Action forfeits making a skill roll for that round, in exchange for an improved roll next round. In this case, the Narrator must Roll for Effect in that same round. The Narrator can choose to roll on a skill to which the Bonus gained, if any, is not applicable, hoping to hit a weak spot and win the Conflict before the player can use the Bonus on the following round. If the Narrator chooses to roll on a skill related to the Bonus, the player can spend it immediately instead of saving it for the next round.



END OF ROUND

If no Roll for Effect terminated the Conflict, the round ends after the last roll and a new round begins with a new Statement of Intents phase.

Example. After missing his parting shot with the bow, Robyn Hode jumps on a stray horse , trying to catch up with the Sheriff of Nottingham who is riding away on a narrow forest trail. It is a Conflict between Robyn's DEX of 18 and the Sheriff's 14, but the Narrator decides that since Robyn wasted some time shooting he loses 1d6 automatically from his DEX to simulate his opponent's advantage. It is not Robyn's lucky day and a roll of 6 makes him start at a disadvantage with 12 Resolution Points.

In the first round, Robyn misses his Ride Horse roll with a 94 out of 89, and the Sheriff succeeds with an 18 out of 74, bringing his advantage to a 14:9.

In the second round, Robyn tries a Support Action and rides through the woods to bypass a bend in the forest path. Since Robyn is a seasoned Forest man (he has the Forest Trait), the Narrator accepts the action as appropriate and concede the Bonus for his next roll. However, the Narrator must now roll for the Sheriff and decides to change tactics. He rolls his Knowledge [Nottingham Area] to find a creek running through the forest and make Robyn lose his trail. The Narrator rolls 38 out of 60, and Robyn's player responds with his Knowledge [Sherwood] for a roll of 17 out of 59; the Sheriff scores again, making a quick detour that takes him along the stream, and the situation becomes 14:5.

On round three Robyn is now ready for a spectacular hit. With the Bonus, his total Ride score becomes 119, and he rolls a 65 versus the Sheriff's 74; both rolls are Advantages, and the Sheriff would normally win for rolling higher, but since Robyn's score was over 100 he has a +19 to his roll when comparing, so he is the winner and brings the Sheriff down to 9:5. Robyn rides out of the woods just one second before the Sheriff disappears along the creek.

On round 4, both Robyn and the Sheriff launch their steeds in a mad run through the water. Robyn rolls a 57 and the Sheriff a 43. The Advantage roll trumps the simple success even if it is lower, and the Sheriff rolls a 5 on the d6 that brings Robyn to zero RP. Robyn's mount gets a lame leg because of the creek's stony bottom and the chase ends with the Sheriff disappearing in the distance.

At this point, any solution other than the Sheriff riding away would sound implausible to everyone at the table, so Robyn's player agrees that this is how the chase ends. Baffled, the Merrie Men demand at least a Consequence of "He ran like a coward+" (see below) that the Narrator, having lost RP in the Conflict, is obliged to concede.

CONFLICT OUTCOME

The winning side of a Conflict usually gets the result it was trying to obtain, but this is not always the case, as things seldom go exactly as planned. We will call the main outcome of a Conflict its Effect, and its secondary, optional outcomes as Consequences.

EFFECT OF A SIMPLE CONFLICT

SHOULD THE NARRATOR DESCRIBE ALL THE OUTCOMES? Some groups are used to the Narrator describing every detail of the results of actions. If you prefer to leave this "narrative authority" to the Narrator for the intermediate results in a Conflict, proceed as you have always done. This kind of description is cosmetic rather than substantial, so it should make no difference. Having the Narrator decide the Effect of a Conflict the players lost is a major change to the rules, instead. Without the mitigating effect of letting the players choose the actual meaning of defeat, the Narrator has the opportunity to pile Consequences on players and to kill their characters in case of a major defeat. Nevertheless, playtest has shown that having all narrative authority in the Narrator's hands does not break the game, if your group is more comfortable with this playstyle and trusts that the Narrator will not abuse this power.

A Conflict must always have an Effect, be it the intended goal or not. An Effect need not be something quantifiable in game terms, but **it must coincide with an in-game event or condition that is useful for the winner.**

Whenever there is not a general agreement on the precise Effect of a Conflict, the losing party **determines the exact meaning of defeat.** However, this rule cannot be used to negate the failure altogether. If you lost, then your opponent has gained something **useful** (and probably detrimental to you), thus you must grant a replacement advantage to the winning party that can be useful to them in the same way that their intended goal would have been. In other words, the Narrator **cannot** use this option to deprive a victorious character of his or her victory, only to change its nature.

As a rule of thumb, the Effect of a Conflict should also be such that the losing party is unable to challenge the winning party again for a given amount of time, usually at least until the Time Scale moves up by one or two levels. The winner, on the other hand, has the option to press on and initiate another Conflict, even on a different Time Scale.

For instance, in the Robyn Hode example from the earlier of this chapter, the Sheriff has clearly lost a Conflict on the Combat Time Scale. Robyn wanted to capture or kill the Sheriff, but the Narrator, as the loser of the Conflict, chooses to downgrade the defeat to a dishonourable, cowardly escape, with Consequences that the Merrie Men will be able to exploit later. This means that even if he managed to avoid capture, the Sheriff cannot take immediate action against the Merrie Men. He cannot use the transition to Adventure Time to call for backup and counterattack. Robyn, on the other hand, can continue to harass the Sheriff in Adventure Time and try to shoot or pursue him – which he immediately does!

Note that when the winner decides to "press on" against the loser by initiating a different type of Conflict like in the Robyn Hode example above, the Consequences of the previous one (see below) may apply. In this case a "victory at a price" in earlier Conflicts may impair a party's ability to press on.

CONSEQUENCES OF A SIMPLE CONFLICT

A Consequence is a secondary outcome of a Conflict, usually expressed with a short description of the outcome and one (or more) plus or minus sign(s). Consequences are recorded on the participating players' character sheets after the Conflict, for use at a later time. Unlike Effects, which are always detrimental for the loser and beneficial for the winner, both sides of the Conflict might suffer from Consequences if they lost Resolution Points. Victory often comes at a price.

Consequences that affect the opposition are marked with a plus sign, to signify that they will be advantageous for the players (Positive Consequences), while those that affect the adventurers are marked with a minus sign, as they will be detrimental to them (Negative Consequences). A player may get one Negative Consequence for losing a Conflict or for losing RP in a victorious Conflict. He or she may get a Positive Consequence for winning a Conflict, or when a victorious opposition lost RP in a Conflict the player lost. The losing side chooses the description of all Consequences. A second Consequence analogue to an existing one can be used to enhance the latter. Write an extra sign after the first Consequence description instead of writing a new Consequence.



Consequences are not mandatory for each Conflict, and should be assigned only if the opposing side requires it. Customarily, if the winner got the desired result from the Conflict, he or she should abstain from asking for Consequences. On the other hand, if the loser conceded a different Effect than expected, it is clear that the winner deserves at least that the replacement victory be actively exploitable as a Consequence.

CONSEQUENCE USE AND DURATION

During a Conflict a player can use a Positive Consequence as if it was a Support Bonus to bestow a Bonus to his or her roll, provided that he or she can describe a way in which the Consequence is relevant for the roll. Similarly, the Narrator can use any Negative Consequences present on a player's Character Sheet as a Support Bonus to opposition rolls whenever the Consequence is appropriate to the situation. In case of multiple signs, the Support Bonus can be applied multiple times on different rolls, as an exception to the rule that Support Bonuses must vary in their nature from roll to roll.

For instance, let us say that General Artaxerxes, a player character, has won a battle against a Philistine army. The player suffered a 3-point loss from his own RP pool, and inflicted 9 points of RP damage to the enemy army. The Narrator, as the losing party, determines the nature of the Consequences and decides that the general could route the enemy but not destroy it, while his forces were left battle weary. The two Consequences "Troops Weary -" and "Philistines Routed +" are thus in effect. If the adventurers decide to pursue the enemy, both Consequences might apply immediately to the pursuit, which is a physical challenge, yielding a Bonus for the routing army and one for the pursuers. On the other hand, if the players move to the nearby city of Nineveh and decide to negotiate with its king Holophernes, the news of their military prowess might make the sovereign inclined to accept any request from the victorious party. This is represented with a Bonus in the social Conflict with Holophernes.

Consequences from a Conflict remain in effect until they are used in a new Conflict. If a multiple-sign Consequence was used partially, only the number of pluses or minuses used is erased. Whenever an unused Consequence no longer makes sense for narrative reasons, the Narrator can command its expiration. All normal Consequences expire, in any case, when the Time Scale moves upwards to Downtime.

WITHDRAWING FROM A CONFLICT

A player can choose to withdraw from a Conflict at any time by simply conceding defeat. In this case the Narrator determines the Effect of the Conflict and the loser cannot assign Consequences to the winner. A withdrawal is always a dangerous choice, particularly when the players are not completely sure of what the Narrator's intended goal for the Conflict was.

RECORDING CONSEQUENCES. Having the sign identify which Consequence applies to whom allows the players to record all relevant Consequences on their character sheets or on post-it stickers. The Narrator need not record Positive Consequences on behalf of non-player characters. The players will record them and use them when engaged in a new Conflict where the Consequence may be relevant.

QUICK WITHDRAWAL. A player or the Narrator can offer a Quick Exit to the opposition even when the standard conditions are not met. If the opposition agrees, the withdrawing party gets to decide the Effect of enemy victory, unlike the case of a full withdrawal. The opposition may ask the withdrawing party to explain what the reduced effects of victory would be before agreeing.

ADVANCED CONFLICT RULES

Once you have become accustomed to running Conflicts with the simple procedure, you can add new rules from this section until you reach the level of complexity you are comfortable with.

CONFLICT SEQUENCE

The Advanced Conflict Sequence summarizes the advanced aspects of Conflicts that we will introduce in the following sections.

Advanced Conflict Sequence

Setup

Determine the size of the current Resolution Point pool for each participant, and the Challenge Rating for impersonal forces.

Conflict Rounds

Repeat the following steps for each round:

Statement of Intents

Players choose one of the following options, in decreasing Resolution order:

Support Action	**Roll for Effect**
The player describes an action, which provides a Bonus to a skill roll. The presence or absence of a related Trait on the character sheet helps to determine whether the action is appropriate.	One or more players declare they will roll. In most cases, only one player can roll. Actual rolls are delayed till Execution Phase.

Roll for Effect

Players who declared to Roll for Effect make an opposed skill roll on an appropriate Skill/Trait.
The Narrator may make another roll opposed to a player Skill/Trait, or more than one roll if there are multiple opponents.
Rolls may benefit from Bonuses if any Players have accrued them via Support Actions.
Players and Narrator may also use Consequences to assign Bonuses and Penalties to appropriate rolls.
All rolls are made in decreasing Resolution order, and results are applied immediately to Resolution Points.

After **each** roll, check if one of these conditions apply:

One party brought the other to zero Resolution Points: **Complete victory.** The objective, or an equivalent major advantage, is achieved	One party brought the other to half its Resolution Points: **Quick Exit** (optional rule). A lesser but useful result is achieved.

Outcome Determination

If one of the conditions above is met, the Conflict ends at once.
If neither party achieved a victory after all rolls are over, another round begins with a new Declaration Phase.

MANY-TO-ONE CONFLICTS

The most common case you will encounter in active play is that of the entire party facing a challenge, with one character acting as the lead and the others providing support to him or her. The party challenges, or is challenged by, a single opponent, or a group of opponents represented by a single Resolution Point Pool.

The following rules describe the aspects that are peculiar to Many-to-one Conflicts. Any rules presented in the simple Conflict rules and not explicitly overridden remain in effect.

RESOLUTION POINT POOLS

At the start of the Conflict, the player characters select a leader for the Conflict. If the Resolution Point Pool size for the player characters depends on a Characteristic or Attribute score, it will be based on that character's score in the Characteristic or Attribute. However, this pool is considered a collective pool, which absorbs the "losses" whenever any player character loses a Roll for Effect. In the same way, whenever the Narrator decides to have the opposition actively Roll for Effect, any losses are normally absorbed by the collective pool. As for simple Conflicts, a change of leader or a change in the skills used to Roll for Effect has no influence whatsoever on the Resolution Point Pool. Once its initial value has been determined, it remains fixed for the duration of the Conflict.

DECLARATION PHASE

At the start of each Round, the Narrator briefly describes any new fact about the environment that is immediately obvious to everyone. Then each participating player declares the option chosen (Roll for Effect or Support) in descending current Resolution Point order. Support determination is carried out immediately, whereas Rolls for Effect are delayed till the Execution Phase.

ROLLING FOR EFFECT

The standard situation in multi-player Conflict is that only a single character Roll for Effect in a given round. Imagine your group asking for audience at the King's court and then instead of selecting one leader who speaks for the party everyone attempts to talk to the King within the first five minutes of the interview. In the same way, only one artisan at a time can work on a finely crafted weapon, or on the creation of an enchanted item.

Once a player has declared a Roll for Effect, the other players can no longer choose this option. This implies that the order of declaration becomes important when the players are not in full agreement on who will roll for that round. The Narrator usually does not declare intentions.

If the Narrator chooses to roll actively during one specific round, the opposition may either attack the party as a whole or issue a direct challenge to one character in particular, if this is appropriate to the situation in progress. Note that there are several situations, beyond verbal debates, where this is appropriate: a tracking pursuer may challenge the lowest Survival [Environment] skill in the party with his Perception [Tracking] skill, meaning just that if he finds tracks, they have been left because that character in particular is not able to cover his or her footprints. A guard's Perception roll may very well be directed at the worst sneaker, as the one who will most likely produce an involuntary noise.

If the opposition challenges the whole party, the appointed Conflict leader will make the defensive roll, unless the party decides to let another player with a higher Skill do the job. If the roll is directed against a particular character, it is the latter who must oppose the roll, no matter his or her prowess with the required Skill and Trait.

OUT OF SEQUENCE DECLARATIONS

Many groups will find it easier to declare intentions in the order they are sitting at the table, or in no particular order. This is perfectly acceptable. In fact, the rule about the order of declaration is provided mainly for those cases in which a player with a higher RP score wishes to take the initiative from another player, and the latter is not willing (see "Initiative switch" below). We do not expect that you use it when there is no controversy about who will Roll for Effect. However, skipping the Declaration Phase altogether is not an option. The peculiar structure of the Conflict Round in Revolution D100 demands that all support actions be declared before the Execution Phase. Who is going to attempt a skill roll and what are the available bonuses must be clear before any rolling takes place.

INITIATIVE SWITCH.

If it is necessary to jump through a ring of fire to save the Princess, the quickest character can always prevent the others from jeopardizing their lives by doing the feat beforehand. Similarly, the most charismatic character can always attract the attention of listeners on him- or herself and steal the spotlight in a social Conflict before a more skilled but less charismatic orator has had the chance to speak, at least until the first orator loses Resolution.

If the character with the highest initial Resolution fails a roll and loses Resolution, on the subsequent round(s) a character with fewer starting Resolution Points can intervene and take the option of rolling for effect for him- or herself, provided he or she now has the highest Resolution – or the other character forfeits the option of rolling for effect. The in-game reason why this happens will probably come out as a natural consequence of the description of the failure.

MULTIPLE ROLLS.
In some situations, it may be acceptable to let more than one single character Roll for Effect. For instance, when the characters are not being interviewed by the King but they are just attending a Royal Ball, they are supposed to be using their Communication skills on other guests all at the same time. However, even in a situation in which it is plausible to make multiple rolls, doing so is not necessarily without drawbacks. If the Narrator accepts multiple Rolls for Effect declarations in a Round beyond the first, he or she gains one Bonus for use in that round.

MULTIPLE POOLS.
During a multi-player Conflict the Narrator decides to target a specific player character with a roll, the situation may require that the losses be inflicted on a personal pool related to that character only. In this case, each character who loses Points will start a Resolution Point Pool of his or her own, to check for potential defeats. New pools can be started midway in the Conflict upon Narrator request, it is not necessary to create all potential pools during Setup.

THE IMPORTANCE OF TEAMWORK
It usually takes one or two sessions to learn the right approach, but in the end you will discover that multi-player conflicts greatly encourages teamwork. The players tend to win most of the Conflicts, but in order to succeed, they need to be careful when allocating Bonuses, and flexible when it comes to changing Leader in the middle of a scene. As the players will naturally tend to delegate the character with the highest relevant Skill when they get to choose who rolls, the best way the Narrator has to win a Conflict is to roll actively, targeting a character with a low Skill (or suffering from a Consequence) in an explicit way.
The Conflict rules highlight the concept that the total strength of a chain is equal to that of its weakest link, so a victorious team is one that focuses on improving the lowest chance of success, not just the highest. Once they understand that a very skilled Leader is not enough to guarantee success, the players will soon learn the importance of leaving a Support Bonus in reserve to neutralize the Narrator's attempts at exploiting vulnerabilities.

SUPPORT ACTIONS

This option is activated by stating that your character is performing one action intended to support the achievement of the collective goal, or provide relief from interferences. As for basic Conflicts, this generates a Bonus that the character can then allocate to a related Skill roll. The difference, in this case, is that the player can apply a bonus to another player's roll, making it easier to use the Bonus in the same Round. Support Actions are thus much more frequent in multi-player Conflicts than they are in single-player Conflicts.

All limitations to Support Actions described for one-on-one Conflicts are still in effect, that is:

- The description of the action must be relevant for the Conflict;
- The action must be appropriate to the character. The presence of a related Trait on the character sheet is not mandatory, but it is the best way to prove that an action is appropriate;
- A specific item of equipment is a good justification for a Support Action, too;
- The same action, Trait or item cannot be used more than once per Conflict;
- The Trait used to Roll for Effect cannot be used to justify a Bonus.

Example: Vorgin the nomad and his allies are sneaking up to an enemy encampment in the Martian night. The Conflict starts with the nomad's INT of 12 versus a generic opposition of 10. His Stealth skill is very high and supported by all the necessary Traits, but the nomad cannot provide any Bonuses in a round in which he is Rolling for Effect. His companions cannot use their Sneak or Hide Traits to support him, as they are the same traits he is using in his infiltration attempt, and they lack the Desert environmental trait. His companion Fuyoba, though, has the Camouflage trait and describes how he covers the party in dry branches and leaves to make them less noticeable. This provides a Bonus that boosts Vorgin's chance well beyond 100%. Vorgin's player rolls 67 out of 72 for Sneak, which is enough to beat the guards' 23 out of 50 for Perception; a roll of 3 brings the situation to a 12:7 for the heroes.

Fuyoba cannot use Camouflage a second time, and now Vorgin's companions lack any Traits that could support him. However, Professor Rathas provides Vorgin with a set of Night Vision Goggles in order to give him an advantage over enemy patrols under the cover of night, and this is enough for another Bonus to Stealth. A new successful exchange brings the situation to 12:5.

At this point, the Narrator decides to accelerate the pace of the scene and starts Rolling for Effect. Suddenly, a desert owl flies in the night. The Narrator rolls a 27 out of the generic Challenge Rating of 50 he is using to Roll for Effect (he has introduced an "impersonal force" that represents the desert so he must give it a rating on the fly) and the flutter attracts the guards' attention in the wrong direction. Frantically, the players search for an appropriate tactic to counter the Narrator's lucky shot. Vorgin's player is the default choice for rolling as he is the one most comfortable in the wilds, and states that his character will try to fake a Martian owl's call to convince the guards that it was just a bird. The character lacks an Animal Trait, but since he has the all-useful Desert Trait and he has not used it as Support, the Narrator accepts a Survival Desert roll as appropriate to make the call. Vorgin's player rolls a 54 out of his Survival rating of 68, and scores an Advantage over the Narrator's simple success. The roll is 6, enough to end the Conflict, and the heroes sneak into the enemy camp while the guards turn their backs to them grumbling "Just a damn bird…"

If the Narrator has any Bonus to use in a round, instead, he or she need not provide any justification about the Bonus (although it is more fun to do so), and thus can use it on any roll. Using Consequences always require that you check whether the Consequence is appropriate to the action at hand.

EXECUTION PHASE

At the end of the round, each participant who declared to Roll for Effect can do so, in descending current Resolution Point order. This includes the opposition if the Narrator wishes, without the requirement of having declared the roll beforehand. The Narrator can always decide that the Opposition rolls last, particularly when the size of the Resolution Pool has not yet been revealed.

If a participant loses Resolution Points before his or her turn has come, then the roll must be delayed accordingly, possibly allowing other participants to go first. If a roll terminates the Conflict (see below), all subsequent rolls are cancelled.

END OF CONFLICT

Each time a Roll for Effect causes a RP loss, the Narrator checks whether one of the below conditions apply:

- one side is at 0 or less Resolution Points;
- the winner of the last roll has the opportunity for a Quick Exit and uses it (see below).

If one of the conditions above is met, then the Conflict ends without any further action. Otherwise the rolls go on, and a new Round starts when all planned rolls are over.

CONSEQUENCES FOR MULTIPLE PARTICIPANTS

Positive Consequences related to Resolution Points lost by the opposition, as well as Negative Consequences derived from losses from the collective Resolution Point Pool, apply to all player characters who took part in the Conflict (and in some cases even those who did not, as the players who participated might opt to spend their Bonuses on their behalf in subsequent Conflicts). Regardless to the participant(s) to which they apply, all Consequences follow the rules for duration, etc. provided in the other sections about Consequences.

QUICK EXIT (PARTIAL VICTORY)

In many cases, it is not necessary to bring a Conflict to its extreme consequences. If you are interrogating a bartender to learn whether anyone has seen Agathon the Black around town, you can probably have him tell you the name of the place where he is hiding by bringing him to 0 Resolution points. However, this could be just a waste of time if it is only important to know whether he has seen him or not. Besides, if you lose Resolution while bringing the Conflict to a complete victory, you might suffer Negative Consequences. In the above example, Agathon the Black might become aware that someone is asking insistently about him. Again, this might make it more convenient to settle for a minor result in order to avoid possible side effects.

During a Conflict, one of the contestants can achieve a Quick Exit if both the following conditions apply:

a) the contestant has just forced his or her opponent to lose Resolution Points

b) the contestant's total Resolution score is equal to at least twice the opposition's total Resolution Point after the loss

A player who achieves a partial victory may decide to end the Conflict. He or she explains why and how the character exits the Conflict. In some cases, the Narrator may rule that the character cannot escape the Conflict with a Quick Exit.

NARRATOR DECLARATIONS.
If the Narrator makes extensive use of the active rolling option, the players will often face the hard decision whether to allocate Bonuses to their rolls or whether to keep them in reserve for defensive use. In general, the brief description of the situation that the Narrator makes during Statement of Intents should be enough to let them guess what to expect. However, if the players have trouble interpreting the Narrator's hints, then the latter should take the habit of declaring explicitly his or her intention to Roll for Effect for that round.

SINGLE DEFEATS.
Attacking a single opponent and "damaging" a personal RP pool as suggested in the Multiple Pool optional rule is useful in those situations where only one of the party members need be defeated in order for the Conflict to end. For example, in a pursuit, if one of the escaping characters is reached (his or her personal pool drops to zero or less Resolution Points) the pursuit ends, unless the other characters wish to leave the unlucky one behind. In this case, a Conflict may be terminated by a personal RP Pool dropping to zero (or half the opposition RPs for a Quick Exit), too.

RECORDING COLLECTIVE CONSEQUENCES.
Record collective Consequences on the Conflict leader's character sheet, underlining them to remark that they apply to the whole group. In the special case of losses inflicted to a personal Resolution Point Pool, Consequences from RP lost from this kind of pool apply only to the player character who owned the pool, and you should record them on his or her character sheet only.

The character can decide, of course, to continue the Conflict until the opposition reaches zero Resolution Points, hoping to gain a more significant result. However, it is perfectly legal for the Narrator to decide that no further advantage can be gained through the extension of the Conflict.

A Quick Exit is still a victory, but it will somehow be a "flawed" success: not everything went as desired. The Narrator can also interpret the outcome of a Quick Exit as "interesting complications materializing", but these complications cannot be such as to deny the victory.

For example, Moll Flanders the thief is picking a pocket in the street and, having reduced the victim's INT points to half of her DEX points, opts for a quick exit, with his purse. The Narrator rules that the rushed termination of the job means that the victim turns back and realizes he has been robbed, calling the guards. However, this cannot turn into an arrest or a scene in which the guards pursue Moll. The thief will in any case make it away with the coins, and being discovered will represent no more than a nuisance as she is unable to go pickpocketing in the same district until its denizens have forgotten her face.

If a Conflict ends with a Quick Exit, the losing side will suffer no Consequences. The winner can still be subject to Consequences if he or she lost RP.

The Narrator can use Quick Exit from a Conflict, too, under the same provisions the players use.

ADVANCED CONSEQUENCE RULES

In the basic Conflict rules, we have introduced Consequences as the results of losing a Conflict or winning it at a cost. As you introduce new examples of Conflicts in your games, here are some extra rules that may become handy.

IMPROVED EFFECT OF CONSEQUENCES.

Sometimes a support Bonus gets "wasted" on a roll that did not need it, or the roll was so bad that the Bonus could not turn it into a success. A Consequence is harder to obtain than a Support Bonus, though, so your players might feel cheated when a hard won victory resolves into an irrelevant one-time bonus that does not change the outcome of anything. If this is the case, you may apply one or both of the following advantages to Bonuses for Consequences:

- Transform a Consequence used as a Bonus to one's roll into a Penalty for the other side.
- Allow usage of a Consequence as a Bonus or Penalty after the dice are rolled.

Example: A few days after the Sheriff's escape, Robyn Hode is trying to enter Nottingham in disguise. The Narrator requires a Conflict to avoid the surveillance of the city militia. Unfortunately, the first roll of the guards' Vision is a 50 out of 50 versus Robyn's Disguise roll of 15 out of 60. This is an Advantage for the guards, potentially very costly for Robyn. Suddenly Robyn's player remarks: "Hey, shouldn't these guards be rather low on morale after their boss' ludicrous performance last week? I have a 'He ran like a coward+' marked here on my sheet, doesn't it count?" The Narrator concedes that the guards might be particularly sloppy and undisciplined as their commander has just made a fool of himself, and Robyn retroactively bestows a Penalty to their Perception roll, turning the Advantage into a failure. Robyn has been appropriately rewarded for his bravery (and the Sheriff for his cowardice), so the Consequence is erased from the character sheet.

RECURRING AND PERMANENT CONSEQUENCES.

Sometimes it makes sense that one specific Consequence remains in effect for more than one occasion. A Consequence that comes from the loss of 11 Resolution Points or more is a Recurring Consequence. Circle the sign or enclose it in brackets to indicate the lasting nature of the Consequence. Each time a player is eligible to add a new sign to an existing Consequence, the player or the Narrator, in case of a Positive and a Negative Consequence, respectively, may exchange the two signs for a Recurring Consequence instead. A Recurring Consequence does not lose a sign after each use and may be used once per Conflict until it expires for narrative reasons or the arrival of Downtime.

Permanent Consequences are the result of Conflicts taking place in Downtime (usually enchantments or item manufacture) and so cannot expire because the Time Scale goes "up" since it was already at its top when the Consequence was introduced. Permanent Consequences are automatically also Recurrent, and often have other limitations to their applicability, such as "once per session" or "when the character has item X in his or her possession". They can only expire for narrative reasons, and we recommend that the Narrator waits for a significant event, possibly a Conflict, to let them expire. In some cases, there will be very specific circumstances that need to happen before a Permanent Consequence can expire, such as the loss or destruction of the item to which it is bound.

The Consequence Table summarizes the duration of Consequences.

RECURRING PENALTIES.
Do not be afraid of imposing too many penalties because of Recurring Consequences. Playtest has shown that the players tend to win the majority of Conflicts. If accumulated Consequences put an end to a streak of three or four victorious Conflicts by allowing the Narrator a Quick Exit that does no permanent damage to the player characters, the game cannot but benefit from this turn of events. Even heroes are supposed to lose a challenge, once in a while.

Consequence Summary

	Marked as	Expires
Consequence	Sign: + or -	When used, when the narrative negates it, or when Downtime arrives
Recurring Consequence	Sign in brackets: (+) or (-)	When the narrative negates it or when Downtime arrives
Permanent Consequence	Recorded on a different box on the character sheet	When the narrative negates it, preferably by means of a Conflict or other major event.

ALTERNATE USE OF CONSEQUENCES

Sometimes, it may be more appropriate to attribute alternate significances to a Consequence. Here are some suggestions that the Narrator may propose, or allow on player request.

- If a basic Positive Consequence is still unused when Downtime comes, rather than letting it expire a player could ask to exchange it for an additional Improvement Point in an appropriate skill or Trait. It is also interesting to note that the presence of a socially relevant, unspent Positive Consequence of sufficiently broad scope may constitute a justification for the acquisition of a higher Status Trait.
- The acquisition of a Positive Consequence can be exchanged with the elimination of a non-Permanent Negative Consequence of the same level of applicability, if the two can plausibly negate each other. A Negative Consequence is always a good justification for the acquisition of a new Motivation. Although this will not make it expire, starting a Motivation connected to a Negative Consequence does not require any die roll.

CONSEQUENCE SWAP.
A Conflict staged to get rid of Consequences might produce other Consequences if the players lose RPs. However, unless the Narrator is particularly vicious, the nature of the new Consequences will not be the same as the old one. For instance, in a Healing Conflict (see page 75), any healer would happily exchange a "Major head wound -" Consequence with a "Medical supplies depleted -" one.

INTENTIONAL ELIMINATION OF CONSEQUENCES

In the rules about Consequence negation after subsequent Conflicts, we have assumed that the replacement or elimination of Consequences comes naturally as they are used up or no longer make sense for narrative reasons. As players might want to get rid of dangerous Consequences before pivotal parts of the adventure, this will not always be the case. Players can thus initiate a Conflict, in the same Time Scale in which the undesired Consequence was gained or the immediately higher one, with the sole goal of getting rid of the latter. This can take place only if the Narrator deems that such an attempt is plausible. The standard Resolution Point Pool to beat is 10 points per minus sign to eliminate, 15 points in case of a Recurring or Permanent Consequence. The players need not confront all minuses in a Consequence and only try to get rid of one, but they cannot confront the minuses one at a time. Once a Conflict has been staged against the Consequence, no more attempts are allowed. A Quick Exit by the players will not eliminate any Consequence, while the Narrator may use a Quick Exit to frustrate the players' attempt.

According to standard Conflict rules, the Narrator might decide to assign a different value to the opposition RP Pool. Some specific actions may have a standard suggested value for the opposition, explained in the Typical Challenges section of this chapter or specific sub-systems presented in other chapters. For instance, eliminating a Consequence related to an item of equipment is clearly a Maintenance Conflict, detailed in the Science section of Chapter 6.

MANY-TO-MANY CONFLICTS

Conflicts between multiple characters and multiple oppositions, each with a separate Resolution Point Pool, are a rare occurrence. Yet groups which have become comfortable with the basic rules may wish to resolve some major confrontations as a "free for all", big Conflict. This section contains some advice about how to run such big events.

For any detail not provided here, just consult the section about many-to-one Conflicts and apply the same principles presented there for player characters to the opposition.

BONUS BEADS.
A Bonus accrued can also be represented with a bead placed near the miniature representing the character, if you are using props, or in front of the character sheet. This may become useful when a side has Bonuses and Penalties from Consequences, allowing for a considerable number of available options. You may use differently coloured beads to represent Support Bonuses and Consequences.

RESOLUTION POINT POOLS

Multiple oppositions are more common when the opposition is represented by individuals or groups, and not an impersonal force, but there might be situations in which even an impersonal challenge is better represented by separate RP Pools.

It is also possible to have two kinds of impersonal pools in the same Conflict: a general pool related to the main goal; and several ones that represent each character's personal risk of being taken out of the Conflict by the elements, the environment, etc. This typically happens when the heroes must face a physical challenge while also struggling to locate something or find their way in hostile territory. If the Conflict has a leader, he might have to split his or her efforts between the general pool and the personal one.

ROLLING FOR EFFECT AND PROVIDING SUPPORT

In Many-to-Many Conflicts, there is no limit to the number of contestants who can Roll for Effect on either side. Each character and each Narrator RP Pool can Roll for Effect. The decision whether to roll or to provide a Support Bonus must be based on tactical reasoning. However, in this particular case the Narrator can use Support Bonuses like players. For each RP Pool for which he or she could roll but decides not to, the Narrator receives a Bonus.

When a character has neutralised his or her personal opposition, he or she can still provide a Support Bonus to less fortunate comrades. If a general opposition exists, a character who has defeated his or her own opposition can provide relief by Rolling for Effect against the generic pool, giving the leader an opportunity to focus on his or her own personal opposition.

CHANGING A SIMPLE ROLL INTO A CONFLICT

The procedure explained on page 44 recommends using straight or opposed skill rolls only when the outcome is not vital to the player characters' mission, and the result of a failure is a minor inconvenience, or the necessity to choose an option that was not the players' first choice. For instance, a simple roll on a Status/Wealth Trait may be appropriate to check whether the player characters can buy a train ticket, but only when the alternative of walking or riding to destination is inconvenient but acceptable.

However, the Narrator may sometimes misjudge the importance that the players attribute to a trivial goal. In this case, the Narrator calls for a simple roll, possibly opposed, but after rolling a failure the acting player announces that he or she is not satisfied with a simple "you failed" as the result, and that the player character will try to reiterate the attempt. It is clear that the player was invested enough in the result to require a Conflict, but the Narrator did not understand it at first sight.

In this case, the recommended solution is to turn the failed roll into the first roll of a Conflict. The player is raising the stakes by entering a Conflict while knowing beforehand to have rolled a failure for the first round. This solution is quick and straightforward, and takes into account both the player's commitment to obtaining a goal through those specific means and the fact that the dice initially said no to an easy solution.

Conflict setup takes place as normal by determining the nature of the Resolution Point pools. Then, if the failed roll was unopposed, the Narrator rolls for the opposition and the winner of the first exchange is determined. If the original roll was opposed, its result is kept and necessarily determines the defeat of the Player Character. The appropriate Resolution Point loss is then rolled and applied. Whatever the result of this first exchange, it ends the first round of the Conflict. If there is no winner yet, the Conflict goes on as normal, with the other players becoming able to intervene, if present, from the second round on.

EARLY TERMINATION.
It is legitimate for the Narrator, although baffling for the player, to call for a Quick Exit if the first Resolution Point loss of a single roll turned into a Conflict meets the requirements. Given the potential frustration it would produce, we recommend that the Narrator uses this option only when the player is attempting something really out of character, such as insisting in using social interaction as the primary solution with a low Charisma adventurer.

TRANSITION TO COMBAT TIME

One of the most important and delicate events in a roleplaying adventure is the start of a Combat. One side or the other will often want to delay this moment or have it come sooner, or try to secure a tactical advantage before violence starts. This section tells you how to represent these intents and their success or failure in game terms, using the Consequence rules.

There are three main ways of transitioning from a higher Time Scale to Combat time:

- When the group is describing action without engaging in a Conflict and the Narrator or the players decide to start Combat immediately. In this case there is no "enclosing" Conflict to influence Combat;
- At the end of a Conflict which aimed at engaging or avoiding Combat (chases, etc.) or at gaining a more advantageous position in battle (ambushes, sneaky infiltrations, boarding manoeuvres, etc.). In this case the end of this Conflict marks also the start of Combat;
- In the middle of an unrelated or semi-related Conflict. In this case the enclosing Conflict does not end and may resume at the end of Combat. This case is not treated here but in the Secondary Conflicts section.

CONFLICTS THAT MAY LEAD TO COMBAT

In some Conflicts, such as a chase, a sneaky infiltration or a negotiation with a potentially hostile party, one side has the stated purpose of avoiding Combat. After such a Conflict, Combat begins only if the party actually willing to fight has achieved a complete victory. On the other hand, the party trying to avoid a fight needs only a Quick Exit to disengage from the Conflict and avoid Combat.

Other Conflicts (ambushes or sneaky approaches, for instance) aim at obtaining advantages for a Combat which will start in any case. In this case the outcome of the Conflict is important mainly for its Consequences, which will determine who gets an advantage and how big.

TRANSITIONING WITHOUT A CONFLICT

When the transition does not take place at the end of a Conflict, any pre-existing Consequences that might be relevant to the Combat will apply, following the same procedure described for transitioning after a Conflict.

TRANSITIONING AFTER A CONFLICT

The first thing to do when transitioning to Combat is applying the Effect of the previous Conflict narratively. If you have surprised the enemy, your opponents might be unarmoured and with their weapons sheathed. Victory in a manoeuvring Conflict may bring you closer to an enemy you wish to engage in Close Combat. The rule that the loser gets to name the Effect is not applicable in this specific case: the winner of the Conflict always gets what he or she wanted.

If the victory in the enclosing Conflict was complete, that is the winner did not use Quick Exit to end the Conflict, the loser also suffers Consequences. In this case only, shortcut the normal Consequence rules and simply apply an automatic Penalty to the first roll made for all characters on the losing side if using Basic Combat, or a five Strike Rank loss for all surprised characters in the first Round of Advanced Combat. This represents surprise and tactical advantages.

The winning side might suffer Consequences, too, if it lost RP. The loser cannot impose Consequences that negate the victory in the Conflict, but using this option to nullify surprise or disadvantage for one single member of the surprised party may be appropriate, for instance ("The Orc Chief spotted the ambushers at the last moment").

If you use Basic Combat, which is not really different from another Conflict, all there is to do at this point is to apply Consequences in the current Combat. The procedure for transitioning to Advanced Combat will be explained in Chapter 4.

Going back to Adventure Time from Basic Combat follows normal Conflict Rules, too. Any Consequences produced by Resolution Point loss in Combat are added to the character sheets. Transitioning back from Advanced Combat is slightly different, and is explained in the Fast Healing section of Chapter 4 (see page 107). Poison and other ongoing threats must be handled separately as explained in the Typical Challenges section (see page 76).

SECONDARY CONFLICTS

At the highest time scales, it is not infrequent that a Conflict lasts so long that someone wishes to move the Time Scale down and start another type of Conflict (usually combat, but this is not always the case so we have kept this section separate from the one about Transitioning to Combat) before the first Conflict is over. Rather than vetoing interesting developments, the Narrator

should freeze the Conflict until the lower Time Scale action is resolved. You should consider the whole of the Secondary Conflict as the equivalent of one single round of the enclosing Conflict; adjust the temporal length of that single round accordingly if you are keeping track of time.

A typical example of such an occurrence would be our Martian heroes, Fuyoba and Vorgin, jumping on a pursuing airship while the skipper of their own craft, Professor Rathas, is still struggling to break contact. In this case, the Narrator might call for a Jump roll by one or more of the boarding PCs, or a Pilot success by the skipper to bring the two vessels in a favourable position, before allowing the transition to combat. The main Conflict is not over and might still end with a full boarding or the heroes escaping, but it becomes necessary to resolve combat – which is played out in 6-second Rounds - before another 5-minute Round of the chase may take place. No new action can take place in Adventure Time until combat is over, although what has already happened during the pursuit does affect the battle.

Once the Secondary Conflict is over, the action shifts back to the enclosing Conflict. There are two possible outcomes. If the Secondary Conflict has made the enclosing Conflict meaningless for narrative reasons, the main Conflict ends without Effects or Consequences. You can apply Consequences from the Secondary Conflict if they are significant.

If the enclosing Conflict is still meaningful, then the winner of the Secondary Conflict gains the equivalent of an Advantage roll in the main Conflict, that is 2d6 Resolution Point damage to the opposition. If the Secondary Conflict was terminated by a Quick Exit, the winner can only apply the equivalent of a successful Roll for Effect, that is 1d6 Resolution Point damage.

In the above example, if Fuyoba and Vorgin win the fight, the ensuing disruption will certainly help Professor Rathas to put a big distance between the PC airship and the pursuers (how the boarding PCs return to their craft afterward is another story). If the player characters lose, they will end up captured, unconscious or hiding on the enemy ship. This will have an effect on the Professor, too, who might be forced to accept boarding in order to rescue his captured friends.

Having applied the Effect of the Secondary Conflict, if the enclosing Conflict is not yet over, another round begins.

TEMPORARY CONSEQUENCE CALCULATION.
When setting up a Secondary Conflict, you may choose to apply Consequences from the "enclosing" Conflict to the secondary one, even though the former is still running. If the party that chose to initiate the Secondary Conflict has lost any RP so far, apply a Consequence chosen by the opposition (this is the equivalent of the initiating party terminating the enclosing Conflict with a Quick Exit). Label any Consequences as Confusion or Tactical Disadvantage if nothing else applies, and apply other lingering Consequences if any. If the Secondary Conflict is a Combat, you should also apply the optional rules found in the Transitioning to Combat section.

In our boarding example, assume that the PC ship was losing the chase with a score of 12:7 in favour of the pursuers, and 7 points lost by the heroes. This translates into a Consequence, and the Narrator opts for a Tactical Disadvantage. In Basic Combat, this translates into a -5 to Strike Rank for the first round of combat (see Transitioning to Combat Time). Fuyoba and Vorgin do land with their weapons ready, but recovering their balance after the jump costs them a handful of moments that shifts the initiative in favour of the "welcome committee" they face on board the enemy airship.

In Advanced Combat, treat a battle which terminates with one side completely exterminated or captured as a complete victory, and one which ends with at least some combatants fleeing as a Quick Exit. The Narrator may consider the Secondary Conflict a tie in some cases.

PARALLEL CONFLICTS

In some cases, the unfolding story require that you resolve two or more Conflicts at the same time. For instance, your adventurers might have to find the way out of a labyrinth (INT-based Conflict), while also fighting the effects of a deadly disease (CON-based Conflict). Power use, poisoning, grappling and other important details are handled with basic Conflicts and sometimes they must be resolved before Combat is over.

For non-violent Conflicts or Basic Combat, the best solution is treating all Conflicts as one and introducing multiple oppositions to overcome, possibly using multiple Resolution Point Pools based on different factors (see page 58).

If you use Advanced Combat, instead, you must apply a different procedure to handle Parallel Conflicts which use the basic rules. The rules for adjudicating these cases are in the Parallel Conflict section of the Advanced Combat Chapter (page 112).

CONFLICT BEST PRACTICES

BE AWARE OF COMMON PITFALLS

During in-house playtest, some common pitfalls have emerged that could impair the group's enjoyment. Rather than letting would-be Narrators learn the lesson the hard way, we will describe here the two most common situations that result in a sub-optimal experience at the table, and what features of the game to use to avoid them.

The first situation to avoid is reducing a Conflict to a mere series of rolls producing resource attrition. This may sound fun as long as it is something new, but after two or three times many players will start to lose interest. The purpose of a Conflict, instead, is to stimulate players and Narrator to introduce diversity and details in the scene they are roleplaying. If this does not happen at your table, it is probably because "interpreting the result of die rolls" is the only option the players have to contribute to a Conflict, and they simply do not use it. The quickest and less intrusive response is to leverage the advanced features of the Support system. Encourage all players to participate in Conflicts by making them multi-player as often as possible. Introduce Consequences to show the supporting crew that the heroes cannot prevail without a good dose of Bonuses. In this situation, the players are encouraged to think before the die roll is made, in order to ensure Bonuses, and this will make them describe their actions and participate actively in all scenes. Another good technique for the Narrator is that of rolling actively, leveraging apparently unrelated skills to make things more diverse and stimulating the challenged player to be creative in choosing the skill and Trait to oppose the Narrator roll

The second problem that often arises is a "dry" usage of Traits as justification for Support Actions. Listing the Traits on their character sheet until the Narrator agrees that one is applicable is mechanically rewarding for the players, but hardly effective in producing an exciting story. If the Narrator sees this happen, then it is a warning that he or she should be stricter in requiring a description, and less strict in requiring the presence of a Trait. Remind the players that the Trait rule is there to encourage actions appropriate to their characters, not to constrain or replace their creativity. If a player describes an action in an appropriate way but there is no Trait that applies, consider allowing a Bonus in any case. Only if the appropriate Trait exists but the character lacks it should the Narrator forbid an action or deny a Support Bonus.

USE CONFLICTS TO INTEGRATE OBSTACLES IN THE PLOT

Revolution D100 operates on the principle that "Anything that influences a player character should come from a roleplayed event". This means that the recommended way of creating obstacles for the players is Conflicts and their Consequences. The Narrator should not impose flat penalties as obstacles, but rather confront the players with the obstacle as an opposition and let any penalties be the fallout of their struggle against the obstacle.

For example, let us say that Tim is planning a session in which his players must traverse a desert with insufficient water supplies. He has already decided that the desert will be a major element in this episode, a threat that the players cannot ignore or circumvent.

An approach that involves only flat penalties or single-roll challenges might be "The desert is searing hot and you finish your supplies of water.

Take one Fatigue Penalty, two for whoever is wearing armour. A successful Endurance roll avoids one penalty". Unless the desert inspires some players to be particularly poetic, they will all make the roll and note the penalty. Any player whose character loves armour too much will probably grumble against narrator unfairness. When the moment of action comes, the players will find a Penalty on their character sheet, but probably they will not even remember why it is there. Tim has introduced the obstacle in the game in a mechanically relevant way, but has failed to introduce it as an element that the players "lived" as a first person experience.

The approach that Revolution D100 recommends in this case, instead, is that Tim stages a Conflict against the desert. This will take a little more time, but since Tim had already determined that the desert would be a prominent feature of today's adventure, this is certainly appropriate. Now the players are forced to immerse in their characters' minds, and think about what they would actually do in a real desert, because they need Bonuses to pass their Survival rolls, and Bonuses come from appropriate descriptions. The players will also feel the urge to think of alternate ways of passing the obstacle (find oases, trade with natives, etc…). With each Round, Tim will have the opportunity of adding extra unpleasant details about his obstacle (vultures, insects, sunburns, etc…) and making each of them significant in play, something he could not do with a single-roll obstacle without sounding like a monologue. The players, afraid of losing the Conflict or suffering Consequences, will pay attention to Tim's description, eager to find a way to get a Bonus or a way out. At the end of the encounter, the desert will have been an experience that the players have lived in their characters' skins. Any Consequences they suffer (although mechanically equivalent to the Penalty assigned in the first case) will be like a vivid memory of an experience they lived, and had an opportunity to struggle against. The chances of perceiving unfairness in the Narrator's behaviour will be lower, and any hindrance or difficulty will sound as something that has a good reason to be part of the story, no matter how annoying or detrimental.

CONFLICTS DO NOT STOP THE FLOW OF PLAY

You should probably have guessed this from the advice presented so far, but we will stress it explicitly here: Conflicts are not meant as that moment of the game when everyone stops roleplaying and starts rolling dice and doing "rulesy" things. If this happens at your table, then the Narrator should highlight with practical means that this is not how Conflicts are supposed to work. The rules are designed so that all actions that contribute a colourful narrative to a scene also give the players a mechanical advantage, while rolling the dice passively without describing what your character is doing increases your chance of losing. This should provide a natural incentive for the players to insert meaningful in-character actions in the Conflict framework.

If this mechanical incentive is not enough to ensure a seamless integration between roleplaying and rules, the Narrator could try other techniques to encourage player cooperation. The best way is an apparent de-structuring of the Conflict framework to make the players act more naturally: the Narrator starts each Round with a description, and then asks the players what their characters are doing; then he or she extrapolates the equivalent of a Declaration for a Support Action or Roll for Effect from each answer, and then asks for the relevant roll, suggesting how the Support Bonuses should be allocated. None of this violates the Conflict rules, but everything will sound more natural during play. Gradually, the players will understand that this is how they should tackle a Conflict, and will start to integrate this approach in their roleplaying habits until it becomes as natural as a normal conversation.

Example. Vorgin and the other Martian Heroes have finally managed to infiltrate the slaver camp to free Anissa, the daughter of a Red Martian noble whom they are in charge of recovering. However, they discover that she is in fact on board of a slaver air galley, a very dangerous place. The Narrator requires a Conflict of someone's INT versus a difficulty of 15. Fuyoba, who has INT 13 and is the Fast Talker of the group, will be the leader of the infiltration. Donning the armour of a group of guards they have previously dispatched, Fuyoba and Professor Rathas pretend to be bringing a captured nomad (Vorgin) on board. This clever trick wins them a Bonus in the first round of the Conflict, and Fuyoba's modified Fast Talk easily beats the ship guards' raw Communication skill (they lack the Insight Trait), for a result of 13:12 that lets them board the ship.

Once inside, they wander a little bit until they encounter another soldier (this is in fact the Narrator marking the start of a new Round with an event). Fuyoba's player has the idea of telling the soldier they got lost while carrying the prisoner and asking where the captives' quarter are, hoping Anissa is also there. Another good Fast Talk roll lets the hero reach a situation of 13:9, and find the girl's room.

The Narrator states that the next problem to face (new Round) is that the door is locked, but Vorgin knows the secrets of Lockpicking and scores another four RP, bringing the opposition down to 13:5. The party has found the girl, and could now go for a Quick Exit. However, the players need some time to think before deciding on the next move. As they can now hide in the girl's quarter, the Narrator agrees to give them the time needed without terminating the Conflict (he is actually applying the rule that some Rounds may pass without further events). The three reason that rushing out of the airship (using the Quick Exit option) could alert the slavers, which they want to avoid at all costs, and opt for one last gamble to carry the girl out in an ordered fashion. The opposition left to beat is now very low, so the Narrator starts the following Round by letting them find the way to the exit without further trouble.

The players state that they will simply try to slip out of the ship as everything was normal, which the Narrator interprets as a Support Action (no related Trait, but the action is appropriate to the situation). However, the guards stop them once more asking why they carry the captives away (the Narrator uses his option to Roll for Effect). The guards' Communication is opposed again by Fuyoba's modified Fast Talk roll to invent an excuse on the spot, and the players are lucky for a fourth and final time: Fuyoba scores the five points needed to terminate the Conflict, and the group debarks and disappears into a nearby tunnel.

The trick the Narrator used in the example is that of interpreting the entire air galley as an impersonal force, changing the nature of the challenge from round to round to keep the narration very natural and allowing interaction with several non-player characters (and even one physical obstacle) during the same Conflict. The process of dividing the events into Rounds was hidden to avoid "breaking" the natural flow of the action sequence. Note how all of the above actually follows the rules, but in fact does not get in the way of normal player/Narrator conversation. The Narrator used the Resolution Point totals of the opposition as a guideline for describing the various steps of the infiltration (in the ship with 12, at the cell with 9, past the door with 5, and out with 0), and this ensured a coherent description, while at the same yielding a good balance in the difficulty and number of skill tests required. As the action proceeded, the players could feel themselves closer and closer to their target, while still aware of "not being there yet".

UNRELATED ACTIONS ARE DESIRABLE

Another problem that might arise in your game is that a player wants to do something really interesting but the sudden start of a Conflict makes him or her feel forced to postpone, and in some cases to abort, his or her plan. But, unless the player him- or herself wishes to wait for the Conflict to end, this is by no means necessary: the Conflict rules are designed to allow any sort of unrelated action to happen during a Round. A player can state anything during the Declaration Phase, the only restriction on declarations that do not coincide with either Roll for Effect or Support is that they cannot have any mechanical effect on the Conflict; the character's action, though, will take place in any case.

The Unities specified in the Time Scale Table on page 40 are a good guideline about what sort of unrelated actions you can plausibly insert in a Conflict. So, for example, given that Unity of Time and Space is in effect in Adventure Time, any character who is in the same place at the same time as the participants in a Conflict can still act while the latter is in progress. Only during Downtime and Narrative Time, when Unity of Action is in effect, should you consider the option of "freezing" other actions until a Conflict terminates. The Round structure of the Conflict will help you to synchronize any unrelated actions with the duration of the Conflict.

Finally, note that an unrelated course of action may suddenly result in something useful for the Conflict at hand. This is the absolute best way to run Conflicts, and we encourage Narrators to allow and encourage such creative initiative on the part of players.

Example. Our Martian heroes are flying Anissa back to her father when an enemy air galley, alerted by a traitor in their crew, intercepts their small craft and demands that they surrender the poor girl. Fuyoba, alone on the airship deck, attempts to negotiate with the enemy captain. A diplomatic Conflict starts, Fuyoba's INT of 13 against a difficulty of 16, and an enemy who has no intention whatsoever of letting them go. Fuyoba plans to disguise the traitor as the girl and deliver him to the enemy, a plan with slim chances of working. However, in the first round Fuyoba's player states that his character is only trying to confuse the enemy captain, and his Fast Talk roll is enough to drop the enemy RP by two points, down to 13:14.

In the meantime, Professor Rathas appears on the deck and starts tinkering with one of his gadgets, a light projector mounted on the stern to illuminate the ship course in the night. He also tries to locate the exact position of the enemy captain on his ship, for which the Narrator requires a Perception roll that Rathas passes. The Professor's player has a different idea than Fuyoba's, and the Narrator has nothing against letting him setup his little trap while his companion tries to setup his diplomatic deception.

On the second round, Professor Rathas winks at Fuyoba and his player asks to Roll for Effect. A quick touch on a switch and… Blinding Flash!!! A stream of concentrated light hits the unaware captain directly in the eyes. As he could not anticipate the surprise effect, the Narrator decides that the captain cannot oppose the Professor's Advantage roll, which does eight points of RP damage to the enemy. The captain can no longer see a thing!

Although the Conflict started as a diplomatic one, it is perfectly legal under the Conflict rules to add the result that the scientist scored to Fuyoba's initial achievement. The situation is now 13:6, providing an unexpected but providential opportunity for a Quick Exit. The PC crew puts the 8th Ray engine on full throttle, and by the time the enemy crew has recovered from the confusion caused by Fuyoba's deceiving speech and the blinded captain's mad cries, turning the galley's Radium Cannons towards the heroes' airship, the latter is out of range and heading for a safe harbour.

CONFLICT EXAMPLE

This scene, taken from a campaign using the forthcoming "Wind on the Steppes" setting, takes place in the mid-6th-Century in the Gobi Desert. The party are Türks coming back from a secret diplomatic mission in the Western Wei kingdom. Bey, a friendly smuggler, has guided them along a remote path up to the camp where his colleagues are dwelling. The camp is a semi-permanent place that houses refugees from the Wei authorities. The party has to negotiate safe passage and avoid being robbed or sold as slaves.

The PCs are

- *Ayu-Kulak, young noble, leader of the group*
- *Kenjeke, a young woman of high nobility*
- *Arslan, a mounted archer*
- *Ulap, a mysterious shaman*
- *Geche-Yüz, an elite warrior,*
- *Jebe-Tsenkher, a messenger*

Ayu-Kulak is looking for support and a guide, and is ready to sell a camel, plus a part of the carried goods. He stares at the camp chief's eyes, holds a hand up and says "Arslan, the Chief wants to have a demonstration of our force". The young noble wishes to impress the Chief by showing how his party are good, and how well he can lead them. He will be leading the Conflict for the party.

Setup

The Chief has a Will of 14 which will constitute his RP Pool, and 65% in his Communication [Persuade] skill. The Narrator rules that the Starting RP Pool for the party is equal to the average of Ayu-Kulak's CHA 9 and WIL 12. The players have thus a starting RP Pool of 11. The friendly smuggler Bey is in fact a Positive Consequence, a Bonus to use when the PCs want.

Round 1

Arslan declares that he tries to impress the Chief with his archery skill. Ayu-Kulak will make the roll on his Command Trait, arguing that he is a leader of strong warriors. However, the most important factor is that Arslan's Fast Shooting Stunt will provide a Bonus to Ayu-Kulak's Command, bringing the score to 98. Ayu-Kulak rolls a 19, while the Chief misses with an 80. The PCs win the first round and the Chief loses 3 RP for a 11 : 11 result.

The Chief counterattacks by doubting that the PCs will be able to make their way through the desert, and as consequence, that they depend on his good will. He utters "Being a good warrior is of no use in a sand storm!". Arslan knows the region and replies that he can find the way, so he will make the defensive roll on his Knowledge [Eastern Tarim] (56%). As this score is rather low, Ayu-Kulak suggests that Arslan takes advantage of their friendly guide Bey if he fails, which he does with a 66. The guide talks to his Chief in a language the PCs do not understand, but it seems to help. Arslan's Skill becomes 86% and the 66 is now a success, the Chief has 65% and rolls 19. Arslan wins for rolling higher, the Chief loses 3 RP again, for an 11 : 8 situation.

Round 2

Ayu-Kulak makes a long speech, explaining that the horde will be coming in the near future, that the ruffians have most interest in helping them, that he's the son of a noble, all of which the Narrator interprets as using his Status: Noble-Chief of Hundred Trait, which is a Communication Trait in any case. This is not enough and Ayu-Kulak loses this turn with a 34 versus the Chief's 57: the ruffians' Chief does not believe him and laughs. The party loses 4 Resolution, for a final 7 : 8 situation.



Round 3

One of the Chief's soldiers whispers in his ear. Kenjeke recognizes him as a member of a gang they defeated a few weeks ago. Ayu-Kulak orders Geche-Yüz to wrestle the enemy soldier before he can influence the Chief. At the same time, Ulap the shaman prepares a Confusion spell to provide a Support Bonus when requested. Wrestling is a common way to set disputes among Nomads. The Chief accepts the duel, but since Ayu-Kulak asked his champion to fight, the Chief summons his own champion, a colossal boxer with a +2 Might. The Narrator manages this fight as a Secondary Conflict.

The fight is resolved with the Basic Combat rules, nomadic wrestling vs. brawl. After a few rounds, the outcome is a total victory for Geche-Yüz, and the Chief loses 2d6 RP for a final situation of 7 : 2.

The chief takes now the PCs seriously and shows that he is willing to negotiate an acceptable price to give them shelter. Ayu-Kulak could decide a Quick Exit, but he wants to keep as much goods as possible and to get a guide and so decides to go for a total victory.

Turn 4

Instead of leaving the Chief an honourable way out, Ayu-Kulak tries to humiliate him by being quite rude. This persuades the Narrator to bestow a situational Penalty on his next roll, as the Chief cannot be humiliated in the presence of his soldiers. Kenjeke, the young noble woman, makes her own speech and makes it clear that she wants a compromise and that her brother is the leader of a big horde and is going to come back in the region in the near future. She's using her Status High Noblewoman Trait to support Ayu-Kulak, and soften his words with an in-game speech. Ulap the shaman releases his Confusion spell, granting a further Bonus.

At the end, this crucial roll will be: Chief's Persuasion 65% vs. Ayu-Kulak's Command 68% - penalty 30% + bonus Kenjeke 30% + bonus Ulap 30% = 98%. The Chief rolls an 84 versus Ayu-Kulak's own 90. An advantage for Ayu-Kulak!! The chief loses 7 RP, and finishes at -5, a total victory for the PCs.

Outcome

The Chief doesn't know what to think. Who are these people? He is Confused and even more worried. He prefers to accept and welcome the PCs for the night, hoping they will remember his hospitality when the horde will be back. Ayu-Kulak's player reminds the Narrator that he wanted a guide, and that's the reason why he took the risk of a total victory. The Narrator states that the guide will show them the way for a few days only, not knowing the route beyond, but this is still enough to grant a "Guide through the Gobi Desert (+)" Consequence. Since the Conflict ended with more than 10 Resolution Points of damage inflicted, the players asked for a Recurring Consequence, identified by the circled (+), in order to exploit the guide's skills for as long as he will remain with them.

USING CHARACTERISTICS AS PERCENTILE SCORES.
The original approach of classic D100 rule sets when testing a characteristic or pitting it against another non-percentile score is different than the one presented here: characteristics are multiplied by five and rolled on a percentile die as though they are skills. For opposed rolls, the algebraic difference of the two scores is multiplied by five and added to 50% to resolve the opposition with one single roll. The OGL versions of D100 (which includes Revolution D100) use an approach where characteristics are never rolled on percentile dice, only skills, emphasizing training over base characteristics. Although this is not the recommended solution in Revolution D100, you can always resort to a Characteristic x5 roll on a percentile dice when no skill/trait pair sounds appropriate to you. However, we encourage you to employ the "characteristic as hit points" approach of the Conflict rules whenever possible, as it adds a second dimension to opposed challenges, making both training and basic attributes equally important.

COOPERATIVE EFFORT.
Other characters cannot usually aid yours in Conflicts that involve a Characteristic-vs-Characteristic challenge. However, particularly in Strength Conflicts to lift or move objects, there are cases where a collective effort helps. If your group cares about this, have the hero with the highest characteristic or skill make all the rolls, but add the cumulative characteristic bonuses of any assisting characters to the d6 roll when he or she achieves a victory (see page 5 of Chapter 1: +1 for assistants with 13 in the characteristic, +2 for assistants with 18+, etc.).

CHARACTERISTIC MODIFIERS FOR SIMPLE ROLLS.
When representing a physical feat with a simple roll the sheer value of your characteristics will become less relevant than it should be in practice (having a STR of 18 gives you a +8% over the average guy, whereas the Brawn Trait gives you +30%). If you wish a characteristic to have more relevance, there is a way you can exploit the rules to change characteristics into Skill modifiers. Compare your characteristics and the RP value you would use for the opposition if staging a Conflict and cross-index it on the Characteristic Bonus Table on page 5 of Chapter 1 (+1 for 13+, +2 for 18+, etc.). Your Skill roll will suffer a number of Penalties equal to the Characteristic Bonus for the opposition, and a number of Bonuses equal to your Characteristic bonus.

TYPICAL CHALLENGES

This section provides examples of the physical and social obstacles that player characters will find on their way during their adventures. The core principle on which the Revolution D100 rules are built is that ***anything that influences a player character should come from a roleplayed event***. So, whenever possible, we have suggested a way to employ the obstacle as the opposition in a Conflict where the player characters will have the opportunity to oppose it actively.

OVERCOMING A CHARACTERISTIC

There will be times when a conflict clearly addresses one characteristic (Dexterity to avoid a falling object, Charisma to make a good first impression on someone, etc.), but it is not clear what skill is appropriate to the situation at hand. The Characteristic Overcome Table describes the recommended skill (and Trait when possible) to use in conjunction with a given characteristic when the situation does not suggest an obvious one.

Characteristic to Overcome

Characteristic	Skill/Trait
Strength	Agility [Brawn] (or Athletics [Brawn] if you use Athletics in your game)
Constitution	Survival [Endurance]
Dexterity	Agility [Dodge] (Balance or Acrobatics might be appropriate to some situations, too)
Intelligence	Knowledge [any]
Will	Concentration [Willpower]
Charisma	Communication [any]

TESTING YOUR PHYSICAL LIMITS

In many cases, a character may wish to perform a feat that involves a physical test: lift a weight, jump a distance, arm-wrestle an opponent, run fast, walk on burning coals, etc. When they involve a prolonged effort, these feats can be represented by Conflicts, usually involving Strength or Dexterity, sometimes even Constitution. In this case your starting Resolution Point pool is equal to the relevant Characteristic, and you roll your Agility with the relevant Trait if any (Brawn, Climb, Endurance, etc.).

The opposition always has a skill of 50%, and Resolution Points proportional to the feat you are attempting. If the physical quantity you are trying to overcome can be equated to a characteristic (for instance, lifting a weight can be expressed with a STR value, and so can be breaking free from a bond such as a rope or a giant cobweb), then the opposition Resolution Points are equal to this Characteristic score. In all other cases, compare the actual physical measure to overcome with the normal result you could achieve, as provided in the description of the relevant Agility trait. The "average" value is represented by an opposition of 10, and you add or subtract 1 for each ten percentiles above or beyond that average: 11 for 110% of your normal limit, 12 for 120% and so on.

Instant feats like jumping or catching a falling object, instead, are among those cases where a simple or opposed success roll is more appropriate than a Conflict.

CHASES AND SPEED CONTESTS

The objective of a chase is to reach the fleeing party and subdue or dispatch it, which may or may not involve initiating combat at the end of the pursuit. The skills used in this kind of conflict are Agility [Running], Drive [vehicle], Ride [mount] or Pilot [vehicle]. As few characters have the Running Trait, we recommend that the Narrator allow using an environmental trait to replace it if the character is familiar with the place where the chase takes place.

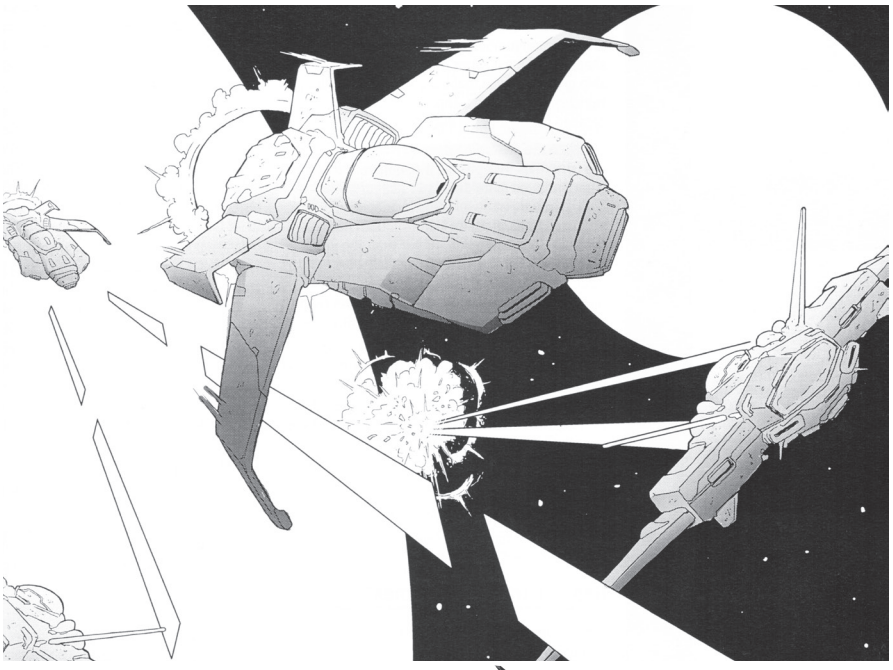
You will usually stage chases in Adventure Time. The Narrator might wish to shorten the length of the time unit to one minute or thirty seconds for the most frenetic chases.

If a contestant is on foot or mounted, use the runner's or the mount's Constitution as the starting Resolution Point Pool. When vehicles are involved, choose a specific parameter of the vehicles, and default on the driver's Dexterity if none is applicable. For high-speed vehicles like jets or racing cars, use the Move score itself (or double the Move score for land vehicles), particularly when the chase takes place in an obstacle-free environment.

When the chase takes place in an obstacle-rich environment, the most appropriate parameter is Manoeuvrability for a vehicle, and Dexterity for a living being. Sudden changes of environment might negate speed bonuses/penalties, bestow penalties to Drive or Pilot rolls, or even change the Trait required to roll for effect.

For chases on foot (or on mounts), if there is one point of difference in the Move scores, the fleeing or the pursuing party, whichever is faster, gains a Bonus to the roll. Do not forget that the Running Trait increases its owner's Move by one point – and your setting might include Powers and Stunts which have even greater effects. If the difference is higher than one point, the slower party gets a Penalty, too. A difference of more than two points might make the chase pointless, unless the environment is so full obstacles that it offsets the penalties.

A chase that ends with victory for the pursuing party usually results in the capture of the fleeing one, or with the immediate start of a Combat. The Transitioning to Combat rules (page 59) include options to represent better positioning or fatigue resulting from the chase, if you wish to provide mechanical rewards for winning the chase. If the fugitives win, instead, the pursuers lose their tracks and have no hope of eventually catching up until an appropriate number of Time Units has passed on a higher Time Scale.



VEHICLES IN A CHASE.
Chases among vehicles usually see a wide range of Move scores, so the rules provided for foot/mounted chases yield inadequate results. Here we present an optional, simplified rule for including Move as a parameter in vehicular chases when you use other variables as the Starting Resolution Point Pool. If you use an advanced sub-system for vehicles, the latter will probably provide a more appropriate solution.
Compare the Move scores of the vehicles (doubling them for land vehicles). If they are too different from the median value of 10, add or subtract 10 to all values so that they get closer to the average value. Then calculate the Characteristic Bonus for each of these scores by consulting the Characteristic Bonus Table (on page 5 of Chapter 1: +1 for a score of 13+, +2 for a score of 18+, etc.). Those are the Bonuses to apply to the Pilot or Drive rolls.

PARTIAL VICTORY OF A CHASE.
A chase may end with a Quick Exit if you use this rule, but you must be careful to avoid giving out the same result as a complete victory. If the pursuers achieve a partial result the may capture some equipment or a non-vital member of the fleeing party, or guess their prey's final destination, but not start combat. On the other hand, the fugitives might exploit the pursuers' Quick Exit to start combat themselves, as it will allow them to begin the battle in a favourable tactical situation. If the fugitives obtain a Quick Exit, then they will be safe for some time, but the pursuers will remain a threat for the duration of the scenario.

ILLUMINATION & DARKNESS

SEEING IN THE DARKNESS.
The Dark Vision power or Trait, normally possessed by subterranean creatures and trolls, allows characters to see in total darkness. Night Vision allows character to ignore all darkness penalties except total darkness. It is typical of nocturnal creatures and felines.

ILLUMINATING ITEMS

Example	Radius
Candle or embers	1m
Flaming brand or lantern	3m
Campfire or torch	5m
Bonfire	10m

Darkness is among the obstacles that are less suited for a conflict and best treated as a flat penalty to skill rolls. The Illumination Table contains the suggested penalties for darkness situations. The Narrator may wish to skip them or enforce them less strictly, if they do not add much to the tension of the situation.

Illumination & Darkness

Environment is...	Example	Effects
Illuminated	None.	Heavily candlelit room, overcast day, within radius of illuminating item.
Partial Darkness	Cavern mouth, misty or foggy day, full moon night, within double radius of illuminating item.	One Penalty to sight based Perception rolls and Combat rolls.
Darkness	Cavern illuminated only by embers, night with no moon, within triple radius of illuminating item.	Two Penalties to sight based Perception rolls and Combat rolls.
Total Darkness	Total absence of illumination from any source	Sight based Perception rolls automatically fail. Three Penalties to Combat rolls.

MOVEMENT AND EXPLORATION

This section contains two types of rules. The first is numeric values for Movement Rates that you can use as a rough guideline about the distance you can travel in a given time unit if no complication occurs, and modifiers to apply to the distances and times for favourable or adverse conditions. The second type are rules that suggest how the Narrator should stage Travelling Conflicts. Travelling Conflicts are an important part of a Revolution D100 game, and a good way of inserting complications and subplots into an adventure while at the same time letting player character actions and abilities influence the outcome of the journey.

If the player characters are travelling, and the party speed is really crucial for the narrative – because they need arrive in time to save the day, or someone is pursuing them, or a myriad other reasons that can add interesting twists to your adventure – the best option is to run the trip as a Conflict. If travelling and the obstacles the heroes may find on their way are not supposed to be an important part of your adventure, just let the player characters arrive in time without any rolls and go on with the interesting parts of the adventure.

MOVEMENT RATES

The Movement Rate Table shows how far characters with a variety of Movement scores can travel over various periods. Groups travelling together will move at the speed of the slowest member. The table below represents humanoid moving on foot on a plain terrain that poses no significant obstacle to travel.

Movement rates

Time Scale	Time Period	Move 1	Move 2	Move 3	Move 4	Move 5	Move 6	Move 7	Move 8	Move 9	Move 10
Combat	Round	5m	10m	15m	20m	25m	30m	35m	40m	45m	50m
Adventure	Turn	60m	120m	180m	240m	300m	360m	420m	480m	560m	600m
Narrative	Hour	0.8km	1.5km	2km	3km	4km	5km	5,5km	6,5km	7km	8km
Day (normal march)		6km	12km	18km	24km	30km	36km	42km	48km	56km	60km
Day (forced march)		8km	16km	24km	32km	40km	48km	56km	64km	72km	80km

Movement in Combat or Adventure Time assumes a character is moving as fast as possible, but still walking. If a character is running, double the movement rate but give a Penalty to any Action attempted. For quadrupeds, running speed is four times basic Move. Some Actions are utterly impossible while running. Movement in Narrative Time or Downtime cannot be doubled by Running, but you can Force March by not taking any break in your walk, although this will make the opposition tougher in a Conflict.

Any creature with the Running trait can Run as if its movement was 1 point higher.

TRAVELLING CONFLICTS

Calculate the number of time units the heroes need to travel in order to reach their destination by using the Movement Rate Table. Do not apply any penalties due to terrain or weather to the distance travelled. The only modifier to take into account is forced marching. This value is the number of time units (usually days) the journey is expected to take. Then multiply by three, and only at this point apply any modifiers to Starting Resolution Point for terrain and other conditions, found in the following sections. The results are the Resolution points the players have to beat to arrive at their destination.

The player characters will generally use CON as their Starting Resolution Point Pool. The average Challenge Rating of the opposition is 20% when travelling on a road, and 50% when travelling on rough terrain. The opposition has the equivalent of a Bonus (+30%) if the player characters are force marching.

If the heroes bring the opposition to zero in fewer Rounds than expected (you have computed the expected number of Rounds in the first step of this procedure), they arrive earlier. If they take the exact number of rounds expected or go for a Quick Exit from the Conflict, they arrive exactly on time; if they take more rounds than expected, they arrive late. If they lose, they get lost or some other event forcibly halts their journey.

The heroes may suffer Consequences from the conflict, most likely representing exhaustion, depleted resources or attracting the attention of enemies during the trip. The Narrator may also transform these Consequences into interesting encounters with dangers of different natures.

TERRAIN & WEATHER

Terrain and adverse weather conditions such as wind, rain and snow bestow a Penalty on movement rates. As with Skill rolls, each Penalty decreases movement rates by 30%. So one Penalty will drop the movement speed to 70% of base, two Penalties to 40% of base and three to 10% of base. Movement with more than three Penalties is impossible. The Narrator will use these "static" Penalties whenever he or she wishes to determine the distance the hero party can travel in a given time frame when not staging a Conflict.

VEHICLES
The speed and distance a vehicle more complex than a cart or chariot can travel depends entirely on variable attributes of the vehicle itself that are typical of the setting. It is hard to provide a detailed ruleset for travel that encompasses both Greek galleys and interstellar cruisers, so the guidelines we can provide here are forcibly limited by the need to be as generic as possible. Use the attributes of the vehicle to determine the party Starting Resolution Point Pool, and triple the theoretical time necessary to cover the desired distance travelled to obtain the opposition Resolution Points to beat. Drive or Pilot are the obvious skills you have to use in the Conflict, although Navigation might be appropriate, too. Replace this simple procedure with a more detailed one if your setting provides it.

However, travelling in difficult conditions has an effect on Travelling Conflicts, too. In this case, the adverse conditions should not be applied to the base distance but as modifiers to the skill and Resolution points of the opposition. The Terrain and Weather table below gives you sample values for the "static" modifiers to unopposed movement rate, and for modifiers to skill and Starting Resolution Points, for various factors and obstacles. The Narrator has plenty of freedom to adapt these values to the dramatic necessity of the game.

Environmental traits are crucial for overcoming adverse conditions in a travelling conflict. If the rolling character has a Trait that addresses the environment, he or she can use it to negate opposition bonuses, and will be able to do this for every roll. On the other hand, you can use the Trait only once per conflict to gain a support Bonus, so make sure that the character who has the Trait takes the lead!

Obstacles

Obstacle	Static penalty to movement rate (cumulative)	Bonus to Challenge Rating (pick the highest)	Bonus to opposition RP (cumulative)
Hills	Penalty	—	+2
Mountains	Double Penalty		+5
Swamps, mud	Double penalty	—	+8
Vegetation, light	Penalty	—	+2
Vegetation, heavy	Double Penalty	Bonus	+6
Road	Negates vegetation and swamps (not mud)	—	-2
Wind, medium	—	—	+2
Wind, strong	Penalty	Bonus	+4
Rain or hail, heavy	Penalty	—	+4
Storm	Double Penalty	Bonus	+4
Snow on the ground	Penalty	—	+4
Snow, falling	Double Penalty	Bonus	+6
Snowstorm	Triple Penalty	Double Bonus	+8
Accompanying wagons or pack beasts	Penalty	—	+3

BAGGAGE.
In a conflict, baggage produces a variable amount of Resolution to overcome that is best left to the Narrator to determine. One point per ten kilos carried by the most burdened hero may be appropriate. However, if player characters carrying unrealistic amount of equipment are not an issue in your game (see note about Carrying unrealistic loads), you are better off skipping these details.

MOUNTED MOVEMENT

Mounted movement receives a Bonus to the distance travelled. Use the Forced March line without facing an enhanced opposition. If travelling in conditions that are unfavourable for the mount, this Bonus is negated or turns into a Penalty. For instance, travelling on horseback on a plain gives you a Bonus; doing the same in a desert gives you a Penalty. Most mounts will give you a Penalty if you travel through a forest, swamp or mountain range.

If you are running the journey as a Conflict, you can apply the same Bonus or Penalty you would apply to Movement Rate. In this case, the modifier applies to your roll.

FATIGUE

Player characters will often encounter situations that test their stamina, which makes fatigue an important component of a roleplaying adventure. In Revolution D100 fatigue is just a Consequence rather than a separate attribute. It will play a role in the game only if the Narrator consistently decides to introduce it as a factor during Conflicts. In this way fatigue will be as relevant as the group itself wishes it to be.

Fatigue is usually the result of a successful conflict in which victorious characters have lost some Resolution Points. The Narrator, as the losing party, can decide how to describe the Consequences, and thus can label them as "Fatigue" or "Exhausted" when it is plausible and entertaining. All other Consequence rules apply as normal.

The Narrator will determine whether Consequences labelled as fatigue can influence a social conflict.

THE FATIGUE DILEMMA.
According to the authors' experience, game masters and players who are not crazy with realism will consistently drop or ignore fatigue rules as they "get in the way" of the fun parts of the game. Rules that require the constant expenditure of fatigue "every x rounds or action" work perfectly for computer RPGs – as the processor of your machine never gets tired of bookkeeping – but are unsuitable for most tabletop roleplaying groups. Yet leaving fatigue completely out of the picture is detrimental for the suspension of disbelief of players who desire plausibility in the game. Revolution D100 tries to address this problem by explicitly inviting the group to use fatigue as extensively as they see fit.

ENCUMBRANCE AND CARRIED ITEMS

The Equipment Penalty Table includes the most common inconveniencing items an adventurer may carry. The social penalty may not apply in some cases, for instance if you have the insignia of the local militia, but the subject here is so dependent on the context that the Narrator must decide on the spot.

The influence of the equipment you are carrying, both in terms of burden and in terms of the unease caused by an inappropriate display of weaponry during social interactions, is factored in Conflicts as it happens with fatigue. Whenever a player character enters a Conflict carrying a potentially inconveniencing piece of equipment, or picks it up during the Conflict, the Narrator may note it and assign the player the equivalent of one or more Negative Consequences (see the Equipment Penalty Table for samples) that will remain in effect for the duration of that Conflict only. As for fatigue, this leaves the Narrator completely free to apply or ignore encumbrance, depending on the situation and on the tastes of the group. Needless to say, if a player accrues Consequences in a physical Conflict where he or she was encumbered, the suggested label for the Consequences is "Fatigue".

CARRYING UNREALISTIC LOADS.
Some groups have trouble with players who want their characters to carry around implausible amounts of load and yet demand that they remain nimble and fresh as if they were wearing a t-shirt, or carry halberds or assault blasters while dining at classy establishment without any embarrassment. Other groups do not include such players, or simply do not consider this a problem. Groups who perceive this situation as real and detrimental for the game may benefit from a strict enforcement of the Encumbrance rules. Purposeful application of all optional Encumbrance and Fatigue Consequences may lead to a point where overburdened characters become exhausted, discouraging their players from the behaviour that others find inappropriate. Yet these penalties are completely optional, so they can be skipped without consequences (pun not intended) when excessive equipment carriage is not a problem in your game.

CONTEXTUALIZED PENALTIES.
The Equipment Penalty Table does not wish to be exhaustive. Your setting information will include entries for many more items, as well as new values for the listed items according to the models in use in it and to the local social conventions.

Equipment Penalties

Condition	Social conflict	Non-combat physical conflict	Encumbrance threshold *
Carrying a sack or backpack	—	1 (standard) to 3 (very cumbersome) Negative Consequences	+1 to +3, same number as the Consequences
Carrying a hand-carried weapon**	1 Negative Consequence	2 Negative Consequences	—
Carrying a crew-operated firearm	2 Negative Consequences	3 Negative Consequences	+3
Wearing light armour	—	1 Negative Consequence	per armour (see Chapter 5)
Wearing heavy armour	1 Negative Consequence	2 Negative Consequences	per armour (see Chapter 5)

[*] – This variable applies to Advanced Combat and is not a penalty but the Strike Rank threshold below which you start losing Life Points (see page 94 of Chapter 4). It is a positive number.
[**] - A pole weapon, long spear, crossbow, long firearm or anything else that is clearly a military weapon and/or cannot be easily attached to a belt or sash.

EXPOSURE, STARVATION AND THIRST

ADAPT YOUR THREATS.
These threats will definitely vary their influence and lethality according to the setting and genre of the campaign. We recommend that you define established values for the most frequent environmental phenomena in your setting (deserts, radioactive patches, dangerous micro-organisms) and give the players a clear idea of what exposure to the source of distress would imply, particularly if they have an appropriate environmental trait.

Fatigue loss from exposure or lack of food or water can be a Consequence of any conflict which takes place in a hostile environment. This kind of fatigue is of a dangerous kind, not just a mere inconvenience to future conflicts, and can lead to character death. A character who suffers a total defeat in a conflict implying starvation, thirst or exposure should be declared dead or unconscious, requiring someone else's intervention to prevent his or her demise. If a character falls to zero Resolution Points or below because of a situation described as lack of rest, instead, he or she just falls asleep, able to wake up only after an appropriate rest or by some kind of extraordinary means (drugs, magic or advanced technology).

While these threats are best treated as an additional danger of travel in a hostile environment, there will be times when they are the sole threat source, and thus characters have to face them directly as opponents in a Conflict. The Distress Table provides samples of the different types of hardship a character can encounter. When the player characters are exposed to the listed threat, the Narrator should run the game at a time scale equal or lower than the one listed. Whenever the opposition is brought to zero Resolution, you should you find a plausible way in which the threat has been eliminated (you found water, a protective device, etc.), lest the threat regenerates its full RP after an appropriate length of time has passed.

Distress Sources

Source of Distress	Time Scale	Sample Resolution Points for threat	Challenge Rating
Without water	Narrative Time	10	50%, 80% in case of extreme heat
Without food	Narrative Time	10	50%
Adverse environment (cold or heat, volcanic gas)	Narrative Time	As per travel table for cold; 10 for heat; gases have their own values.	As per travelling table
Extreme hardship (searing heat, freezing cold, void)	Adventure Time	18	80%
Without rest	Narrative Time	10	50%
Without any air to breathe	Combat	10, 14 for drowning in water	50%

FATIGUE AS LIFE POINT LOSS.
The Fatigue rules given here refer to long term exhaustion that carries over for hours of days at the end of extended efforts like labour or travel. In Advanced Combat, we have chosen to introduce a high-granularity variable, called Life Points, to provide a more detailed treatment of short-term Fatigue due to short periods of strenuous activity like a battle. When Advanced Combat starts or ends, you might need to "exchange" long term fatigue into short term, or vice versa. In this case, the "exchange rate" is 10 Life Points per each sign in the Consequence.



HEALING AND RECOVERY

The simplest way of recovering fatigue and healing wounds is that of letting any Consequence expire by moving to a higher time scale, which implies that the source of distress has disappeared and the party is resting and recovering. Once you enter Downtime, Fatigue usually disappears completely and any non-lethal injuries heal, given some days' time. One or two minuses for fatigue can also expire when the party enters Narrative Time and sleeps.

HEALING CONFLICTS

If the characters cannot wait for the time scale to move back to Downtime, they will need to run a Healing Conflict in Adventure or Narrative Time to eliminate or mitigate wound effects before they interfere with the next violent encounter. In case of seriously disabling wounds (amputations, maiming, acid burns) the Narrator might require a Healing Conflict even in Downtime to ensure the character body recovers its full functionality.

In a Healing conflict, a character – usually not the wounded one – challenges the Consequences labelled as wounds directly, using the rules for getting rid of Consequences on page 58. Wounds are Recurring Consequences so each of them provides 15 RP to the pool. The healer will start the conflict with resolution equal to his or her Intelligence, or Will if using magic or other paranormal means of healing. Normal opposition will have a skill of 50%, but the Narrator may increase it in unfavourable conditions.

The Healing Table describes the Trait and the Time Scale needed to treat each level of injury.

Healing Requirements

Ailment	Time Scale	Trait
Minor Wound	Adventure Time	First Aid
Major Wound	Adventure Time	Healing
Lethal Wound	Narrative Time	Surgery
Disease	Narrative Time	Healing
Poison	Narrative Time	Healing

The healer can choose to face more ailments in a single Conflict to optimise resource, marking off individual wounds as soon as a sufficient number of RP have been eliminated. Poison and Disease can be treated separately if desired. Two or more healers can join in the conflict against a very high total of Damage to heal, provided they all have the required Trait for the most severe wound to heal. Each Healer can have his or her Resolution Point pool, in order to be able to go on even if the other healers are taken out of the Conflict. Characters with inadequate or no healing skill may provide Support if they have significant actions to describe. Even keeping the insects away from the wounds may be useful in some situations.

As soon as the healers have eliminated the equivalent of one ailment in RP, that ailment is eliminated. Lethal and Major Wounds are not eliminated but downgraded to the immediately inferior type of wound.

Once one side is totally beaten, the healing process stops. Any remaining wounds remain in effect as Consequences, and can be opposed again in a Healing Conflict only if and when the Narrator allows it. Each Consequence the healer(s) suffered implies a loss in a limited resource; fatigue, bandages running out, time passing and so on.

FAST HEALING.
After Advanced Combat, you will need to translate wounds and Life Point loss into Consequences. First of all, any surgeon or healer in the group will heal wounded characters with a process called Fast Healing (see page 107 in Chapter 4). When this process cannot take place, or is not sufficient to heal all ailments, injuries and fatigue must be translated into Consequences until they can be countered with a Healing Conflict.

PARANORMAL HEALING.
Outside Advanced Combat, having access to the healing powers described in Chapter 6 means that the healer can treat ailments one level more severe than his or her Traits would allow. Having First Aid is treated as having Healing, and Healing is treated as Surgery. The healer can roll for effect on Concentration if he or she wishes. On a successful roll, the healer adds the maximum Might of the Heal effect he or she can produce to the RP subtracted from the opposition. If the power can be used only once (healing potion, divine blessing, etc.), then it is used up the first time it enhances the result of a roll.

PARTIAL RECOVERY.
Sometimes even the best healers cannot completely cancel the effects of injury. If you wish to enforce strict realism in your game, at the cost of reducing player character effectiveness in critical moments, you may rule that when a roll in a Healing Conflict eliminates enough RP to treat a wound, any excess RP eliminated cannot carry over to the next wound. This will likely result in dropping the opposition to zero while one or two wounds are still in effect.

TRAPS AND FALLING

TRAPS IN EXPLORATION CONFLICTS

An instant operation trap can be inserted into a larger exploration conflict as if it was a Ranged Combat Attack (see the Firing outside Combat option on page 41). Use the skills and modifiers listed above for the initial single roll, but the roll becomes a one-shot effect in the exploration conflict.

TRAPS AND FALLS AS ADVANCED DAMAGE.

You might wish to use the damage rules presented in Advanced Combat (see Chapter 4) to resolve the effects of a trap or fall. In this case the Narrator should also define a die roll to determine how much damage the danger can potentially cause. If the damage is the result of a fall or other types of physical injuries, it will often be expressed as a base roll (equivalent to weapon damage in Advanced Combat) plus Might (in D2s). A man-made trap might also be crafted so that it also applies a Damage Combat Effect such as Impale or Slash to the rolled damage, or ignore armour. A simple fall implies only kinetic Might as damage, with a rate of 2 Might per three metres fallen (1 Might per five feet). In other cases, the damage may still be expressed in Might but be of a different nature which implies a different kind of die roll per point of Might. On a successful triggering, the trap deals the rolled damage against the character's Toughness, as described in Chapter 4.

One common obstacle that player characters may encounter during an adventure is a trap or a dangerous passage that can lead to a deadly fall. A trap usually implies an initial, single opposed roll to check whether the target spots it or manages to avoid it.

In the opening roll, the danger rolls with a Bonus for surprise if the character is unaware of it. An environmental trait may offset that Bonus. The basic skill the trap uses is determined by the Narrator, or equal to the Trap, Mechanism or Camouflage score of the trap creator, if it has been determined (or if the roles are inverted and the heroes set the trap). The endangered character(s) must usually oppose the attack with an applicable Perception trait, or an Agility Trait if the danger is evident.

Once this roll is made, the nature of the trap will tell you if the threat is neutralised (you spotted the pitfall or avoided the dart) or it goes on (the ceiling is lowering, but it has not yet crushed you, or you spotted the poisoned needle, but you must still open the chest so you have no chance but risk being stung while disarming it). If the Narrator decides that the trap is still a danger, use the "Turning a single roll into a Conflict" rules to setup a full conflict. The Narrator determines if the trap opposes INT and Perception (the trap is difficult to spot and/or leaves no way to avoid it once triggered) or DEX and Agility (the trap can be avoided when triggered). Natural dangers like slippery rocks always oppose Dexterity.

If the player characters suffer a defeat, they suffer the intended effects of the trap. If the trap was meant to kill, this usually means death, unless the players can find a good reason why their characters might have survived (this is easier to obtain in a full Conflict, so we recommend to avoid instantly operating lethal traps in your games). If the characters survive, they nevertheless suffer Consequences appropriate to the nature of the danger such as wounds, immobilisation or alerting the enemy of their presence.

Sample Dangers

Threat	RP	Challenge rating	Attacks	Damage
Primitive pitfall	15	50%	DEX	1D6 spikes + kinetic Might 4 (4D2)
Slippery slope	10	50%	DEX	Kinetic damage Might 3 (3D2)
Electrified fence	20	20%	INT	Electricity Might 4 (4D6)

POISON AND DISEASES

There are two types of poisons: Combat Time ones intended to put a victim out of action as fast as possible, and slower ones that act over a longer period of time expressed as a Time Scale in game terms. Both types of poison work with a Conflict between the Might of the poison and the victim's Constitution, or very rarely another characteristic. The Conflict takes place in the given Time Scale. Combat poisons use the Parallel Conflicts rules (see page 112 of Chapter 4) if the poisoning took place during combat.

Only the Poison rolls for effect, usually with a Challenge Rating of 50%. The victim opposes the roll with Survival [Endurance], or other rolls according to the situation. If someone with the First Aid or Healing Trait is present and can plausibly intervene, he or she can lend a Support Bonus, too. In order to roll actively against poison, a healer must use a Healing Conflict.

Each non-deadly poison has effects that correspond, in game terms, to Consequences applied if it wins the conflict against the target's CON. A deadly poisons kills its victim upon bringing it to zero RP when acting outside Combat Time, or in Basic Combat. Be careful when using such concoctions. Reserve strong deadly poisons for use in Advanced Combat, where there are more opportunities to stop their action. See Chapter 4 for usage of deadly poison in Advanced Combat.

Some poisons have an additional effect labelled as their "instant" effect (unconsciousness and paralysis are the most common). If the poison meets the conditions for a Quick Exit with its first roll, then the instant effect takes place at once. Otherwise it only takes place if the poison obtains a total victory.

Eliminating the Effects of non-deadly poisons may imply a Healing Conflict, in Narrative Time, against the poison Might.

LETHALITY OF POISON AND DISEASE.
Please note that even diseases and poison with a moderate Might may be deadly, as many characters do not possess the Endurance trait and roll on their raw Survival skill, or CONx2 if you use this rule. In addition to this, fighting while a Conflict against poison or disease is still in progress on a higher Time Scale can be extremely dangerous.

POISON DESCRIPTION AND EXAMPLES

Every type of poison is defined with the following information: Might, Time Scale, Effect(s).

Might: This is the starting Resolution used by the poison. Any Challenge Rating above 50% must be noted here, too.

Time Scale: The time scale in which to run the conflict to determine the poison effects.

Effects: The effects applied if the poison wins the Conflict. If a poison has an effect marked as instant, this occurs immediately if the first roll achieves a Quick Exit.

ANTIDOTES

An antidote simply eliminates Poison Might equal to its own, regardless of any die roll. Essentially, they are a concoction imbued with the Absorb [specific venom] power described in Chapter 6 (see page 179). Some antidotes may require assumption before the poisoning takes place, others work retro-actively.

DISEASE

Disease is treated like Poison, with the exception that there is no instant effect, and most if not all disease operates in Narrative Time (some chronic diseases even in Downtime), so the Time Scale is usually left unspecified in their description. Most specific medicines have an Absorb [specific disease] like antidotes have for venoms, while more generic ones act as a Positive Consequence for the Conflict. Vaccines operate against disease like pre-imbibed antidotes do with poisons, usually having Might enough to terminate the Conflict before any roll is made. Use the Healing Trait and the rules for crafting items and potions in Chapters 5 and 6 when a character must create a medicine or vaccine against a disease.

ADVANCED VACCINES.
For a more realistic treatment of vaccines, give them an Absorb [specific disease] rating equal to the target's CON. This represents the stimulation of the target's immune system that the vaccination operates.

Sample Poisons

Adder Venom	Might 2D6 (as snake CON), Narrative Time, Effects: death.
Curare	Might 20, Combat, Effects: instant paralysis, death.
Cyanide	Might 25 (Challenge Rating 80%), Combat, Effects: death.

Sample Diseases

Tetanus	Might 20 (skill 90%), Effects: instant paralysis, death.
The Plague	Might 1D6+10, Effects: death.

SHOULD WE USE FATE?
Keep in mind that not everyone loves mechanics that are totally unrelated to the game world, and there are players who really cannot maintain suspension of disbelief in the presence of such rules. Although we recommend that you use Fate and Motivations, the game is organised in such a way that you can ignore them completely if you wish. The Narrator is encouraged to check with all players whether they dislike these mechanics.
However, consider also that Advanced Combat can become very deadly without Fate Points. Playing without these rules may prove frustrating if you are looking for a very heroic and cinematic game, and some genres might prove very hard to emulate properly.

MOTIVATIONS AND FATE

The rules for Motivations and Fate Points are a tool to help you push the flow of the game in the direction you and your players like the best. The rules put the responsibility for the flow of Fate and the impact that Motivations have on the game on the players' shoulders. **The Narrator cannot impose any behaviour on player characters by leveraging Motivations.** He or she can only suggest that it is a good moment for the player to activate or use the Motivation. If some players are reluctant to accept these mechanics, the Narrator should stress to them that Fate and Motivations will play a role in the game only when they (and not the Narrator) find it appropriate and fun.

FATE POINT POOL

Each player has a Fate Point Pool to tap during the game to turn the tide in favour of his or her character. The maximum size of this pool in non-violent situations is equal to the character's CHA. When combat or extreme danger is in progress or imminent, this maximum value is doubled.

A player's Fate point pool is empty at the start of a game session and the Narrator does not hand out Fate for simply "being there to play". In fact, the Narrator never hands out Fate at all. Fate Point gains in Revolution are the result of players' actions, not the Narrator's.

COLLABORATIVE USE OF PLOT TWISTS.
Of course, the Narrator may also "suggest" that a given event a player is hoping for may take place in exchange for some Fate Points. The Narrator should never use this option as a substitute for staging a Conflict; instead, this should replace a random determination or an arbitrary choice, in those cases when letting the players decide will make for a more enjoyable plot. It is still up to the player to accept or not the Narrator's offer, knowing that in case of refusal the desired event will not take place. Some Narrators love to use this technique to promote a cooperative development of the plot.

USING FATE

Fate points are useful in a variety of ways:

Modified roll: A player can alter any one die of a d100 roll by spending one Fate Point per point added or subtracted. The alteration is applied to the unit die and/or the tens die separately, not to the overall percentile result of the roll. No single die can be changed into less than a zero or more than a nine. The roll is treated as having been rolled naturally, and success level is calculated normally, according to the skill of the rolling character. Changing a failure into an advantage is legal if the player applies Fate Points wisely.

Increased Advantage: If a player has achieved an Advantage in a conflict or gained Combat Advantage in an exchange of blows, he or she can add another D6 to the Resolution or Action Rank damage inflicted to the opposition at the cost of four Fate Points. You can use this option in conjunction with spending Fate Points to gain the Advantage.

Plot Twist: Fate Points may be spent to alter the storyline of the current scenario in some minor way. This is useful to create a scene or item that the Narrator had not intended to be there but is useful to the characters, such as a caravan or oasis when the player characters are low on water on a desert journey.

However, in accordance with the principles explained in the introduction, Plot Twists are restricted to alterations that affect the story at scene level. Editing the background or the backstory is not their intended purpose. Whenever a player tries to change **a setting or background detail** with a Plot Twist (and only in this case), the Narrator can veto it without further explanations. If instead the Plot Twist threaten an alteration in the main story that the Narrator does not approve (a fact the suggesting character might be unaware of), then the Narrator must use the Plot Protection procedure described below if he or she intends to veto it.

If the Narrator approves the twist, then the scene or item created must be useful to the character in some way, and the characters must be able to exploit it to their advantage in some way, although this may not be automatic (the oasis could be guarded, or infested by creatures). Any obstacle interposed between the character and the plot twist must be reasonably balanced to the party abilities.

It is up to the Narrator to determine how much Fate a given twist will cost, with the minimum cost being one point and the maximum being five points. The player can give up introducing the twist if the price seems too high. If something is better not introduced into the plot for reasons that the players do not know yet, better tell them explicitly instead of charging them outrageous amount of Fate.

If the Narrator does not approve a twist at all, he or she **must** consult the players about its plausibility. If some players have doubts, then the twist is cancelled without further explanations. If all players agree it is plausible, then the Narrator can still invoke Plot Protection and deny the event without telling the players what plot reasons recommend that the twist does not happen. However, whenever Plot Protection is invoked the proposing character does not spend any Fate Points, and **immediately gains three extra Fate Points**!

WATCH OUT!
Even players who have no problem with using Fate to "aid" die rolls may dislike Plot Twists. Check that everyone is comfortable with sharing narrative authority over non-trivial details, and if anyone has doubts consider limiting Fate Point use to the first two options only. In any case, always remind the players that they cannot change details about the setting with Plot Twists.

MOTIVATIONS AND FATE GAIN

Each character has one or more Motivations. There is not a list of standard Motivations, as each Motivation is personal for the character involved and is an expression of his or her feelings, ideals and aspirations. Examples of Motivations may be "Secret love for [Character]", "Desire of revenge against [non-human race]", "Wish to become the greatest warrior of all times", "Wish to clear off the false accusation against father", "Chivalric code of honour" and so on.

Motivations are the basic way a player gains Fate Points. When a player wishes to bring a Motivation into play, all he or she has to do is to pick a moment outside any danger scene and introduce a scene of his own during which his or her character actively pursues the Motivation. This can be done freely when it is your turn to state your intents during Downtime and Narrative Time, as well as in relatively quiet moments during Adventure Time, but requires Narrator approval if you try it during Combat Time or during a Conflict in Adventure Time. It is also possible that the player describes a scene where his or her character fails in the pursuit of the Motivation. This will nonetheless grant the activation of the Motivation.

MAINTAINING FIRST-PERSON PERSPECTIVE.
When describing the activation of a Motivation, a player should limit the description to the actions that the player character can perform only, and introduce environmental details or actions by other characters only if the Narrator or the player of said character approves. However, it is not difficult to improvise a scene that brings the Motivation into play by simply narrating what the player character is doing or is planning to do. This will, of course, only make up the start of the scene, and the Narrator and the other players are then free to give their contribution to its evolution, possibly bringing other Motivations into play or messing up the situation for the first player character.

The Narrator **cannot** prevent the activation of a Motivation outside a Conflict or immediate danger situations. If nothing else is plausible in the situation at hand, the Narrator may rule that a flashback is the only way to bring that motivation into play, but the player can still activate the Motivation. If another player wishes to intervene in the scene with which the first player activated the Motivation, the Narrator should allow him or her to do so. Only in case this intervention causes a major inconsistency should the Narrator veto the participation of the other player character.

If a player does not wish to bring that Motivation into play for that session, then it will not yield Fate Points. The Narrator is free, of course, to reference that Motivation during the course of that session, but without any effect on Fate.

Whenever you activate a Motivation, it is marked as Active on the character sheet. This will later allow an experience gain in the Motivation, even if you deactivate the Motivation before the session end. No roll is required to activate a Motivation outside combat. Immediately after the activation, the player adds seven points to his or her character's Fate Point reserve. Since this takes place outside combat, the maximum value that the Fate Point pool may reach by activating Motivations is the character's CHA, unless danger is so obviously imminent that the Narrator considers the scene a prelude to the next battle or Conflict. Any excess points are lost.

A player cannot activate the same Motivation through the insertion of a scene more than once per game session. In particular cases, when something not caused by the character but significant for the Motivation happens in play, usually a reference to a Motivation in a violent scene, the Narrator may allow a player to activate a deactivated Motivation.

LIMITING THE NUMBER OF ACTIVE MOTIVATIONS.
You may establish a maximum number of Motivations that may be active at the same time for each character. If the activation of a Motivation would bring the total number of active Motivations above the maximum, then the player cannot activate that Motivation until another he or she has deactivated another one. All exceptions to this rule refer to activating Motivations during a combat or conflict.

MOTIVATIONS DURING A DANGEROUS ENCOUNTER

When a Motivation is active, the player has voluntarily flagged it as a theme that he or she would like to place in the spotlight for that game session. In an action oriented RPG like Revolution D100, using something as theme implies that it has a high chance of being put at a stake. Thus, the Narrator is encouraged to introduce it somehow in violent or stressful situations. The object of the Motivation might be endangered by an enemy attack, or be somehow connected to a troublesome situation. This is not mandatory for all active Motivations, but it is recommended as a way to ensure that the adventures revolve around the Motivations the players have highlighted.

Once a Motivation has been referenced in a Conflict, any player who has that Motivation active is supposed to act accordingly, even if this implies taking extra risks, particularly in Advanced Combat. This is represented by the fact that spending Fate Points on rolls that try to pursue the Motivation actually has a good chance of increasing the size of the player's Fate Point pool, not decreasing it.

Whenever a player uses four or more Fate Points for a single effect, he or she must uncheck one of his or her active Motivations. If no active Motivation remains, Fate Points are still expended, but no Motivation is deactivated. A player may opt to spend more Fate Points than required for an effect in order to deactivate a Motivation.

Whenever a character uses Fate Points in a clear attempt to pursue one of his or her active Motivations, he or she must deactivate that motivation, and not another, as the consequence of the Fate expenditure. However, the player may try to immediately re-activate the Motivation at the same time, thus gaining extra Fate. In order to do so, he or she must roll the Motivation like a skill on D100 – the player may even use Fate to alter this roll, possibly deactivating another Motivation – and if the roll is successful the Motivation is immediately re-activated and another seven points of Fate are added to the character's Fate Point reserve. This time the maximum possible value for the Fate Point pool is doubled, as this is a danger scene. The Narrator may award a Bonus to this roll for appropriate roleplaying related to the Motivation, especially if the player's behaviour is fun for the entire group. If the player manages to make an appropriate reference, in his or her roleplaying, to the actual scene he or she used to activate the Motivation outside combat, then the Narrator must give the player a bonus. Even when this takes place in combat, players are encouraged to use flashbacks or other recitative elements to bring the motivation into play and remark the fact that their character is pursuing it.

In exceptional cases, a player may wish to activate a Motivation that was not active at the start of a Conflict. This may only occur if the Motivation itself has been referenced explicitly by the Narrator (or another player), and requires a Motivation roll. The Narrator is the final judge of whether a new Motivation can be activated during combat, but he or she should never use this veto power to interrupt a sequence that is producing fun to all players.

The end result of this process, if handled with care by both Narrator and players, is the progressive build-up of Fate whenever a Motivation is at a stake, thus allowing the most significant battles to be also the ones in which the players perform incredible feats of valour.

The Narrator may reference a Motivation unexpectedly during a violent Conflict (and we stress again that this does not mean that the Motivation becomes activated against the player's will). The typical example is someone's romantic interest being kidnapped by the bad guys and kept as hostage. Naturally, a player who has not activated that Motivation before combat may wish to do so during a battle (or a Conflict). If this happens, the player must declare this intent at the start of a round, before his or her Statement of Intent, and roll the Motivation as a skill on D100. If the roll is successful, then the Motivation is activated. Note that the player may apply Fate to this roll,

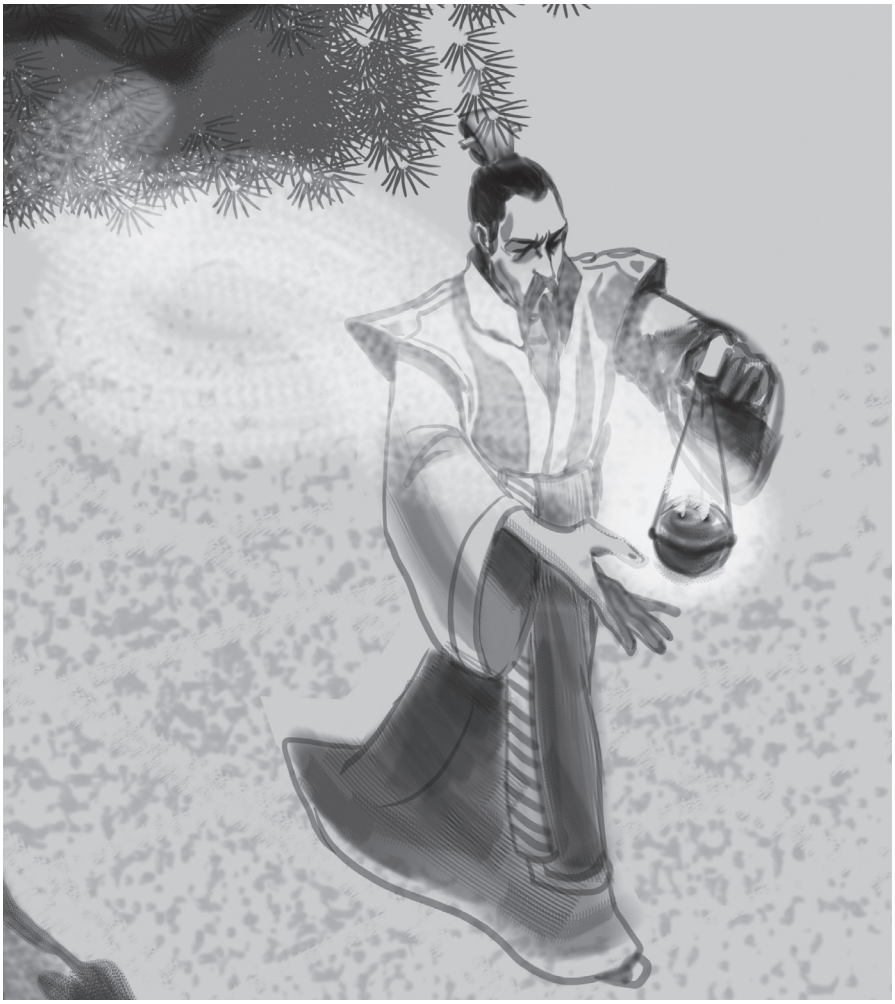
possibly leading to the deactivation of another Motivation. This allows players to "switch" between active motivations if they wish to play more "in tune" with the themes introduced by the Narrator, while remaining in control of what elements they want to introduce into play. It is also a good way to earn many Fate Points.

ACQUIRING NEW MOTIVATIONS

A player may try to start a new Motivation at any moment his or her character is not engaged in combat. Roll 1d10. If the result is higher than your current total number of Motivations, you gain a new Motivation with a starting score of 30 plus the rolled number. The Narrator may grant you a bonus of +2 to this roll if he or she deems that your new Motivation is appropriate to how you have interpreted your character during play. If the roll fails, you cannot try to acquire new Motivations until the next game session. The Narrator is also in charge of deciding whether to roll 1d10 or rather 1d8 or 1d6 for that particular game campaign.

During the course of play, you might discover that one of your character's Motivations no longer makes any sense, as a goal has been achieved or is no longer achievable. This is the moment either to retire your character from active play, or to swap your fulfilled goal with another related Motivation. In order to do so, you must agree with your Narrator on a Motivation that is an appropriate replacement for the old one. Once you have agreed on a suitable replacement, you need not roll to see if the new Motivation is gained, and its score is now 30 plus one fifth of your old Motivation score.

LIMITING ACTIVE MOTIVATIONS IN COMBAT. If the activation of a Motivation during combat would lead to a player having more active Motivations than allowed for that campaign, then the Narrator may, at his or her discretion, request that one active Motivation be deactivated by applying four or more Fate Points to the roll used to activate the new Motivation. This is recommended but not mandatory, and the Narrator may wish to allow excess active Motivations to keep the action level high.





COMBAT

Advanced Combat Summary

Opening Move	At Statement of Intents, your Opening Move determines your Strike Rank for the round.
Life Points	Negative Life Points are subtracted from a combatant's Strike Rank at the beginning of each round.
Strike Rank	Each combatant takes action in SR order. Each Action or Reaction decreases SR, determining a new order for the following actions, until no one has SR left to act.
Acting without Strike Rank	A combatant who cannot pay the full SR price for an Action or Reaction suffers a Penalty to Skill and a loss of Life Points.
Actions and Movement	A combatant can combine movement up to his or her Move score with most actions or attacks that cost at least five SR. Moving further requires a Non-Combat Opening Move.
Exchanges	An Attack action triggers a Combat Exchange. Attacker and defender roll the dice and compare the results in an Opposed Skill Roll. The winner gains one or more Combat Effects.
Tactical Effects	If the defender made the roll, the winner of an exchange can only use Tactical Combat Effects to gain an advantage in future exchanges, or to try to circumvent the opponent's success.
Damage Effects	If the defender failed, the attacker rolls for damage, and can use either Tactical Combat Effects or Damage Combat Effects, which can alter the nature and amount of damage dealt.
Armour	The unit die of the attack roll determines which of the defender's armour values to subtract from the rolled damage.
Toughness	A damage total below the defender's Toughness causes a Minor Wound, and is subtracted only from current Strike Rank. Minor wounds are not cumulative.
Wounds	A damage total matching or exceeding the defender's Toughness constitutes a Major Wound, which immediately brings the defender to Negative Life Points.
Localised Damage [optional]	If localised damage is in use, each location has a different value for armour and Toughness. Major wound effects are only cumulative if they affect the same location.

BASIC COMBAT

ROUND SEQUENCE

Combat takes place in rounds. With ten rounds in every minute, a single round translates into six seconds, during which each character can perform one or two actions. Every combat goes through the following steps:

1. **Determine Resolution Points:** At the start of combat, all players check their characters' Resolution Points and note any Consequences carried over from Adventure Time and similar advantages/disadvantages.
2. **Statement of intents:** The Narrator declares what Non-Player Characters will do, as long as it is something that is visible to the player characters. Then all players declare, in ascending INT order, or any other order that is convenient for the group, what Actions their characters will perform during the Combat Round. The Strike Rank for that Round is then determined for each player and Non-Player Character, according to the stated intents.
3. **Characters Take Action:** All combatants perform their intended Actions in descending Strike Rank order. The character with the highest Strike Rank goes first, followed by the one with the second-highest Strike Rank, and so on, until the last combatant has acted. Reactions, such as Parries, Dodges or reaction spells, take place during this process as appropriate, and players can wait until their characters are actually threatened before declaring how they react.
4. **End of Combat Round:** Once all eligible characters have acted, the Combat Round is over. If there are characters still engaged in combat with enemies, go back to number 2 and start another Combat Round. Otherwise, move the Time Scale to Adventure Time.

BASIC AND ADVANCED COMBAT. Basic Combat handles violent encounters with rules that resemble those of general Conflicts, and leverage action description rather than tactical detail. It contains entry points for more detailed rules from Advanced Combat, but the two sub-systems are so different that we do not recommend mixing them outside those specific points.

RESOLUTION POINTS AND STRIKE RANK

Resolution Points determine both the fact that a character is still able to fight, and the moment in the Round when the character will act, by being the base for Strike Rank calculation. If two or more characters act on the same Strike Rank, they act in order of their DEX, with the highest going first. If two or more characters acting in the same Strike Rank have the same DEX score, they act simultaneously.

RECORDING RESOLUTION POINTS. Players will mark their character's Resolution Points on the Resolution Point track of their Character Sheet with a pencil or a paper clip. At the start of each round, after Statement of Intents, players whose character have a Strike Rank which differs from Resolution Points will put a temporary mark corresponding to Strike Rank on the Resolution Point track. Variations in Resolution Points occurring during the round are applied to both marks. At the end of each round, all temporary marks are removed from character sheets.

DETERMINING RESOLUTION POINTS

Calculate basic Resolution Points by adding up a character's DEX and CON, and add divide by two, rounding up. Disembodied creatures who lack both Characteristics have their Resolution Points calculated on the average of INT and WIL. Resolution Points are not re-calculated before the second round; all Resolution Point changes from the previous Rounds remain in effect.

STRIKE RANK

During Statement of Intents Phase, after deciding their plan for the current Round, players determine the Strike Rank on which their characters act. If they have declared to perform two Actions, their Strike Rank is their Resolution Points minus five. Otherwise, Strike Rank is the same as Resolution Points. The Narrator does the same for all Non-Player Characters, noting which ones act at a Strike Rank lower than Resolution Points.

Resolution Points can change during a Combat Round because of someone else's actions. If a character's Resolution Points changes during a Combat Round, the character's Strike Rank changes accordingly. If the character has not acted yet, his or her Actions will take place on the new Strike Rank. If the Strike Rank drops to zero or less, all of this character's Actions are aborted.

SURPRISE AS DELAY.
If you prefer, you may express surprise as a Delay Action that all surprised combatants must declare during the first Round of Combat. Combined with the necessity to draw a weapon, this may prevent surprised characters from attacking during that Round.

SURPRISE AND PREPAREDNESS

Modifiers for surprise, preparedness and tactical advantage in Basic Combat are applied as Consequences during the first Round. If not used on that Round, these Consequences no longer apply. Apply the effects of preparedness narratively if one side is surprised. Not having a ready weapon can force a combatant to delay an attack. See also Transitioning to Combat on page 59 of Chapter 3.

ADVANCED RANGES.
For situations requiring a more precise assessment of distance and movement allowance, consult the Advanced Combat rules for Movement and Range on page 90.

MOVEMENT AND RANGE

In Basic Combat, distances are adjudicated narratively. Movement and ranges are measured in descriptive units called Zones. A Zone is the equivalent of a large room, approximately 20-30 metres or yards across.

Assume that any character can traverse an entire Zone with one Move Action, and initiate Close Combat with anyone in it with a second Action. Moving across Zones costs one Action per Zone, and does not automatically imply that you can initiate Close Combat with a character in the ending Zone; the situation as described will determine whether this is possible.

RESOLUTION POINTS FOR OPPONENTS.
When the party is fighting several opponents, the Narrator may find it convenient to mark the Resolution Points that each opponent has left by placing a d20 close to the counter, box or miniature representing the opponent. The number the d20 shows is that opponent's Resolution Points. By checking the actions planned for that opponent, you can also determine his or her Strike Rank. Adding an extra chit beside the D20 may help you remember which opponents act on a Strike Rank that is lower than the displayed value.

Possible Ranges in Basic Combat are Close, Short and Medium, meaning that you are at a distance of, respectively, zero, one or two Zones. Whether a target beyond two zones away is at Long Range is determined by mutual agreement between Narrator and players, knowing that it is reasonable to assume Medium Range up to 10 zones (250-300 metres).

ACTIONS

There are two kinds of Actions: Delay Actions (moving to contact with the enemy, drawing a weapon, aiming with a gun, etc.) that you perform in preparation of your Main Action for the Round; and Main Actions (running, casting a magic spell, attacking, etc.), which are the equivalent of a Roll for Effect in Generic conflicts and end to your turn. Once a character has performed a Main Action, he or she must stop acting. This means that a character must always move before attacking.

ALTERNATE DELAY.
If you are not against some extra maths, you can calculate a character's Strike Rank after a Delay Action as half of his or her Resolution Points instead of subtracting five points.

If you perform a Delay Action and then another Action, all of your actions take place on a Strike Rank that is five points lower than your Resolution Points. Your second Action, whether Delay or Main, is always your last Action. The only exception is combining a Move and Ready Item Action (see below), which count as one single Delay Action. If your Resolution Points are five or less, you can only perform one Action per round.

The actions a character may take when it is his or her turn to act are:

Aim — Delay

An Aim Action offsets Penalties for distance on a Ranged Weapon attack roll. This Bonus only applies in the same Combat Round.

Close Combat Attack — Main

The character makes a single Close Combat attack.

Move — Delay

The character moves to engagement distance for Close Combat with an opponent in the same Zone, or enter a different Zone.

Power use — Main

The character can use a power, such as a Magic Spell or a Divine Blessing. When using this option, the power is usually employed as an attack, but sometimes a power is activated to obtain Bonuses in subsequent rolls, or to alter other in-game variables for the duration of that Combat.

Ranged Attack — Main

The character can make a single Ranged Attack. The character's weapon becomes unloaded after this Action, unless it is an automatic weapon, so a Ready Item action is required to reload it with another projectile before it can fire again. Some weapons require longer to reload.

Ready Item — Delay

Drawing a sword from its sheath, unhooking an axe from one's belt, notching an arrow to one's bow, extracting a healing potion from a belt pouch – all these actions require the Ready Item Action. A single Ready Item action can also include dropping a weapon and then drawing a new one. Sheathing one weapon and drawing another takes two Actions, as does readying two weapons. A Ready Item action can be combined with a Move action as if they were a single action, thus allowing to perform another action after them.

LONGER RELOAD TIMES.
Cocking a crossbow or loading some muzzle-loaded firearms requires a number of Rounds described in the weapon entry. During these Rounds, the character is considered as performing a Main action.

Support — Delay

This action is the equivalent of the Support Action in generic Conflicts. It allows a character to gain a Support Bonus for one single Skill Roll in that round. The player describes what the character does to gain the Bonus. The rules for determining whether you can gain a Support are the same you would use for generic Conflicts. The character can apply the Bonus to allied rolls, too. The Narrator should only allow Support actions for attack or defence rolls when they are related to the situation during that Round.

Use item — Delay

Many items with a special effect (magic wands, healing potions, movement scanners, etc.) require characters to perform the Use Action to activate it. Some items require two or more Actions, while most require just a single one. The item description will state how many Actions it requires.

CLOSE COMBAT

In Combat, the optional Roll for Effect is replaced by attack or Power Use rolls. As for Rolls for Effect, attacks are opposed Skill rolls, but the Skills and Traits used are more codified than in generic Conflicts. You usually have an attacker who rolls Close or Ranged Combat Skill and the Trait corresponding to the weapon chosen, and a defender rolling Close Combat or Agility and a defensive Trait like a Weapon or Dodge.

MAKING THE ATTACK

A character makes an attack by rolling a d100 and comparing it to the character's Skill in the weapon he or she is using, including all involved Traits, Bonuses and Penalties. If a player rolls equal to or lower than his or her character's final Weapon Skill, the latter has hit the intended target. Otherwise, the attack is a miss.

TARGET REACTION

If the enemy can and will defend, he or she attempts to either Parry or Dodge, or to Take Cover against a Ranged Attack. The opponent rolls the appropriate

Skill and compares the result with that of the attacker on the Roll for Effect table (see page 48 of Chapter 3).

The defender must declare the Reaction before the attacker rolls. This is only important when defending against multiple opponents, as in all other cases there are no reasons not to attempt a defence if at all possible.

If the opposed roll is a tie or a victory for the defender, the defence is successful and the blow has no effect. The defender may receive some benefits from his or her defence, depending on the level of success (simple success or Advantage) achieved. If the opposed roll is a victory for the attacker (or no defence is rolled), the attacker hits the defender, or receives some sort of alternate tactical benefit expressed as a Resolution Point loss for the defender.

DAMAGE RESOLUTION

If the attack is successful, damage is rolled. Damage is applied directly to Resolution Points. Damage rolls depend on two factors: the Might of the blow; and the weapon Damage Die. While the Damage Die depends entirely on the weapon, Might is a function of both the weapon and the attacker's STR. Any Might Bonus due to weapon type or two-handed use must be added to the character's base Might. Check page 142 and page 146 of Chapter 5 for weapon statistics.

A successful attacker rolls the weapon damage die and

- adds the character Might, including weapon and two-handed use modifications
- subtracts 1 for each Size class the target is bigger than Medium (or adds 1 for each Size Class for a smaller target)
- subtracts 1 if the target has light armour, 2 if it has heavy armour

See the section on worn items (page 135 in Chapter 5) for the distinction between light and heavy armour.

If the attacker obtains an Advantage in the opposed roll, the damage rolled is increased by 1d6. The attacker cannot choose to regain Resolution Points instead, as per normal Conflict rules – only an Advantage while defending allows this option.

If the defender was victorious, the attacker suffers the usual 1d6 loss, applied to his or her Resolution Points. No Bonuses for weapons, Might or armour may be applied. If the defender obtains an Advantage, he or she may use the option of regaining the amount of Resolution Points the attacker loses instead of rolling an additional d6, as per normal Conflict rules, but only if there is a plausible explanation.

DAMAGE EXAMPLE
For example, a Battleaxe has a Might value of +1. If a character with a Base Might of +1 uses it one-handed, its total Might is +1 for the weapon and +1 for his STR = +2. If he hits an ogre (Size Class Large, -1) covered in furs (Light Armour, -1), he will deal 1d6 for the axe, plus 2 for Might and -2 for size and armour, for a total of 1d6. If he used it two-handed, the increase in Might would raise the damage to 1d6+1.

SMALL WEAPONS.
These rules might make the combat lag if the combatants use very small weapons like daggers or fists. To avoid this, if the specific weapon die is smaller than 1d6 and there is no Might Bonus for the weapon, roll 1d6 instead.

NON-LETHAL ATTACKS.
Even successful attacks can be described as gaining a tactically advantageous position. The exact nature and seriousness of any wounds is determined at the end of combat. You will often end Basic Combat by subduing an opponent rather than killing it. Narrate that the heroes tricked the dragon into remaining stuck under a fallen tree, and this amounts to a victory. However, narrative determinations of the winner of a battle will trigger the general rule about the loser choosing the exact Effect of a victory (page 50 of Chapter 3). In our example, the victorious heroes might be allowed to loot the dragon's treasure, but not to kill the beast.

MEANING OF DAMAGE

While successes with an attack roll can be described as wounds in play, successes in defence rolls represent gaining a tactically advantageous position rather than a hit, and a victorious defender should describe some sort of manoeuvre the character performs to gain an edge against the opposition.

DEFENCES

A character can usually defend against any attack made against him or her. However, reacting against multiple foes gives the character a Penalty to all defences, so a player whose character is engaged in combat against multiple opponents must declare that the character is defending against all attacks as soon as he or she rolls the first defence for that round. If the Penalty is not applied to the first defence roll, then the character cannot defend against other opponents for that round. Plan your actions carefully, and always watch out for hidden enemies. Please note that this Penalty is not cumulative, so defending against five opponents produces the same negative effects as defending against two.

In Basic Combat, a character can indifferently Block, Parry or Dodge any attack using his or her Combat Skill. The Narrator can introduce further details for each type of defence by importing options from Advanced Combat, but this is seldom necessary due to the abstract nature of Basic Combat.

RANGED COMBAT

Ranged weapon attacks are performed through the Ranged Attack Action. In Basic Combat, the Narrator will determine narratively if the situation dictates a Bonus or Penalty to an attack or defence roll. Use the situational modifiers meant for Advanced Combat (see table on page 102) as guidelines.

RANGE AND MOVEMENT

A target within Close Range can be attacked without any Penalty. For each Range category beyond Close, ranged attacks suffer one Penalty. A single Aim action eliminates all Penalties, provided the target is within Effective Range for the weapon, as indicated in the weapon description (page 146 of Chapter 5). Beyond that range, aiming has no effect. Firing at a moving target that is not headed directly towards you bestows a Penalty.

DEFENDING AGAINST RANGED ATTACKS

When defending against ranged attacks, you do not use your Close Combat Skill, but your Agility Skill instead, adding the appropriate Trait: Dodge, Shield, Take Cover or Roll. In a game that includes very high tech weapons, the Narrator may limit the ability to defend against bullets or energy weapons with Dodge or Shield, or adopt other special rules proposed for Advanced Combat (see page 102).

MISSED RANGED ATTACKS

A successful defence against a ranged attack cannot provide the same tactical advantages as a successful Close Combat defence. Therefore, missing a shot with a ranged weapon costs the attacker no Resolution Point loss.

RELOADING A RANGED WEAPON

Automatic fire ranged weapons do not require any Actions to reload until you need a new clip, but they require a new Aim action to avoid a distance Penalty if firing beyond Close Range. All other weapons require at least one Ready Item action to reload a projectile. See the description of the Ready Item Action for more details.

RANGED WEAPON DAMAGE

Ranged attack damage is rolled with the same procedure used for close combat, with the following differences:

- The base weapon damage usually depends on the ammunition (arrows, bullets, laser clip, etc.) rather than the weapon directly.
- The Might to add is usually a fixed value depending on the weapon and not on the wielder. Only thrown weapons like javelins or shuriken use the attacker's Might.
- For energy or elemental attacks, the damage done is equal to the typical damage for the energy (1D6 for fire) plus the Might. Note that this is different from the Advanced Combat and Equipment chapters.

Consult page 146 of Chapter 5 for ranged weapon statistics.

SHIELDS.
The Basic Combat rules make shields effective only against ranged attacks. In order to give them some importance in Close Combat, you can rule that any armour including a shield is Heavy Armour. Shields should not boost armour beyond 2, as this would encourage usage of unhistorical armour/shield combinations.

BURSTS.
Automatic firearms capable of burst fire receive a Bonus to attack rolls when firing a burst. Bursts have no other effect in Basic Combat.

For example, a Crossbow has a Might score of 3 or 4, and fires bolts that do 1d10 damage, for a total of 1d10+3 or 1d10+4 damage. A laser rifle has a Might of 3 or 4 depending on size, and laser does 1d8 as "ammunition" damage, so the total damage is 1d8+3 or 1d8+4, slightly less than a crossbow, but the weapon can fire each Round. A javelin does 1d6 damage as a weapon, and its Might depends on the attacker's, so if used by a STR 13 warrior, it does 1d6+1 damage. Armour and Size Class of the target work as for Close Combat.

MOUNTED AND VEHICLE COMBAT

In order to fight from horseback, the Horse (or other mount) Trait is Required. If you do not have it, you cannot use your Weapon Trait, with all other implied limitations. The Narrator is free to use any of the options found in Advanced Combat for mounted combat (see page 104).

One of the most important advantages of mounted or vehicle fighting is that the Move action is free. As long as your personal Resolution Points are above zero, you can move two zones on your Strike Rank and then perform another Action immediately. If you want your mount to move three or more zones, the Action is still Main.

UNARMED COMBAT

GRAPPLING.
Grappling is a form of combat that aims at subduing one's foe rather than causing injury, so it is easy to handle it with the Basic Combat rules. It suffers the Fists vs. Weapons Penalty.

In Basic Combat, the rules do not allow a great deal of weapon differentiation, so unarmed attacks are just normal attacks. When representing a tavern brawl with no intention to kill, this is a good solution, and we recommend using Basic Combat when the confrontation is clearly of the non-lethal type.

However, when an armed and armoured fighter opposes a skilled brawler, things can become weird as the unarmed combatant can unrealistically gain the upper hand because of the abstract nature of Basic Combat. In order to avoid this, any "fists vs. weapons" close combat situation in Basic Combat bestows a Penalty on the unarmed combatant's rolls.

MARTIAL ARTS

Characters who have one of the many Martial Arts Traits can use their limbs as weapons, striking weak spots in opponent's armour more easily. and causing damage to internal organs. Knowing a Martial Art negates the fists vs. weapons Penalty.

POWER USE

RESISTING WITH WILL ONLY.
Classic D100 games used only Willpower to resist supernatural attacks. If you prefer, make all rolls to defend against power use in Basic Combat under Concentration [Willpower].

As in non-violent Conflicts, powers in Basic Combat can be used either as a support to other activities or as a form of direct attack. In order to use a power directly to overcome a foe, it must have the Projection or Overcome attribute. A Projection power is treated as a ranged attack, with the opponent able to Dodge out of the way or in some cases block the attack with a shield. Most Projection powers are elemental attacks, and follow the same rules as ranged weapons which inflict energy damage.

An attack with a power with the Overcome Attribute is treated differently. A success deals 1d6 or 2d6 damage to the target's Resolution Points, depending on the success level, without any modifier for Size, armour, etc. In order to resist, the target uses the Skill/Trait pair appropriate to the Overcome Attribute of the Power (see the table on page 68 of Chapter 3).

A failure with an attack Power, costs only 1 Resolution Point to the attacker for the loss of psychic energy, unless the target is protected by Reflect [Power].

ADVANCED COMBAT

Basic Combat allows you to run an encounter very quickly and focusing on the combatants' intentions rather than on the mechanical effects of the various weapons and tactics employed. The Advanced Combat system is appropriate when the group wants a greater level of detail.

In Advanced Combat, the focus of the rules shifts from "Rolling to determine the winner of an Exchange" to "Rolling to determine the effects of an Exchange". This requires new variables representing the mechanical, quantifiable effects of exchanging blows.

A successful Advanced Combat attack does not produce an abstract loss of Resolution Points, rationalised as wounds, fatigue, or tactical disadvantage, like in Basic Combat. Instead:

- If the defence roll is successful, the defender Parries or avoids the attack, and the higher roll gains a Tactical Combat Effect (see page 114).
- If the defence roll is unsuccessful, or the attacker uses a Tactical Combat Effect that renders the defence ineffective, the attacker rolls damage and applies it against the target. Unless the attacker has used his or her Combat Effect option to bypass the defence, he or she can apply a Combat Effect in addition to damage. This can be a Tactical Combat Effect or a Damage Combat Effect.

BOOK-KEEPING SURVIVAL GUIDE.
The number of variables to update each time the combatants deliver blows and other offensive actions may sound overwhelming at first, but Advanced Combat becomes very quick once you have run it once or twice. The instructions will make book-keeping fast and easy. The Narrator should use dice (one d20 for each Non-Player Character) to keep track of Strike Rank, even when there are no figures on the table, and avoid tracking Life Points until an opponent is actually wounded. The players should use a paper clip placed on the left of their character sheet to track Life Points, and another paper clip or dice for Strike Rank.

COMBAT SEQUENCE SUMMARY

Combat is divided into six second rounds, during which a character can perform one or more actions. Every combat goes through the following steps:

1. **Determine Life Points:** At the start of combat, all players check their characters' Life Point values and apply Consequences carried over from Adventure Time (see page 59 of Chapter 3). The Narrator may calculate starting value and Penalties to Life Points for Non-Player Characters participating in the combat.
2. **Statement of Intents:** The Narrator declares what Non-Player Characters will do, as long as it is something that is visible to the Player Characters. Then all players declare, in ascending INT order, what Actions their characters will perform during the Combat Round. The actual Strike Rank value for each combatant is determined, according to the type of Opening Move chosen, and recorded. Players apply Penalties to Strike Rank during this phase.
3. **Characters Take Action:** All characters involved in the combat perform their intended Actions in descending Strike Rank order. The action with the highest Strike Rank will take place first, followed by the one with the second-highest Strike Rank, and so on, until the action with the lowest Strike Rank takes place. Reactions, such as Parries, Dodges or counter-spells, take place during this process as appropriate. Each Action or Reaction drops the character's Strike Rank by a given score, thus placing him or her at a lower position on the global Strike Rank ladder.
4. **End of Combat Round:** Once all eligible characters have acted, the Combat Round is over. If there are characters still engaged in combat or subject to negative effects which may affect them within a few seconds if not countered, go back to Step 2 and start another Combat Round. Otherwise, the Time Scale shifts to Adventure Time for Fast Healing.

MOVEMENT AND DISTANCE

USING FIGURES.
You are not obliged to use miniatures or tokens in your game. Book-keeping for Player Characters is doable with just the character sheet and a couple of paper clips. For Non-Player Characters, if you do not want to use miniatures, it is advisable that the Narrator keeps a sheet with small boxes in front of him or her, where each box corresponds to a Narrator controlled character and contains the dice and chits representing the character's current status in combat. The players themselves can help the Narrator in updating the content of the boxes (or materials placed near the figures), as this information is public in combat.

In combat, it is often necessary to assess the distance between two locations in order to determine how long it takes for a character to move that distance, whether a Ranged Attack can occur between the two, and with what Penalties. While one can simply express this value in metres or yards, for games that do not use battle maps it may be simpler to speak about Zones and range categories (S, M, L, XL, etc.).

We express all distances and ranges with a double notation: a figure representing the range in metres, and an acronym in brackets representing the range category. For instance, the normal range of a javelin is 50 (S), where S stands for short.

ZONES AND MOVEMENT

A Zone is a space small enough that you can move within Close Combat range with anyone else in it with a Move action. In quantitative terms, a Zone is about 20-30 metres across, or the equivalent of a large room. When the action takes place in an open area or in a very large indoors location, the Narrator will clarify which characters are in the same Zone. Unless you are playing on a battle grid, or on a map already divided into Zones.

RANGE EXAMPLE
The Russian AK-47 assault rifle has an Effective Range of 300 (M). Thus, if you fire a single round with it within 300 metres (or within Medium range if using abstract ranges), you hit with a double Penalty on a snapshot, or without any Penalties after an Aim action. Beyond 300 metres, you can no longer Aim, but if the distance is still considered Medium Range, you suffer only the Double Penalty listed for that range. At around 500 metres, you start suffering a Triple Penalty for Long Range. Note that since the AK-47 fires bursts, all the above Penalties are automatically reduced by one because of the burst fire Bonus (see page 103).

A single Move action allows you to move to an adjacent Zone, or to enter Close Combat with a non-adjacent opponent in the same Zone, using a Charge if the enemy is not within your Movement in metres (see page 95). If you run, you can move the equivalent of two Zones in one round, but you become unable to do anything else in that round. Quick creatures and mounts can move more than one Zone per round even without running, and initiate Close Combat with opponents at a distance of one less Zone than they can Move.

RANGES

Ranges are grouped into categories, labelled with the initial letter of their name: C, S, M, L, XL and so on. Each category encompasses an interval in metres (or yards) of distance. The Range table gives an average, typical distance in metres for that range, as well as a number of Zones. Beyond Medium range, measuring distances in Zones is no longer convenient, and we recommend that you measure distances in metres or kilometres.

Range and Distance

	Range	Zones away	Bonus/ Penalty	Typical Distance	Notes
0	Touch	Same	1 Bonus*	0-5m	Within a small room. Characters can move and initiate Close Combat with the same Action.
1	Close	Same	—	10-30m	Within a large room or across a normal street. In range of thrown weapons. Characters on foot can Charge into Combat.
2	Short	1	1 Penalty	50m	Across a large street. Javelin and pistol range. Mounted characters can Charge into Combat.
3	Medium	2-12	2 Penalties	200m	Bow or Assault Rifle range.
4	Long	13+	3 Penalties	500m	Rifle or Heavy Crossbow range.
5	XL	—	4 Penalties	2km	Sniper rifles only.
6	XXL	—	5 Penalties	5km	Artillery only.
7	XXXL	—	6 Penalties	10km	Artillery only.

[*] If firing at a target with which you are engaged in Close Combat, you suffer one Penalty instead.

The Skill score for a ranged weapon refers to its use at Close range. The range category determines the number of Penalties applied when firing a weapon at longer ranges. If you are firing a weapon within its effective range, a single Aim Action eliminates the Penalty. When outside the Effective Range, the full Penalty for the range is always in effect. In general, you cannot fire weapons more than one range category beyond their Effective Range. Thrown weapons cannot be fired outside their Effective Range at all.



LIFE POINTS

Life Points represent a character's stamina and ability to remain focused, and are spent to fuel powers and to "push oneself beyond the limit" in combat. Life Points can be either positive or negative. When a character has spent all Positive Life Points through exertion and power use, he or she starts accumulating Negative Life Points instead. Having a reduced amount of Positive Life Points bears no consequence for a combatant. Suffering from Negative Life Points, however, means that the combatant has exhausted his or her stamina and cannot fight at full effectiveness. Negative Life Points are often the consequence of a wound.

Any combatant who is still suffering from Wounds from previous combats starts a new Combat at reduced Life Points (Step 1 of the Combat Sequence Summary), in addition to the effects of Fatigue or any other Consequences that the Narrator judges appropriate for a loss of stamina. Each minus sign in an applicable Consequence subtracts ten Life Points from the character's normal value.

At the start of each round (Step 2 of the Combat Sequence Summary), subtract any Negative Life Points already recorded from a character's Strike Rank. Any Life Points lost later in the round take effect only on Step 2 of the following round.

Any character who suffers Negative Life Points equal to their base value (CON+POW for most creatures) is incapacitated, and will soon die unless aided, at least if the point loss was due to bleeding or poison. Allow one of his or her friends one First Aid roll or healing power use to stabilize him or her, failing which the adventurer is dead.

TRACKING LIFE POINTS.
The value for Life Points is marked on the relevant side track of each Character Sheet with a paper clip or pencil mark. If the zero is marked off on the Life Point track the Life Point score displayed is negative, otherwise it is positive. If using a clip, push it downwards to represent the loss of Positive Life Points, then upwards to represent the acquisition of Negative Life Points.
We recommend that the Narrator does not keep track of Positive Life Points for Non-Player Characters, unless they are power users or major opponents supposed to last more than a few rounds. At the rate at which Life Points are lost in combat, it will hardly ever happen that an opponent goes to Negative Life Points for any other reason than a wound. In most cases, the Narrator can start recording Life Points for opponents only when they become negative because of a wound. Some types of monsters do not have Life Points at all.

UNCONSCIOUSNESS.
A character can be knocked out long before totally exhausting stamina. Any creature that suffers Negative Life Points equal to its CON or higher must roll against Endurance to avoid incapacitation. For an improved realism, and at the cost of extra book-keeping, you can have a creature who has passed this threshold Roll against Endurance each time it suffers Life Point damage, but not more than once per round. Most animals suffering from Negative Life Points equal to CON or higher will flee instead of fighting, whereas intelligent creatures will probably surrender.

LIFE POINT RECOVERY IN COMBAT

During combat, any character who spends an entire Round not engaged, not threatened, and doing nothing, can regain 1d6 Life Points. If the character has the Endurance Trait, the amount recovered is 2d6 instead. An actual Survival [Endurance] roll is only required at the Narrator's option, if there are conditions that might prevent the recovery.

LIFE POINT RECOVERY AFTER COMBAT

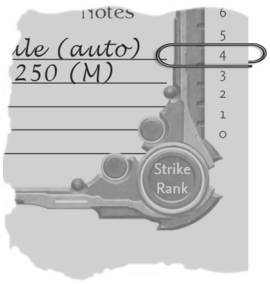
Life Points keep track of how long you can function at full effectiveness in one specific combat encounter, and are not a resource intended for long-term book-keeping. Characters will keep track of lost Life Points only for a short time after Combat (see Fast Healing on page 107), after which either another Combat begins or any Life Point losses turn into Consequences.

LIFE POINT RECOVERY OPTIONS.
When making a Life Point recovery roll, add the character's Constitution Bonus to the d6/2d6 roll, but subtract 1 for each Recovery the character has already performed during that combat. Thus, there is a limited number of Recoveries a character can perform, and "taking a break" will become pointless long before reaching that limit.

STRIKE RANKS

Strike Rank resets to its initial value during Statement of Intents at the start of each round (Step 2 of the Combat Sequence Summary). Each round, a character has a different initial Strike Rank value depending on what he or she has planned. See the Opening Move table in the next section.

STRIKE RANK AND LIFE POINT SUMMARY.
At the start of each Combat, Consequences and Wounds may decrease your normal amount of Life Points for that Combat. At the start of each Combat Round, Negative Life Points may decrease your normal Strike Rank.



TRACKING STRIKE RANK.
The Strike Rank for Player Characters is marked on the Strike Rank track on the right side of the character sheet with a paper clip, which can easily be slid up and down to represent the reset to the base value at the start of each round (Step 2 of the Combat Sequence Summary) and the gradual loss of Strike Rank as the character acts during the Combat Round (Step 3 of the Combat Sequence Summary).
The Narrator will probably want to use one or two d20 placed beside a figure or another marker on the table to record the Strike Rank for each opponent, instead. Extra chits near this d20 will represent Free Actions (see page 94). A figure without any die marker is out of SR and can no longer act, only react with a Penalty.

During Statement of Intent, subtract any Negative Life Points the character is suffering from initial Strike Rank. For the first Round only, subtract Penalties due to Consequences carried over from Adventure Time that fall in the "surprise and general non-readiness" category. Each minus sign will cost a combatant five Strike Ranks.

Strike Rank will usually change during a Combat Round. This may be the consequence of the character either acting or reacting voluntarily, or of a hostile action such as damage or a shift in initiative due to a Tactical Combat Effect. Once a character's Strike Rank drops to zero, he or she becomes unable to initiate any action, even if planned during Statement of Intents. He or she can still react, with a Penalty to Skill rolls and Life Points.

If two or more characters act on the same Strike Rank, the characters act in order of their DEX, with the highest going first. If two or more characters acting in the same Strike Rank have the same DEX score, they will act simultaneously.

OPENING MOVE

The factor that determines what value is in use for Strike Rank is the combatant's Opening Move, as declared during Statement of Intents. The four possible Opening Moves in Advanced Combat are Close Combat, Ranged Combat, Power Use and Non-Combat.

Determine your initial Strike Rank according to the Opening Move Table. Actions like Ready Item and Wait are preliminary actions and do not determine the nature of your Opening Move, which depends on the first "trigger" action chosen. If you plan to perform only preliminary actions during a round, declare Non-Combat as your Opening Move.

Close Combat as Opening Move

If a character is in engaged in Close Combat with an opponent, or within Move range of the latter, and declares a Close Combat Attack as Opening Move, Strike Rank is based on the value marked under the melee Strike Rank entry on the character sheet, plus the Reach of the weapon used. melee Strike Rank is normally the average of DEX and STR, rounded up. The weapon must normally be ready at the start of the round in order to provide its Reach modifier. A "fast draw" weapon Stunt bypasses this requirement.

Opening Move

Opening Move	Prerequisites	Strike Rank Value	Trigger Actions
Close Combat	Weapon must be ready*; opponent must be within Move metres.	Melee Strike Rank + Weapon Reach	Close Combat Attack
Ranged Combat	Weapon must be ready* and loaded*.	DEX +20	Aim**, Ranged Attack
Power Use		INT	Concentration
Non Combat		DEX	Change Stance, Move, Throw, Use Item

[*] If the weapon can be readied (and loaded if necessary) within the round with Ready Item you can still use this Opening Move; the Ready Item actions will just delay your main action, and prevent the addition of weapon Reach for Close Combat. A fast-draw type Stunt allows you to ignore the fact that your weapon is unready at the start of the round.
[**] Like a Ready Item used to draw or reload a weapon, an Aim action is a valid Ranged Attack Opening Move.

When the combatant has two or more weapons available, he or she must declare which is used for the Opening Move, in order to determine what Reach modifier to apply to Strike Rank, and in the case of a skilled dual wielder (see the Dual Wield Stunt description on page 120), what weapon is the secondary one that gets a Free Action. You must use the weapon you declared as your Opening Move for your first Close Combat Attack, but only if you have not yet used it for a Parry. If you have already used your main weapon to Parry, you can use another weapon to attack when it is finally your turn. The stated Opening Move does not impose any restrictions on the weapon you use for a defence.

Ranged Attack as Opening Move

Declaring to aim, reload or fire a ranged weapon allows a character to use DEX plus 20 as Strike Rank. The fixed value of 20 is considered the equivalent of Reach for ranged weapons, allowing their users to strike before all but the longest melee weapon users.

Power Use as Opening Move

Using a power as the Opening Move allows a character to use his or her INT as Strike Rank. No modifiers for weapons apply in this case.

Non-Combat Opening Move

If a character does not declare any attack or power use, his or her Strike Rank is based on DEX only. Some obviously hostile actions like throwing a grenade or charging are not considered attacks in the rules and thus require the use of a Non-Combat Opening Move.

SPECIAL COST OF THE OPENING MOVE

Whenever a weapon has an asterisk after its attack cost in Strike Rank, the cost for the Opening Move with that weapon is equal to the Reach value (20 for a ranged weapon) you added to your initial Strike Rank, and not the normal listed cost. This happens even if the Opening Move is a defence with that specific weapon and not an attack. After the Opening Move, or after a change of intents (see below), the cost for all subsequent attacks and defences is the normal, listed one.

Example: Artaxerxes the hoplite uses a Sarissa (reach 16, cost 8/8 SR) in combat and has a melee SR of 15. He strikes at a whopping 31 as his initial SR. However, his first attack, or Parry in the unlikely event that anyone can strike at him in melee before SR 31, costs 16 SR instead of 8, dropping his SR to 15. On SR 15, if undisturbed, Artaxerxes can strike again, this time paying 8 SR for the attack and ending with 7 SR left. His mate Leontus the peltast has two javelins (cost 5* when thrown) and DEX 15, so he throws his first weapon on SR 35, paying 20 SR for the first Ranged Attack, then on SR 15 he can spend 5 SR to draw another javelin from under his shield and throw it on SR 10, this time paying only the regular cost of 5 SR and ending with 5 SR left.*

GENERAL EFFECTS OF OPENING MOVE

If you decide to perform an Action that is not among the permitted ones for your Opening Move, pay five (5) Strike Rank to "switch mode" to another Opening Move. If you do not have any more Strike Rank left after the switch, then that action cannot take place.

Your Opening Move does not influence your Reactions. For instance, if you have a weapon ready, you can Parry even if you have declared a Power Use or Ranged Attack for that round. Even if your weapon is not ready, you can use Ready Item to unsheathe it before proceeding with your main action. However, the Strike Rank cost for readying items and for Reactions will impact your character if you have chosen a Power Use or Non-Combat action.

SPELL-SLINGING.
The rules for Opening Moves in the default version are heavily biased in favour of fighting men and against specialised power users. However, you might want to play games where magicians are "Spell-slingers", with the same effectiveness in combat as archers or gunslingers with the Fast Draw Stunt. In order to obtain this, it is necessary to adjust some parameters of the rules. The following are all improvements to the combat effectiveness of power users that you may want to introduce.

- Strike Rank for Power use becomes INT +20, and the first Concentration Action or Reaction taken costs 20 instead of 5 SR (this also grants an extra Concentration Action on top of letting the power user act sooner than a melee fighter).
- Strike Rank for Power use becomes based on the average of INT and DEX, or INT and POW, with the optional addition of +20 as above (this is actually a restriction in most cases).
- A new Fast Focusing Stunt is introduced which permits power users to activate a power with one less Concentration Action, to a minimum of one, but with the same expenditure in Life Points (this allows casting Overcome Cantrips and long range Arcane Spells in one single Concentration Action).

In addition to this, other options will be presented in Chapter Five to allow you to adjust the balance between fighters and power users according to your preferences and to the setting you are using.

WHEN DO I PAY MORE FOR AN OPENING MOVE?
The majority of Close Combat weapons have an attack cost equal to their Reach or lower, so this rule is irrelevant for them. Only spears and polearms usually have an asterisked attack cost in SR. When the Reach of a Close Combat weapon is not equal to its attack cost, it is usually double that value, so you need not mark any additional information in the weapon entry except the asterisk. Ranged weapons always have an asterisked attack cost, so the first Ranged Attack of a round always costs 20 Strike Rank.

ACTING WITHOUT ENOUGH STRIKE RANK

CUMULATIVE PENALTY.
Some groups may dislike the fact that a highly competent character can continue defending almost forever when out of Strike Rank. In this case, apply one extra cumulative Penalty for every other Reaction attempted after dropping to zero. You may wish to place an additional chit besides the character figure after the second action without the required SR to remind you of the extra Penalty.

A character need not have the full amount of Strike Rank required in order to perform an action or Reaction. If the character cannot pay the full price, there are three main consequences:

- Strike Rank drops to zero, if it was not already zero.
- The related Skill roll suffers one Penalty.
- The character loses one Life Point

For example, if a character has two Strike Rank left and chooses to stab with a long spear (10 Strike Rank), the attack roll suffers a Penalty, and the character loses one Life Point. At the end of the attack, the character has zero Strike Rank left.

SINGLE ACTION RULE.
With Narrator approval, a character who spent all of his or her SR defensively in a round may always try one Action per round, even after dropping to zero SR, with the usual Penalties for acting without the necessary SR. Remember that Ready Item is an Action.

A character with zero Strike Rank cannot perform any action. He or she can perform as many Reactions as desired, with the Penalties explained above.

The Life Point loss for acting without Strike Rank represents the fatigue accumulated while in the heat of combat. If your character does not use more Strike Ranks (and stamina) than he or she has, no Life Points are lost. However, your character must act very carefully in order to never drop below zero Strike Rank in a combat situation.

RECORDING STAMINA.
Mark the Fatigue Threshold by greying out the boxes with numbers below the threshold on the Strike Rank track of your character sheet (the zero if the threshold is 1). This will help you remember that your character loses Life Points each time the paper clip that you use to record Strike Rank is moved to a grey box, and not only when it goes below zero.

FATIGUE THRESHOLD

Encumbered characters will fatigue faster. Each character wearing armour or unwieldy gear has a positive number called Fatigue Threshold marked on the character sheet. To determine the Fatigue Threshold for a character, add together the Encumbrance for all armour worn and encumbering items carried and round up. Unencumbered characters have a Fatigue Threshold of zero. Other conditions like bleeding may modify the Threshold.

An encumbered character does not start losing Life Points when dropping below zero Strike Rank, but when dropping below the Fatigue Threshold. Each time a Strike Rank expenditure brings the character below the threshold, he or she loses one Life Point. This happens even if the character's Strike Rank was already zero or below the Threshold.

ACTIONS AND REACTIONS

ONLY SIGNIFICANT EVENTS COST LIFE POINTS.
In accordance with the principle that anything that influences a Player Character should come from a role-played event, in no cases will characters suffer Life Point losses because of the mere passage of time. Any loss must be the consequence of one of the following:

- a wound or other major threat like drowning
- an action beyond one's Strike Rank allowance
- usage of a Power.

All Actions and Reactions in Advanced Combat have a cost in Strike Ranks. Once the Action (or Reaction, we will not repeat this again from now on and consider all statements about actions as being valid for Reactions, too) has taken place, the appropriate value is subtracted from the character's Strike Rank. Actions related to weapons such as attacking, parrying, reloading etc. often have a cost depending on the weapon itself. The weapon description and further special rules will tell you which cost to apply, which is different for attacks and defences.

FREE ACTIONS

Several special occurrences grant characters a free Action or Reaction. Whenever the character must spend Strike Ranks for an Action or Reaction, he or she can spend the Free Action or Reaction instead, if all special conditions are met. A Free Action can be used to pay for a Reaction, but a Free Reaction cannot be used to pay for an Action.

Free Actions are spent upon use, and can no longer be used for that Combat Round. Whenever a Combat Effect or other special rules dictates that a

character "recovers the SR cost of an Action or Reaction" and the cost was actually zero because a Free Action was used, the character recovers the use of the Free Action instead of the SR cost.

ACTIONS AND MOVEMENT

A character can move up to his or her Move score in metres with each Action that costs at least five SR, except Aim, Change Stance and Concentrate. If the Action takes less than five SR but requires a contextual move to perform it, the character can raise the cost to five SR to be able to move while acting.

ATTACKS AND MOVEMENT

According to the rule for Actions and Movement, a character can combine a Movement within his or her Move range in metres with a Close Combat Attack, provided that the attack itself costs at least 5 SR or that its cost is raised to 5 SR. Thus, a combatant who is within Move Range of an opponent can declare a Close Combat Attack as his or her Opening Move and use melee SR for that round. As usual, a Ready Action to unsheathe a weapon can precede the combined Move/Attack action. Similarly, a character who has disabled or routed a foe can exploit this option to continue Close Combat against another foe if the distance does not exceed his or her Move.

CHARGE

An unengaged character who is farther than his or her Move in metres from its opponent cannot declare Close Combat as his or her Opening Move. However, if the desired target for a Close Combat attack is in the same Zone (approximately within 25 metres/yards), then the character can opt for a Non-Combat Opening Move and Charge. A Charge against opponents at a greater distance is only possible if the attacker is mounted, or is a creature as fast as a mount.

A Charge uses a Move Action to move and initiate close combat at the same time, with a costs of five SR regardless of the weapon used. However, the Opening Move when Charging is not classified as a Close Combat action, and the combatant cannot use his or her melee SR plus weapon range for that round, but only DEX.

A character who has chosen Close Combat as Opening Move might find itself in the condition of not having any more valid targets within Move range during the course of a round. In this case he or she must switch to Non-Combat by paying 5 SR and then spend another 5 SR for a Charge (or a Move if not willing to attack).

Charges will usually be countered with the Wait action (see page 97) to accumulate Free Actions to spend as soon as the charger arrives, and met with pole weapons (see notes).

ACTION TYPES

The following list includes the basic actions a character can attempt and their cost in SR. A character can also decide to perform a Reaction (usually Take Cover) pre-emptively, as if it was an Action.

Aim (5 SR)

An Aim Action eliminates the Penalties for distance when firing beyond Close range. The Aim Action is only effective within the effective range for a weapon. Attempting it when firing beyond that range is useless. The effect of this Action only applies to the next shot fired in the same Combat Round.

SPECIAL CASES WHEN ALTERING INTENTS.
If a combatant chooses to switch to another Opening Move before executing the previously planned one, some "quirky" situations may take place that leave him or her with more Strike Rank to spend than he or she would have had by initially planning the new Opening Move. The Narrator may, if such paradoxes take place, apply one of the following corrections:

- force the combatant to repeat Statement of Intent from scratch, and then subtract five from the new Strike Rank. This is a good solution when the new Opening Move is a power or a non-combat action.
- add the cost of the original Opening Move to the five Strike Rank cost to change intents. This is a good solution when the Opening Move has an increased cost, as with Ranged Attacks, and the combatant has not paid it yet.

DESIGNER'S NOTE.
It may seem weird to identify a Charge as "Non-Combat". This is to prevent a moving melee attacker with a long weapon from closing and attacking an opponent before a missile or ranged power can intervene to help the static target. While it is plausible that a Close Combat Attack from a fighter who is already in range strikes before a Ranged Attack, this is not the case when said fighter starts the round unengaged. Thus the reduction in SR for the Move/Close Combat Attack combination.

ORDER OF ATTACKS DURING A CHARGE.
Since a Charge takes place at a low SR, the defender must use the Wait Action to meet it, as the moving opponent is "not yet there" at the normal SR. This may negate some of the advantages of using longer weapons, which were historically the standard tactics used to counter charges. To better represent what would happen on a real battlefield, if both the charger and the target can attack on the exact Strike Rank when the Charge takes place, the attacks do not occur in DEX order, but in the order in which the two opponents would strike if engaged in Close Combat at the start of a Round, including Penalties for Size Class difference.

Change Stance (5 SR)

The character may shift from a kneeling, sitting or prone stance to the standing stance, or vice versa.

Close Combat Attack (SR according to weapon)

The character can make a single Close Combat attack against a nearby target. The cost applied is the leftmost one in the A/P entry on the weapon table. The minimum cost for a Close Combat Attack is 3 SR, even for weapons with a SR modifier of zero. A Close Combat attack initiates a Combat Exchange that may yield Combat Effects and damage for the target (see page 104). All modifiers for Attacks and Defences presented in Basic Combat apply.

Concentrate (5 SR)

The character concentrates in order to use a power or keep it active. The number of Concentrate actions required to activate a power depend on the power itself. If the Strike Rank of a concentrating character is brought below zero, then his or her concentration is broken and all powers he or she was concentrating upon expire.

This action is also used to Roll for Effect in a psychic Parallel Conflict, for instance to overcome the target of a Power with the Overcome Attribute (see page 174).

Move (5 SR)

The character can move a distance up to four times his or her Movement score. If you are determining distances in Zones and not with metric measures, you can move anywhere within your current Zone or cross into a adjacent Zone with a Move action. Crossing into a new Zone and then moving to contact with an enemy to engage it in Close Combat requires two Move actions.

A character may take this action twice in a round, but after the first movement the Action type will be upgraded to Run, thus preventing all other Actions for that character in the given round. A character can Jump over obstacles, walk through shallow water, and perform other simple agility feats while moving, usually halving the distance travelled but not the Strike Rank delay.

MOVING WHILE CONCENTRATING.
With Narrator approval, a character who is concentrating may move one metre per Concentration Action.

Ranged Attack (SR according to Weapon)

The character can make a single Ranged Attack. The cost applied is defined in the weapon table. The character's weapon becomes unloaded after this action, unless it is an automatic weapon, so a Ready Item action is required to reload it before it can fire again. A Ranged Attack initiates a Combat Exchange that may yield Combat Effects and damage for the target (see page 104). All modifiers for Attacks and Defences presented in Basic Combat apply.

Ready Item (SR according to Item)

Drawing a gun from its holster, unhooking an axe from one's belt, notching an arrow to one's bow, extracting a healing drug from a utility belt – all these actions require the Ready Item Action. A single Ready Item action can also include dropping a weapon currently held to the floor and then drawing a new one. Holstering one weapon and drawing another takes two Actions, as does readying two weapons.

The cost for readying/reloading a weapon is equal to the cost for parrying with it in Close Combat (attacking for Shields or for long, unwieldy weapons that must be strapped on the wielder's back), or half the cost for attacking in Ranged Combat if the weapon is for ranged use only. The cost for readying any other kind of items, unless specified otherwise, is five Strike Ranks.

Cocking a crossbow or loading ancient or special firearms requires a number of Combat Rounds described in the weapon entry. During these rounds, the character cannot perform any other actions except one Concentrate action.

Throw (5 SR)

The character can throw an item anywhere within Close range. The effect of the item depends on its nature.

Use item (5 SR)

Many items with a special effect (grenades, healing drugs, movement scanners, etc.) require characters to perform the Use action to activate it. The item description will state the SR cost to use it if it is not 5. This action is also used to Roll for Effect in a physical parallel Conflict like grappling (see page 112).

Wait (SR at will)

A character may pause to assess the tactical situation. The act of waiting uses up all the SR which pass until the character finally acts, although the preparation option described below allows to keep some of them "in reserve". If a waiting character wishes to act after a specific event has occurred, then he or she declares so and takes his or her actions on the SR the event takes place.

Your character may want to prepare him- or herself for the attack of a charging opponent, or any other opponent who is not yet in contact but has declared to move and attack. In order to do so, the character spends the same amount of SR he or she would spend on a normal attack or defence, and gains a Free Action or Reaction, respectively. This Action or Reaction can be triggered as soon as an opponent is in range (see the Charge rules). You can gain only one Free Action by waiting, regardless of the actual SR passing between the moment you decide to Wait and the moment you actually act.

PREPARING TO FIRE A WEAPON OR POWER.
A ranged weapon user can use the same procedure to get ready for shooting or defending against an opponent who is not visible at the start of the round but is expected to appear at a later time. Ditto for a power user who can prepare a Concentration action for a quicker response to a threat which is about to manifest.

REACTION TYPES

A character can usually react against any hostile action attempted against him or her, within the limits specified for the selected kind of defence. The chosen Opening Move does not affect the type of Reactions you can perform, as long as you meet all other prerequisites such as having a specific item ready. Successful defences can result in a Combat Effect for the character. See the Combat Effect section for the Effects that you can apply when defending.

The following list includes the basic Reactions one can attempt and their cost in SR.

Dodge (5 SR)

Dodging is the act of manoeuvring to avoid blows and shots. A Dodge defence against a close combat attack is rolled using the Close Combat Skill, adding the Dodge Trait if the character has it.

A combatant can use a Dodge defence against thrown projectiles and arrows, provided the user has a shield ready or another cover source. The total lack of cover bestows a Penalty to Dodge against Ranged Attacks. In this case, the Dodge Trait applies to the Agility Skill. Basic Dodge is useless against bullets or energy weapons. You must use other techniques like Take Cover or Roll.

Parry/Block (SR according to weapon)

A character can defend against any Close Combat attack with a weapon Parry, provided the weapon is ready. A Block is the default action with a Shield, instead. The cost in SR is specified in the weapon description, and in most cases it is half the cost for an attack. The minimum cost for a Parry or Block is 2 SR.



Take Cover (5 SR)

Taking Cover behind an obstacle to enemy fire is normally the only effective defence against firearms or grenades. It requires the presence of rocks, barrels, corners or other obstacles. In order to take cover, you roll against your Agility Skill and add your Take Cover trait if you have it. The Take Cover Trait is part of standard military training from the 19th Century on.

If your character has the Roll Stunt, he or she can use the advanced Reaction of Roll, which does not require the presence of cover. See the Defending against Ranged Attacks section on page 102.

Concentration (5 SR)

A character can use the Concentration Reaction to use a power defensively (see page 173 in Chapter Six) or to gain a Bonus in a Parallel Conflict to resist an offensive power (see page 174 in Chapter Six). If the power selected requires more than one Concentration Action to activate, it will still go off with one single Reaction, but the activation roll will suffer a Penalty.

COMBAT EXCHANGE PROCEDURE

During a Combat Exchange the attacking player rolls a d100 and compares it to the character's Skill in the weapon he or she is using, including all Traits, Bonuses and Penalties involved. Bonuses and Penalties are the same described in the Basic Combat Chapter. If a player rolls equal to or lower than his or her character's final score, the blow hits the intended target. Otherwise, the attack is a miss.

Attack Resolution

Attacker \ Defender	Failure	Success	Advantage
Failure	Nothing happens.	Attack stopped and defender gets a Tactical Combat Effect	Attack stopped and defender gets two Advantage Tactical Combat Effects
Success	Attacker hits and gains a Combat Effect	Attack stopped, higher roll gets a Tactical Combat Effect	Attack stopped and defender gets a Tactical Combat Effect (an Advantage Effect on a higher roll)
Advantage	Attacker hits and gains two Advantage Combat Effects	Attack stopped but attacker gets a Tactical Combat Effect (an Advantage Effect on a higher roll)	Attack stopped, higher roll gets an Advantage Tactical Combat Effect

If the enemy can and will defend, he or she can attempt to Parry, Block or Dodge, according to the type of attack. The procedure for these defences is the same; the opponent Rolls on the appropriate Skill, including all applicable Bonuses and Penalties, and compares the result with that of the attacker on the attack resolution matrix given above (which corresponds to the Opposed Roll resolution matrix provided in the Adventuring chapter).

If the defence roll succeeds, the blow does no damage. The winner also receives one or two Tactical Combat Effects or Advantage Tactical Combat Effects,

depending on the roll. Sometimes a Defence against a Ranged Attacks cannot gain any Tactical Combat Effects because none are applicable to the situation, so the only effect is that the attack misses.

If the defence roll fails or is not attempted, or the attacker employs a Tactical Combat Effect that negates the defence, the blow does damage and the Attacker may receive one or two Combat Effects or Advantage Combat effects, depending on the roll. As the attack has actually hit the target, these effects can be either Tactical or Damage Combat Effects.

CLOSE COMBAT

Close Combat Exchanges are initiated through the Close Combat Attack action.

STANCE IN COMBAT

Combatants may find themselves on the ground, kneeling or prone, as a result of a Change Stance action or of a Bash or Trip Opponent effect. A prone or kneeling combatant cannot add his or her Might to Close Combat damage. A prone character cannot use any ranged weapons except crossbows or firearms.

DEFENDING AGAINST A CLOSE COMBAT ATTACK

A combatant can use Block, Parry or Dodge defences against a Close Combat Attack. All defences against Close Combat attacks are rolled using the Close Combat Skill, adding the appropriate Trait if the character has it. The weapon used for a Parry or Block must also be ready when the attack strikes.

Dodging is the act of manoeuvring to avoid blows and shots. A mounted character suffers a Penalty to his or her Dodge roll. If a character has his back to a wall, cliff or enemy or is otherwise impeded from moving freely in any direction, he also suffers a Penalty to the Dodge Skill.

As a **Parry** tries to deflect a blow rather than absorb or avoid it, the relative size of hand weapons is usually not a factor, and any weapon can usually Parry any other weapon. However, parrying a larger weapon leaves the defender open to damage if the attacker, having won the exchange by rolling higher, uses the Overwhelm Combat Effect. In this case the weapon Parry rating takes effect, deflecting a given number of damage dice.

UNARMED DODGING.
The Overwhelm manoeuvre can be used against a Dodge, too, making dodging problematic if the defender does not have a weapon ready (an impromptu weapon like a stool is enough, and has a Parry of 2). A specific Martial Arts Stunt (or the Acrobatics Trait if you have a cinematic gaming style) can prevent the application of the Overcome Effect to Dodge.

Close Combat Situational Modifiers

Situation	Skill Modifier*
Target is helpless (or engaged in non-combat Main action)	Double Bonus
Target is prone or sitting or is attacked from behind	Bonus
Target is three or more Size classes bigger than attacker	Bonus
Attacking while on higher ground	Bonus
Attacking a mounted target with a non-pole weapon	Penalty
Attacking while prone or sitting	Penalty
Attacking or defending while on unstable ground	Penalty
Attacking or defending while underwater	Penalty
Fighting in partial darkness	Penalty
Fighting in darkness	Double Penalty
Fighting while blind or in pitch black	Triple Penalty

[*] These modifiers are cumulative – attacking a target from behind while it is on lower ground yields a double Bonus.

A **Block** tries to absorb the impact of an attack rather than deflect it. Using a block prevents the defender to gain any kind of combat effects if he or she wins the exchange (blocking is a clumsy manoeuvre), but it also prevents attack effects that try to bypass a defence like Overwhelm and Bypass Defence. Instead, the attacker gains the ability to use the Damage Weapon Combat Effect against the blocking weapon regardless of weapon quality, unless the attacking weapon is a purely trusting weapon such as a spear. This is the only situation when a weapon can damage another one of the same quality (see page 135 in Chapter 5). If the blocking weapon is of superior quality, it still takes damage but its Toughness is doubled.

SPECIAL RULES FOR BLOCK.
Thrusting weapons (spears) can be blocked with shields, but not with other weapons. The latter have to Parry them. Thrusting weapons cannot damage a blocking weapon. However, if they deal enough damage to penetrate the armour points of a shield, they will stick into the shield as if impaled in a target's body, and inflict a Penalty on all actions with that shield. This assumes that the attacker wishes to leave the weapon stuck in the shield. The attacker can use the Impale combat effect as though it were a Tactical Effect against a shield block to increase the chance of leaving the weapon stuck.

CLOSE COMBAT WEAPON DAMAGE

Damage for close combat attacks is determined with the procedure described in the Damage section. Close combat weapons have a Might score that depends on the wielder's STR, plus a bonus depending on the weapon type.

The Close Combat Weapon statistics are on page 142 in chapter 5.

HITTING WITH THE HAFT

A fighter may sometimes hit with the pommel of his or her sword, or with the haft of a spear or pole weapon. When using such a technique, the following special conditions apply.

- Weapon damage is reduced to 1d3, and any extra might the weapon provides is dropped. Additional might for two-handed weapon use remains in effect.
- The cost for attacking becomes the same as the cost for parrying with the weapon, with a minimum of 3.
- If the attack is chosen as an Opening Move, the weapon Reach is considered zero.

When a combatant is forced to a fighting distance that is shorter than his or her weapon normal reach, usually by means of a Change Distance Combat Effect, this technique becomes mandatory. The combatant cannot fight normally.

KEEPING DISTANCE

Engagement distance is paramount in fantasy/historical combat, as it allows you to exploit your weapon at its best. A long weapon will keep your opponent out of its optimal weapon reach, giving you an opportunity to strike first and forcing your enemy to waste precious time just to enter your guard.

In Advanced Combat, this is represented by the Keep Distance effect, which forces a short weapon user to pay the attack cost for his or her opponent's weapon instead of his own. Any long-weapon user can apply this effect if he or she obtains an effect of the appropriate level in a Combat Exchange. Of course, using an effect to this purpose is only useful in certain cases, as a simple Take Initiative effect will often yield a greater result. On the other hand, combatants wielding a weapon with the Keep Distance (auto) attribute can apply the effect automatically, even when they do not win the exchange, thus forcing their short weapon opponents to pay an outrageous cost for attacking. The only conditions are that the long weapon be the one used to Parry, and that no other effects that subtract Strike Rank be applied. The difference in Strike Rank between the normal cost of the attack and the increased one is subtracted from the attacker's Strike Rank total as soon as the defender has successfully applied the combat effect, thus at the moment of the attack roll for an automatic effect.

CLOSING AGAINST A LONGER WEAPON

A short weapon user can use a "Change Distance" combat effect to close in with a long weapon user. The short weapon must have an attack cost which is at least four points less than the long weapon. The comparison is between the costs for an opening move, and not the reach. The only exception is that all natural weapons are treated as having an attack cost of zero in this case.

When locked in close range with a shorter weapon user, the long weapon user is subject to a Penalty to attacks and Parries with that weapon. In addition to this, he or she cannot use its blade or head and must resort to "hitting with the hilt or haft" (see above).

If a long weapon user begins a Combat Round in close range with a short weapon user, he or she cannot add the long weapon reach modifier to his or her strike rank. In this situation, it is much better to draw a dagger or resort to punching, grappling or shield bashes.

UNARMED COMBAT

Using an unarmed attack against an armed foe leaves the attacker open to dangerous counter-attacks. As weapons are always considered of superior quality than limbs, an armed opponent can use the Damage Weapon Combat Effect to wound an unarmed attacker after winning an exchange.

NATURAL WEAPONS

The damage that natural weapons, such as the teeth and claws of monsters, deal is listed in the monster's description, and they can often gain Combat Effects like Slash and Impale. They seldom have automatic effects, though. Unless noted otherwise in the beast description, a creature cannot use its natural weapons to Parry.

All human natural weapons do a base damage of 1d2. A normal human usually attacks by punching when unarmed. A punch costs 3 SR to attack and 2 to Parry, and receives no bonus to SR for reach when used as an Opening Move. Its Parry value against an Overwhelm Combat Effect is 1. A kick attack costs 5 SR instead of the normal 3 for a punch, cannot normally Parry, and receives a +1 addition to Might, plus a +2 to SR when used as an Opening Move. A human can usually only kick a downed foe, unless he or she is trained in a Martial Art that includes the Kicking Stunt.

MARTIAL ARTS

Characters who have a Martial Arts trait can use their limbs as weapons, striking their opponent's weak spots more easily and causing damage to internal organs. All these advanced techniques are modelled as Stunts. Sample Martial Arts schools and their Stunts can be found in the Stunt section on page 121.

GRAPPLING

Grappling is a form of combat that aims at subduing one's foe rather than harming him or her. In Advanced Combat it is achieved by making a Brawl or Martial Arts attack and using the Grapple Tactical effect. Once the grappling has been established, it goes on as a Parallel Conflict (see page 112).

INTENTIONAL CLOSING.
Although the Change Distance combat effect should be enough to model closing, if you wish to use a more "classic" approach you can use a Move action to actively try to close with your opponent. Roll on your Close Combat [Dodge] as if it was an attack. The long weapon user may either allow the closing or Parry with the long weapon to keep the attacker at a distance. If the attacker wins, he or she managed to shorten the distance as if winning a Change Distance Effect. If the defender wins, he or she gets a tactical effect – Keep Distance being the most obvious one.

BATTLEFIELD STUNTS
The following optional rules increase the realism of battlefield simulation, but add some complexity. Therefore, we have implemented them as Stunts that are in use only if you want to introduce them in your game. Mounted combat is common among societies where mounts are common, and the players who will choose it are more numerous, so we have kept it a general rule. The same goes for swordsmanship. We invite you to devise more Stunts to represent your favourite weapon techniques.

- **Sabre charge.** This Sword Stunt grants a +1 Might to any mounted Charge attack with a cutting sword. It cannot be used in conjunction with the Impale effect. Some cultures develop its equivalent with axes or maces.
- **Set Spear.** Used in conjunction with a Wait action against a Charge, this Spear Stunt replaces the spear-wielder's Might with that of the mount or animal. This Stunt requires that you use the optional Charge rules to determine who strikes first, so we recommend that you use it only when you wish to implement a realistic reconstruction of ancient fighting techniques.
- **Spear and Shield.** Ancient hoplites used shields while wielding pikes. With this Shield Stunt, you can exploit the advantages of a Shield against Ranged Attacks even when wielding a two-handed spear. You cannot Parry actively with the Shield, and receive no Free Actions for shield use.

RANGED COMBAT

Ranged Combat Exchanges are usually initiated through the Ranged Attack Action. In this section, you will find several references to the Armour Coverage Roll, explained in the section about Armour, on page 109. Ranged weapons often suffer a +2 modifier to this roll, which makes them more likely to strike the hardest part of the target's armour.

RANGE AND MOVEMENT

A target within Close Range can be attacked without any Penalty. For each Range category beyond Close, Ranged Attacks suffer one Penalty. A single Aim action eliminates all Penalties, provided the target is within Effective Range for the weapon. Beyond that range, aiming has no effect. Firing at a moving target that is not headed directly towards you bestows a Penalty.

DEFENDING AGAINST RANGED ATTACKS

ARROW CUTTING.
Special Martial Arts techniques exist that allow intercepting projectiles with weapons or bare hands, allowing a character to use the Close Combat Skill to defend against a Ranged Attack. If you want to allow them in your game, treat the technique as separate Stunt.

The target may attempt to Dodge a Ranged Attack, or to block it with a shield, but may not normally Parry it with a weapon. When defending against Ranged Attacks, you do not use your Close Combat Skill but your Agility Skill instead, adding the appropriate Trait – either Dodge or Take Cover, rarely Shield for low-speed missiles.

While intercepting a thrown weapon or an arrow is not terribly difficult, blocking or evading a bullet is another story, and you suffer a Penalty. High velocity projectiles like beam weapons bestow a Double Penalty on Dodge or Shield defences. Take Cover against them.

Ranged Combat Situational Modifiers

Situation	Skill Modifier*
Target obscured by smoke, mist or is in partial darkness	Penalty
Target obscured by thick smoke, fog or is in darkness	Automatic failure
Per each Size class target is smaller than attacker	Penalty
Per each three full Size classes target is bigger than attacker	Bonus
Target prone (except Touch Range)	Penalty
Target partially covered by an object	Penalty
Attacker is prone (except w/crossbow or firearm)	Penalty
Attacker is underwater	Penalty
Attacker is on unstable ground	Penalty
Attacker is blinded	Automatic failure

[*] These modifiers are cumulative·

FIRING AT CLOSE RANGE

Firing at a target within your Movement in metres bestows a Point Blank Bonus, unless the target is within its Move in metres from you, and has specified the intention of engaging you in Close Combat. Firing at a target with which you are actually engaged in Close Combat bestows a Penalty and receives no Point Blank bonus. However, this situation negates the +2 to the Armour Coverage Roll for Ranged Attacks against a target facing you (see above).

FIRING INTO A CROWD

Firing at an opponent engaged in Close Combat risks hitting the wrong target. Any fire at a melee suffers a Penalty, which can be offset by the Point Blank bonus. If the target defends actively with Dodge or Take Cover, and wins the Opposed Roll, it can spend an Effect to make you hit the wrong target. If it wins with an Advantage, it can add a Damage effect to the hit as a second effect.

In any case, if you fire at a melee and miss, but your enemy does not make you hit the wrong target, the shot randomly hits one of the members of the melee, according to the unit die roll: the original target is labelled as "1" and the other potential targets become "2", "3" etc. If you roll a number that does not correspond to a target then your shot missed completely.

BEING IN COVER

Once you have used the Take Cover Reaction,whether successful or not, you are considered "In cover". This means that:

- you cannot move without losing the benefit of Cover;
- you need not defend against attacks if you do not leave your cover;
- the enemy can still shoot at you, but it cannot hit you. The only effect it can gain when firing actively at you is Suppress;
- any Ranged Attack you make suffers one Penalty, and exposes you to the risk of return fire (see below);
- if you are hit by return fire, the Armour Coverage Roll is subject to a +2 modifier, cumulative with the normal +2 for Ranged Attacks against an enemy facing you for a total of +4.

Some peculiar situations allow you to remain in Cover while moving. In order to take advantage of them, you must have the Take Cover trait. These situations include:

- hiding behind or over a moving vehicle;
- walking through smoke (negates the +2 to the Armour Coverage Roll);
- crawling or Rolling on the ground (requires the Roll Stunt).

RETURN FIRE

When you shoot from cover and your enemy uses the Return Fire combat effect on a successful defence roll, you are temporarily vulnerable to the Return Fire. This means that the enemy can actually hit you with his or her next attack and not just gain the Suppress effect, although the +2 to the Armour Coverage Roll is still in effect.

BURSTS

All full automatic weapons fire bursts of three or ten rounds. A burst receives a Bonus to hit. The number of rounds that actually hit the target in case of success is equal to the ten die, with a lower limit of one and an upper limit of the actual number of rounds fired. Any Combat Effects apply only to the first round.

RANGED WEAPON DAMAGE

Damage for Ranged Attacks is determined with the procedure described in the Damage section. Most ranged weapons have a Might score that is not dependent on the wielder's STR, but only on the type of weapon and ammunition.

The Ranged Weapon statistics are on page 146 in chapter 5.

BURST TARGETS.
If you use localised damage, it may be too long to roll a separate location for each shot. Half of the rounds that hit, rounded up and always including the round to which you apply Combat Effects, land on the location that is rolled first or selected by the attacker with Choose Location. The remaining rounds hit another, randomly rolled hit location.

RANGED LOCATIONS
When using Localised Damage, the die rolled to randomly choose the location for a Ranged Attack is the one with the highest number of faces. This makes it easier to hit the target's torso or equivalent large vital areas.

MOUNTED AND VEHICLE COMBAT

Many combatants ride a mount or vehicle in battle. In order to exploit the advantages of mounted combat, the Horse Trait is required. If you do not have it, you cannot use your Weapon Trait, with all implied limitations. European Longbows and two-handed long weapons, with the exception of spears, cannot be used while mounted.

FIGHTING FROM A VEHICLE
Fighting from a vehicle driven by someone else works similarly to being a passenger on a mount driven by someone else, while fighting while driving a vehicle requires two Traits and yields a Penalty in any case. You can only use a one-handed weapon when fighting while driving a vehicle.

Treat other [Mount] Traits like the Horse Trait when fighting from another type of horse-sized mount like a Camel. When fighting from an elephant's back, only the mahout (the person leading the elephant) need have the appropriate Trait. Passengers can fight without any special training, but they are limited to Ranged Attacks.

The advantages of mounted combat are as follows.

- Increased Move rate and ability to move more than one Zone per Move action.
- Additional Change Distance (auto) effect on any exchange against any opponent on foot who is not using a pole weapon, allowing the mounted character to disengage and scuttle out of reach of the infantryman.
- Whenever a mounted combatant who has the Lance trait uses a one-handed spear (the Lance is preferred but any spear will do) in a Charge, the mount's Might replaces the rider's.

DAMAGE

We will refer to damage not related to hit locations as non-localised damage, and to wounds not connected to a specific hit location as non-localised wounds. If you do not use the localised damage sub-system, all damage and wounds are non-localised. In many cases the rules will reference a "location" as though all damage was localised. Unless a rule explicitly says something different, all rules for damage to locations also apply to non-localised damage as though the damage had been inflicted to a generic "body" location.

ADVANCED TOUGHNESS.
For Player Characters and important NPCs, you might want to use a more granular method for calculating Toughness. Add together STR and CON, subtract 20 and divide by five, rounding fractions up. This method will produce slightly tougher adventurers, at the expense of some more calculations. We recommend that you use the standard method for creatures, particularly the larger ones, as it is faster.

TOUGHNESS

When using Advanced Combat, it is important to know a character's or monster's Toughness score. Any damage below a creature's Toughness value is "just a flesh wound", and will not have any lasting consequence beyond pain (see below). However, poison and infections may still threaten a character whose Toughness is not overcome, so it may still be necessary to mark the fact that your adventurer has been wounded.

LOCALISED TOUGHNESS FOR LARGE CREATURES.
For creatures that are significantly larger than humans, we recommend that you apply the same modification that you apply to Might bonuses (see page 6 of Chapter 1) also to the Toughness adjustment for STR, CON and hit location, that is double for Size Class 8-12, triple for Size Class 13-17, and so on. Thus, a dragon of Size Class 8 has 16 Toughness in the torso, but only 14 in the head. If its STR and CON are both 13 or more, each provides +2 to Toughness and our dragon has 20 in the torso and 18 in the head.

LOCALISED DAMAGE

Hit locations are an optional rule even in Advanced Combat. In some genres, it is not appropriate to expose your adventurer to the risk of losing random body parts, so the actual localization of a wound may be determined by common agreement between the Narrator and the Player.

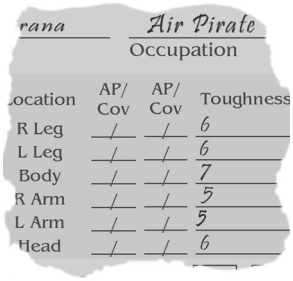
However, many groups prefer to keep track of where characters and creatures have been wounded, and to describe armour with that level of detail that only body locations can give. The localised damage subsystem provides this level of detail, at the cost of an additional die roll when applying damage. For a humanoid target, roll 1d6 for a close combat attack or 1D8 for a Ranged Attack and check the Humanoid Hit Location Table.

Each location has its own value for Toughness, which is equal to the general Toughness value for the character minus an adjustment for the specific type of location. For the torso location, the value is the same as non-localised Toughness.

Humanoid Hit Locations

D6 or D8	Location	Toughness adjustment
1	Right Leg	-1
2	Left Leg	-1
3, 7, 8	Torso	-
4	Right Arm	-2
5	Left Arm	-2
6	Head	-1

Chapter 7 contains a list of creatures, with appropriate location rolls. Use these tables as inspiration for creatures of your own design.



NON-HUMAN LOCATIONS.
For creatures with more than six locations or with different body proportions, you may want to use bigger dice, for instance 1D8/1D10, or 1D8/1D12, 1D10/1D12 or 1D12/1D20. In extreme cases, roll 1D20 or even 1D100 for both Close Combat and Ranged Attacks. The rule of thumb to use is that Ranged Attacks should reflect the actual surface of the body parts, and thus have more than one number corresponding to the torso or to larger limbs like wings. Close Combat attacks, instead, should have an equal chance of hitting each body part, or at least favour the limbs the creature keeps closer to the attacker.

DAMAGE COMPONENTS

Damage has two components: weapon dice and Might. In some cases, the weapon dice may be absent due to the weapon nature, but Might is always present, even if in some cases it may be zero or negative.

For hand weapons, Might is calculated exactly as in Basic Combat. Some weapons provide a bonus to Might. This is noted in the weapon statistics in the appropriate weapon list.

Thrown weapons propelled by the wielder's strength benefit from the character's Might like hand weapons. These weapons normally assume their wielder's Might modifier.

Projectile weapons like bows, crossbows and firearms have an inherent Might value, not depending on the wielder's Strength. Might for these weapons is always an unsigned number. For instance, a 9mm automatic pistol has a Might of 2, while the M1 Garand military rifle has a Might of 4. The damage die is determined by the projectile rather than the weapon.

Unlike Basic Combat, Might for hand weapons and ranged weapons that shoot something physical is not a modifier to a d6 roll, but the number of d2's you roll together with the weapon dice. When filling in the weapon section of your character sheet, always list the total Might with which the weapon strikes, including your character's Might bonus, any two-handed bonus and the weapon bonus. Thus, a battleaxe (1d6, +1 Might) wielded with one hand by a STR 13 character will be listed as doing 1d6+2d2 damage. An UZI submachinegun loaded with normal 9mm Parabellum cartridges will be listed as doing 1d8+2d2.

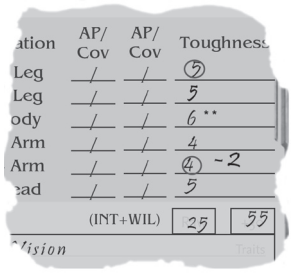
Energy or elemental weapons are those weapons that have no material component, usually but not always ranged weapons. As a result, they have no weapon dice. However, their Might when applied to damage does not usually result in rolling D2s. The dice rolled are often bigger. These weapons often have peculiar effects on armour. Powers used as attack forms are usually treated as energy weapons of variable Might.

ROLLING D2'S.
When you need to roll d2s for Might, roll any dice and counts odd results as 1 and even results as 2.

RECORDING WEAPON MIGHT.
Even when the weapon itself provides a bonus to Might, all D2s are considered Might dice, not weapon dice. If the weapon die is a D2, the damage is described as 1D2+xD2 to clarify this fact.

ENERGY DAMAGE.
The exact rules for energy weapons are discussed in the equipment chapter, and each setting might and should add specific rules for the types of energy it allows.

RECORDING FLESH WOUNDS.
When your character receives a Minor Wound, put a little dot to the right of the Toughness value, or the Toughness value for the hit location struck. Receiving more Minor Wounds after the first produces more "dots" that will require treatment after combat, but nothing more. In the example below, the adventurer's body has suffered two minor wounds (see below for the explanation of the wounds to the limbs).



RECORDING MAJOR WOUNDS.
In order to signify that the character has suffered a Major Wound, cross or circle the Toughness value for the character, or the Toughness value for the hit location struck, on the character sheet. If the damage was in excess of Toughness and not just equal, write down the amount of damage in excess to the right of the Toughness value. The Toughness score remains in effect even when the character is wounded, so you will never "erase" the original value.
In the example above, the right leg has suffered one major wound exactly equal to its Toughness, while the left arm has suffered one or more wounds that exceeded its Toughness by two points.

ROLLING ENDURANCE FOR LOCALISED DAMAGE
Some groups might like to apply some randomness to localised damage, too. While rolling Endurance for a Major Wound in a limb is implausible (no amount of pain resistance can counter the effects of a broken bone or severed tendon), it may be appropriate for a torso or head wound. If you decide to allow an Endurance roll for a localised hit, we recommend that when a wounded character passes the roll you apply the optional penalties found on the next page, rolling 1d6 for body wounds and applying the head penalty automatically for a head wound.

APPLYING DAMAGE

When rolling damage, roll all the dice and add them together, then subtract the protection value of the armour protecting the target or the specific location struck. Count any negative value as zero The remaining damage, is compared to the target's Toughness, or the Toughness of the location struck if you use localised damage. Some weapons double the damage left after applying armour.

Minor Wound

If the damage is lower than the Toughness score, it is just a flesh wound. The target loses Strike Rank equal to the damage suffered because of the pain, but nothing else happens. Check for venom if applicable, and for infection later if the wound is not properly treated. In no case will minor wounds "stack" to produce a more serious injury.

Major Wound

If the damage is equal to or higher than the relevant Toughness score, the wound becomes a Major one, and its effects starts to stack towards causing the death of the character. All damage in excess of Toughness becomes lasting damage and must be written down on the character sheet.

Upon receiving a Major Wound, the target immediately drops to zero Life Points if he or she had any Positive Life Points left. If the damage received was greater than Toughness, the character also gains Negative Life Points equal to the amount of damage in excess of Toughness. As for Minor Wounds, the total points of damage suffered when receiving a Major Wound are immediately subtracted from Strike Rank for that round.

After receiving a non-localised Major Wound, you must roll Survival [Endurance], and if you fail you are out of the fight. When using Localised Damage, do not roll on Endurance, but the location that suffers the Major Wound becomes automatically unusable. In the case of the torso or the head, this means you cannot continue fighting (see the sidebar for an optional rule allowing a roll), while a Major Wound to a limb only incapacitates that limb, making the combatant fall to the ground or drop any weapon held by an incapacitated arm, but still able to fight with the remaining limbs.

The effects of Major wounds are cumulative, and a target suffering from a Major Wound becomes more sensitive to further damage in the same area. For blows that strike a location already suffering from a Major Wound, each additional point of damage yields a loss of one Life Point, whether or not the Toughness threshold is overcome. If a blow causes a second Major Wound in a location that was already suffering from one, all damage in excess of Toughness is added to the damage already suffered. This means that a target may suffer a Lethal Wound because of multiple Major Wounds in the same location.

A fighter can use the Choose Location Combat Effect to intentionally aggravate a non-localised Major Wound. All damage will affect Life Points and if the blow causes a second Major Wound the effects are cumulative with the first.

Lethal Wound

Once a location has received damage in excess of its Toughness, which is also equal to or greater than the Toughness itself, the wound becomes a Lethal one. A character receiving a non-localised Lethal Wound is immediately incapacitated and must roll Survival [Endurance] to avoid instant death.

A Lethal Wound to the torso or the head has the same effects of a non-localised Lethal Wound. If the Lethal Wound is to a limb and received in one single blow, the limb is severed or crippled. Except in the case of invertebrates, a Lethal wound to a limb incapacitates the target. A Lethal Wound automatically activates a Bleed Combat Effect equal to the target's Toughness, adjusted for the location wounded.

WOUND RECOVERY

After Advanced Combat, wound recovery proceeds in three different phases. During or immediately after the battle, First Aid and Healing powers are applied to the wound(s) in a Fast Healing process. When the time scale has gone up to at least Adventure Time, all wounds turn into Consequences, and a healing Conflict may take place to cure the wounded characters (see page 75). Finally, as the Time Scale reaches Downtime, all wound and fatigue Consequences expire, with the exception of crippled limbs that the available medical technology is unable to fix.

The following rules apply also to any other situation (traps, accidents, etc.) that inflicts damage to Toughness during non-combat encounters in Narrative or Adventure Time.

EFFECTS OF HEALING AND FIRST AID

You can use First Aid, implements (bandages, drugs, etc.) or any power including the Heal effect at any time during or immediately after Combat to stabilize a wound and prevent death or the worsening of a character's condition, but you can use them only once to reduce the damage in each wound. Only if further damage is inflicted can you apply Heal or First Aid again to the same character or location. For this reason, it is often better to let the best healer take care of a wound unless the patient is in immediate danger of death. For the sake of simplicity, all non-localised damage is treated as one wound, and all localised damage to the same location is considered one wound, even if the damage was actually inflicted in two or more hits.

After treatment, reduce the damage the character or location is suffering according to the effects of the Skill or Power used, keeping in mind that only the amount of damage in excess of Toughness counts. This might downgrade the wound to a lesser level of severity. Any wound that is brought below zero points of damage becomes a minor wound and ceases to have any effect except the need of a minimal tending to avoid infections after combat.

FAST HEALING

Immediately after Advanced Combat, one or more healers can treat each individual wound to reduce the damage taken against Toughness. This process, called Fast Healing, takes approximately one round of Adventure Time, during which Life Points and Toughness are still tracked. After this time has expired, either Combat restarts because more enemies have appeared, or the wounds are translated into Consequences and normal Non-Combat rules apply to the events that follow. In some unfortunate cases, such as when the heroes flee from a combat they are losing, Fast Healing is not possible and the wounds must be translated into Negative Consequences without healer intervention first, which might produce unpleasant effects if the enemies engage the adventurers in a Conflict to pursue them.

Minor Wounds do not imply any real damage, so they can be treated with any effect that heals at least one point of damage or with one single First Aid roll. On a success they stop affecting the character. With such minor injuries you need only take care of the risk of infection, something that you can usually do even on the battlefield unless you are forced to a hasty retreat. If you did not keep track of all Minor Wounds, you can just make a single First Aid roll for each wounded character.

All characters also recover Life Points equal to their CON during Fast Healing. Add one extra D6 for characters with the Endurance Trait. Healing also restores lost Life Points and healers might spend Life Points of their own while healing.

RANDOM AGGRAVATION OF NON-LOCALISED WOUNDS.
Some opponents with a high Toughness and a high score in Survival [Endurance] may be virtually impossible to take down without cumulating several Major Wounds into a Lethal Wound. When you use non-localised damage and the attacker does not or cannot opt to Choose Location, if at least one of the weapon dice (not the damage modifier dice) rolled maximum damage then the blow has inflicted a wound in the same body part; in this case the effects of cumulative Major Wounds will apply.

EXTREME HEROISM.
Some peculiar mental or emotional states allow a character to remain conscious even after losing a limb, keeping him or her able to fight until actually killed by a torso or head wound. To represent this, the Narrator may allow a character to be heroic by rolling on one of his or her Motivations, with a Penalty if the character lacks the Endurance Trait, to ignore incapacitation from loss of a limb. All other effects of a Lethal wound apply, so being heroic will not save a character from bleeding to death, and in fact will accelerate the process.

NON-LOCALISED WOUND EFFECTS.
When using non-localised damage, if a target suffering a Major Wound can continue to fight, he or she suffers a Penalty to one Skill (or group of Skills) according to the wound description and area of application. Roll 1d6 and apply the following results:

6	Head	Perception and Concentration
4-5	Arm	Close Combat, Ranged Combat and Operate
1-3	Leg	Agility, Stealth and Close Combat

The Penalty will continue until the wound is countered by natural or magical healing. Where wound localisations overlap, only a single Penalty applies.

This rule applies to localised torso or head wounds, too, if you choose to allow an Endurance roll to continue fighting.

TRANSLATING DAMAGE INTO CONSEQUENCES

Once Fast Healing is over, any unhealed or partially healed wounds are turned into Negative Consequences. If any characters are still suffering from Negative Life Points after Fast Healing, then they suffer a "Fatigued-" or "Bleeding-" Negative Consequence, depending on the reason for the Life Point Loss.

Use the Damage to Consequence Conversion Table for the conversion between lost Toughness and Consequences. Note that the table results are the equivalent of a further 1-point reduction of each wound, as wounds that correspond to damage exactly equal to Toughness and twice Toughness are treated as Minor and Major respectively in the table, whereas they are considered Major and Lethal while Combat is still in progress. The two columns about Life Points and Resolution Points have the same effects as rules found in Chapter 3 on page 75, and are repeated in the table for your convenience.

The narrative effects of these Consequences are as follows:

- a Minor Wound does not affect the character in any further way, save for a general sense of dizziness that will give him or her a Consequence or a one-time 10 Life Point loss in Advanced Combat;
- a Major Wound means, apart from the Recurring Consequence that may also affect Life Points, that if the Character enters Advanced Combat again before being fully healed, then he or she will be treated as already suffering from a zero-point Major Wound (see page 106). This will not automatically bring the character's Life Points to zero, but any damage to the affected location will go directly to Life Points;
- a Lethal Wound leaves a character permanently incapacitated or unable to use the wounded limb, which will hamper the rest of the group, possibly blocking the progress of the adventure. The Narrator might want to find a narrative explanation for a temporary downgrade of the wound to Major.

Damage to Consequence Conversion

Damage	Consequence	LP loss in subsequent Advanced Combats	RP to eliminate in Healing Conflicts
No damage in excess of Toughness	Minor Wound -	10 (one time)	10
Damage in excess of Toughness	Major Wound (-)	10 (recurring)	15
Damage in excess of double Toughness	Lethal Wound (-) (-)	20 (recurring)	30

As soon as all Toughness and Life Point losses have been translated into Consequences, the rules found in Chapter 3 are once more in effect. This means that any further treatment requires a Healing Conflict (see page 75).



ARMOUR

Body armour is a form of protection used to reduce the damage one may suffer in combat. It reduces weapon damage before it is applied to Toughness. The damage reduction is expressed in Armour Points (AP), which depend on the materials and thickness of the armour. When a combatant is covered in an armour suit made of several layered pieces, the AP of the strongest armour layer is considered to include also the AP of any underlying padding.

Like damage and wounds, armour can be localised or non-localised depending on your game's level of detail.

ARMOUR COVERAGE

In many cases the pieces of an armour suit do not overlap totally, and some portions of a fighter's body are protected only by the thinnest armour. A medieval man-at-arms had his skull covered by both mail and a helm, but his neck was protected by mail only.

Thus, knowing how many points of damage an armour piece will stop is not enough to define its effectiveness. It is also necessary to determine its Coverage, that is the chance that a hit will land on the part(s) of the body it protects. Each armour piece has a separate chance of being hit, depending on the relative body surface it covers. For instance, if the only piece of plate armour a fighter is wearing is a helmet, and the rest of the body is covered in mail, the chance of hitting the more robust plate armour is low. Similarly, if the only parts not covered in mail or plate are his hands and face, the chance of hitting the non-armoured parts will be equally low.

The relative armour coverage for all armour pieces is expressed with number ranges which, when read together, constitute a linearised table of armour protection. The number ranges corresponding to each armour piece are in the format AP/Coverage+, where AP is the armour points of the piece and Coverage is the lower limit of the range. Numbers for Coverage go from 0 to 9, and armour pieces are usually arranged in increasing AP order, with 0 and sometimes other low values representing non-armoured areas, if the target has any. Number 9 usually represents the headgear, which is the hardest piece in the majority of armour suits.

Whenever an armoured target is hit, the unit die of the attack roll is read as the Coverage Roll, and compared to the Coverage values of all armour elements to determine which protection to apply. In practice, you need to find the highest possible Coverage number which is still inferior to the Coverage Roll. For instance, if one piece has AP/Coverage 4/4+ and another 8/7+, then a roll of 8 hits the 8-point piece because both numbers are below 8 but the 7+ Coverage takes precedence, while a roll of 6 hits the 4-point piece because only the 4+ Coverage is below the roll.

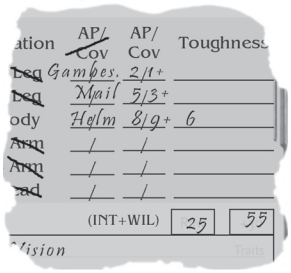
Let us examine the armour of a typical medieval militia infantryman, made of a cloth padding suit (gambeson), a mail shirt and a pot helm. The gambeson is not very strong but covers everything except the hands, feet and face of the fighter (2/1+). The mail shirt has short sleeves and skirt attached, for a 5/3+ totals. The pot helm is made of steel, but it covers only a part of the head, for an 8/9+ total.

In game, we will describe this armour as: 2/1+, 5/3+, 8/9+.

Which is a shorthand for the following table:

Unit die of the attack roll	*Attack hits*
0	*on an unarmoured area*
1-2	*on the gambeson (AP 2)*
3-8	*on the mail (AP 5)*
9	*on the helm (AP 8)*

RECORDING NON-LOCALISED ARMOUR AND TOUGHNESS.
Let us examine the way you record the armour, coverage and toughness of your Player and Non-Player Characters, to show you how to write down the data quickly and in a clear fashion
When you use non-localised damage, you will probably record the values of AP/Coverage for up to three different armour elements per character, and a single value for Toughness beside them. Use the lines for the legs for the first two layers, like this:

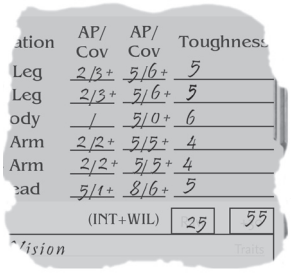


If writing down stats for Non-Player Characters on scrap paper, leave some room to the right of the Toughness score, as you may need to write down subsequent cumulative damage scores for major wounds. The Toughness score remains in effect even when the character is wounded, so you will never "erase" the original value.

SEPARATE COVERAGE ROLL.
If you dislike knowing the armour you will strike before choosing combat effects, you may roll an additional d10 instead of using the unit die. However, using the unit die follows the D100 tradition that a very successful roll usually bypasses armour.

DERIVING LOCALISED ARMOUR COVERAGE.
As a rule of thumb (but consult chapter 5a if you wish to know more details), when translating the coverage values of an armour piece that covers all of the body, the Armour Coverage values for the torso are 1 point lower (when they are not directly zero), those for the arms are 1 point higher and those for the legs 2 points higher. Please remember that higher numbers mean less coverage, as the smaller the number the higher the chance that the roll is above it.

RECORDING LOCALISED ARMOUR AND TOUGHNESS.
When using localised damage, you will need to record AP and Coverage for all locations, obtaining a bi-dimensional table. The standard character sheet has the locations for humanoids pre-printed on it, and two columns for AP and Coverage, as it is raher unlikely that one single location has more than two different armour layers. We do not recommended to write the name of the armour piece for each entry like we did with non-localised armour, as it would cause clutter.



ation	AP/ Cov	AP/ Cov	Toughness
Leg	2/3+	5/6+	5
Leg	2/3+	5/6+	5
ody	/	5/0+	6
Arm	2/2+	5/5+	4
Arm	2/2+	5/5+	4
ead	5/1+	8/6+	5

(INT+WIL) 25 55

Vision Traits

LOCALISED ARMOUR

If you use localised damage, each hit location is protected by its own Armour. The AP protection remains the same, but Coverage is referred only to the location at hand. Each Armour suit or Armour piece has specific values for each location, in addition to the non-localised value. All values are listed in the Armour Tables on page 139 of Chapter 5, or in the special Armour list for the setting you use.

A piece that covers only one or two hit locations will have a very different Coverage value when using localised damage, sometimes quite different from the Coverage for non-localised damage. A helmet with a mere 9+ Coverage when blows are directed at the entire body may find its Coverage greatly increased when you consider only the head. On the other hand, the helmet is not counted at all when the other locations are hit. The torso is often covered totally, with a coverage of 0+.

Let us review the medieval man-at-arms example using hit locations. By checking the localised Coverage for a gambeson, mail shirt and open helm on the Armour Tables on page 139 of Chapter 5, we discover that the values for each location are as follows. The mail on the torso has no area left non-armoured or protected only by the gambeson so it is worth 5/0+. Limbs and head all have some unprotected parts and areas covered only by the gambeson which thus has a 2/3+, 2/2+and 2/1+ armour value, respectively, for legs, arms and head. The limbs are also half covered by the mail, which has a 5/5+ and 5/4+ value, respectively for legs and arms. Finally, the helm has an 8/6+ value referred only to the head.

However, our soldier's head sounds a bit unprotected. By consulting the armour table again, we find that heavier mail armours have mail protection on the head, too, which replaces the gambeson (it is the so-called mail coif). While the difference is too little to consider when using non-localised armour, it becomes relevant in this case, so we will consider this armour suit as having a coif and thus 5/1+ on the head. Historical mail suits had a great variability in head Coverage.

That said, here are the armour values for locations, ready to list on your character sheet:

Legs 2/3+, 5/6+;

Torso 5/0+;

Arms 2/2+, 5/5+;

Head 5/1+, 8/6+.

NATURAL ARMOUR

The natural armour provided by a creature's thick skin, fur or scales also has its typical AP/Coverage ratings, detailed in Chapter 7. Magical protections and force fields usually have a 0+ coverage, but consult also the Protection power description on page 185 of chapter 6.

IMPROMPTU ARMOUR

In pulp games where characters wear little or no armour but exchange lots of bullets with their enemies, it is not uncommon for a character to be saved by a thick object absolutely not intended as armour which is providentially in the way of an otherwise-deadly hit; a Bible stopping a bullet, an iPhone blocking a knife stab, or a golden torque deflecting a beheading sword slash. If this suits your game, you can assign up to 4 points of impromptu armour with a coverage of 9+ to otherwise unprotected characters.

ARMOUR AND RANGED WEAPONS

Most armour elements are designed to protect the wearer from attacks coming from the front. An armour suit may have several weaker spots, but they are usually located in areas only reachable with a close combat attack or by hitting the target from the side or from behind. To represent this, add a +2 modifier to the Armour Coverage Roll when a Ranged Attack hits a target that is actively trying to face the attacker or to move towards him or her. This is cumulative with any other modifier to the Armour Coverage Roll.

USING SHIELDS AS COVER

Particularly in the Ancient Age, shields were sometimes used as part of a soldier's armour rather than as a parrying/blocking weapon. The huge shields of Greek hoplites and Roman legionaries were formidable as cover, and the soldiers' armour suits were designed to protect only those parts of the body not covered by the shield.

A combatant can use a shield as a passive defence which provides a Coverage Roll modifier, usually equal to the shield Reach minus one. Any Coverage Roll of 10 or more hits the shield, which is then treated as an armour piece with AP equal to its Toughness. Using a shield in this way prevents any other use for that round, and negates the Free Reaction that a shield usually grants.

Shield coverage is in effect only when fighting in formation and against Ranged Attacks from the front. When a soldier is in close formation with other shield users, even Close Combat attacks are subject to the shield Coverage modifier. When the fighter is alone, only Ranged Attacks coming from enemies in front or moving towards may hit the shield. This means that all hits that are subject to the normal +2 for Ranged Attacks are also subject to the shield Coverage modifier.

Example: Gaius the legionary has a rectangular Scutum shield with Toughness 12 and a Coverage rating of +3. In a battle against the Germans, his unit is subject to a volley of arrows and since the coverage Roll for ranged weapons is already subject to a +2 modifier, any roll ending with 5 or more will hit the shield, while any other roll but a 0 will hit the legionary on his helmet or Lorica Segmentata, which the armour makers in Rome have designed to provide a Coverage of 6+. Later on, the fierce barbarians charge his cohors. Gaius and his comrades are a disciplined troop and keep a tight formation even when charged, so they retain the advantage of shield cover. Without the benefit of the +2 to the Coverage Roll, however, many Germans (Coverage Rolls of 0 to 2) could hit Gaius in a less armoured location.

Months later, Gaius' legion engages a Parthian light cavalry unit. Parthian riders are extremely mobile and they always try to fire at an enemy unit after outflanking it, negating the shield Coverage bonus. However, the legionaries know the Testudo combat Stunt, a technique used by the Romans that allows them to form a shield barrier that is impenetrable from any side, thus retaining the +3 to Coverage from any direction. Yet without the +2 for facing the enemy, plenty of arrows (Coverage Rolls of 0 to 2) manage to hit the Romans in their feet, where they have only their leather caligae to protect them from harm. These Parthians are pesky opponents.

A SOLDIER AND A HELMET.
A typical ancient or medieval era fighter would seldom wear only headgear. Even when the level of protection between the head and the rest of the body was remarkably different, a warrior would wear at least a heavy cloth protection. On the other hand, soldiers wearing only a steel helmet are almost the norm in 20th and 21st Century warfare. The rules for Armour Coverage and non-localised damage, at the cost of introducing one extra attribute to track, highlight how a single helmet may be an adequate protection in a modern warfare environment. When a soldier is operating from a foxhole or other specific protection, the +4 to the Coverage roll will let the helmet intercept a potentially lethal bullet half of the time. And in fact, this is exactly the reason why all modern soldiers started wearing helmets after the trench nightmare that was WW1.
However, using a helmet while advancing under fire could yield an unrealistic result if you combine the +2 for firing at an advancing opponent with the 9+ Coverage of a typical helmet. Thus, we recommend that in a modern warfare environment the Narrator only applies the +2 modifier to Coverage rolls for advancing targets only when said targets are carefully crouching or crawling when moving, reducing the exposed surface not covered by the helmet. For maximum realism, only apply a +1 when crouching.

AP ONLY ARMOUR.
Groups who do not want to keep track of coverage can return to the classic D100 approach of one single AP value per location with a pondered average operation: multiply each possible AP rating by the number of d10 results connected to that value, add everything up and divide by ten; that is the overall AP value. In our medieval militia example we have; Gambeson (2x2)=4, Mail (5x6)=30, Helm (8x1)=8, total 42, which divided by ten is 5. You can do the same with localised armour values if you use hit locations. However, this will make it tougher to disable armoured opponents with all but the strongest weapons.

PARALLEL CONFLICTS

INSTANT OVERCOME.
If you prefer to apply the "classic" approach to power usage, their Parallel Conflict of Will ends with the first exchange, with the power taking effect if the initiator wins it. This variant rule will affect the balance of powers, and above all it will make characteristic scores less influential. We do not recommend to apply this simplification to other types of Parallel Conflicts like poisoning or entangling, as their very nature is more correctly represented by an ongoing Conflict.

In Advanced Combat, usage of a power with the Overcome attribute, poisoning, grappling, entangling and other important details are handled as basic Conflicts, yet they must be resolved before Combat ends. These Conflicts are called Parallel Conflicts, as they take place at the same time as the battle, which is itself a Conflict, but cannot be handled with the same rules as Advanced Combat.

The rules presented here constitute the core concepts used when running general Conflicts during Advanced Combat. Specific cases may add further specific rules. Please check also the section about Poisons in Chapter 3 and about Overcoming the target of an offensive power in Chapter 6.

RESOLUTION FOR PARALLEL CONFLICTS

RECORDING RP FOR PARALLEL CONFLICTS.
During Advanced Combat, the Tracks on your character sheet will be in use to record Strike Rank and Life Points, so it might be impossible to use your character sheet to record Resolution Points. As usual, we recommend using a d20 to keep track of this temporary attribute rather than using scrap paper.

When running a Parallel Conflict, you determine Resolution Points for the two opposing forces as normal (Will versus Will for a spell, Might versus Constitution for a poison, Strength versus Strength for grappling, etc.). Consequences might apply, but normally not the same Consequences you have applied at the start of combat. Consequences from previous Parallel Conflicts, instead, do apply. For instance, if you have suffered a "Drained Mana" consequence while using a power with the Overcome attribute earlier in the combat, the Consequence does apply to a subsequent Conflict involving your Will.

INITIATING A PARALLEL CONFLICT

REVERSED ROLLS.
If the circumstances allow the target of a Parallel Conflicts to Roll for Effect (for instance when the target is grappled, or has the Reflect power active), the expenditure requirements for the defender's Roll are reversed; for a power use, the target must use a Concentration action and the initiator defends for free, while for a physical Conflict both need a Use Item action.

Parallel Conflicts are initiated by an Action (or Reaction) performed by one combatant, who is therefore labelled as the Conflict initiator. Typical Actions are using a power with the Overcome attribute, inflicting damage with a poisoned weapon, using the Grapple or Entangle Combat Effect after winning an exchange, and so on. The initiator pays the normal SR cost for this action, if any, and the Parallel Conflict starts with the attribution of Resolution Points.

The initiating Action may trigger the first exchange. An offensive power or the injection of a poison will immediately trigger an exchange in the Parallel Conflict, without any further expenditure of Strike Ranks, while other types of Actions like Grapple or Entangle will not.

If the initiating Action included a Roll, the latter is considered part of this exchange. Otherwise the initiator makes a Roll on the appropriate Skill. For instance, the caster of a Divine Blessing, which is activated without any Rolls, must make an Allegiance Roll, and a poison will make a Roll on its Challenge Rating of 50%. On the contrary, a psychic who is Attacking with the Confusion power has already Rolled on Concentration and can keep this initial Roll. The other contestant makes the appropriate Opposed Roll (Willpower for powers, Endurance for poisons, etc.), and the effects of the exchange are applied immediately according to the Conflict rules.

RUNNING A PARALLEL CONFLICT

Once the Conflict has started, all subsequent rolls for effect may take place once or more per round, according to the nature of the initiator:

- If the initiator is an impersonal force, like poison, it makes another Roll for Effect at the start of each round of Combat. The target cannot Roll for Effect in any case, and never spends any resource to defend.

- If the initiator has an independent will, it must use a Concentration (for powers) or a generic Ready Item (for physical effects like grappling and disarming) action for each Roll for Effect they want to make. The target does not spend any Strike Rank or other resource to resist against a Concentration action, but against a physical threat, he or she must spend a Ready Item Action and lose the appropriate Strike Rank and Life Points to resist with Brawn, Dodge, Brawl or another Trait. If the defender lacks the Strike Rank for the Action, he or she can still roll but is subject to a Penalty and to the loss of one Life Point, as per normal Advanced Combat rules.

The normal cost for the Actions used in a Parallel Conflict, Concentration and Use Item, is five Strike Ranks. A Parallel Conflict constitutes an exception to the Opening Move rules, so the two opponents can use these actions at will, no matter what they have declared as Opening Move.

Both parties can also spend a Concentration or Ready Item action to gain a Support Bonus in the Parallel Conflict. They must of course justify this Bonus with a Trait they have or an action they perform (reciting a simple protective formula against curses, sucking the poison out of the wound, etc.). We recommend that the Narrator requires the presence of an appropriate Trait, unless there is some really obvious action related to the environment that the character can do. All other general Conflict rules for Support apply. Allies can lend support to Parallel Conflicts if they use an appropriate action that can justify the Support Bonus.

OUTCOME OF A PARALLEL CONFLICT

If the initiator wins the Conflict, the target usually suffers a seriously impairing Effect, depending on the nature of the Conflict (being subdued, a power taking effect, and so on). The initiator suffers standard Consequences based on the Resolution Points lost, which represent mental or physical stress suffered, but these usually last only for the duration of the current Combat.

A Parallel Conflict may end with a Quick Exit according to the general Conflict rules. Each type of Parallel Conflict has its own rules specifying the possibility and the effects of a Quick Exit. Poisons have no will of their own and cannot opt for an earlier termination, but the first exchange will determine if the toxin has an immediate effect or not by checking the criteria for a Quick Exit (see page 55 of Chapter 3).

The initiator of a Parallel Conflict can interrupt it voluntarily, and there are some conditions that may cause its premature termination against the initiator's will, too. If the Conflict is interrupted, its initiator suffers Consequences as if winning it. If the initiator loses the Conflict with a complete defeat, he or she usually suffers Consequences, too, but no other adverse Effect. However, if for some reasons the effects he or she intended to obtain can be reversed (for instance in case of grappling or because the target is protected by the Reflect power), the outcome of a lost Conflict is obviously the reversal of the intended Effect against the initiator.

RULES FOR DEADLY POISONS

Quick-acting deadly poisons that take effect during Advanced Combat continue their action even after reducing the victim to zero Resolution Points. After suffering all the non-deadly effects of the poison, the victim starts acquiring Negative Life Points, which cannot be eliminated until the poison is purged, at the rate of 1d6 per round in which the Opposed Endurance Roll is failed. The only chance of survival is purging the poison with magic or an antidote before the victim has suffered Negative Life Points equal to his or her starting value. Luckily for the victim, the poison Might to purge is not the entire amount, but only the Resolution Points the poison had left after winning the Conflict.

PARALLEL CONFLICT EXAMPLE

The Sheriff of Nottingham has caught Little John by surprise. On SR 20, the Sheriff pays 8 SR to swing his longsword at John, who must use five of his 15 SR to Dodge, as he is unarmed. Luckily, Little John wins the exchange with a 26 out of 78 versus the Sheriff's 17 out of 65, and opts to use a Grapple Combat Effect to grab his opponent's arm, hoping to offset the advantage the sword gives his foe. The Grappling thus starts when the Sheriff has 12 Strike Ranks and John has 10, and the Resolution Point pools for the Parallel Conflict are equal to the combatants' STR, that is 18 for John and 13 for the Sheriff. John's lucky Dodge Roll has already been countered by the Sheriff's Sword attack, so it cannot be treated as a Roll for Effect. The Conflict is set up, but the first exchange does not take place yet.

The Sheriff, on Strike Rank 12, cannot hit John with his sword while grappled, and is forced to work on the Parallel Conflict. He spends a Use Item action to gain a Bonus to his next roll, declaring that he is nevertheless using his Sword trait by hitting John with the hilt. This brings the Sheriff 's Strike Rank down to 7. On SR 10 John trusts his Brawl Skill and spends 5 SR to Roll for Effect, but loses with a 34 to the Sheriff's Brawl Skill plus Bonus roll of 78 out of 95. This costs John 3 RP, bringing him down to 15. However, the Sheriff must use 5 SR to defend, too, so the two contestants end up with 2 and 5 SR, respectively.

On SR 5 it is John's turn again, and the Merrie Man spends 5 SR for another roll on the Parallel Conflict. The Sheriff does not have enough SR for the Use Item action, so he drops to 0 SR, receives one Penalty and loses one Life Point, while being still able to defend. This time, John rolls an Advantage with 64 and the Penalty betrays the Sheriff, who fails miserably with a 58. John makes the sheriff lose 8 Resolution Points, reducing him to 5 vs. his own RP of 15. Being a practical man, John goes for a Quick Exit, so the Sheriff is not subdued but loses his sword because of John's brutal push. John is panting a little bit, as the grappling Conflict cost him a "Fatigued-" Consequence for the three points lost. However, he has turned the battle into a fistfight against a much smaller, unarmed opponent.

COMBAT EFFECTS

Whenever a character obtains a victory in a Combat Exchange, his or her player can choose one or more Combat Effects to apply. You have two kinds of Effects: Tactical Effects that you can always apply; and Damage Effects that you can apply only if your opponent missed his or her Defence roll or could not defend at all, thus allowing you to roll for damage.

Tactical Effects are labelled as Attack or Defence when they apply only to attacks or to defences. We have divided them in two separate lists of Close and Ranged Effects, with a few specimens being usable in both Close and Ranged Combat. These are listed among Ranged Effects.

When an Effect mentions a number "proportional to your Skill", you can either use the tens die or roll an appropriate die (1d2 for Skills 1-20, 1d4 for 21-40, 1d6 for 41-60, 1d8 for 61-80, 1d10 for 81-100, 1d12 for more than 100), depending on whether you want to be able to predict the exact number when choosing the Effect.

COMBAT EFFECT FORMAT

Name **Type (Occurrence)**

Trigger

Type: Damage or Tactical. Tactical Combat Effects may apply to both Attack and Defence rolls, or to only one type of roll. If they apply to both, Tactical is specified, otherwise Attack or Defence is specified.

Occurrence: if specified it may be either auto, effect or advantage, which mean that the combatant must have an Effect or an Advantage Effect, respectively, to spend in order to apply this Effect. Auto means that an Effect is never chosen explicitly but is automatically applied in addition to other effects, unless another incompatible effect is chosen. Some effects may have two or more occurrences listed. The description of any specific weapon or Stunt a character possesses supersedes the Occurrences listed in the power description, with Stunts having the precedence over all.

For instance, Impale is listed as Impale (effect) for most swords, but if you have a sword listed with the Impale (advantage) attribute, then Impale is an Advantage Effect for that weapon. If you learn a combat technique that allows you Impale (auto) with swords of a certain type, then when hitting with that type of sword you apply Impale automatically when not applying Slash or Stun.

Trigger: if an additional trigger is necessary to allow the combat effect this is specified here. The trigger is often an Attribute that the weapon must have to activate the Effect.

DAMAGE COMBAT EFFECTS

When an attacker rolls damage and he or she has Combat Effects left to apply, he or she can choose one or more Damage Combat Effects.

The Impale, Stun and Slash effects cannot be combined. Only one of the three can be chosen, even if a weapon allows more than one. In case of an automatic effect, choosing an incompatible effect prevents the application of the automatic one.

Example: a katana has the Slash (auto) and Impale (effect) attributes, meaning that it can either stab or swing. If a samurai chooses to swing his katana, the Slash effect is automatic and he can add another Effect, either Tactical or Damage. If the samurai chooses to stab, not only does impaling require the expenditure of an Effect, but it also prevents the application of damage doubling from Slash.

Aimed Blow — Damage (effect for melee, advanced for ranged)

Any attack.

The attack strikes the desired Hit Location instead of a random one, or aggravates any existing Major Wounds when using non-localised damage. Alternatively, the Armour Coverage Roll is decreased by two, to a minimum of 0.

Bleed — Damage (effect)

Any weapon with the Slash or Impale attribute.

All damage suffered, including doubling from Slash, is applied to Life Points. Basic (non doubled) Damage is also added to the Fatigue Threshold of the target for the duration of this Combat, increasing its Life Point expenditure in subsequent rounds. The effects of several Bleeding wounds are cumulative.

Coup de Grace — Damage (effect)

Any Close Combat weapon with the Impale attribute.

You place an impaling strike so that armour protection is completely ineffective. The Might of the blow is disregarded, but armour from the bypassed suit has no effect. The normal effect of an impaling blow (1d8 additional damage) applies, too.

This effect can only be used on a helpless target, that is a target currently grappled by the attacker, brought to zero Strike Rank by a Stun effect earlier during the round, or unconscious.

Drop Weapon — Damage (advantage)

Any Ranged Attack.

Forces the target to drop a hand held weapon if any damage overcomes Armour. This disarm technique is ineffective against shields or natural weapons.

Impale — Damage (per weapon attribute)

Any weapon with the Impale attribute.

An impaling blow adds 1d8 to its total damage. Even attacks that have no weapon dice can add this d8 if listed as impaling.

Weapons and projectiles with a material component that Impale remain stuck in the target's body when the weapon causes a Major Wound or when the die roll is an 8. Having one or more weapons stuck in one's body inflict a Penalty to all physical Actions.

Maximum Damage — Damage (advantage)

Any attack.

One of the weapon dice does maximum damage. This effect can be applied more than once to a weapon with more than one damage die.

Mighty Blow — Damage (effect)

Any Close Combat attack.

The dice resulting from the Might of the blow yield their maximum result. Unlike Maximum Damage, this effect applies to all Might dice at once, up to the limit of the ten die of the attack roll.

Slash — Damage (per weapon attribute)

Any weapon with the Slash attribute.

All damage from a slashing blow that overcomes armour is doubled before application.

AIMED BLOWS AND NON-LOCALISED DAMAGE.
When non-localised damage is in use, the attacker has fewer opportunities to exploit this effect, and the two standard options listed of aggravating an existing wound or decreasing the Armour Coverage roll might be irrelevant in some situations. Thus, you may want to provide the alternate option of lowering the Toughness by one for that attack only when applying this effect with non-localised damage.

YANKING AN IMPALED WEAPON.
When a hand held weapon is stuck in a foe's body, the attacker may opt to retrieve it immediately or to leave it stuck. If he or she yanks it free the target will stop suffering any Penalty for being impaled. Animals using horns or other impaling natural weapons will always yank them free immediately.
The impaled character may yank free an impaled close combat weapon or arrow with a Brawn roll. This is not subject to the Penalty for being impaled. In the event the attacking character is still hanging onto the impaled weapon, this Action becomes impossible, and the impaling attacker must be neutralised before the weapon can be extracted.
An impaled weapon can be removed safely in Adventure Time with First Aid or Surgery. This is the only way impaled bullets can be extracted from a character's body.

MACE VS. SOFT ARMOUR.
If a mace, hammer or any other weapon with the Crush attribute hits against soft armour (mail, gambeson, or anything having a score in the "padding" column of the armour construction rules on page 158), the weapon die replaces one of the dice of the damage modifier. For example, a character with a +1 Might modifier has a sword (1d8) and a Warhammer (1d4+1d2), and is attacking a target in mail. If using the flat of his sword to Stun, he will deal 1d2 damage (bruises), while using the Warhammer he will do 1d4+1d2, enough to knock a target unconscious or break a bone. In both cases the mail will have no effect on the blow.

Stun (Crush) — Damage (effect)

Any Close Combat weapon

The attack ignores armour and deals damage equal to total Might in d2 directly against Toughness. If the Strike Rank loss due to pain brings the target to zero SR or less, the latter is open to a Subdue or Coup de Grace effect for the remainder of the round.

CLOSE COMBAT EFFECTS

Anticipate — Tactical (effect)

Any Close Combat attack or Parry.

The next roll that you make against the target receives a Bonus.

Bash — Tactical (effect)

Any attack or Parry with a shield.

You push your opponent back one metre per die of damage inflicted. If there is an obstacle or tricky terrain behind the target, the opponent must make an Agility roll with any Trait appropriate to the situation or fall to the ground.

DESIGNER'S NOTE.
Bypass Defence is an elegant feinting manoeuvre which is harder to perform with a heavy or unbalanced weapon. For this reason it suffers an additional limitation when using massive weapons with a high number of damage dice. On the other hand, a heavy weapon can use the Overwhelm Effect, instead, which does not require an Advantage Roll.

Bypass Defence — Tactical (advantage)

Any Close Combat attack (see also description).

You ignore the enemy defence. In addition to Combat Advantage, this effect has the additional requirement that the ten die of the Attack roll be greater than the number of damage dice of your weapon, including modifiers due to Might.

Change Distance — Tactical (effect).

Any Close Combat attack or defence.

You can enter or exit closing distance with your opponent. Against an opponent with which you are at regular distance, you can use this effect to disengage from Close Combat while remaining in the same Zone.

STUNNING WITH FISTS.
Human natural weapons (fists and head butts) can be used to Stun an unarmoured opponent in preparation for a Subdue Effect, although we recommend that you use Basic Combat for situations in which two or more combatants are trying to deal non-lethal damage to one another. In general, you need a specific Martial Arts Stunt to use a natural weapon to Stun an opponent in armour. The tails of large reptiles can be used to Stun as if they were weapons.

Damage Weapon — Tactical (effect)

Any Close Combat attack or defence against a weapon of inferior quality or against a block.

You can damage the enemy's weapon. Damage is rolled normally and applied according to the rules for damaging inanimate objects or the normal rules for damage against a limb. The Toughness of weapons of higher quality than yours is doubled when applying this Effect against a Block.

ENTANGLE AS A PARALLEL CONFLICT.
A successful Entangle immediately begins a Conflict of STR between the two opponents according to the rules for Parallel Conflicts on page 112, with Agility [Brawl] or Close Combat [Weapon] as the Skill to roll, depending on what was entangled. Add 4 to STR if one of the contestants is using two hands. Any level of victory, including a Quick Exit, results in the opponent being disarmed, and a total victory means he or she is immobilised if the body was entangled.

Daze — Tactical (advantage)

Any Close Combat attack or defence.

The target is left momentarily confused or off balance. His or her next roll, which include any roll to resist an effect inflicted together with this one, will suffer one Penalty.

Disarm — Tactical (advantage)

Any Close Combat attack or Parry.

The target must roll again against his or her weapon Trait, with any Penalties that would apply to a Close Combat defence rolled in that precise moment. A failure means the weapon is dropped. Shields strapped to the arm are immune to this effect.

Entangle — Tactical (effect)

Any attack with a weapon with the Entangle attribute.

You entangle your opponent's body or location, or weapon if Parried. Any entangling or entangled weapon or limb cannot be used to attack or Parry until the entanglement ends.

Grapple — Tactical (effect)

Any unarmed attack or any defence where the defender has a free hand.

You grapple your opponent's limb, or the whole body if the opponent failed the roll. Any grappled or grappling limb cannot be used to attack or Parry until the grapple ends.

Instinctive Defence — Tactical (effect)

Any Close Combat defence.

The SR cost of the defence becomes zero. If the cost was already zero because of a Free Reaction, then you do not spend the Free Reaction.

Keep Distance — Tactical (effect, auto for spears)

Any Parry.

This Effect changes the cost of the parried attack, making it equal to the Parrying weapon Reach. The attacker loses extra SR to match the new cost of the attack.

Overwhelm — Tactical (effect)

Any parried or dodged (not blocked) Close Combat attack.

You subtract a number of dice equal to the Parry value of the parrying weapon (including any Might bonuses) from damage, starting with the d2's for Might. Any remaining dice will damage the target.

Regain Footing — Tactical (effect)

Any Close Combat attack or defence.

You can stand up from a knocked down or kneeling position.

Riposte — Tactical (effect)

Any Close Combat defence.

You can make an immediate counter-attack with a ready weapon. You must still pay the cost of the attack in SR. The attack is a normal attack under all points of view, it just takes place before the normal SR.

Subdue — Tactical (effect)

Any Close Combat attack against a helpless target.

The target must roll against his or her weapon Trait, including any Penalties that would apply to a Close Combat attack rolled in that precise moment, or be forced into submission, effectively defeated although unharmed, as long as you are still holding him or her.

You can use this Effect only on an unconscious or helpless target, that is a target you have grappled or brought to zero Strike Rank with a Stun effect earlier during the round. You cannot Subdue a creature of a greater Size Class.

Take Initiative — Tactical (effect)

Any Close Combat attack or defence.

The target loses a number of Strike Ranks proportional to your Skill.

GRAPPLE AS A PARALLEL CONFLICT.
Two grappling opponents are automatically at close engagement distance for zero SR weapons, and receive the consequential Penalties if they use longer weapons. This effect immediately begins a parallel Conflict of STR between the two opponents, with Brawl or Martial Arts as the Skill to Roll. A Quick Exit results in disengagement or in the opponent being disarmed if a limb holding a weapon was being grappled. A complete victory subdues the opposition, as long as the winner continues to hold a grip on the loser.
A successful grapple against an opponent brought to zero SR by a Stun effect results in an automatic Subdue without the need of a Conflict. A grappled target is also vulnerable to a Coup de Grace strike with a dagger.
See the Parallel Conflict Example for an example of grappling.

PARRY VALUES FOR IMPROMPTU WEAPONS.
Overwhelm is particularly efficient against an unarmed Parry or a Dodge. A limb has a Parry value of 1, and an impromptu weapon of 2. The defender's Might applies to both these values.

AUTOMATIC DISTANCE.
Long impaling weapons and some fencing swords used in conjunction with the Fencing Stunt have this as an automatic effect, that is the defender may simply state he or she is "keeping distance" and thus force the attacker to pay a huge amount of SR in order to attack. The defender must still use the weapon to Parry in order to benefit from the automatic effect.

KEEPING DISTANCE AND FREE ACTIONS.
If a combatant uses Keep Distance against an attack using a Free Action, the attacker does not pay the entire increased cost of the attack but just the difference between the normal cost and the Reach of the long weapon.

Trip Opponent — Tactical (advantage)

Any Close Combat attack or defence.

The target must roll against Agility with any Trait appropriate to the situation, like Balance. A failure means the attack has knocked the target down.

RANGED COMBAT EFFECTS

Normally, a victory when defending against a Ranged Attack has no additional effects apart from making the attack miss completely, and the attacker can still apply the Suppress effect if firing bursts. Exceptions may exist in some pulp genres, like sending lasers back to the attacker with a successful energy blade Parry. This kind of effects require a combat Stunt. In any case a Defence Combat Effect can grant you the Return Fire effect to shoot back.

GLANCING BLOWS IN CLOSE COMBAT.
Optionally, you can allow the Glancing Blow effect for Close Combat Attacks against Dodge. This will provide a major advantage to two-handed swords.

Glancing Blow — Attack (effect)

Any Ranged Attack against a Dodge, Parry or Roll defence.

You can ignore any enemy defence except Take Cover or a shield Block, but your attack loses any positive Might from any source and receivers a +1 modifier to the Armour Coverage Roll. Elemental/energy attacks are reduced to a Might of one, instead. This Effect cannot be combined with Damage Effects.

Return Fire — Defence (effect)

Any defence against a Ranged Attack.

You can fire back at your attacker at the exact moment he or she is targeting you. You must still pay the Strike Rank cost for the attack. The target of Return Fire loses any benefits of being in Cover except the +2 to the Armour Coverage Roll.

TACTICAL IMPORTANCE OF SUPPRESS.
Suppress represents the target's inability to return fire from under a shower of bullets. This is the only effective tactics against an enemy in Cover, as it may prevent it from firing back or leaving its position.

Suppress — Attack (effect, or auto with burst fire)

Any Ranged Attack with an automatic or energy weapon.

The target suffers a penalty to SR proportional to your Skill. When firing bursts, Suppress is an automatic effect and subtracts SR even when you miss, including the automatic miss against a target in cover, but the maximum number of SR lost is equal to the rounds fired.

COMBAT STUNTS

PREREQUISITE STUNTS ARE NOT MANDATORY.
If your group is ok with a reduced level of detail in representing a fighter's basic training, feel free to ignore the star following the attribute and let everyone use highly refined weapons at full effectiveness. On the other hand, you may also be more restrictive than the standard rules. If you feel that a Combat Effect is too powerful or used unrealistically, you may decide that in your game it depends on a new prerequisite Stunt that all weapons of that category require.

The following collections of Stunts are designed to expand those details of combat that may be useful only in particular settings, or to groups that wish to obtain a higher degree of realism. All of these Stunts are optional. On the other hand, if you appreciate detailed combat, we encourage you to introduce as many new Stunts as you are comfortable with.

Some special Stunts may apply to more than one weapon Trait. If a weapon user has the Stunt but not the weapon Trait, the Stunt has no effect on that weapon.

PREREQUISITES FOR COMBAT EFFECTS

Some weapons have a particular Combat Effect marked as an Attribute with the auto or effect trigger, meaning that anyone using the weapon can obtain that specific result without spending an Effect or by spending a regular Effect, respectively. If the weapon description has a star following the Attribute, such as in Impale (effect)*, that particular manoeuvre may require specific techniques not known to everybody and represented with a Stunt. If such a Prerequisite exist, those lacking the Stunt see the trigger condition of the Effect raised by one level: auto becomes effect, effect becomes advantage and advantage becomes unusable.

Bayonet

This Stunt is a prerequisite for using your rifle in Close Combat, assuming it has a bayonet mounted. In most settings, the basic Rifle training will include the Stunt. If it doesn't, the advantage of taking this Stunt instead of a basic Spear training Trait is that you can use a Ranged Combat slot for it.

Flails

Flails and Nunchakus are extremely effective weapons, but they are also difficult to wield. Without this Stunt, the wielder is unable to use the Penalty to Parry attribute offensively. This means that he or she suffers the Penalty when parrying with the weapon, but does not inflict the Penalty on a target parrying the flail.

Spear Formation

This Stunt is a prerequisite for using any spear, polearm or other long weapon with the Keep Distance (auto)* attribute. Without this, you need spend an Effect to apply the Keep Distance manoeuvre.

Swordbreaking

This Stunt is a prerequisite for using any weapon with a built-in sword-catcher option, identified by the Entangle on Parry (advantage)* or (effect)* attribute. Without this Stunt you are unable to use the Entangle effect.

Telescopic Sight

This Stunt is a prerequisite for using any scope-based aiming device applied to a sniper rifle or another ranged weapon. It can be applied to any weapon with the appropriate equipment, but the firer must also have the weapon Trait.

GRIP STUNTS

The statistics for hafted weapons assume that they are gripped in their optimal position to exploit their reach and momentum. However, a clever fighter knows how to use the weapon with variable grips.

Change grip

This Stunt allows an axe, hammer or mace wielder to use a shorter grip on the weapon, making it more suitable to fighting in close quarters. The weapon loses one point of Reach and one point of Might, but its attack and Parry SR cost also decreases by two and one point respectively. This trick is only possible for one-handed weapons.

Half-staff grip

This Stunt allows a staff fighter to grab his or her weapon in the middle of its length, decreasing Parry cost by 1 point but leaving all other attributes unaltered. The staff wielder changes grip quickly when attacking to optimise the weapon length and momentum and returns to the basic grip for parries against multiple opponents coming from different directions.

Half-swording

This Stunt allows to grip a sword with two hands, one of which grabs the sword by the blade. It reduces Reach by two, thus allowing to use the weapon in closer quarters, but it also negates the two-weapon bonus to Might and reduces the SR cost for attacks by 2 and for parries by 1. It is usually possible only with weapons which have a specific blunt section of the blade for this purpose, but a soldier in plate gauntlets can do it with a longsword with its entire length sharpened, too.

SPEAR TRAINING.
While it tones down the huge advantage of long spear in the open, this Stunt makes it rather difficult to train militia spearmen effectively. You may want to make the Stunt necessary only for polearms and bayonets, and include its knowledge in the basic Trait for spears and peasant long weapons like scythes.

HISTORICAL SWORD-CATCHERS.
In a Japanese or Japanese-inspired setting, the Dagger Trait might include this Stunt, allowing all dagger users to take advantage of the special qualities of a Sai. Some re-enactors think that Viking round shields can be used to catch edged weapons, although this subject is a bit controversial. A "Viking" version of this Stunt may allow using such special shields.

CHANGING GRIP WITHOUT STUNTS.
You might want to use the optional rules provided here. Simply assume that anyone with the appropriate Trait for a weapon can change grip at will by using a Ready Item action for that weapon, thus paying the SR cost equivalent of a Parry. The Stunt becomes only necessary to change grip for free.a

STAFF COMBAT.
By default this Stunt is already included in the basic Staff Trait. Therefore, the weapon is listed with a reduced Defence cost in the Weapon Tables. You should only adopt a separate Stunt if you want to make staff fighting a more specialised art, which in many cases is not convenient for game balance reasons.

SWORDSMANSHIP SCHOOLS.
Some cultures like the European Renaissance states or feudal Japan have developed complex and articulate swordsmanship schools that encompass several Stunts, not covered in the basic ruleset. In general, such a mystic or artistic attitude towards fighting techniques is not found for other weapons but the sword. For a generic fantasy/historical setting inspired by Ancient or Medieval European history, the Sword Finesse Prerequisite Stunts may be enough to represent the peculiarities of swordsmanship. However, if you wish to take the time to develop swordmanship schools for your fantasy world, your game will likely benefit from the extra work.

SWORD FINESSE

Axes, spears and blunt weapons are relatively easy to use. Having the relevant Trait allows a fighter to use the full array of manoeuvres and Combat Effects listed for the weapon. Swordsmanship, on the other hand, is usually an art rather than a technique, and the sword, although inferior to other weapons in a specific kind of attack (slashing, thrusting, bashing, etc.) is the only weapon that can be used for virtually any combat technique except entangling. This flexibility comes at a price, as this weapon usually has Prerequisite Stunts forcing you to acquire more than one Trait if you wish to be a swordsman at full effectiveness. Without them, a sword is at a disadvantage when facing an armoured opponent, and becomes mainly a defence weapon to carry outside the battlefield. As usual, feel free to ignore the Prerequisite Stunts if you do not feel the need for such detailed combat rules.

Sword Finesse: Thrust

This Stunt is a prerequisite for using any sword with the Impale (effect)* attribute. Without this, the weapon becomes capable of impaling only on an Advantage result.

Sword Finesse: Fencing

This Stunt is a prerequisite for using any sword with the Keep Distance (auto)* attribute. Without this, you need spend an Effect to use Keep Distance.

DUAL WIELD STUNTS

Normally, having a second weapon in the off-hand does not provide any specific advantage, and if you use the secondary weapon you suffer a Penalty. Dual wield Stunts eliminate this Penalty, at least for defence, and let you gain a Free Action with your secondary weapon.

Dual Wield

This Stunt grants you a Free Action with your shorter/secondary weapon, and eliminates the Penalty for off-hand weapon use. The Free Action cannot be your Opening Move if it is an attack. The Shield Trait allows you to do the same with a shield, although the Penalty for a shield attack remains.

Sword and Pistol

Useful in pirate and sword and planet campaigns, this Stunt allows a combatant wielding a light Close Combat weapon and a pistol or other 1H ranged weapon with limited recoil to switch between Close Combat and Ranged Combat at no SR cost, and to make a Free Reaction with the Close Combat weapon similarly to the Dual Wield Stunt. Any attack against a target with which the combatant is already engaged in melee suffers a Penalty as per normal weapon rules.

REALISTIC FAST ARROW SHOOTING.
Real world archers are not as fast as an automatic weapon. Their speed depends on special techniques which involve pre-extraction of a number of arrows from the quiver, which are then kept in the mouth or among fingers. For a realistic simulation, the Fast Shooting Stunt should allow shooting only a limited amount of arrows, usually three or perhaps one per 20% the archer has in Ranged Attack, after which a Ready Item action is needed to prepare another batch.

FAST DRAW STUNTS

Fast Draw [Weapon]

This Stunt allows you to draw a weapon and attack with it with the same movement. It is usually reserved to specialised schools of Sword fighting (Japanese Iaijutsu) and the fast draw techniques with the handgun which are so common in Western movies.

Fast Shooting

This Stunt allows an archer to load and fire his or her bow with a single movement of the arm, thus avoiding the 5 SR cost of the Ready Item Action used to reload. The archer might still need to spend extra SR to Aim. Only relatively short bows (up to a nomad cavalry bow) allow firing at such an impressive rate.

MARTIAL ARTS STUNTS

There are several Martial Arts disciplines, all with their peculiar Trait, which in turn allows access to a unique list of Stunts that a character must learn separately. A Martial Arts Trait also includes the basic Stunt for its school, usually Kicking.

Acquiring a Martial Arts Trait is possible only within a culture that practices it. The following Stunts try to represent somehow "realistic" Martial Arts and thus only Focus has been listed as costing extra Life Points. In some settings it might be appropriate to require the expenditure of one Life Point per each use of a Martial Arts Stunt – which represents the martial artist tapping into his or her Qì life force reserves, as taught by the philosophy at the root of most Oriental Martial Arts.



Acrobatics — Capoeira

This Stunt allows the martial artist to combine Instinctive Parry with Regain Footing and Change Range when dodging. If can also be used to perform incredible acrobatic feats in or out of combat.

Deflect — Karate, Wushu

This Stunt increases the Parry score of a Martial Artist fist to 2, rendering an unarmed Parry as effective as a light sword Parry.

Evade — Capoeira, Karate, Muay Thai, Wushu

This Stunt prevents the martial artist's opponent from using Overwhelm against his or her Dodge, allowing him or her to Dodge safely when unarmed. It reduces the cost of Dodge to 4 SR against other unarmed opponents.

Focus — Karate, Muay Thai, Wushu

This Stunt adds one point of Might to a Martial Arts attack per Might Level. Each application of extra damage costs one Life Point. The Stunt also avoids damage to limbs due to the extra force of the blow.

Kicking — All

This Stunt is the default Stunt for most Martial Arts, including some Western ones like French Savate or Brazilian Capoeira. It allows the martial artist to hit with a kick instead of a fist without any penalty. The Kick attack has a Reach equal to the creature's Size Class (thus 3 for a normal human) instead of the zero reach for a Punch or Bite, costs 5 SR in advanced combat and provides a +1 to Might.

Read Intentions — Karate, Wushu

Prerequisite: Evade

By understanding when the firer is about to pull the trigger, this extremely difficult Stunt allows you to Dodge any kind of projectile, including beam weapons, at full effectiveness.

ENHANCED FOCUS.
In some settings, a Martial Artist may subsequently acquire further levels of Focus, allowing the addition of extra Might. However, in order to avoid excessive deadliness, we recommend that the Life Point cost be equal to the square of the extra Might (1 for Might 1, 4 for Might 2, 9 for Might 3, and so on).

WESTERN KICKING.
An unarmed fighter willing to learn to kick in an environment where oriental martial arts are not common may acquire Kicking as a Brawl Stunt. However, learning Savate or Capoeira would be much more effective as it would save a slot.

VEHICULAR COMBAT

This chapter provides a basic framework for vehicular combat. The basic rules for Conflicts are already enough to run simple action scenes involving only vehicles, but for combats you will probably want to use a system that grants a higher level of detail for vehicular weapons and equipment. This sub-system is intended to be a complement for Basic Combat which handles vehicles, and as such does not assume that you use any of the Advanced Combat rules, although it introduces a simplified version of concepts found also in Advanced Combat like Toughness and Armour Points.

Vehicular combat follows principles that are a bit different from man-to-man combat. Strike Rank will reset at the start of a new Round, unlike it happens in Basic Combat, but vehicles do not spend Strike Rank for each action like living creatures do in Advanced Combat. Movement has a great impact on combat among vehicles, and most rules for vehicular combat will deal intensively with movement.

Finally, these rules represent confrontations between fast vehicles, such as tanks and helicopters, or fighter and bomber aircraft. Capital ship combat should be run differently, although we will devote a small section to it at the end of this sub-chapter.

ROUND SEQUENCE

SINGLE-LOCATION VEHICLES. These rules assume that you will use localised damage for vehicles. The statistics for sample vehicles are location based. If you prefer to avoid damage localisation for vehicles, add 1 point (or 20% for a very big vehicle) to the Toughness of the biggest location to obtain the non-localised Toughness value for the vehicle, and relocate all sub-systems to the single location, changing their numbers accordingly. We recommend that you use localised damage for capital ships, as keeping track of all sub-systems of such a great vehicle with one single location would be problematic.

Combat is divided into six second rounds, during which each vehicle can perform one or more actions. Every combat goes through the following steps:

1. **Combat Setup:** At the start of combat all players check any Consequences carried over from Adventure Time and similar disadvantages.
2. **Statement of Intents:** The Narrator declares what non-player characters will do, as long as it is something that is visible to the player characters. Then all players declare, in ascending INT order, what Actions their vehicles will perform during the Combat Round. Each vehicle pilot picks a number of white, green or red tokens representing the effect of vehicular movement on combat, and keeps them until the end of the round. The Strike Rank for that Round is then determined for each player and non-player character, according to the stated intents.
3. **Vehicles Take Action:** All vehicles perform their intended Actions in descending Strike Rank order. The vehicle with the highest Strike Rank will go first, followed by the one with the second-highest Strike Rank, and so on until the last vehicle has acted. Reactions, such as evasions or counter-measure use, are made during this process as appropriate, but pilots can wait until they are actually threatened before declaring how they react.
4. **End of Combat Round:** Once all eligible vehicles have acted, the Combat Round is over. All check-marks are erased from Strike Rank tracks, and all tokens are dropped. If there are still vehicles engaged in combat with enemies, go back to point 2 and start another combat round. Otherwise the Time Scale can be moved to Adventure Time.

COMBAT SCALE

Vehicular combat takes place on a different scale than individual combat. The distances travelled are far greater, the range at which combat exchanges take place is usually much longer, and the damage is often devastating. Zones and ranges for land vehicle combat are the same you would use in personal combat. However, vehicles can move more zones than a character, and can still fire after moving one or two zones. They do not suffer Penalties for firing within the Effective Range of their weapons without aiming.

Vehicle Movement

Movement in zones	Land Movement in metres	Air Movement in metres	Tokens picked
Within same zone	Within 15 metres (9 km/h)	Within 150 metres (90 km/h)	No tokens
One zone	Within 30 metres (18 km/h)	Within 300 metres (180 km/h)	One white token
Two zones	Within 60 metres (36 km/h)	Within 600 metres (360 km/h)	Two white tokens
Three zones	Within 90 metres (54 km/h)	Within 900 metres (540 km/h)	Three white tokens
Each further zone	Each further 30 metres	Each further 300 metres	One extra red token

USING REAL DISTANCES.
If you use actual distances in metres to evaluate movement and distance, the rules for statement of intent remain the same as those used for zone-based movement, the only change is in how maximum movement allowance and number of tokens picked is evaluated. The Vehicle Movement table has the conversion between zones and metres already computed for your convenience.

For aerial or space combat, normal range and distances are greater. Multiply everything by ten as described in the Aerial Combat section on page 126. Battles that involve only helicopters are best kept on the ground scale.

Damage is expressed in damage points as it happens in Basic or Advanced Combat. However, each point of damage in Vehicular Combat corresponds to ten points of Basic/Advanced Combat damage. Likewise, each point of vehicular armour corresponds to ten AP's in Advanced Combat.

For instance, in Chapter 5 we will learn that a modern AT rocket does 3d10+10d2, or 13 to 50 points of damage, on the personal combat scale. On the vehicular scale, this will translate into a 2-5 range, or 1d4+1; enough to pierce the armour of most WW2 tanks and the lightest modern models.

STATEMENT OF INTENTS

At the start of each Round, the players and the Narrator will plan each vehicle movement, determining its trajectory and the position in which it will terminate its movement. This allows them to calculate the exact Strike Rank on which this movement and all other actions will take place.

VEHICLE COMMANDER.
Tanks and other vehicles often have a Commander who is not the same person as the driver/pilot or the gunner. In these cases, you may represent the importance of coordination and teamwork by always using the Commander's DEX to determine Strike Rank, and only checking the pilot and gunner statistics when it comes to rolling the Pilot/Drive, Operate or Ranged Combat Dkills.

MOVEMENT TOKENS

In order to help Statement of Intent, vehicular combat introduces the concept of movement tokens. These are abstract units used to remind you about what your vehicle has performed or is about to perform during the current combat round, although we suggest that you use actual coloured tokens for ease of book-keeping.

ALTERNATE DELAY.
If you are not afraid of some extra maths, you can calculate the Strike Rank of a vehicle with two or more red tokens as half of the pilot's DEX instead of subtracting five points.

RECORDING STRIKE RANK.
At the start of each round, after Statement of Intents, players will mark their character's Strike Rank on the Strike Rank track of their Character Sheet with a pencil mark or better with a paper clip. Players should not release their tokens after determining Strike Rank, as they will take them into account again when determining Penalties to attacks. At the end of each round, all marks are removed from Strike Rank tracks.

STRIKE RANK FOR OPPONENTS.
When the party is fighting against several opponents, the Narrator may find it convenient to mark each opponent's DEX by placing a d20 close to the counter, box or miniature representing the enemy vehicle. By placing the relevant tokens for that vehicle close to the d20, the Narrator also determines the Strike Rank on which the vehicle will act.

ADVANCED LINE OF FIRE.
If a planned attack is impossible from the final position of the planned movement, but the trajectory travelled crosses a spot from which the attack becomes possible, the vehicle may fire from that spot instead, but must pick one extra red token and modify its chances to hit accordingly. Note that this extra red token might prevent the attack altogether. The attacking vehicle must continue in its course after firing, unless the attack it performed "on the way" is some sort of "boarding" attack.

NARRATOR ADVICE.
In any uncertain case, the Narrator is required to make a judgement about whether an attack is allowed and the relevant modifiers. Always try to allow a planned attack if it is somehow plausible, and always apply the conditions and modifiers that are the least favourable to the side with the lowest Strike Rank.

LARGE TARGETS.
Bonuses and Penalties for size should not be used in vehicular combat. Fixed installations or capital ships or spacecraft, on the other hand, are really easy targets. Whenever a vehicle fires a weapon within effective range against a capital ship or a fixed installation, it can automatically target a specific location instead of rolling a random one. If the target has no hit locations, the attacker can target a specific subsystem instead.

Tokens are divided in three groups, identified by their colour

- **Green token:** represents how difficult to hit your vehicle has become because of its swift and unpredictable movement, and bestows a Penalty on your enemies.
- **White token:** this token is the most commonly used token, and it counts as both a green and a red token when determining how many tokens of a given colour you have. It bestows a Penalty on both you and your enemies.
- **Red token:** represents how movement has delayed and impaired all attacks and actions performed by your vehicle. It bestows a Penalty on your rolls but not your enemies'.

Whenever the rules tell you to take a token, take a token of the exact colour specified. Whenever instructed to count red or green tokens, count white tokens among both red and green tokens.

Example: a vehicle has one white token and a red token. If counting green tokens, it has one (the white token). If counting red tokens, it has two (the real red token and the white token).

Token Effects on Strike Rank

White/Red tokens	Strike Rank
Up to one	DEX
Two	DEX -5
Three or more	DEX -5, and can only move and not act

DECLARING MOVEMENT

When evaluating vehicular movement, consider that all movement within a zone costs nothing in terms of tokens. It just takes place at the appropriate Strike Rank for the vechicle. Each full zone moved costs the vehicle one white token. No vehicle can move further than its basic Move in zones. All tokens picked because of movement after the third are red tokens, not white tokens. The first white token picked by a flying vehicle is always replaced with a green token.

DETERMINING STRIKE RANK

During Statement of Intents Phase, after determining their plan for the current Round, players whose vehicle will move calculate their Strike Rank by checking the number of tokens they have picked. The Narrator does the same for all non-player characters, noting which vehicles act at a Strike Rank which is lower than DEX.

Strike Rank is based on the DEX of the pilot. However, if a vehicle has more than one crew, consider the main gunner's DEX if the vehicle is trying to fire that round, and the pilot's DEX if it is just manoeuvring. This value is treated as the pilot's DEX for the duration of that Round.

If the final Strike Rank is zero or less, then the vehicle cannot attack that round, and its Strike Rank drops to one.

VEHICULAR ATTACKS

During the Action Phase, each vehicle executes its movements, attacks and other actions according to its stated plans. In general, a player may change his or her statement of intent once the planned Strike Rank arrives,. However, this will always add one extra red token to the standard cost of the new actions, which may imply that they become impossible.

TARGET RANGE AND LINE OF FIRE

The validity of the range for a planned attack, as well as the presence of a line of sight, must be checked using the position of the target during Statement of Intent and the presumed position of the attacker after he or she has performed the planned movement. If range or obstacles do not allow the attack, then the player can neither declare it during the Statement of Intents phase, nor execute it during the Action phase.

It may happen that the intended target is no longer in the expected position after a vehicle executes its move. If this is the case, and the attack becomes impossible, then it must be aborted. If the attack is not impossible, it will be carried over with the range and modifiers related to the new position of the target.

It may also happen that a target is not yet in the position for which the attack is declared when the attacker's Strike Rank comes, but it has declared a movement that would bring it there for a subsequent DEX Rank. In this case, the attacker can delay the attack until a subsequent Strike Rank at no penalty. The target can abort its movement to avoid being hit, but this will cost it the extra red token for altering intents.

MODIFIERS TO THE ATTACK ROLL

Most attacks in vehicular combat are ranged attacks. For each green or white token the target has, an attack suffers one Penalty. For each red or white token the attacker has, the attack suffers one Penalty.

Vehicular weapons are more precise than individual ones, and they can always fire within their effective range without any Penalty. For each Range Category beyond effective Range, an attack suffers one Penalty. Firing Bursts provides a Bonus as in personal combat.

RANGED DEFENCE

Vehicles can evade projectile and beam weapons, although such a feat is not necessarily easy. Ground targets can only evade missiles by rolling their driver's Drive skill with a Penalty. They cannot evade gunfire or beam weapons. Flying vehicles can evade any kind of attack with a normal Pilot skill.

Evasion rolls are influenced by tokens, but less than attacks: they ignore the first two red/white tokens, and become impossible when the defender has three or more.

MISSILES

Missiles are inaccurate weapons that can deal a lot of damage. Missiles are ideal for use against big, slow targets, as they are easy to evade for aircraft but impossible to avoid for capital ships or bases. Due to its limited speed, evading a missile fired outside its normal range receives a Bonus, which in the case of a ground target offsets the inherent Penalty for evading on land.

The best defence a slow target has against a missile is countermeasures. Countermeasures are used with an Operate [specific countermeasure] roll that

EVADING MULTIPLE ATTACKS.
You may want to apply to vehicular combat the same rule used in Basic Combat. If defending against multiple opponents, all evade rolls suffer one Penalty. Failure to take the Penalty at the time of the first roll means the pilot is focusing on one attack only and cannot evade the others.

POINT BLANK MISSILE DEFENCE.
A rapid fire weapon not specifically designated as a countermeasure can still be used to intercept Missiles. Any weapon larger than a machinegun will automatically destroy a missile if it hits. In order to intercept a missile with weapon fire, you must forfeit all other attacks, and this is possible only if you have not executed your attack yet. The interception is carried out as a reaction, as you would do with countermeasures, but suffers one Penalty due to firing against a fast flying target. Consider it the equivalent of a green token the missile has, which may be offset by the Burst bonus if the weapon is capable of burst fire. As usual, if the interception was not included in your Statement of Intent, performing it requires picking a red penalty token for altering intents.

ADVANCED MISSILE DAMAGE.
When a missile hits a small vehicle, it may do damage to more than one hit location. The number of dice rolled by a missile determines how many hit locations are affected. Each hit location is rolled separately, but after the first location is rolled, if the subsequent locations are not adjacent to the original one then the location receives no damage. Damage for each hit location is scored separately, and if one location is rolled more than once then it is damaged once per each hit scored.

SPECIAL PENETRATION.
Instead of choosing a location, any hit that obtains an Advantage can result in an additional 1d4 damage for special penetration. Missiles, grenades and high explosive or incendiary ammunition cannot take advantage of this option, while some energy attacks can. In general, elemental attacks based on kinetic energy, sound, heat or cold cannot obtain a special penetration, while particle, light and other radiation beams can.

MULTIPLE SCALES AND MAPS.
Although this will be expanded in future supplements, let us note here that in the complex cases in which you need to stage a battle involving both land vehicles/troops and fast moving aircraft, you might be forced to use two different scales at the same time. The fastest solution is to consider the whole theatre of land action, whether you use a map or not, as the equivalent of one zone on the aerial theatre or map. Units on the air scale can move or fire into the land theatre by moving or firing into that specific zone. Units on the land scale can fire at any unit on the air scale by firing "outside" that zone, and adding one category to range for purposes of Penalties.

INERTIA IN SPACE.
A vehicle need not move its minimum movement in space, as it cannot stall. However, as there is no atmosphere to hinder it, a vehicle in space will only stop when its engines actively counter its momentum. For the sake of simplicity, assume that a vehicle in space must perform an active manoeuvre to stop moving completely and start hovering, which might require a Pilot Skill roll. Failing this, the vehicle will continue to move its minimum movement.

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ABORTING ATTACKS TO SAVE AMMUNITION.
An attack planned during Statement of Intent must be carried out during the Action Phase if the target is still visible and reachable with a manoeuvre. If it has turned into an automatic failure because of excessive manoeuvring or increased range, you will still spend the ammunition. Your pilot is assumed to have realized that the target had become impossible to hit after pulling the trigger.

opposes the attack roll. Turrets specialised in anti-missile fire are treated as countermeasures, although they can also fire at aircraft.

Missiles are not very precise weapons. Missile attacks cannot score an Advantage, no matter the roll.

HITS

When a vehicle is hit, roll for the location hit and then roll for weapon damage. Subtract the armour that protects that specific location, and apply the remaining damage to the Toughness of the area hit.

Damage is always cumulative for vehicles. Damage from each hit is added to any previous damage until total damage equals or surpasses Toughness. If an Advantage was scored (remember, missiles cannot score Advantages), the attacker can choose the location hit.

Each point of damage that affects Toughness can destroy or disable sub-systems present in the location. Each sub-system is identified with a number in the vehicle description. The equipment marked with the same number as the unit die of the attack roll is hit by the first point of damage inflicted. For each point of damage after the first, roll 1d10 and disable the appropriate component. Any roll of "0" on either the unit die or a d10 means that the attacker can choose the disabled component. Disabling an engine can blow up a craft if the pilot or chief engineer fails an Operate roll. A vehicle with a disabled engine can still move if it has additional ones, but all Pilot rolls will suffer one Penalty.

Once the Toughness of a location has been reduced to zero, it is disabled and all components in it cease to function, although this will cause an explosion, when the location contained an engine or other potentially explosive materials, only if the specific sub-system was hit. For most ships, sinking is just a matter of time once one of their locations is destroyed.

AERIAL COMBAT

This section includes detailed rules for aerial and space combat. We will use the term "aircraft" to indicate anything that can fly, either in space or in the atmosphere.

FIRST TOKEN RULE

Whenever an aircraft moves and the rules decree that it has to pick one or more white tokens, replace the first white token picked with a green one. This represents the intrinsic difficulty of hitting a flying target.

AERIAL RANGES

Whether you use zones or actual distances, aerial combat ranges and movement allowances are ten times as big as their equivalent on the ground. Multiply everything by ten to obtain plausible zone sizes and range distances for aerial combat: one zone is 200-300 metres, short range is 500 metres, and so on. This means that one zone on an aerial battlefield may be the equivalent of a whole ground battlefield.

Even though distances are greater in aerial combat, the numeric ranges given for vehicular weapons are valid when the vehicle is flying or is firing at an airborne target. This represents the fact that it is much easier to have a clear line of fire when one or more of the combatants are airborne. The only difference with ground-based combat is that all kinetic (except HE), laser or particle weapons used beyond Medium aerial range have their damage halved, no matter what their listed effective range is. Missiles, which are not so effective on

the ground, become more useful when launched from a spacecraft, as they will still be able to deal full damage when launched from kilometres away.

MINIMUM MOVEMENT

While an aircraft is moving in the atmosphere, it cannot stop completely unless it can hover. It must move a minimum of one zone, which will give it one green token, according to the First Token Rule. Whenever the vehicle is not moving at all because it is hovering, it will not gain this green token, thus becoming an easy target.

FIRING ARC

Weapons not mounted on turrets can only fire straight in front of the firing vehicle. While this is usually of limited importance for ground vehicles, which can easily make a turn within the time frame of one Combat Round, it becomes a major inconvenience for aircraft, which are always facing in the direction of their last movement. At the same time, the enemy will undoubtedly try to be as far as possible from an aircraft firing arc when its Strike Rank comes, so the vehicle might have to perform some manoeuvres to keep its target in the line of fire.

When firing at another aerial target that is not immobile or moving directly towards you, you must make sure to end your movement with the enemy exactly in the direction your craft is facing. You can usually end your movement facing a direction which forms up to a 45 degree angle with the one your aircraft faced at the start of the Round. You can attempt to make greater turns, up to 90 degrees, by succeeding in a Pilot skill roll, modified by any red/white tokens you have. Few aircraft can make turns of more than 90 degrees, and those that can receive a further Penalty to the roll in any case.

The Pilot Skill roll to keep the enemy in your firing arc must be made after making your move and just before firing. The roll is not opposed. The enemy pilot will have a chance to evade the attack itself, according to the rules for aerial defence. A failed roll will force you to pick an extra red token, possibly delaying your attack or making it impossible (remember that three red tokens mean automatic failure).

CAPITAL SHIP COMBAT



Some naval or space battles will feature one or more capital ships or space stations. Each ship can constitute a separate battleground for personal or vehicular combat and occupy one entire zone on the in-flight battleground. Capital ships may change facing by no more than 45 degrees per round during combat, and even this simple manoeuvre requires the helmsman to make a successful Pilot Skill roll. A capital ship receives no tokens when moving, and is always considered immobile when firing, as its velocity is extremely stable and its effect on accuracy is easy for its firing computers to calculate (or for its experienced skipper to guess if your game is set during the age of sail).

When a smaller vehicle hits a ship within normal weapon range, the location where the blow lands is not rolled but chosen by the firer. If the roll is an Advantage, the attacker can choose even the single subsystem targeted, hoping to disable a vital system. Capital ships cannot evade any attack but they are often equipped with heavy armour or energy shields or even more frequently with point-blank guns, usually mounted in turrets, that they use to intercept incoming missiles. Apply the rules for countermeasures to these guns. Player characters are often found manning these devices in battle.

Capital ships can fire any number of weapons per round, as each weapon is supposed to be operated by a separate gunner. When a capital ship attacks another capital ship, given the long range of ship weapons, the two are hardly ever located on the same map. Combat between capital ships is better handled at a more abstract level if you are not employing a specific advanced sub-system designed for this purpose.

MASS COMBAT

PC INTERVENTION
Mass battles are a perfect framework into which you can fit some interesting action for the player characters. A personal or vehicular challenge featuring the PCs may substitute a Roll for Effect at any moment in which it is narratively appropriate.
Use the Secondary Conflict rules on page 60 to represent individual or group confrontations involving the player characters and how they influence the outcome of the battle. Sometimes, a good result by the PCs may even put an end to the battle if their side was already having the upper hand. However, do not exaggerate the result of their actions, either. If not all the opponents were vanquished, limit the effect of a PC victory to 1d6 RP "damage" rather than 2d6.
Staging more than one Secondary Conflict might make the PC influence on the overall battle too important, so we recommend to limit them to one per battle unless there are specific reasons to do otherwise.

MAPS AND COUNTERS.
The rules assume that positioning of units on the battlefield is not a factor, to avoid imposing the use of maps. However, you may use counters as well to represent individual groups of soldiers or vehicles if this enhances your enjoyment.

TROOP LOSSES.
You might want to record actual losses during the battle. To do so, keep an eye on the current RP of an army which has just lost an exchange: if the RP left are lower than its base RP total before the improvements for technology, morale and such, then the army has suffered enough losses to bring its Base RP in line with its current RP. If the last exchange lost had been described as involving a specific unit, then it is reasonable that the specific unit was among the losses, or permanently disabled or out of ammunition.

These Mass Combat rules are a direct derivative of the core Conflict rules. All rules from Chapter 3 not overridden in this section remain in effect. Specific genre supplements, or rules that you craft on your own for your campaign might complement or replace this sub-system. These rules are recommended for battles that involve only or mainly land units. We recommend you run ship-to-ship or spaceship-to-spaceship battles with the rules for vehicle combat found in the previous section.

BATTLE SCALE

First of all, determine the scale at which the engagement will operate. Assess the size of all armies involved in number of warriors, and divide all numbers by ten time and again until they are reduced to a reasonable scale, that is one of them is lower than ten, or all of them are in the 10-50 range. The total number by which you have divided (10, 100, 1000, etc) is the Scale of the engagement. This many people will constitute one Resolution Point when computing the Resolution Point Pools of the armies.

Example: In the Battle of Thermopylae, about 10,000 Spartans fought some 200,000 Persians. By dividing everything by 1,000 we have a reasonable number for Spartans (10) but an unmanageable number of Persians (200). Thus we divide by 10,000 and must now stop as we have a 1 for Spartans, while the Persians are now 20. The scale of this battle is thus 10,000 men for one Resolution Point.

RESOLUTION POINT DETERMINATION

Mass battles are one typical example of a Conflict where the starting Resolution Point pool is not based on individual Characteristics. Each army will have Resolution Points corresponding to its relative strength, computed according to the procedure provided in this section.

Base RP totals

In order to determine the Starting RP, calculate the total number of troops for each side, as you did to find the total scale. However, only infantry counts as one person per actual soldier. Mounted troops, artillery and vehicles count for more than one per single soldier. Before adding them to the total number, apply the following modifiers:

- Each soldier on a mount or fighting vehicle counts double: a rider counts for two, an elephant with a mahout and four archers counts as ten, a war chariot with two people counts as four, the US M4 Sherman tank with a crew of five counts as ten.
- Passengers on a transport vehicle do not count double, although the crew does if the vehicle also has independent offensive capabilities: a truck counts as the number it transports plus one for the driver, a Russian BMP-1 APC with a crew of 3 and 8 passengers counts as 14, as its weaponry makes its crew count double.
- Each soldier operating or supporting a gun counts double: an AT gun with a crew of four counts as 8.
- Each person operating or supporting an aircraft or fighter spacecraft, including the personnel at the craft base who do not take part in active combat, counts as two: a Sopwith Camel with a lone ace pilot and barely one supporting engineer at the airfield counts as 4, a hi-tech fighter aircraft with two pilots, and the ten on board its carrier counts as 24.

Add the adjusted number to the number of infantry soldiers. Then divide the total number by the Scale Factor and round up to find the Base RP total for each side.

Technology and morale

Improvements due to technology and morale apply to the base RP total, not to each individual. This means that even if most vehicles on one side are technologically inferior, the presence of some advanced models will boost the RP Pool as if all vehicles were high-tech.

You should apply a Technology improvement for each type of arm present on the battlefield (infantry, cavalry, AFV, artillery, anti-aircraft, aviation, battle-mecha, etc.). This improvement ranges from 0 to 5 and is largely dependent on the context.

Troop training, like technology, provide an improvement from 0 (levy) to 5 (ultra-elite). Similarly to technology, even a small number of elite troops will raise the effectiveness of a whole army. You may subsume the morale of troops in the training improvement, or handle it as Consequences.

TECHNOLOGICAL SCALE.
A 5-point tech improvement corresponds to a technology the enemy has basically no idea how to replicate, such as jet aircraft during WW1). Better range for rifles may be crucial on a Napoleonic age battlefield, while in an age when most troops are carried on APCs, any small arms advantage becomes irrelevant while infantry anti-tank rockets may make the difference.

KEY UNIT LOSSES.
The standard method for calculating losses is more appropriate to large clashes of ground troops or attacks on fortifications, where morale is a relevant part of an army's ability to overcome its opponents. Contemporary and futuristic warfare with a prevalence of vehicles on the battlefield makes it easier that the most valuable units are destroyed by countermeasures in the early stages of a battle. In this kind of context, you may adopt the following alternate method of tracking losses: When an army loses an exchange where a specific unit was involved, the unit loses as many points of strength (the number lost depends on the Scale of the battle) as the RP lost, minus the total number of improvement points that the specific unit can contribute to an army when it is the top notch technology for its kind of unit. Please note that this is not always equal to the overall army bonus for that technology.

For example, if you inflict 3 points of RP damage to a German army which has the PzKwVI "Tiger" tank available (+3 armour tech) but the actual unit involved in the lost exchange is made of StuGIII assault guns (+1 armour tech), then the unit takes actual losses equivalent to two points of RP. If a unit of top notch "Tiger" tanks was involved, instead, no actual losses would take place, just a retreat under fire.

Fighting the Battle

Once each side has determined its Resolution Point Pool size, list the applicable Consequences that might influence the battle (fatigue and surprise act like in Basic Combat) and determine the Command or Strategy skill of the respective commanders. Particularly relevant troop types such as artillery, heavy vehicles, aviation, counter-troops (anti-air, anti-cavalry pole weapons, etc.) can be noted down and used as Consequences during the battle.

The battle takes place like any Conflict, with each side Rolling for Effect at most once per Round. Use Consequences (see above) rather than Support Bonuses to alter specific rolls, in order to avoid giving an excessive advantage to the side where the player characters are.

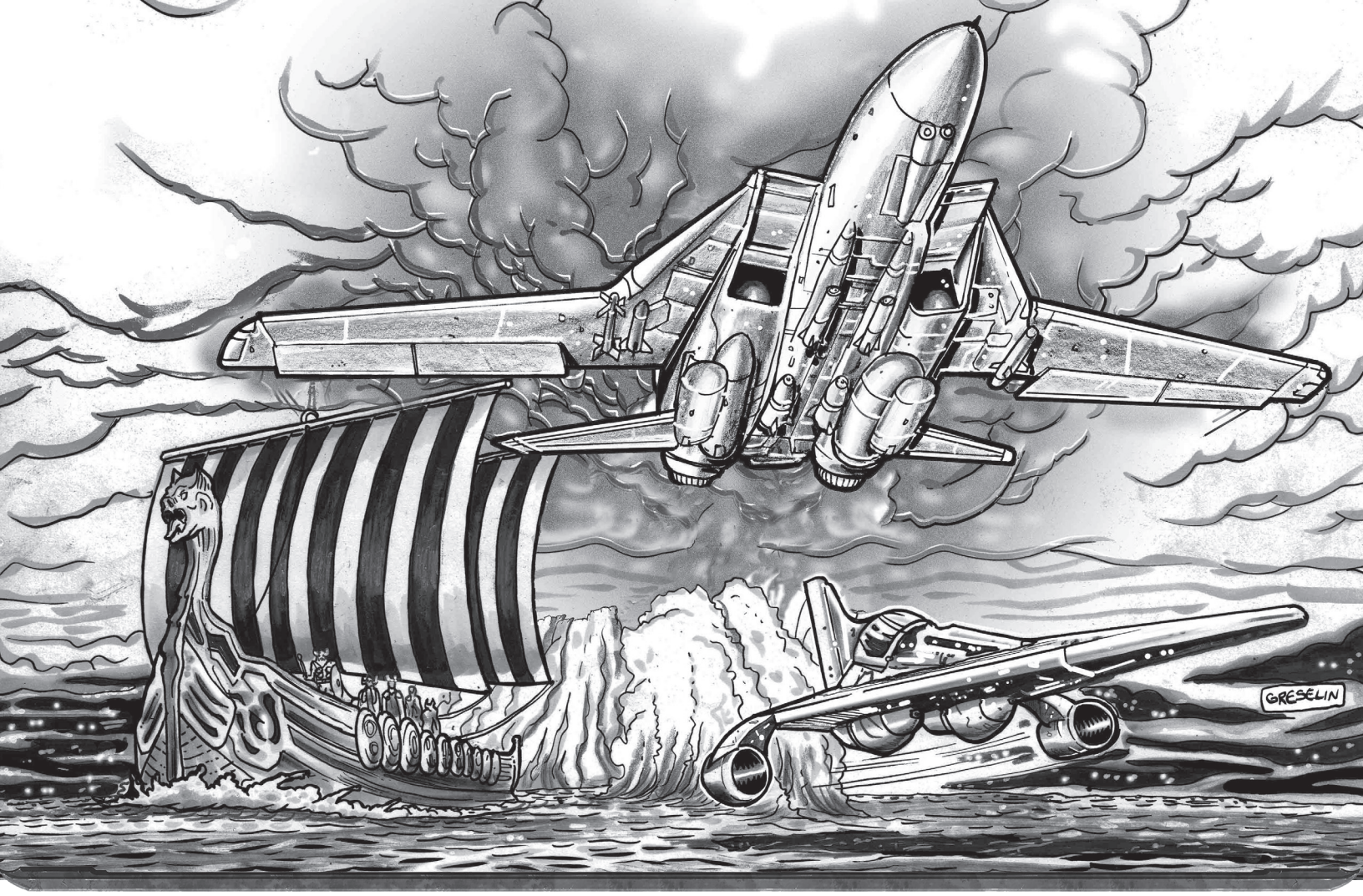
The specific Trait used to roll is normally the commander-in-chief's Communication [Command] or Knowledge [Strategy]. However, in a round in which a specific unit is committed to attack or a specific technique or equipment is employed, it may be more appropriate to use another officer or pilot's specific skill.

For example, if the commander of the PC army orders another PC to perform an air strike against the enemy lines rather than committing land troops, the pilot PC will Roll for Effect with his or her Operate [AGM Missiles] Skill, perhaps hindered by a Negative Consequence if the enemy has a "SAM Missile Battery". In the absence of specific rules for your setting, the Narrator will have to improvise a little bit.

Outcome

The outcome of a battle follows normal rules for effects and consequences. The generic Conflict rules already include examples about the Consequences of a victorious battle. A Quick Exit may or may not be appropriate to a battle, depending on the context. In the case of a fortified position, you need to bring the opposition to zero to capture it. A partial victory is essentially a withdrawal to retry again on the following day, and might be more convenient for the loser than for the winner.

Consequences apply to participating PCs when they were somehow involved in the battle. If they commanded the army or a specific unit, or performed a key attack represented with a secondary Conflict, then they may receive the relevant Positive or Negative Consequences.



EQUIPMENT

Price to Value Conversion

Cost in credits (cheap materials, like wood)	Cost in credits (expensive materials, like metal)	Wealth level	Value (expensive materials, like metal)	Value (cheap materials, like wood)
Value x2	Value x5	Poor	1/5th of cost in credits	½ of cost in credits
Value x10	Value x20	Average	1/20th of cost in credits	1/10th of cost in credits
Value x50	Value x100	Affluent	1/100th of cost in credits	1/50th of cost in credits
Value x200	Value x500	Rich	1/500th of cost in credits	1/200th of cost in credits
Value x2000	Value x5000	Beyond	1/5000th of cost in credits	1/2000th of cost in credits

The "Beyond" column is for items that are not generally available for sales (such as fortresses or operational military vehicles) but really rich people could still reasonably hope to purchase.

GENERAL EQUIPMENT RULES

The first part of this chapter will deal with the basic rules for handling equipment. The following sections contain plug-in subsystems that are useful for specific genres or settings, and which provide additional levels of detail for groups that are comfortable with extra variables and bookkeeping. Most of them are for use in conjunction with one or more advanced subsystems, such as Advanced Combat or Vehicular Combat.

The fact that one rule is labelled for use with a specific sub-system does not mean that it cannot be used outside it. Feel free to mix and match in order to obtain your preferred level of "crunch". However, we recommend that an element from a sub-system not in use be imported only after careful thought.

CURRENCY

All prices are in currency units called credits (cr.), a generic currency unit equal to the minimum needed to sustain a person for one day in an urban environment. This is roughly equivalent to 10 EUR or 10 USD.

Other coinages may exist, but they are unique to game settings. For each setting that uses currency, the equivalence between the cr. and the currency used in that setting should be in the equipment chapter specific to the setting.

VALUE

Value is an item attribute that represents its usefulness in game and how difficult it is to obtain. Usually, once you know the Value of an item, you are also able to determine its monetary cost in games where you keep track of the adventurers' "cash on hand".

Value is relative to an item's Wealth Level. It measures the difficulty to find the item for sale in a social environment that is of equal or lower wealth (in a rural area, you will usually find pick-ups and SUVs, but no limos), the ability to persuade the item provider to sell or rent the item to a person of your Status or Wealth, and the difficulty of somehow obtaining credit if you do not have the money to purchase it. In general, you can state that an item belongs to a Wealth Level if a person of that level, or of an equivalent Status in an environment where wealth is not everything, is supposed to have it available at least for a limited period of his or her life. This does not mean that a character of a lower level cannot have the item, just that he is not supposed to. In this case the purchase is not granted, and a Conflict against the item Value is required.

Finally, keep in mind that the Value of an item is supposed to be something that you face as enemy Resolution Points in a Conflict when needed, so its rating should never exceed 20 points when used in game. Higher Value ratings usually mean that the item Wealth level should be raised.

HOW DO I FIND VALUE?
The Value of an item is usually determined by adding up the numeric scores of the various attributes of the item. For non-numeric attributes of the item, the chapter about equipment design will indicate how much each of them contributes to the Value score. In any case, the calculation procedure is described in the specific subsystems for armour, vehicles, weapons, etc., with each subsystem and setting having the precedence on the more generic rules. This section contains only the basic principles.

EVALUATING VALUE AND COST

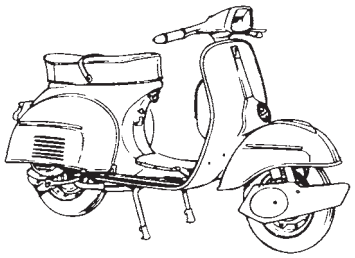
Assuming you cannot or will not assess all the attributes that may contribute to an item Value, there are two ways to assign it a numeric score. The first one is that of hand-waving Wealth Level and Value. Although we have tried to provide as many guidelines as possible to aid his or her judgement, there will be times when the Narrator has to make a decision on the fly. Be fair and be consistent.

However, you might also use an equipment list from other sources (for instance other RPGs, Wikipedia or online stores). When doing so, first determine the Wealth level for the item, and then apply the conversion factors from the Price to Value Conversion Table at the beginning of the chapter to the cost listed by your source. Remember that one credit is about €10, so round the price

to the nearest 10 increment in USD, GBP or EUR before converting. If the Value rating is very low, or if it goes beyond the 15-18 limit, then you should reconsider the Wealth level you assigned to the item.

Example: A Piaggio scooter like the one Gregory Peck rides in Roman Holidays costs between 2,000 and 3,000 EUR including VAT. By dividing by ten, we determine that the cost in credits for such a scooter is 200-300 cr. We imagine that such an item is of Average level, as almost anyone in a modern society can afford a scooter, and the item is made of expensive materials, so its Value is its cost divided by twenty. This leaves us with an item with a Value between 10 and 15; a person with an Average wealth level will be able to get one without difficulty, as the official Piaggio retailer will look at his paycheck and grant him credit, while a Poor character will have to face a Conflict, looking for a used one and probably a loan.

Assume we want to buy a small boat instead. By looking at specialised sites we learn that you can find a small sail boat for $20,000 or less (2,000 cr.). Such boats are usually regarded as rich people stuff, so we check the Rich row of the table, and they are made of wood; the final result is that the boat's Value is 1/200th of its cost, or 10. Only a Rich person can buy such an item without thinking, but an Affluent character can still acquire one with an acceptable effort.



OBTAINING EQUIPMENT

Before getting involved in dangerous adventures, Player Characters may want to acquire useful equipment. There are several ways to determine whether they can find a specific piece of equipment or not, usually handled in Downtime before adventures. One simple way could be adopting the classic "shopping list" approach; let the characters choose the items they want from a list of goods available in the setting and pay the listed price. However, this requires keeping track of the money the Player Characters have available, which is something you may be willing to avoid in favour of a more abstract approach. The rest of this section will then deal with how to manage procurement without keeping track of the exact amount of money the Player Characters have available.

For everyday equipment that is within the Wealth/Status level of the purchaser, assume that the character can find enough resources to replace any lost items like clothing, tools, weapons and means of transportation. Mounts and personal vehicles are not exactly cheap, but in societies where they are commonly available, your character, unless bankrupt or cut off from his or her resources, will probably find a way to purchase one. He or she needs a Status or Wealth Trait of the appropriate level. No Poor character can afford a mount or a motorcycle, and you usually need to be Rich to purchase a motorboat or a helicopter.

Obtaining a special item or an item of a Wealth level different from the character's standard Status is something that might be worth a roll, or better a Conflict. The Narrator might request a Conflict even for an item of your Wealth level, if you are not in a social environment where your Status is recognized. Obtaining items two levels higher than your Status is normally not possible. Your character must use the Communication skill with the Status Trait the Narrator requires, and beat the Value rating of the equipment. Having Commerce or Bargain grants a stable Bonus to all rolls. If you lack these traits, a friend can use them to provide a Support Bonus.

SELLING EQUIPMENT

Treasure gained from an adventure or other material or non-material rewards can be "cashed in" in the appropriate context to gain reputation or financial resources. Sometimes finding a purchaser is not automatic, and may require a Conflict. You need the appropriate Status level even to sell an item. If you do not, you are essentially marketing it to a fence, with all the related problems.

SHOPPING DURING ADVENTURES.

In some cases, you can run the purchase of equipment in Narrative Time during the adventure itself. Browsing the merchandise on the shelves of exotic bazaars is a common trope of fantasy adventures, and most groups will enjoy some shopping sessions run as adventures, at least occasionally. In these cases, it is best to run the encounter as a CHA-based, social Conflict to persuade the shopkeeper to part with the item(s), or as an INT-based sequence to examine the goods and find what is really worth purchasing. The Narrator must determine the actual nature of the goods beforehand, or decide it at the end of the sequence based on the result of the Conflict.

Example. During an adventure, Jiro the Ronin helps a swordsmith in danger. While escorting the man to his humble house afterwards, Jiro notices that there is a Tachi (a longer version of the katana) of great craftsmanship hanging from the wall. By respectfully enquiring about the Tachi, Jiro learns that it is the artisan's masterpiece, infused with a part of the man's Qi, and that he is not willing to sell it. The man is not afraid of robbers, as the piece of his soul bound to the blade would make the weapon cursed for anyone else than him or a person to whom he willingly trades the weapon. Jiro decides to acquire the weapon at all costs, and starts a downtime Conflict against the man's reluctance to part with the sword. The weapon sheer value is far beyond the amount of wealth Jiro would

This is particularly true of information; you need the right contacts to sell it, and you will probably lack them if they are of a Status level below yours. Without the appropriate Status Trait, you must roll on your raw Communication skill. Mercantile Traits will always provide a permanent Bonus.

Here is a typical table of difficulties and wealth levels required to sell items. The opposition becomes stronger when you sell more of the same item because you are basically creating an inflation of the goods you offer, or making people suspicious of their origin. If no modifier is listed for quantity, then you can offer only one item at a time.

Equipment Selling Table

Item	RP	Modifiers to RP	CR	Wealth/Status
Looted enemy armour/ equipment	9	+1 per item	50%	Average
Cattle	7	+1 per head	50%	Poor / Average
Trade goods	7	+1 per crate or barrel of items	50%	Average
Special or magical item	10		80%	Poor to Rich
Jewellery, rare goods	12	+1 per gem or crate of items	50%	Rich
Intelligence	10		80%	Affluent to Rich
Secrets	12		80%	Poor to Rich, depending on the secret

The outcome of the Conflict may be that the selling character gains the equivalent of half of the item value in cash, or that he or she barters it with useful items of the same value. A Quick Exit is only good enough for a barter. However, if you prefer not to track cash, you may want to assign Positive Consequences to a victorious Player Character. Unless you have a more appropriate idea, you can treat these Consequences as "Status raised to X", where X is the Status of the item or information you were trying to sell. Such Consequences are never Recurrent, even if they are Permanent, as they represent wealth or reputation that you will use up in a subsequent Conflict to bribe or impress someone or to purchase something. Remember also that acquiring a Status of Average or even Poor may be useful, too, when you are in an alien location where you would normally have no Status at all.



accumulate over his entire life (Rich level, Value 25, which means a fortune of almost 180 koku), but since it is a matter of honour and not money the Narrator rules that Jiro's Status as a masterless-but-honourable Samurai allows him to try, and luckily for Jiro the honourable deed he has already performed by saving the man grants him a Positive Consequence to apply. Unable to persuade the artisan with sweet talk, Jiro displays his patience, dedication and introspective virtues by meditating under a nearby waterfall each time the man goes there to take a bath. Day after day the man's respect for the Ronin increases, until one day he decides that Jiro is Worthy, and lets him have the sword. However, in order to beat the 25 points of Value he had to face in the confrontation Jiro lost 14 points from his Will resource pool. This yields a Permanent, Recurrent Negative Consequence (the Conflicts took place in Downtime so any Consequence is Permanent) which represents the moral obligations that the artisan bestows on the Ronin when giving him the weapon, which Jiro is forced to respect if he does not want his weapon to turn against him. Having lost the Conflict, the Narrator will determine these obligations according to the swordsmith's moral principles.

THE DANGERS OF SELLING LOOT.
Negative Consequences when selling something represent suspicions about your goods' origins, or attracting the attention of some ill-intentioned party. They are a good source of plot hooks for following adventures, and thus another good reason to stage a Conflict to sell loot.

CARRYING EQUIPMENT

Another problem that can arise is how to manage what the adventurers carry with them on a mission. In some settings, having or not having a specific item can make a difference, but if the item is not exactly concealable or light, the player should specify that the character is carrying the item, and take its presence into account when the item should provide a hindrance.

In general, we do not recommend keeping track of carried weight. If the players start carrying around more items than the Narrator is willing to handle, he or she should enforce Negative Consequences for Encumbrance in the appropriate Conflicts (see page 73 in Chapter 3). The Encumbrance rules follow the typical Revolution principle that "anything that affects a Player Character should come from a roleplayed event", and thus require only that unwieldy or socially inappropriate items inconvenience him or her by being an active element in Conflicts where it makes sense narratively. The Narrator should be particularly careful with armour and items labelled as "Hand Carried", as they are the ones most likely to generate trouble. Otherwise, what the Player Characters are carrying is fine, and its weight is a factor that will not provide any relevant effect in play.

The only other situation when equipment is relevant is during emergencies, specifically during Combat Time. The character can use items kept in hand, on a belt or in pouches with a simple Ready Item or Use Item action. The remaining items are still available to the character, but he or she must be in Adventure Time to use them freely, or spend an adequate amount of time to search his or her backpack.

WHAT TREASURES TO KEEP?
When your party finds too much treasure to carry, the very act of picking the most precious items the adventurers can easily carry may be worth of running a Conflict, rather than trying to manually optimize prices and weights. It is one of those occasions where a mercantile background and the Evaluate Trait is priceless.

ITEM BOXES.
Each character sheet has three boxes that contain lists of items that are immediately available during Combat because the character is carrying them in hand, on a belt/pouch, or concealed. The size of the boxes will help you to keep the size of these lists limited to what your character could conceivably carry.

ITEM RACKS.
Items carried on a vehicle or mount may be more available depending on the situation. Special weapon racks allow a quick readying of unwieldy weapons as rifles.

HAND-CARRIED ITEMS

An adventurer cannot carry some long weapons or other pieces of equipment at the belt or strap them to his or her back. These items are designed to be readied before a field battle, not to be kept ready at all times, and must be hand-carried. Examples of this are spears, polearms, crossbows, and vintage rifles, all of which are full war instruments and not personal defence weapons like swords, daggers and pistols. Bows and military rifles are an intermediate case, and even when very long, they can be carried and readied with relative ease, so they need not be listed as hand-carried. Crossbows, on the contrary, need be shouldered when carried.

Carrying more than one of these weapons is strictly forbidden. If a character is carrying one of them, it must be noted in the Hand-carried box on the character sheet. In addition to this, the weapon is not always ready, and a Ready Item must be used to prepare it for use when the wielder is surprised while not expecting combat. The weapon is assumed to be shouldered during travel. If bound on the back, the weapon becomes unavailable in combat.

LOSING HAND-CARRIED WEAPONS.
A hand-carried weapon is a clumsy thing, designed for mass combat and only storable on a rack, mount or vehicle. The user cannot holster or otherwise sheath it. If switching weapons, he or she must drop the long weapon. The Narrator may enforce loss of the weapon if the character drops it and flees, and "Long Weapon Lost -" is a perfectly acceptable Consequence for carrying such tools designed for the battlefield in cramped spaces, or difficult environments like swamps or jungles.

BELT ITEMS

Items listed in the belt box are immediately available to the character with a Ready action if a weapon or ammunition clip, or directly with a Use Item action, if they are usable items (drugs, bandages, etc.). As a rule of thumb, a character can have items at the belt equal to his or her DEX. Some items may be on a sash rather than a belt. This is generally the case with ammunition clips or drug vials. Specialised military outfits may have many pockets and extra sashes, allowing dozens of items to be carried in a combat ready fashion.

Arrows in a quiver do not count as Belt items. You can have as many of them as your quiver will hold, and some archers carry two quivers.

In general, a character can only carry two medium-sized weapons at the belt, plus a short one like a dagger or a handgun. A shield and a bow can be strapped on the character's shoulder.

BANDAGES.
We encourage the Narrator to be forgiving to players who do not mark "bandages" among their belt items and want to use their First Aid Trait to quickly stabilize a lethally wounded comrade. In general, med kits and such should be carried at the belt to be useful in Combat, but we recommend that you prioritize Player Character survival.

CONCEALED ITEMS

As a rule of thumb, a character can have a concealed item or weapon available for quick, immediate use only if he or she has the Conceal or Sleight Trait. If the character has both, the number of concealed items available becomes two, and increases by one (or more) for each Stunt related to concealing items or weapons the character has.

RECORD YOUR CONCEALED ITEMS.
Write down the allowed number of concealed items in the concealed items box on your character sheet. If an item is not noted there, you do not have it, or it is not concealed.

WORN ITEMS

When your character is wearing only his or her clothes, there is usually little or no reason to remark this fact in game. However, there are many other situations in which your adventurer will want to wear protective gear, and this fact must be recorded and managed in game.

Whether designed to stop hand weapon blows, bullets or other forms of hazards, protective suits will be generically categorised as light and heavy armour. Light armour is any protective suit that can easily be removed and placed into your backpack. It provides moderate protection, and is not terribly unwieldy. Heavy armour is any protective suit that you cannot carry, just wear. It is designed for troops on a military campaign, not as personal protection against hazards in any other situation. On the other hand, it provides very good protection, and is usually able to stop the effect of light and medium weapons, leaving you vulnerable only to those weapons that are equally unwieldy and designed for use on the battlefield only.

LIMITS TO TRANSPORTATION OF HEAVY ARMOUR.
If your character is equipped with heavy armour, a pack animal or vehicle able to carry it must be available, or else he or she must be considered wearing it at all times. Heavy armour brought along on a dangerous journey has a very high chance of getting lost in hasty retreats.
A good fighter should always have a secondary light armour available for those occasions when wearing full combat equipment is not recommended. A typical medieval soldier might wear only his relatively light gambeson padding when not expecting combat. The Narrator should actively encourage the players to adapt their equipment to the situation rather than clinging to their best combat gear even when it is not appropriate.

OTHER ITEMS

Items stored in a backpack are not available to your character during Combat Time, unless he or she spends three rounds to search the backpack where they are stored. Once the Time Scale switches back to Adventure Time they are freely available.

DAMAGING EQUIPMENT

Apart from their weight, items are defined by a Toughness value like characters in Advanced Combat. When an item takes damage, subtract its Toughness from damage and apply any remaining damage to the item. No Combat effects can be applied to bypass the item's Toughness. Once the item has taken damage equal to its Toughness, it is broken or unusable. For larger items like doors or wall sections, a hole of the size of a Medium creature has appeared.

In order to damage an inanimate object, a weapon must be capable of applying the Slash or Stun/Crush effect. In general, an item of superior quality can damage an item of inferior quality, but not the opposite, at least during combat or an adventuring Conflict. Item quality depends on the materials it is made of (see below).

SEPARATE AP/HP VALUES.
Inanimate items in Revolution break when they receive damage equal to their Toughness. Some rare items may have a different value for the damage they can take (Hit Points) and the damage they ignore before actually suffering permanent Consequences (Armour Points). This is the norm in other D100 OGL rule sets, where inanimate objects have two values for their resistance to damage. If you wish to import item lists from other games, you may want to keep track of a double value (AP/HP) instead of Toughness. You Might also find convenient to rename Toughness as AP or HP for inanimate items.

MATERIALS AND ENERGIES

Equipment quality is not a numeric attribute but just a means of comparing the material durability of items. Two pieces of equipment are usually defined as being of equal quality or not, with one being defined as being of superior quality. Quality has nothing to do with craftsmanship and Value, although a piece of equipment of a superior quality will probably cost more than a standard piece. An item made of superior quality materials can easily damage one of inferior quality, while the inferior quality item cannot harm the superior one. Items of equal quality can damage each other but generally not in a short time (i.e. in Combat Time). See the Sample Item Quality table on page 140 for guidelines for equipment quality in your game.

QUALITY AS A FUNCTION OF THE SETTING.
Some specific parts of Advanced Combat make references to Equipment Quality, although they do not provide a definition for it. This is because the rules for Quality are strictly dependent on the setting and vary from environment to environment. The examples provide some general rules that apply to all settings with a minimum of relationship with the real world, but all setting-specific rules trump the ones provided here.

ELEMENTAL/ENERGY DAMAGE

Elemental and energy Attacks work differently than standard kinetic Attacks, as they lack the basic weapon damage. However, where normal kinetic Attacks do +1d2 damage per Might, elemental Attacks often deal a bigger die of damage per Might point. The Attack type determines the exact die size, although typical values are given per each type of energy.

In some cases, the elemental damage may appear as damage dealt on top of normal weapon damage. For instance, a flaming arrow with Might 1 will do 1d6 fire damage on top of its normal 1d6+1d2. A flamethrower or dragon breath of Might 4 will deal a straight 4d6.

The table for energy damage and its effects on armour is on page 141.

ARMOUR AND ENERGY DAMAGE

When an armour type has effect on an elemental Attack, it may either provide protection with its full APs or half of them (round up), or provide an Absorb effect (see the Power description in Chapter 6) that decreases the Might of the elemental Attack. When the Attack deals pure elemental damage and the armour provides only an Absorb effect, then the Absorb value is subtracted from the Might of the Attack before rolling damage, and no APs are applied. If protection is AP-based, or the elemental Attack provides additional damage on top of normal weapon damage, then normal weapon damage is rolled, any residual Might of elemental damage after the Absorb effect is rolled and added, and then the adjusted AP value is subtracted.

CREATING EQUIPMENT

Player Characters will often want to create items on their own, either because the item is not available for sale at that particular moment, too expensive for them to acquire, or because they want to bestow enhancements on the item.

To be able to craft an item, the character must have the specific Trait required. While the Narrator may accept creative use of unrelated Traits when you repair something, making a new item requires a specific know-how. Moreover, the appropriate tools and location must be available. In order to create the item, the Player Character initiates a Conflict in Downtime. Only some small, consumable items like ammunition can be crafted in Narrative Time. The rest of what you can craft usually requires days if not weeks.

QUICK MANUFACTURING. If your character wishes to create a common item with a Value rating up to 12 and there are no particular conditions that make the process difficult or significant, you may skip the Conflict and assume that an item with the desired attributes was created.

TEMPORARY MANUFACTURING. Normally, the crafter cannot exploit a Quick Exit from a crafting Conflict. If the Narrator allows it, then the item will be able to function for one adventure or Conflict only, and then become unusable. A situation where this makes sense is making a raft to navigate on a dangerous river. The raft must have some well-defined attributes, as the adventurers will have to rely on its buoyancy when facing some threats along their journey, but it will be discarded as soon as the Player Characters leave the river.

VALUE TO BEAT

The first and most important thing to determine is the Resolution Pool of the opposition that the crafter is to face. This is usually the Value rating of the item to create or adapt. Although the Conflicts used to craft items are run as generic Conflicts, the attributes that make up the Value rating are often relevant only in Advanced Combat or other optional subsystems.

Some items have two or more ratings that must be beaten in a Conflict in order to create them. One of these ratings is Value, while the others are ratings that may be used as the base Resolution Point pool in a Conflict that involves using the item (the Fortification score of a castle, the Manoeuvrability of a plane, the Seaworthiness of a ship, etc.). The manufacturing Conflict may be against the sum of all ratings, or, with Narrator approval, two or more characters or teams may run different Conflicts against the different ratings.

CRAFTING PROCEDURE

In order to create an item, the crafter initiates a generic Downtime or Narrative Time Conflict based on his or her INT and Craft skill. The Narrator should limit Support Bonuses to those that actually make sense.

The Challenge Rating for the Opposition is usually 50%, but the Narrator should modify this value if the crafter is attempting to create something that is of a different Wealth level than his or her own. We recommend to apply one Penalty for each Wealth level the item is lower than the crafter, and one Bonus for each Wealth level the item is above the crafter.

CONSEQUENCES OF EQUIPMENT CREATION

Once a crafting Conflict ends with a victory for the crafter, the desired item is created. However, the character might have suffered some Resolution Point loss, which would make him or her liable to Consequences. As Consequences coming from a Downtime Conflict, they are Permanent. It does not make much sense, though, to attribute Permanent Consequences to the character. These Consequences translate into flaws in the item itself.

Calculate the number of minuses you would normally assign as Consequences, then add or subtract these values from the attributes of the equipment in order to make it harder or less convenient to use. The Narrator can split the flaws among as many attributes as desired. Whenever a numeric Penalty can be applied in two or more ways to an attribute, the numeric value for the flaw must be split or applied in one way only. For instance, if a weapon has an enhanced SR cost, it must either apply to Attack or Parry only, or the Penalty must be split between the two.

Non-quantifiable flaws can also be added. Typical examples of non-quantifiable flaws are the inability to use the item for a known Stunt or the absence of an effect normally possessed by the item, like a flail that can still do damage, but is too weak to Entangle.

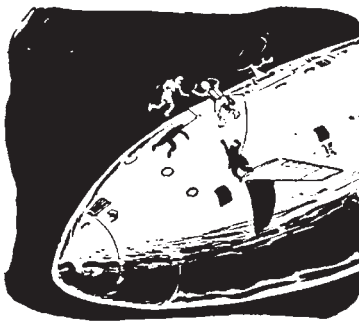
What flaws can be assigned to items is left to the Narrator, with the recommendation of being creative, and consistent. The subsystems that describe each specific type of items (weaponry, enchanted items, scientific or steampunk devices, alchemical concoctions, etc.) will have example lists of flaws appropriate to the item type, but the Narrator is not limited to the official lists, nor to picking effects from one list only. If it sounds plausible, it can be used. The only restriction is that a flaw can neither negate an enhanced attribute that was assigned to the item, nor make the item unfit for the main purpose devised by the crafter, as this would negate the character's victory.

Example: Frida the Barbarian is a blacksmith. She wants to forge a longsword she can use with her STR of 11 instead of the standard 13. She faces a difficulty of 12 (10 base for the longsword, and 2 more for the two points of STR bonus) with her INT of 15. Frida wins the Conflict, but loses 10 points of Resolution in the process, so the sword is now easier to wield but has a flaw. The Narrator initially rules that the weapon costs 1 SR more to Attack with, but Frida's player objects that this would make the weapon ineffective in combat, thus negating her victory. The Narrator agrees that this is not in the spirit of the rules and goes for another flaw: the weapon is harder to thrust with, so it loses its Impale attribute. Normally the effect should be downgraded, but as a longsword can already impale only on an advantage roll, it loses the effect completely.

WHEN DO CRAFTING CONSEQUENCES APPLY TO ITEM MAKERS?

There may be cases when the Consequences of a crafting Conflict should apply to the character and not to the item, like financial losses. Buying, renting or building an item of a Wealth level above one's own Status may leave you in want of cash. An "Indebted" or "Broke" Consequence may be appropriate in this case if the player mismanaged the acquisition process. As the player is the winner of any successful Crafting Conflict, it is up to the Narrator, as the loser, to decide when to apply this kind of Consequence or go for an item flaw.

Another example might be a player exploiting the crafting rules by creating huge quantities of items, particularly of the scientific gadget type, and then selling them or using them to unbalance the game. This is a good time to impose Consequences on the crafter or workshop instead of the item. "Materials Depleted-" or "Saturated Market-" are appropriate Consequences for attempts at mass-production, and they will apply again to the next crafting Conflicts attempted, thus forcing the crafter to stop production for a while.



REPAIRING OR ADAPTING EQUIPMENT

Repairing something broken or adapting it to a different use is normally easier than creating it from scratch. A repair can thus be performed, assuming you have all the necessary equipment, on a Time Scale that is one step lower than the one required to create the item.

The opposition to beat is the Value of the item, plus one for any Consequence to remove, or point of Toughness lost. The Challenge Rating of the opposition faced is just 20%, with the usual modifications for different Wealth levels or circumstances. If the repair is performed in adverse conditions, apply a Penalty to the crafter's roll.

Crafting Summary

Action attempted	Time Scale	Opposed RP pool	CR	Quick Exit
Creating a blueprint	Downtime always	Value	80%	No
Creating an item	Usually downtime, Narrative Time for one-use items	Value	50%	No
Repairing an item	One level less than crafting	Value plus Toughness lost plus Consequences	20%	Yes, but the repairs will work only once
Adapting an item	One level less than crafting	Value, including new features	50%	Yes, but the modification will work only once

FAST REPAIRING.
When repairing or adapting an item, the crafter can use a Quick Exit from the Conflict in order to make haste or avoid Consequences. However, this will limit the effectiveness of the intervention. Once the item has been used again for a Conflict or Combat, it will stop working or need repairs again.

Adapting an item to a use that is not exactly what it was intended for is a procedure similar to repairing it. Add the appropriate numeric values that represent the extra features to add to the item Value rating. For weapons see the Modifications Table on page 165. The required Time Scale is one level lower than the one required to create the item. The Challenge Rating is 50%.

Any Negative Consequences from the repair process will apply to the item, as flaws and minor malfunctions due to the temporary nature of the works. In some cases, depletion of important resources may also be appropriate.

BLUEPRINTS

Technological equipment and scientific gadgets are not as easy to build as a spear or a helmet. A complex item like a fighter aircraft cannot be constructed from scratch without blueprints, assuming the crafter has a workshop equipped for aircraft assembly. Even repairing such an item without blueprints will be a problem.

For a realistic treatment of equipment, the crafter need have an actual blueprint in paper or electronic format. The Narrator can make some exceptions for equipment the crafter has assembled or repaired often during his or her career. When the weird gadgets of Weird Science, or the eidetic memories of some alien races, are concerned, the crafter may know the blueprints by heart. More details are in the Weird Science chapter.

Firearms are the most complex thing you can repair or adapt without having a blueprint. Anything more complex will bestow a Penalty to your skill if you do not have a blueprint. This is cumulative with lack of an applicable Trait.

CREATING BLUEPRINTS

RECIPES AND FORMULAS.
Alchemical recipes are rudimentary forms of blueprints and follow the same rules. You can use the rules in this section and the Weird Science chapter to guide your alchemist character on the dangerous path of creating formulas for new concoctions.

Of course, the most exciting part of playing a character with repair or craft abilities in a hi-tech environment is that of inventing new gadgets or models of equipment. In order to do so, the character must create a blueprint. This is a task that you can normally perform only in Downtime, and is identical to the creation process except that the designer need not have any materials available other than paper or a computer. The Challenge Rating to beat to create a blueprint is 80%, as the crafter is attempting something completely new.

Once the blueprint is ready, any crafter can use it to create the item once the necessary materials are available. Any Consequences of the blueprint creation process are inherent faults of the design, that will be present in all item pieces subsequently created until the blueprint itself is redesigned, using the equivalent of a "repair" of the blueprint itself. The high Challenge Rating of the design process implies that most initial versions of blueprints will contain flaws.

ARMOUR

The basic effect of armour in Revolution D100 is that of negating part of the damage a character or item receives.

ARMOUR ELEMENTS

In Basic Combat, armour is always handled as a full suit. In a game using Advanced Combat but not Localised Damage, your characters will wear full suits of armour, too. When using Localised Damage, you will keep track of armour pieces that cover one or more locations, and each location will have its own armour attributes. We will talk about armour elements to include both full armour suits protecting their wearer's whole body and armour pieces which cover one or more locations.

AP ONLY.
What if you do not want to check the armour Coverage roll and prefer to apply an averaged fixed value to AP? You can use the procedure on page 160 in the second part of this chapter to calculate fixed AP values for all the armour elements presented here.

ARMOUR POINTS AND COVERAGE

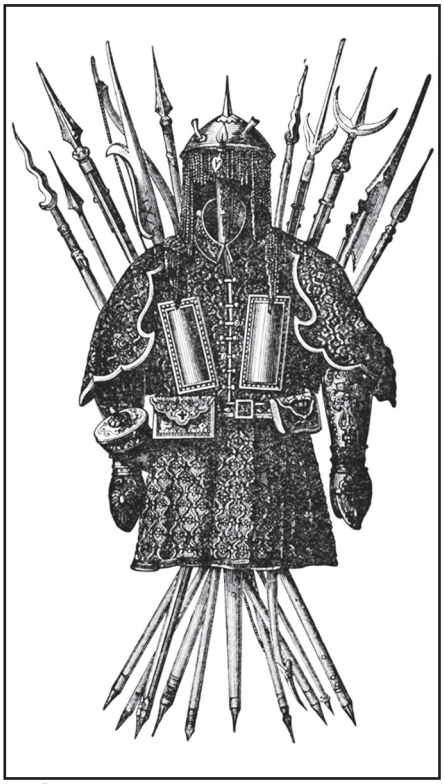
The most important value for armour are its Armour Points (AP), which represent how much damage the armour stops. Armour Points are always a fixed value, although some kinds of Attacks will halve or negate the AP value of an armour element (see the Energies section).

The second factor for armour is its Coverage, which is a range of numbers and not a fixed value. A hit with a Coverage Roll outside this range has landed outside the protected area, so the Armour Points of that particular armour element do not count. The Coverage Roll of a blow is equal to the unit die of the Attack roll, although some situations detailed in Chapter 4 yield a modifier to this roll.

INVERTED EFFECTIVENESS.
Note that for energy-based Attacks, as opposed to kinetic-only ones, the lesser armour might be more effective in stopping damage from that source of energy. In this case, treat the underlying armour as the main one. In all situations where the damage has one kinetic and one energy-based component, treat it as kinetic only for the sake of simplicity, thus counting the effects of the outer layer of armour only.

OVERLAPPING ARMOUR ELEMENTS

In general, fighters wear harder armour elements (plating) on top of thinner ones used as padding; a mail hauberk over a gambeson, a helm over a mail coif, etc. In many cases the main armour and its padding do not overlap completely, and important portions of the combatant's body are protected by the padding alone. However, padding is always present where plating is worn, so the AP value for the main armour already takes into account the effects of padding. Whenever a Coverage Roll is in the range of more than one armour layer, always use the most effective armour corresponding to that roll. In no case are the APs of two overlapping armour layers added up; a blow always hits either one armour element or another.



ARMOUR TABLES

These tables include the most popular armour types. Specific settings will have more detailed armour tables.

Fantasy Armour

Element	AP/Cov	Enc	Location(s)	Wealth	Value	Price	Notes
Cloak	1/2+	1	Torso 1/0+, Limbs 1/3+	Poor	4	8	With hood, total value 1/1+ and Head 1/1+
Gambeson	2/1+*	3	Torso 0+, Legs 3+, Arms 2+	Average	8	80	An open helm should be purchased separately (encumbrance does not change). Add the gambeson to a stronger armour for +1 Encumbrance and +50 cost.
Nomadic leather scale armour	4/5+ 8/9+	3	Torso 4/4+, Legs 4/7+, Arms 4/6+, Head 8/6+	Affluent	6	300	Open helm included. This is just one of the variants worn by steppe nomads.
Mail hauberk	5/2+*	3	Torso 5/0+, Limbs 5/3+	Affluent	5	480	This is a very crude version with minimal padding and no helm.
Scale cuirass	6/7+ 8/9+	4	Torso 6/4+, Head 8/6+	Affluent	6	520	Includes open helm and padding for uncovered areas. Add the protection/ Coverage of a mail hauberk.
Brigandine	7/6+ 8/9+	5	Torso 7/3+, Head 8/3+, Arms 7/5+	Affluent	9	820	Includes full helm and padding for uncovered areas. Add the protection/ Coverage of a mail hauberk.
Mail suit	5/0+ 8/9+	6	All 5/0+, Head 5/1+, 8/2+	Affluent	12	1200	Includes a full helm. If worn with a gothic helm head is 5/0+, Enc is +1 and cost is +120.
Lorica segmentata	8/6+	3	Torso 8/4+, Head 8/5+, Arms 8/6+	Affluent	7	650	The Romans wore padding only underneath the lorica, but you can add a gambeson in a fantasy environment.
Hoplite armour	8/3+	7	Torso 8/2+, Head 8/3+, Arms 8/4+, Legs 8/5+	Affluent	10	1200	Heavy. The Greek wore padding only underneath the plates, but you can add a gambeson in a fantasy environment
Gothic armour	8/0+	12	All 8/0+	Rich	10	5000	Heavy, Penalty to Perception.
The following armour pieces can complement suits with an equal or lower AP value.							
Helm, open	8/9+	+0,5	Head 8/6+	Average	8	80	—
Helm, full	8/9+	+0.5	Head 8/3+	Average	14	140	Penalty to Perception.
Helm, gothic	8/9+	+1	Head 8/1+	Affluent	5	240	Penalty to Perception. Use these stats for a gothic helm worn over inferior armour. Lack of neck articulation leaves a weak spot covered by padding only.

[*] - this Coverage number is only valid if a helm or coif is worn, otherwise increase it by 1;

IMAGINARY QUALITY LEVELS. Fantasy settings introduce many other materials of even higher quality like mithril or adamant. The spectrum of materials introduced by science fiction settings may be even broader.

Sample Item Quality

Lowest				Highest
Flesh and other living tissue	Stone, Wood, Chitin, Horn	Bronze, Lead, Gold	Iron	Special alloys (Titanium, etc.)

Hi-tech Armour

Element	AP/ Cov	Enc	Location(s)	Wealth	Value	Price	Notes
Leather jerkin	1/7+	0.5	Torso 1/0+, Arms 1/1+	Average	2	40	—
Cuirass	8/6+*	2.5	Torso 8/2+	Average	13	250	—
Kevlar vest	10/6+*	2	Torso 10/2+	Average	15	300	Cloth 1/0+ on rest of torso.
Military body armour	10/3+*	4.5	Torso 10/3+, Legs 10/6+, Arms 10/5+	Affluent	7	700	Cloth 1/0+ on rest of body.
Polymer suit	3/2+*	1.5	Torso 3/0+, Legs 3/3+, Arms 3/2+	Affluent	4	370	Also silk armour for planetary romance
Space soldier armour	6/0+	5	All 6/0+	Rich	5	2400	Heavy, Absorb Laser 2
Force field	5/0+	—	All 5/0+	Affluent	16	1600	Absorb 3 against kinetic energy plus one other energy
The following armour pieces can complement suits with an equal or lower AP value.							
Cuirassier helmet	8/9+	+0.5	Head 3+	Average	14	140	Renaissance tech level.
Colonial helmet	6/9+	+0.5	Head 4+	Average	10	100	—
Soldier helmet	12/9+	+0.5	Head 4+	Average	6	60	—
Pilot helmet	6/9+	—	Head 3+	Poor	10	20	—

[*] - this Coverage number is only valid if a helm or coif is worn, otherwise increase it by 1.

Energy Damage and Armour

Damage Type	Damage per Might	Leather and other organic materials	Metal**	Modern (ceramic, Kevlar), heavy natural scales
Kinetic	1D2	As per normal armour rules	As per normal armour rules	As per normal armour rules
Heat*, cold*, plasma	1D6	Absorb Heat/ Cold 1	No effect	Absorb Heat/ Cold 2
Electricity*	1D6	Absorb Electricity 1	No effect	Absorb Electricity 1
Radiation	1D4	No effect	Absorb Radiation 1	Absorb Radiation 1
Light/Laser	1D8	Half AP	Half AP	Half AP
Particle beams	1D10	Half AP	Half AP	Half AP
Acid*	1D4	Normal, but APs are consumed	Half AP, and APs are consumed	Normal, but APs are consumed

[*] This kind of damage may appear in addition to normal weapon damage.
[**] Rules for specific metals may apply.

EXOTIC ARMOUR VS ENERGY. The armour/energy table is not exhaustive. All armours can have specific Absorb values against certain types of energy, as determined on the spot by means of common sense. For instance, the fur of a mammoth certainly has Absorb Cold 2 or more.

CLOSE COMBAT WEAPONS

Each close combat weapon does a base damage depending on the weapon plus a number of d2s equal to the wielder's Might, including bonuses for the specific weapon and for two-handed use. The resulting Might value may be negative.

WEAPON CATEGORIES

Weapons are grouped into three categories with regard to how you can wield them.

LIGHT

A light weapon is used in one hand. Weapon damage is always based on the user's Might plus any bonus from the weapon for Close Combat Attacks. Using two hands to wield a light weapon gives no bonus to Might, and for some weapons this is simply impossible. An unarmed strike is a light weapon.

HEAVY

A heavy weapon can be used with either one or two hands. Use the wielder's Might for Close Combat Attacks with a heavy weapon if it is used one-handed. If a heavy weapon is wielded with two hands, use the character's Might plus one as for regular two-handed use.

TWO-HANDED

Two hands are required to use a two-handed weapon effectively. Apply the character's Might +1 to damage rolls for Close Combat Attacks with such a weapon.

The above categories apply to Medium sized creatures. For Small sized adventurers, all categories are shifted up by one step: Light weapons become Heavy; Heavy weapons become two handed; and two-handed weapons become unusable. Large sized creatures, on the contrary, treat Heavy weapons as Light. Creatures larger than that usually wield only specially constructed weapons.

WEAPON TABLES

Here is the format for weapon entries (given as column headings on the Weapon Table). Note that some of them are only used in Advanced Combat.

Name: The weapon name

Trait: The Trait needed to wield the weapon.

SR (Reach): The SR bonus for the weapon. It corresponds to the weapon Reach.

SR toAtt/Def: The cost in SR to Attack/defend with the weapon.

Damage: The weapon base damage.

Parry: The base Parry value in number of dice blocked. This value is increased by the wielder's Might, including any two-handed bonus, but it cannot grow past twice the base value for this reason.

Toughness: The Toughness of the weapon (see page 135). The value also indicates whether the weapon is made primarily of leather [l], wood [w] or metal [m]. This influences which weapons can damage other weapons. Hafted weapons marked as [mw] damage other weapons as if they were metal weapons, but take damage as if they were wooden weapons.

WHAT ABOUT AXES?

Axes, maces and hammers were used widely on the battlefield. But why should a warrior prefer them over a sword when there are so many advantages that swords have in terms of flexibility, ease of transport and social prestige? Blunt weapons like the mace and hammer have a specific function represented by the Stun/Crush Combat Effect (see page 116 in Chapter 4), whereas the axe has little or no advantage over swords. In fact, the real boon of these weapons is that you can have a different kind of weapon mounted on the other side of the "main" head. For a warhammer or great hammer, this is already included in the standard specimen described in the rules, which has an impaling point as secondary head. But axes can have variants, too. The tomahawk used by mariners had a hammerhead as secondary head, and many late medieval axes had a sharp point opposing the blade. The rules for designing equipment on page 163 allow you to create variants of those weapons, and your players who specialize in axe or hammer combat will want to acquire a weapon with as many variable functions as possible. The base damage done by the secondary head cannot exceed 1d4 or the primary head damage, whichever his higher.

STR: The minimum Strength needed to wield a weapon. For heavy weapons, it is the value needed to wield the weapon two-handed; add four to use it with one hand. Using a weapon in the off-hand requires two more points of Strength. If the character does not have the appropriate score, all Actions with that weapon suffer a Penalty, and the cost in SR to Attack and Parry with it increases by 1 point per missing STR point.

Wealth/Value: This represents the weapon price level and its availability in a culture that normally employs it. In an environment where the weapon is not common, increase the Value by five, which might force you to raise the Wealth level, too.

Price: The weapon price in credits. The cost includes miscellaneous gear that goes with the weapon like a scabbard.

Weight: This column gives the weight in kilograms of the weapon. This attribute usually has no mechanic effect.

Notes: This includes the damage effects available for the weapon and other peculiarities. The following entries may appear:

- **Might +X:** the weapon provides a bonus to the wielder's Might, in addition to the standard +1 bonus for 2-handed use.
- **Penalty to Parry:** Parrying the weapon, or with the weapon, suffers one Penalty. A Stunt is usually required to inflict the Penalty when Attacking.
- **Block:** standard defence with the weapon is Block.
- **Coverage +X:** the weapon warrants a modifier to the Armour Coverage roll whenever the defender is actively facing the Attacker (see page 111 in Chapter 4). This is in addition to normal modifiers for ranged Attacks, formation fighting and Taking Cover.
- **Combat Effect (auto, effect or advantage):** the weapon allows the application of the specified Combat Effect whenever the trigger in brackets applies. Some weapons (particularly swords) may require knowledge of a Stunt to apply an effect marked with an asterisk (see below).
- **Energy, Heat:** the weapon does elemental/energy damage of the suggested type.

SPECIAL RULES FOR SWORDS

The sword is a weapon of mystery, a symbol of nobility and the focus of of martial disciplines of the mind. We suggest that you make mastery of the sword more difficult to attain than for other weapons, thus marking the difference between "a powerful weapon for equipping the militia" and "the skilled warrior's weapon".

Here are some suggestions to portray the dedication that "the art of the sword" requires to master it in a fantasy/historical setting. Of course, your own settings can adopt a different approach, and future supplements will include more suggestions.

SWORD STUNTS

In order to fully exploit the flexibility of the sword, you need to know the appropriate Stunts, without which you will not have access to the full abilities of your weapon. The only special attribute that anyone can use at full effectiveness is Slash, while Impale and Keep Distance often lose one level, with effect becoming advantage and auto becoming effect, if you do not have a related Stunt. Anyone can use an attribute with an advantage trigger, though.

Daggers (swords with a Reach of 3 or less) are exempt from this limitation. The Dagger Trait includes all possible techniques with the weapon, including Entangle with sword-catchers and such.

CURVED VS. STRAIGHT SWORDS.
Curved swords are optimised for slashing but less effective for thrusting. They have also a slight range disadvantage if compared with a straight sword of the same weight. The way we used to emulate this in Advanced Combat is to assign the curved slashing sword (kukri, scimitar, sabre) an odd reach, and its straight equivalent an even one. The curved sword will have a slightly cheaper Attack cost and an equivalent damage, while the straight one will let you Attack first.

SWORD ATTRIBUTES
While the standard attribute list for Daggers/Swords is Impale (advantage), Slash (effect), the weapons on the standard list have been all slightly modified with special features from the table on page 165 to give them some unique features:

- Curved knives, Straight swords: Impale (advantage), Slash (effect)
- Daggers: Impale (effect), Slash (advantage), +1 Value;
- Curved swords: Slash (auto), +1 STR requirement;
- Thrusting swords: Impale (effect), Slash (effect), +1 STR requirement, +2 Value;
- 2H swords: Slash (effect), +1 STR, -2 Value

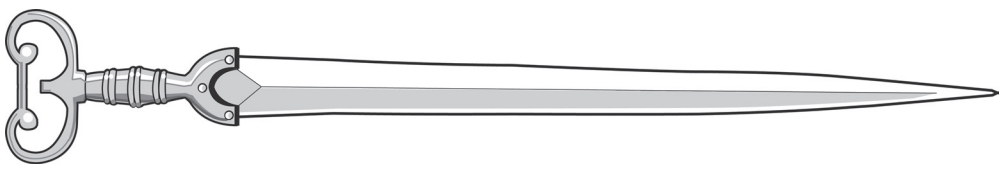
Many more variants exist, and if you prefer your swords to be more effective in terms of Combat Effects, you can decrease the trigger level of one of them by simply adding 2 to the Value factor for the standard piece (see page 164). Tinkering with all these parameters by using the item creation rules presented in the next sub-chapter will let you appreciate the variety present in the world of swords.

SPECIAL STUNTS.
Some cultures teach more advantageous or diverse Stunts. In a Japanese or manga-inspired setting, for instance, you might have Kenjutsu as your main sword Trait, and Iaijutsu, Ni-to-Jutsu and Yadomejutsu as Stunts that allow you, respectively, fast draw, double wield and arrow catching.

Light Weapons

Weapon	Trait	SR (Reach)	SR to att/def	Damage	Parry	Toughness	STR	Weight	Wealth	Value	Price	Notes
Fist	Brawl	–	3/2	1d2	1	—	—	—	—	—	—	—
Knife	Dagger	2	3/2	1d2	1	8[m]	3	—	Poor	4	8	Impale (effect)
Dagger	Dagger	3	3/2	1d3	1	8[m]	4	—	Average	3	60	Impale (effect)
Hatchet	Axe	3	6/3	1d4	1	6[mw]	7	—	Average	3	60	Might +1, Slash (advantage)
Stick/Club	Mace	3	6/3	1d3	2	6[w]	4	—	Poor	3	6	Might +1
Cudgel	Mace	3	6/3	1d3	2	6[mw]	5	—	Average	6	120	Might +2
Hammer	Hammer	3	6/3	1d3	2	6[mw]	7	—	Average	8	160	Might +1, Impale (advantage)
Flail	Flail	4	6/4	1d4	2	6[mw]	6	1	Average	10	200	Might +2, Entangle (effect), Penalty to Parry
Javelin	Spear	8	4*/4	1d6	2	6[w] / 6[m]	7	1	Poor	8	15/ 30	Impale (effect), Keep distance (auto)
Kukri	Sword	3	3/2	1d3	1	8[m]	4	—	Average	6	120	Impale (advantage), Slash (effect)
Gladius	Sword	4	4/2	1d4	2	8[m]	5	—	Average	10	200	Impale (effect), Slash (effect)
Scimitar	Sword	5	5/3	1d6	2	8[m]	7	1	Average	10	200	Slash (auto)
Broadsword	Sword	6	6/3	1d6	2	8[m]	7	2	Average	12	240	Impale (advantage), Slash (effect)
Sabre	Sword	7	7/4	1d8	2	8[m]	8	2	Average	14	280	Slash (auto)
Rapier	Sword	8	8/4	1d6	2	8[m]	8	2	Average	17	340	Impale (effect)#, Slash (advantage), Keep Distance (auto)#
Plasma blade	Sword	6	6/3	1d8	2	—	7	—	Affluent	6	600	Heat, Impale (effect)
Buckler	Shield	1	3/2	1d2	1	3[m]	3	2	Average	7	140	Bash, Block
Heater	Shield	2	4/2	1d2	2	6[w]	6	3	Average	4	40	Bash, Block, Coverage +1
Viking	Shield	3	6/3	1d3	3	9[w]	9	5	Average	6	60	Bash, Block, Coverage +2
Kite	Shield	3	6/3	1d3	3	9[m]	9	5	Average	6	120	Bash, Block, Coverage +2
Hoplite/ Legionary	Shield	4	8/4	1d4	4	12[m]	12	8	Average	8	160	Bash, Block, Coverage +3

[#] this effect may require a Stunt to use at full effectiveness
[*] the first attack (opening move) costs double, see page 93



Heavy Weapons

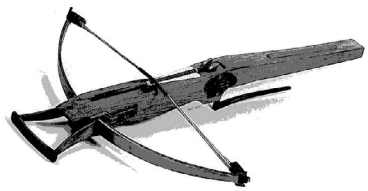
Weapon	Trait	SR (Reach)	SR to att/def	Damage	Parry	Toughness	STR	Weight	Wealth	Value	Price	Notes
Wood axe	Axe	5	10/5	1D6	2	8[MW]	11	2	Average	5	100	Might +1, Slash (advantage)
Battleaxe	Axe	4	8/4	1D6	2	8[MW]	9	1	Average	8	160	Might +1, Slash (effect)
Warhammer#	Hammer	4	8/4	1D4	2	8[MW]	9	1	Average	10	200	Might +1, Impale (effect)
Mace#	Mace	4	8/4	1D4	2	8[M]	7	1	Average	8	160	Might +2
Morning Star	Mace	5	10/5	1D6	3	8[MW]	9	2	Average	10	200	Might +2
Ball & Chain#	Flail	6	9/6	1D4	2	8[MW]	9	2	Average	14	280	Entangle (effect), Might +2, Penalty to Parry
Short spear	Spear	10	5*/5	1D6	2	8[W]	7	2	Poor	10	20	Impale (effect), Keep distance (auto)
Longsword	Sword	8	8/4	1D8	2	10[M]	9	2	Average	16	320	Impale (advantage), Slash (auto)
Beam Sabre	Sword	8	8/4	1D10	2	—	7	—	Affluent	9	900	Energy, Impale (effect), Slash (auto)

[#] - historically, this weapon was seldom used two-handed
[*] the first attack (opening move) costs double, see page 93

Two-handed Weapons

Weapon	Trait	SR (Reach)	SR to att/def	Damage	Parry	Toughness	STR	Weight	Wealth	Value	Price	Notes
Poleaxe	Axe	6	12/6	2D6	2	10[MW]	13	2	Average	12	240	Might +1, Slash (auto)
Pole weapon/ halberd	Polearm or Spear	10	10/5	2D4/ 1D10	3	10[MW]	11	2	Average	10	200	Might +1, Slash (auto), Impale (effect)
War maul	Mace	6	12/6	2D4	3	10[MW]	11	2	Average	12	240	Might +2
Great hammer	Hammer	6	12/6	2D4	3	10[MW]	13	2	Affluent	4	400	Might +2, Impale (effect)
Large flail	Flail	10	15/10	2D4	4	10[MW]	15	4	Affluent	5	500	Might +2, Entangle (effect)
Long spear	Spear	12	6*/6	1D8	3	10[W]	9	2	Average	4	40	Impale (effect), Keep distance (auto)
Staff	Staff	8	8/3	1D4	3	10[W]	7	2	Poor	4	8	Might +1
Greatsword	Sword	11	11/6	2D6	4	12[M]	13	4	Affluent	9	900	Slash (effect)
Beam staff	Staff	8	8/3	1D10	3	—	7	—	Affluent	9	900	Energy, Impale (effect), Slash (auto)

[*] the first attack (opening move) costs double, see page 93



RANGED WEAPONS

As with close combat weapons, the damage inflicted by a ranged weapon has two components: weapon damage and Might. While Might is provided by the firing weapon (with some limitations imposed by the projectile type in some cases), weapon damage and Damage Effects depend on the projectile type.

RANGED WEAPON TYPES

Thrown weapons are melee weapons thrown against the enemy, and so the projectile fired is the weapon itself. It is the firer's STR that powers the weapon and shares his or her Might.

Projectile weapons provide their own intrinsic Might. While using the firer's Strength to power them like thrown weapons, slings and bows store it and release it upon shooting, so they have a fixed Might depending on the maximum energy they can store. However, for each Penalty imposed due to insufficient STR, they also lose one Might.

AMMUNITION

Projectile weapons use ammunition: bows use arrows; crossbows use bolts; slings and arquebuses use pellets; firearms use bullets and shells; and energy weapons use clips. Projectiles provide the base damage, while the firing weapon provides Might. Energy weapons work slightly differently, as their base damage is rolled a number of times equal to the weapon Might.

Some types of ammunition in the same category allow a better range than others. In general, the effective range for a weapon/projectile combination is given by the shortest between the weapon and ammunition range. Special optics may increase the weapon effective range in order to match the ammunition range.

AMMUNITION LOAD FOR FIREARMS.
Revolvers generally hold 6 shots. Most modern automatic pistols have 8-shot clips. Automatic rifles use clips that hold up to 100 rounds. Energy clips do not contain shots, but a certain amount of Might points, usually 20 for pistol clips and 100 for rifle clips. Each weapon uses a different amount of Might points per shot.

ENERGY DAMAGE.
Beam weapons have their own Might like kinetic firearms, but this is not a modifier applied to their projectile damage. Instead, they do 1 die of elemental/energy damage per Might.

EXPLOSIVES.
Some projectiles do not inflict damage only on the target, but explode and create a blast area in which everyone is hurt. If someone is hit by the explosive, it receives the full Might of the explosion, otherwise Might is reduced by the distance in metres from the explosion. Roll 1d10 for the distance if not using a map.
An explosion automatically uses the Stun Damage effect, that is the full Might of the explosion bypasses armour and is applied to Toughness. Armour protects only from shrapnel, if any.

Explosive Launchers

Weapon	SR to fire	Projectiles	Range	Notes
Thrown	5	Hand grenade	20(C)	Actual range is the thrower's STR + 10
Grenade launcher	5	40mm grenade	100(S)	Can be attached to an assault rifle.
Bazooka	10	Rocket	150(M)	
RPG launcher	10	Rocket	500(L)	

Explosive Ammunition

Projectile	Might	Damage	Notes
Hand grenade	15	—	—
Smoke grenade	—	—	Smoke only
Incendiary grenade	8	—	Fire (1d6 per Might)
40mm grenade	15	—	—
40mm incendiary	8	—	Fire (1d6 per Might)
Rocket, HE	20	—	—
Rocket, AT	10	3d10	Damage only on direct impact

Fantasy/Historical Ranged Weapons

Weapon	Trait	SR to fire	Might	Ammo	Range	STR	Wealth	Value	Price	Notes
Thrown	—	5	*	Itself	20 (C)	**	—	—	—	blank scores are as per close combat weapon
Shuriken	Shuriken	5	*	Itself (1d3)	20 (C)	7	Average	2	40	Impale (advantage)
Dart	Spear	5	*	Itself (1d4)	20 (C)	9	Average	3	60	Impale (effect)
Javelin	Spear	5	*	Itself	50 (S)	11	Average	5	50	Impale (effect)
Sling	Sling	8	2	Pellet	80 (S)	9	Poor	3	30	—
Bow, short	Bow	5	1	Arrow	100 (M)	9	Affluent	3	150	STR 11 to use from horseback
Bow, long	Bow	5	2	Arrow	300 (M)	12	Affluent	6	300	Not usable from horseback
Bow, nomad	Bow	5	2	Arrow	300 (M)	11	Affluent	5	250	STR 13 to use from horseback
Crossbow, Lt	Crossbow	3	2	Quarrel	200 (M)	7	Average	10	200	Hand-carried weapon, 2 Rounds to reload
Crossbow, Hv	Crossbow	3	3	Quarrel	300 (M)	12	Average	15	300	Hand-carried weapon, 3 Rounds to reload
Arquebus	Rifle	4	5	Pellet	80 (S)	12	Affluent	10	500	1-shot, Hand-carried weapon, 5 Rounds to reload
Flintlock pistol	Pistol	5	2	Bullet	50 (S)	7	Average	7	150	1-shot, 2 Rounds to reload
Musket	Rifle	3	4	Bullet	150 (M)	9	Average	15	300	1-shot, Hand-carried weapon, 4 Rounds to reload

[#] Use the shortest between the weapon and the ammunition effective range.
[*] Thrower's Might bonus.
[**] Same STR needed to use 1-handed in melee +2.

Fantasy/Historical Ammunition

Projectile	Weapons	Damage	Range#	Price##	Notes
Stone pellet	Sling	1d4	50(S)	—	—
Arrow, broad-head	Bow	1d6	200(M)	2	Impale (effect)
Arrow, mechanical	Bow	1d6	200(M)	2	Slash (effect)
Arrow, bodkin	Bow	1d4	300(M)	1	Impale (effect)
Quarrel	Crossbow	1d8	500(L)	2	Impale (effect)
Lead pellet	Sling, Arquebus	1d6	100(M)	1	Impale (advantage)
Historical bullet	Musket, Pistol	1d6	300(M)	1	Impale (effect)

[#] Use the shortest between the weapon and the ammunition effective range.
[##] Average wealth, price is per 10 projectiles or one clip.

Hi-Tech Ranged Weapons

Weapon	Trait	SR to fire	Might	Ammo	Range	STR	Wealth	Value	Price	Notes
M1917 S&W	Pistol	4	1	Bullet (.45)	25 (C)	11	Average	4	80	6 rounds to reload
9mm Automatic	Pistol	5	2	Bullet (9mm)	50 (S)	11	Average	12	250	Automatic
.45 revolver	Pistol	5	2	Bullet (.45)	50 (S)	13	Average	10	250	6 rounds to reload
Shotgun	Pistol	4	4	Shell	20(C)	7	Average	8	150	1 round to reload
Winchester 1873	Rifle	3	3	Bullet (.44)	350 (L)	7	Average	6	120	3 SR to reload, Hand-carried weapon
M1 Garand	Rifle	4	4	Bullet (7.65mm)	500 (L)	9	Average	10	200	Automatic, Hand-carried weapon
Uzi SMG	SMG	4	2	Bullet (9mm)	200(M)	11	Average	10	200	Burst fire 3+
AK -47 Assault Rifle	SMG, Rifle	4	3	Bullet (7.62mm)	300(M)	11	Average	16	320	Automatic or Burst fire 3+
Beam pistol	Beam gun	4	2*	Energy**	80 (S)	7	Average	6	120	Automatic
Beam rifle	Beam rifle	3	3*	Energy**	300 (M)	7	Average	12	250	Automatic, or Burst fire 3+ as per ammo
Heavy beam rifle	Beam rifle	4	4*	Energy**	800 (L)	9	Affluent	10	1000	Automatic, Hand-carried weapon

[#] Use the shortest between the weapon and the ammunition effective range.
[*] Beam weapons in particular settings may have different values for Might.
[**] This is not an ammunition type but a specialization of beam weapons. Beam weapons can only fire one kind of beam and use one type of clip.

Hi-tech Ammunition

Projectile	Weapons	Damage	Range#	Price##	Notes
5.56 NATO	Rifle	2d4	900 (XL)	1	Impale (effect), Burst
7.65 NATO	Rifle	2d6	700 (L)	1	Impale (effect), Burst
7.62 Soviet	Rifle	2d6	700 (L)	1	Impale (effect), Burst
9mm parabellum	Gun, Rifle	1d8	200 (M)	1	Impale (effect), Burst
9mm parabellum, Hollow point	Gun, Rifle	1d10	150 (M)	1	Burst
.45 bullet	Gun, Rifle	1d10	500 (L)	1	Impale (effect)
12 gauge shell	Shotgun	3d4	20 (C)	1	Lose 1d4 per 10m travelled
16 gauge shell	Shotgun	2d4	20 (C)	1	Lose 1d4 per 10m travelled
Energy Clip [Taser]###	Beam weapon	Electric	50 (S)	1	1d6 per Might
Energy Clip [Radium]###	Beam weapon	Radiation	2000 (XXL)	10	1d8 per Might
Energy Clip [Laser]###	Beam weapon	Heat	500 (L)	5	1d8 per Might, Burst
Energy Clip [Particle]###	Beam weapon	Particle	800 (XL)	10	1d10 per Might, Burst

[#] Use the shortest between the weapon and the ammunition effective range.
[##] Price is per 10 projectiles, one bullet clip or one 20-Might energy clip.
[###] This is not strictly an ammunition type but a specialization of beam weapons. Beam weapons can only fire one kind of beam and use one type of clip.

GENERAL ITEMS

Here we provide a generic item list for historical, rural or fantasy environments. If your setting includes its own list, it has the priority on this one.

Generic Item List

Item	Weight	Wealth	Value	Price	
Backpack	1	Poor	1	5 cr	Holds about 20kg of equipment.
Bedroll	1	—	—	1 cr	—
Belt	1	—	—	2 cr	Holds up to 5 kg of items hooked.
Craft tools	3	Average	5 to 10	50 cr to 200 cr	Tools for various crafts that must be kept in a backpack.
Crowbar	1	Average	3	30 cr	Used to gain a Support Bonus to Brawn.
First aid kit	—	Average	2	30 cr	Bandages that you can carry in a pouch at your belt.
Flint & tinder	—	—	—	1cr	—
Grappling hook	1	Average	1	20 cr	Can support a weight of about 100 kilograms (M Size Class).
Healer's kit	1	Average	8	150 cr	Necessary for advanced healing or surgery. Must be kept in a backpack.
Lantern	1	Poor	2	10 cr	It will burn for two hours on a flask of oil. Radius 3m
Lock picks	—	Average	8	75 cr	—
Oil, flask	1	—	—	1 cr	—
Pole, 3m	1	—	—	1 cr	Hand carried only
Pouch	—	—	—	1 cr	Holds up to five zero-weight items at the belt.
Quiver	1	Average	1	10 cr	Quivers can hold up to 20 arrows or 10 crossbow bolts.
Rope, 10m	2	Poor	5	10 cr	Can support a weight of about 100 kilograms (M Size Class).
Sash	1	Average	2	20 cr	Holds up to five zero-weight items, ammunition clips or small throwable weapons for quick use.
Torch	1	—	—	1cr	Burns for one hour. Radius 10m
Vial	—	Average	1	20 cr	Contains a drug, potion, antidote etc. Price and availability are relative to a low-tech environment.
Waterskin	1	—	—	1 cr	—

Whenever an item has a numeric value attached, each +20% increase to that numeric value doubles its Value and cost. For instance, a grappling hook able to sustain 120 kg has a Value of 2, a sash holding 7 items has a Value of 8, and so on.

VEHICLES

VEHICLE ATTRIBUTES

Most attributes for vehicles are on a different scale than characters. The speeds at which they travel are superior, the range at which they can fire weapons longer, and the damage they can deal and withstand immense. For this reason, we recommend to keep rules for creatures and vehicles separate, with the only possible point of contact being a chase among slow vehicles and fast mounts.

VEHICLES AND LOCATIONS.
We recommend that you use localised damage for any vehicle more complex than a motorcycle or truck, that is assign a specific Toughness value to separate sections of a vehicle, and keep track of damage to each section. If you use Localised Damage for vehicles, all vehicles use a single hit location roll, as they are hardly ever Attacked in close combat by an enemy of the same size. Each location has its own value for Toughness, which is equal to the general Toughness value for the vehicle minus an adjustment for the specific type of location, provided in the hit location template for the vehicle.

SPEED

While it may be sometimes useful to record individual variations of vehicular speed with the same granularity used for creature speed, this is hardly useful in combat. The Move rate for vehicles is expressed in units that are roughly equivalent to a move of 10 on the individual scale. That is, a vehicle with a Move of 2 is the equivalent of a creature with a move of 20.

A vehicle's Move represents the number of zones it can move in one turn in combat. Each point of Move is thus the equivalent of 15 kilometres per hour (about 10 mph). Just to give you an idea, bipeds cannot go faster than Move 1, and a horse has Move 5 on the vehicle scale, reaching Move 6 when galloping. Your typical WW2 tank has a move between 2 and 3, and Mach 1 is Move 82.

Vehicle Movement

Aerial Move	Ground Move	Maximum Speed	Examples
—	1	15 km/h	Average human walking, tractor
—	2	30 km/h	Olympic athlete running, slow WW2 tank
—	3	45 km/h	WW2 tank
—	4	60 km/h	Modern tank
—	5	75 km/h	Horse (galloping)
—	6	90 km/h	Wheeled AFV on road
–	7	105 km/h	Truck, Sportscar/Motorcycle on rough ground
—	15	225 km/h	Sportscar/Motorcycle on dirt road
2	20	300 km/h	Helicopter
—	21	315 km/h	Sportscar/Motorcycle on paved road
4	—	600 km/h	Propeller plane
5	—	750 km/h	Airliner, Bomber
7	—	1050 km/h	Subsonic Jet Fighter
8	82	1224 km/h	Mach 1
16	—	2448 km/h	Mach 2
24	—	3672 km/h	Mach 3

ARMOUR AND TOUGHNESS

Vehicles have Toughness like inanimate objects. Their armour, as an ability to deduct some damage before it is deducted from their Toughness, is a separate value.

Thus a truck could have Toughness three and zero armour, meaning that even one point of vehicular damage would damage it, and a total of five points of damage, in one or more blows, would render it useless. Note doing three points of vehicular damage means throwing the equivalent of an incendiary grenade at something.

Apart from scale and the two values for Armour and Toughness, damage to vehicles follows the same rules as other inanimate objects.

ARMOUR SIDES.
If you really want to enforce realism, you may grant a +1 bonus to AFV armour against kinetic weapons if they are hit on their front armour. Any hit by a target that has been Attacked or will be Attacked during the round is considered a front hit.

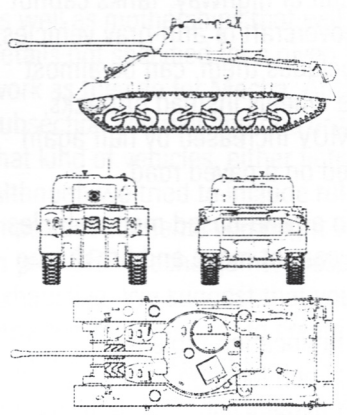
ADVANCED IMMOBILISATION.
For a more realistic combat simulation, check for disablement of tracks even if armour is not penetrated.

GROUND VEHICLES

Ground vehicles is a very broad category that ranges from motorcycles to Armoured Fighting Vehicles (AFV). The smallest vehicles have only one hit location, while tanks and other combat capable ground vehicles have several locations. Such ground vehicles often have areas that are more armoured than others.

While tracked vehicles have more or less the same speed everywhere, wheeled ones have their speed doubled on a road, and tripled on a paved and well kept road like a motorway. Unlike civilian vehicles, AFVs that use wheels instead of tracks have their Move increased by half again on a road, and doubled on a paved road.

Ground vehicles cannot withstand lots of damage and remain combat capable. Any non-explosive hit that penetrates armour will disable the location struck, even if the vehicle does not blow up. Tanks usually have very few hit points, at most 3 in the hull and 2 elsewhere. Their survivability is granted by their armour. Unarmoured vehicles have the opposite problem. They are usually doomed once hit by explosive weapons, and any such damage will disable them.



AFVs are usually equipped with a variety of weapons, including anti-personnel machineguns, cannons, autocannons and anti-tank rockets. Some may even mount anti-air autocannons and anti-air missiles. Machineguns mounted as anti-personnel weapons are useless against armoured vehicles, and are assumed to deal 1d2-1 damage on the vehicle scale.

The table below represents the standard hit locations for your typical tank/personnel carrier. Each location may have subsystems. The turret usually contains both the main ordnance and the sensors.

Tank Hit Locations

D6	Location	Toughness	Typical Subsystems
1	R Side	-1	Track/Wheel [1]
2	L Side	-1	Track/Wheel [1]
3-5	Hull	—	Engine [1], Cargo/personnel bay [2], Various weapons
6	Turret	-1	Sensors [1], Main ordnance [2]

HELICOPTERS

A typical helicopter will have one or two rotors, plus a big body holding the engine, and a variable amount of passengers and supplies. If the helicopter has a single rotor, it will have a tail that holds a small propeller used to keep it stable in flight. An Attack helicopter usually has two wings that are not used to sustain the vehicle but to host weapon pylons. As helicopters usually fly very close to the ground, they are limited to the ground scale of movement, although they can fly over any obstacle. Most helicopters fly at around Move 20.

Helicopters usually only engage land enemies, being too slow for aerial combat. Utility helicopters usually have no armour at all, while Attack helicopters have one or two points of kinetic armour. Transport helicopters have little or no equipment mounted on them, having at most a machine gun doing 1D2-1 damage on vehicle scale. A combat helicopter is usually equipped with a turret mounted gatling gun and several ordnance pylons on the wings, carrying weapons ranging from short range unguided rockets that are fired in volleys, to long range guided anti-tank missiles.

The table below represents the standard hit locations for an Attack helicopter. Other types of helicopters are seldom engaged in combat, or are so weak that it would be pointless to record their location hit points.-

Hitting the fuel tanks triggers a blow-up roll, and hitting the secondary propeller bestows a Penalty to all Pilot rolls. Hitting a rotor takes the helicopter down.

Helicopter Hit Locations

D8	Location	Toughness	Typical Subsystems
1	Tail	-1	Secondary Propeller [1]
2-4	Hull	-	Fuel tank [1], Cargo hold [2]
5	Rotor(s)	-2	Main rotor [1]
6	Nose	-1	Cockpit [1], Gatling gun [2], Sensors [3]
7*	Right Wing	-2	Various weapon pylons
8*	Left Wing	-2	Various weapon pylons

[*] Optional for assault helicopters, roll 1d6 if the wings are missing

AIRCRAFT

SPACE FIGHTERS.
A space fighter for a space opera game is easy to create with a fighter aircraft template, although the shape and sub-systems may vary.

Aircraft are atmospheric vehicles that fly by lift and thrust of their wings and engines. A supersonic jet can reach Move 90 or more. Aircraft cannot usually leave the atmosphere. When a craft can operate in space, it is classified as a spacecraft. A typical aircraft has at most one point of kinetic armour, and no defence against energy Attacks. Its survival depends on not being hit.

Jet Fighter Hit Locations

D6	Location	Toughness	Typical Subsystems
1	R Engine	-1	Engine [1], Rudder [2]
2	L Engine	-1	Engine [1], Rudder [2]
3	Right Wing	-3	Various weapon pylons
4	Left Wing	-3	Various weapon pylons
5	Fuselage	—	Fuel tank [1]
6	Cockpit	-2	Pilot Seat [1], Gatling gun [2], Sensors [3], Navigator Seat [4]

The table above represents the standard hit locations for a jet aircraft. The cockpit often has two seats that can be hit separately, and engines usually have a rudder above them. If the aircraft has only one engine, both engine rolls will cause a hit in the same location.

CAPITAL SHIPS

A capital ship is anything too big to be controlled by a dozen crew-members, be it a floating vessel or an air/spaceship. The two categories function in the same way, except that one has sails or propellers and the other has high-tech engines. Capital ships are piloted with the Pilot [Ship] or [Spaceship] Skill/Trait, and their weapons are fired using the Operate [artillery type] Skill/Trait. As each weapon is usually fired by a different officer, capital ships can fire multiple weapon systems per round. However, only one weapon system per round can be fired against the same target, unless the latter is at least as big as another capital ship.

Ancient and Renaissance ships are made of wood and propelled by sails and oars. They have no armour, but the biggest ones can have a considerable Toughness value. The armour Coverage of modern capital ships is usually considerable, and the hit point rate for each section is often high.

The table below represents a spaceship modelled after a 20th Century battleship, so you can adapt it to many genres. To use the framework to represent a real world battleship, roll D10 for location.

CAPITAL SHIP DAMAGE.
A capital ship is guaranteed to take a lot of hits during a battle, as it will be targeted by almost everything on the battlefield, and it has no defence capability at all, except for missile interception provided by point blank batteries. This means that each section will take a lot of punishment but will probably not be destroyed in one blow, unless hit by the main battery of another ship. Subsystem disablement will be a frequent event for a ship.

Space Battleship Hit Locations

D12	Location	Toughness	Typical Subsystems
1-2	Bow	-1	Main Engine [1], Auxiliary Engine (x2) [2, 3], Rear Cannon Battery [4]
3-4	Starboard	—	Point Defence Turret (x4) [1, 2, 3, 4]
5-6	Port	—	Point Defence Turret (x4) [1, 2, 3, 4]
7	Main Deck	-2	Command Room [1], Sensors [2], Point Defence Turret (x2) [3, 4]
8-9	Weapon Deck	-1	Main Cannon Battery (x2) [1, 2]
10	Stern	-1	Motion Wave Cannon [1], Missile Launcher (x2) [2, 3]
11-12	Lower Deck	-1	Observatory [1], Spacecraft Launch Port [2]

VEHICLE WEAPONS

VINTAGE WEAPONS

These old siege engines and muzzle-loaded cannons are usually found only on wooden ships. They are almost ineffective against armoured targets, but can still sink a wooden ship or break fortress walls.

Vintage Ship Weapon Range and Damage

Type	Damage	Range#
Arbalest	1D2	500 (L)
Catapult	2D2	400 (L)
Cannon, light	1D4	500 (L)
Bombard	1D6	250 (M)

BALLISTIC CANNONS

AUTO-CANNONS.
Cannons with a calibre up to 120 or even 150 mm can fire bursts, especially when mounted on a turret specially designed as a point blank missile or aircraft defence weapon. This gives them a Bonus to hit their target, as per normal Ranged Combat rules. However, the damage for all hits in a burst is subsumed in one single damage roll, and the range for the weapon is reduced by one category.

ADVANCED ANTI-TANK ROUNDS.
Several types of specialized anti-armour rounds have been developed in modern armoured warfare. To represent High Explosive Anti-Tank (HEAT) ammunition, decrease the dice size of such weapons by one step, and add a fixed amount of +1. In this way, a 100mm HEAT round will deal 1d4+1 damage, ensuring that the shot will penetrate most armours.

This weapon family represents the cannons used by 20th and 21st century tanks and battleships. A cannon can often fire both Armour Penetration (AP) rounds that do kinetic damage, which can obtain a Special Penetration in combat, and High Explosive (HE) rounds that have an explosive type of damage similar to missile fire.

The amount of damage dealt by each cannon depends on the gun barrel calibre, expressed in millimetres (mm). The Ballistic Weapon table lists the damage and the basic range for different gun calibres. Round the calibre down when determining damage capability. Any gun below 20mm in calibre is considered effectively useless against an armoured target, and doing 1D2-1 damage against unarmoured ones.

Guns that have an asterisked range are very unlikely to be fired directly, and will usually require an Operate [Artillery] roll to hit.

Ballistic Weapon Range and Damage

Calibre	AP damage	HE damage	Range#	Example
20mm	1D2	—	50m (S)	M61 Vulcan aircraft gun
30mm	1D3	1D3	250m (M)	WW2 AT Gun, GAU-8 Avenger aircraft gun (used by the A-10)
50mm	1D4	1D4	500m (L)	WW2 tank gun, Cold war era naval autocannon
100mm	1D6	1D6	1km (L)	WW2 mortar, Cold war era tank gun
120mm	1D8	1D8	1km (L)	Cold war era rapid fire naval gun or tank destroyer gun
150mm	1D10	2D4	2km (XL)	Howitzer, Cold war era naval gun
200mm	—	2D6	3km (XL)	Heavy howitzer
300mm	—	2D8	5km* (XXL)	Battleship gun
500mm	–	3D6	10km* (XXXL)	Fictional only

[#] multiply the range in metres by ten for aerial and naval range
[*] very unlikely to be fired directly, will usually require an Operate [Artillery] roll to hit.

MISSILES

A missile launcher can be built into both ground vehicles and aircraft, and has a variable missile size that influences damage. Hand held launchers use the same table for range and damage.

Missile Range and Damage

Type	Equivalent	Damage	Range
Tiny	Stinger	1D4	1km (M)
Small	Sidewinder	1D6	2,5km (M)
Medium	Maverick	1D8	3km (M)
Large	Harpoon	1D10	10km (L)
Ship	Tomahawk	2D6	50km* (XL)
Capital	ICBM	3D6/4D6	100km* (XXL)

[#] this range is for aerial/naval; divide it by ten for ground vehicle range

Weapons with an asterisked range are usually used with indirect fire, which requires the appropriate specialization of the Operate skill. The range provided is valid only for anti-aircraft or anti-ship missiles. Missiles fired against ground vehicles are limited to 300 (M) range. Real-world long-range AA missiles may have a range of 300km (XXXL).

ADVANCED ANTI-TANK MISSILES.
You might need to represent HEAT missiles as well as explosive ones. Simply decrease the dice size of such weapons by one step, and add a fixed amount of one. In this way, a HEAT missile of the size of a Sidewinder (the Hellfire missile falls in this category) will deal 1d4+1 damage, ensuring that the missile will penetrate most armours.

LASER

A laser cannon is the equivalent of ballistic cannons, but it fires a laser beam. When a target is hit by a laser weapon, only half of its physical armour, rounded down, is applied.

Laser Range and Damage

Type	Damage	Range#
1 MW	1D2	80 (S)
2 MW	1D3	150 (M)
4 MW	1D4	200 (M)
8 MW	1D6	500 (L)

[#] multiply the range in metres by ten for aerial range

PARTICLE CANNON

A particle cannon is the energy equivalent of ballistic cannons, but it fires a flow of hyper-charged sub-atomic particles. When a target is hit by a particle weapon, only the target's Energy armour is counted against the damage dealt by the beam. If no energy armour rating is specified for a given target, half of its kinetic armour, rounded down, is applied.

PULSE LASERS.
Some lasers and particle cannons can fire bursts; apply the same rules used for ballistic auto-cannons, reducing range but giving a Bonus to the to-hit roll.

Particle Cannon Range and Damage

Type	Damage	Range#
0 MW	1D3	50 (S)
1 MW	1D4	100 (M)
2 MW	1D6	300 (M)
4 MW	1D8	1KM (L)
6 MW	1D10	2KM (L)
8 MW	2D6	5KM (XL)
10 MW	2D8	10KM (XXL)
12 MW	2D10	30KM (XXXL)
Motion wave	kill	50KM (XXXL)

[#] Multiply the range in metres by ten for aerial range

DESIGNING EQUIPMENT

This section deals with creating equipment with characteristics appropriate to your game world. It is entirely optional, and you can play with just the basic equipment list and any extended equipment included in your setting.

NUMBER CRUNCHING.
These rules are meant for Narrators (and players) who like to tinker with gadgets and items, and to represent every single detail of adventurer gear. They are by no means necessary to play and enjoy the rest of the game. You will find a sizeable amount of number crunching, where we tried to keep the parts of the game intended for every audience as simple and maths free as possible. Please note that the complexity of this subsystem is limited to the design phase and does not affect game play. Using custom equipment does not slow down play, as all the calculations are done out of game.

DETERMINING VALUE

This is a quick way to determine an item's Value. Use it only when there is no other construction procedure. It provides a basic procedure you can apply to almost everything.

STANDARD VALUE

Common items have a standard Value. This represents the effort needed to produce the item, not a Basic Score. Remember that the Value of an item is not an absolute rating, but is relative to its Wealth level. A particularly elaborate item might have a relatively low Value because its Wealth level has been increased to avoid giving it a Value rating above 20.

WHAT ARE BASIC SCORES?
The core rules do not provide Basic Scores for items or item categories, but just some examples. Like Stunts, Basic Scores are heavily dependent on what aspects of an adventure story you wish to represent in more detail in your game, so it is up to you to decide which variables will become a standard Basic Score for items and which are best represented by a Characteristic or a hand-waived rating. In general, it is better to adopt a specific rule to calculate the Basic Score of an item category in a consistent way (ex. Speed may be twice the vehicle Movement rate), and this will often be the task of a specific sub-system introduced in a supplement or devised by an enterprising Narrator.

BASIC SCORE AND MODIFICATIONS

The Value of an item depends on two separate factors: the Basic Score of the item (speed, toughness, etc.); and its Modifications. Not all items possess both factors.

The Basic Score is a rating you can use instead of a characteristic to determine the size of the starting Resolution Point pool in a generic Conflict. Some items might have two or more Basic Scores, like Speed and Manoeuvrability for an aircraft. Modifications are components that are not used to replace characteristics in Conflicts, but are nevertheless important in Conflicts. Some Modifications have a numeric Value.

When both factors are present, there is usually one which is prevalent and is used to determine the item Value. For instance, a sailing Conflict will use a ship's Seaworthiness Score, so the most important factor when trying to build a ship is its Seaworthiness, rather than its Modifications.

WHAT ARE MODIFICATIONS?
These rules consider essential components and attributes of an item as Modifications. For instance, all tanks have armour, but their Armour Value will always be listed among its Modifications along with optional components such as weapons and sensors. A component or rating should be listed among the Modifications if disabling it would alter the item usefulness in a Conflict or Combat.

ITEMS WITH BASIC SCORE ONLY

The effects of some items can be summarized by their Basic Score. A good example of an item whose effects in game are fully described by a simple rating could be an Antidote for poisons (described by its Might, see page 76 in Chapter 3) or intrusion software, described by a Penetration score which will be matched against the Security rating of the system it is attempting to violate, or the Intelligence of a human guardian who is actively trying to block the hacking attempt.

ITEMS WITH MODIFICATIONS ONLY

When an item cannot be used as the base for a Conflict, but has important attributes that make it useful and desirable, then its Value is based on its Modifications only. Many items connected to a Power lack a Basic Score, and calculate their Value only on the Modifications that specific Powers imbue them with. The Value of such items can be determined by adding up the numeric ratings of their Modifications and consulting the Item Modification table, which takes into account the number of uses of the item.

Item Modifications

Type of Item	Value
Magic Scroll	Modification sum x3
Spell Matrix or other permanently enchanted item	Modification sum x4
Potion or Drug	Modification sum x3
Scientific Gadget	Modification sum x4
Scientific Gadget, one-use	Modification sum x3

Note that some enchantments do have a Basic Score (Might) instead of several Modifications. In this case, treat them like items that have the Basic Score only.

ITEMS WHICH ADD MODIFICATIONS TO A BASE VALUE

To design an enhanced version of a common item, start with the standard Value for the item and add Modifications for enhanced attributes. The available Modifications are listed in the specific rules for the design of that kind of item, and each sub-system or setting may introduce new Modifications.

For example, the Narrator wishes to define a herbal salve that bestows a Bonus to its user's First Aid rolls. Treat the item as a one-use scientific gadget to which we are adding the equivalent of the Improve First Aid power (see page 184 of Chapter 6) which has the Might Attribute with a rating of 2. The item works on a Target so there is another numeric Attribute to consider, Target 1. The total Modification rating of the item is 3, which we have to multiply by 3 for a one-use, semi-permanent item, obtaining a Modification rating of 9. We add this to the base Value for a First Aid kit which is 3 (see the equipment list on page 149) for a total Value of 12 (120 credits in cash).

Should we try and design a Healer's Kit with the same effect on the Healing skill, the multiplier would become x4, as the item is not consumed after use, and the base Value is in this case 8, with a starting Wealth of Affluent. We have a Value of 20 (8 base Value + 3 Modifications x 4 = 12), which translates into a Value of 10 with an improved Wealth level of Rich (1000 credits in cash).

ITEMS WITH SEPARATE BASIC SCORE(S) AND MODIFICATIONS

Some pieces of equipment have both a Basic Score that can be used as the Resolution Point pool in a Conflict, and a sum of features or Modifications that allow special actions during a Conflict or Advanced Combat. Some items may even have more than one Basic Score.

When designing or building such an item, a manufacturing team must beat the sum of all these different scores in a single Conflict. This represents the inevitable compromises one has to make, like the balance among speed, handling and equipment when designing a military vehicle. Only by neglecting one of these aspects to optimize the others does the Resolution Point Pool reach a level that the designers can hope to beat.

When repairing an item with separate scores, instead, beating the specific rating that was damaged is usually enough. If the damage affects the Modifications, it is more appropriate to assign Consequences as damage and have the repair crew beat them.

DEFAULTING ON WEIRD SCIENCE.
If there is no sub-system that details the design of the kind of item you wish to create, have a look at the Weird Science power sub-system in Chapter 6, particularly the Improve [Trait] power, as a template. Then apply the table for Item Modifications and Value. Any Modifications to an item with a limited number of uses have their ratings multiplied by three before adding it to the base Value, while any item that provides permanent advantages requires the total ratings to be multiplied by four.

ENGINEERING EXAMPLE
Consider a Martian airship. It is average in terms of agility, so we assign it a Manoeuvrability factor of 10. It is reinforced, so we assign it a Toughness Value of 12. These two ratings are Basic Scores in our game. The main engine is the first equipment and it costs 4 points as it provides a rated Speed of 4. We add 3 points of hull armour and two weapon mounts, plus one standard cargo bay. This gives a total of 10 points of Modifications. To create this ship or its blueprints, a team of engineers must beat the sum of three different Values: 12 for Toughness; 10 for the Modifications; and 10 for Manoeuvrability, for a total of 32. If the ship has been hit and has taken only minor structural damage, beating its Toughness in a Repair Conflict should be enough. If some systems have been hit, repairing them will probably require also a second Conflict vs. the Modification score or some Consequences, at the Narrator's option.

DESIGNING ARMOUR

PLAYER DESIGNED ARMOUR.
This section is clearly intended for the Narrator. However, some players will absolutely want to dress their character in the armour suit they have envisioned for him or her. The rules for armour design let them create their dream armour suit, which a competent armourer provided by the Narrator will then produce at an appropriate price.

Historical armour varied even more than historical weapons, and fantasy iconography provides an even broader variation of plausible and slightly less plausible armour suits and combinations. This section allows you to create armour that fits the culture you are portraying in your game. The rules will let you find a Value for Armour Points, Coverage and Encumbrance for your custom armour elements. The guidelines will also give you an idea of the armour Value, but since this depends also on context, this parameter may require some hand-waving on your part.

RECORDING SPACE ALLOCATION.
In order to design armours more easily, write down a matrix of ten squares for each armour layer, representing the spaces of the element you are about to create. There you will note the materials allocated to each space. You will then write AP, encumbrance and cost below the materials name in each space.

SPACES AND COVERAGE

Each target covered by an armour element, whether the whole body or a location, has ten spaces that armour can protect, corresponding to the ten possible results of an armour Coverage roll, from 0 to 9, with 0 being the lowest Value. Some armour components can cover all ten spaces, while others can only cover some. The ability that an armour component has to cover the maximum number of spaces corresponds to its Coverage attribute.

ARMOUR LAYERS

Each armour element consists of one of the two main layer types, padding or plating, plus joints if the armourer adds reinforced articulations. The type of armour layer determines the starting Coverage Value for the armour element.

- Padding is the materials worn on the body. It must be soft and pliable. Typical padding is made of cloth layers (gambeson) or leather. Padding has a starting Coverage Value of 1+.
- Plating is the armour main protection, and must be worn over padding. Plating has a Coverage Value of 3+.
- Joints are the mobile areas that connect the plating elements, allowing you to move while protected from damage. They are usually made of soft materials similar to padding, but advanced crafting techniques allow joints made of rigid armour, like the articulations of gothic suits. Joints always have a Coverage Value of 0+, regardless of modifiers for materials or location, which means that an armour element with reinforced joints can cover all spaces that plating or padding cannot cover. However, joints greatly increase the armour encumbrance and cost.

WHAT ARE JOINTS?
The area that cannot be covered by padding represent hands, feet and the face, as well as the most delicate parts of the tail for dragonlike beings. These areas are not covered by standard armour pieces, and require specially crafted pieces that add weight and cost. Even when the materials for these pieces are the same as those used for plating/padding, they require much longer to make, and have an extra effect on mobility.

DESIGNING THE ARMOUR ELEMENT

To start the design process, determine the type of element you are creating, either suit or piece, and the location it covers. Treat armour pieces that cover different locations as being separate for armour design.

Consider the layers of your armour element one at a time, and determine the starting Coverage for that layer. Then modify it for the type of armour element and the materials used, according to the tables that follow, in order to determine the final Value for Coverage. Starting from the one with the Coverage number you have determined, all spaces in your armour element will be occupied by the armour materials you chose for it. The remaining spaces remain uncovered, although they might still be protected by another layer.

ALLOCATING SPACES

For each of the ten spaces in the armour element, assign the materials you wish to use for the appropriate layer. Start with padding, and then add plating. Both must cover the spaces with the highest numbers (up to 9) allowed by their Coverage. You can assign fewer spaces to a component to save on weight and cost. Each space covered by plating is assumed to have also padding underneath, but the latter does not count for AP and Encumbrance determination.

Example: We design a lamellar armour suit made of iron strips (plating layer 3+, modified by +1 for materials to 4+). Beneath we position chain mail (padding layer 1+, no modifications) The final allocation of materials to spaces will be as follows. Note that we have not recorded the mail when it is underneath the strips.

Layer	0	1	2	3	4	5	6	7	8	9	Total
Padding		Mail	Mail	Mail							
Plating					Iron Strips	Iron Strips	Iron Strips	Iron Strips	Iron Strips	Iron Strips	

VOLUNTARY REDUCTION OF COVERAGE.
You may opt to assign a greater Coverage number in order to save on encumbrance or cost by reducing the number of covered spaces. If your armour is designed to stop mainly ranged attacks, the first two spaces will hardly ever be hit, so a Coverage of 0+ is not necessary. Advanced crafting may also allow to increase Coverage to produce a more effective or more comfortable armour.

All spaces you cannot cover with plating or padding can be covered with joints. Note that while adding certain materials as padding is usually more convenient, padding is subject to Coverage limitations, and thus it is likely that it cannot cover all the spaces. The only way to offer total cover, particularly for limbs or the head, is that of adding the more expensive and cumbersome joints. You might also need to use different materials for joints as not all materials are fit for this purposes.

If you are adding joints, the minimum final coverage for the padding layer will be 0+. However, the Value for minimum padding coverage will determine which spaces are considered joints. All spaces that could not be normally covered are marked as joints and have an increased cost and encumbrance.

Example: If we determine that our lamellar suit is accompanied by mail joints to cover the unprotected parts of the body, the final allocation of materials to spaces will be as follows.

Layer	0	1	2	3	4	5	6	7	8	9	Total
Padding	Mail joints	Mail	Mail	Mail							
Plating					Iron Strips	Iron Strips	Iron Strips	Iron Strips	Iron Strips	Iron Strips	

EVALUATING AP AND COVERAGE

The armour points of an armour layer depend on to the materials used for it. Its Coverage is determined by the assigned space with the lowest number.

Example. In our lamellar armour example, iron strips are AP 6 and chain mail AP 5. We note the AP and Coverage in the totals column.

Layer	0	1	2	3	4	5	6	7	8	9	Total
Padding	Mail joints	Mail	Mail	Mail							5/0+
Plating					Iron Strips	Iron Strips	Iron Strips	Iron Strips	Iron Strips	Iron Strips	6/4+

EVALUATING ENCUMBRANCE AND PRICE

In order to determine the encumbrance of an armour element, multiply the Enc Value by the spaces covered by that armour. The Value for Enc is different for those spaces covered as plating or padding, and those covered as joints, even if the materials is the same. Multiply by the Enc multiplier provided in the Armour Element Table (ten for an armour suit), and add up the total Enc for each location. Finally, divide by 100 and round fractions up to obtain the total Enc of your armour.

Repeat the procedure for price, but do not divide the final total. This is the cost of the full suit of armour. According to the table on page 130, Value is usually equal to the price divided by 20 (10 for completely non-metal armour), with the armour suit being of Average wealth level. If Value goes beyond 18, divide the cost by 100 instead and make it Affluent level. If it is still beyond 18, divide it by 500 and make it Rich.

FIXED PROTECTION ARMOUR. Some groups will not require the realism of the AP/Coverage method of determining armour protection and may want to use a static number for armour, as in other OGL D100 games. You can do this by simply applying the averaging procedure to AP and not just to Encumbrance. Add up the AP for each space and divide by ten, rounding up. You will thus obtain an averaged number that you apply to all blows that land on that armour element, regardless of the Coverage roll.
Going back to our previous examples, that would mean 4 spaces with AP 5 and six with AP 6, thus (5x4)+(6x6)=20+36=56, dividing by 10 and rounding up we have 6. This means that the armour suit offers an averaged protection equivalent to lamellar.

Example: In our lamellar armour with mail finishing, we have the following Values for encumbrance and cost per space.

Layer	0	1	2	3	4	5	6	7	8	9	Total
Padding	Mail joints	Mail	Mail	Mail							5/0+
Plating					Iron Strips	Iron Strips	Iron Strips	Iron Strips	Iron Strips	Iron Strips	6/4+
Enc.	8	5	5	5	7	7	7	7	7	7	65
Price	30	8	8	8	18	18	18	18	18	18	162

We are designing an armour suit, so we multiply both Values by 10. The encumbrance is thus 650 / 100 = 6.5, rounded up to 7, while the cost is 1620 credits, which corresponds to a Value of 17 (Affluent level).

Remember to only count the outermost layer of armour. AP, price and weight for the innermost ones are already counted.

EFFECTS OF ELEMENT TYPE

The Armour Element Table determines the Coverage modifier for the element you are adding to your armour. Since lower Coverage Values are better than higher ones, positive modifiers are detrimental while negative modifiers are advantageous. It also determines the number by which you must multiply the cost and encumbrance before adding them to the totals.

EFFECT OF MATERIALS

The materials used for your armour elements influence their APs, cost and encumbrance, but they can also modify the Coverage of the element. Not all materials can be used to produce all armour components. The Armour Materials table provide the base parameters for historical/fantasy and hi-tech armour materials.

PLAYER CHARACTERS CRAFTING ARMOUR

When crafting armour, you will normally not enhance it with Modifications, but rather experiment with weird materials and configurations, so the normal procedure given in the armour design section should be enough to compute the overall Value of the armour element that a Player Character wishes to create. The character follows the standard procedure for items and create the armour in a Crafting Conflict. The Narrator may allow you to craft armour one piece at a time, but this should not reduce its Value in a significant way.

Armour Elements

Armour element	Coverage	Encumbrance multiplier
Full Suit	—	10
Head	—	1
Arm (or quadrupedal leg)	+1	1 (each)
Torso	-1	3
Leg	+2	2 (each)
Tail	+3	2

ADJUSTING ARMOUR VALUES.
If you are designing an armour piece instead of a full suit, use the Value for inferior materials even if the armour element is made of metal or rare substances. Round fractions down rather than up for the most common armour types, like gambesons.

Historical Armour Materials

Materials	AP	Coverage	Encumb. (plating)	Encumb. (padding)	Encumb. (joints)	Price	Price, Joints
Pliable leather	1	—	—	1	2	1	2
Cloth (1 layer, heavy)	1	—	—	2	—	0.1	—
Cloth (multi-layer)	2	—	—	3	–	1	—
Fur, hides	2	+1	—	5	6	2	5
Mail	5	—	—	5	8	8	30
Leather scales	4	+2	4	—	—	4	—
Bronze scales	5	+2	8	—	—	8	—
Iron scales	6	+2	8	—	—	10	—
Leather strips	4	+2	4	—	—	6	—
Bronze strips	5	+1	7	—	—	15	—
Iron strips	7	+1	7	—	—	18	—
Iron bands	8	+2	8	—	—	20	—
Leather plating	4	+2	4	—	—	7	—
Bronze plating	6	—	10	—	—	15	—
Iron plating	8	—	10	—	15	20	100

Hi-tech Armour Materials

Materials	AP	Coverage	Encumb. (plating)	Encumb. (padding)	Encumb. (joints)	Price	Price, Joints
Pliable leather	1	—	—	1	2	1	2
Cloth (1 layer, heavy)	1	—	—	1	—	1	—
Kevlar	10	+1	7	—	—	12	—
Flexi polymers / silk	3	—	—	2	5	5	15
Resin	6	—	3	—	-	3	–
Steel plating	12	—	9	—	9*	10	50*
Reflec plastic**	6	—	4	—	5	20	30

[*] - modern armour makers no longer create joints with plate, so this option is only available at the Narrator's discretion.
[**] - this armour has an Absorb Light Might 2 to protect the wearer from lasers.

LOCALISED ARMOUR EXAMPLE

A warrior wears headgear that consists of mail padding with Coverage 1+ and an open helm (plating) with Coverage 6+ will. To avoid the vulnerability of the zero slot we add plate joints (a visor). This single space would add more Enc and cost more than one of the spaces covered by the regular helm.

On the torso, the +1 bonus to Coverage allows the mail padding to cover everything.

On the limbs, the warrior chooses to wear leather boots and gloves over the parts that cannot be covered by mail padding. Chain leggings and gauntlets would provide a better protection, but they would count as joints, thus adding a lot of encumbrance and cost. Not all warriors can afford to carry such a weight, or to pay for the extra price.

Our armour suit would have an Encumbrance of 5, a cost of 816 credits, a Value of 9 and a Wealth level of Affluent. It is typically the armour suit for a full time warrior on whom a feudal lord has invested some money.

The final armour Value for our warrior is thus:

Head: 5/0+, 8/0+
Arms: 1/0+, 5/2+
Torso: 5/0+
Legs: 1/0+, 5/3+

Write down the statistics for this armour suit and use it as an alternative to the pre-generated mail hauberk found in the first part of this chapter.

HEAD

Layer	0	1	2	3	4	5	6	7	8	9	Total
Padding	Mail	Mail	Mail	Mail							5/0+
Plating					Plate Joint	Iron Plate	Iron Plate	Iron Plate	Iron Plate	Iron Plate	8/5+
Enc.	5	5	5	5	15	10	10	10	10	10	80
Price	8	8	8	8	100	20	20	20	20	20	180

BODY

Layer	0	1	2	3	4	5	6	7	8	9	Total
Padding	Mail	Mail	Mail	Mail	Mail	Mail	Mail	Mail	Mail	Mail	5/0+
Plating											
Enc.	5	5	5	5	5	5	5	5	5	5	50
Price	8	8	8	8	8	8	8	8	8	8	80

Arms

Layer	0	1	2	3	4	5	6	7	8	9	Total
Padding	Leath Joint	Leath Joint									5/0+
Plating			Mail	Mail	Mail	Mail	Mail	Mail	Mail	Mail	6/4+
Enc.	2	2	5	5	5	5	5	5	5	5	65
Price	2	2	8	8	8	8	8	8	8	8	162

Legs

Layer	0	1	2	3	4	5	6	7	8	9	Total
Padding	Leath Joint	Leath Joint	Leath Joint								5/0+
Plating				Mail	Mail	Mail	Mail	Mail	Mail	Mail	6/4+
Enc.	2	2	2	5	5	5	5	5	5	5	65
Price	2	2	2	8	8	8	8	8	8	8	162

Encumbrance and price

Location	Encumbrance for Components	Encumbrance	Price for Components	Price
Head		75		180
Torso	50 x3	150	80 x3	240
Arms	44 x2	88	68 x2	136
Legs	41 x4	164	64 x4	256
Total		477 (Enc 5)		816

DESIGNING CLOSE COMBAT WEAPONS

This section will let you create weapons of your own invention with the same algorithms we used to create the sample weapons provided in the tables. To design a weapon, you must determine its type, its reach and the materials with which it is made.

A weapon's reach (abbreviated in R in this section) is the distance in decimetres from its tip to the point where the wielder usually keeps his or her grip on the weapon. Even if some weapons allow a change in grip (see the Stunt section in Chapter 4, on page 119), there is usually a default or average position for that weapon. In Advanced Combat, a weapon Reach is added as a bonus to Melee Strike Rank to determine your initial Strike Rank when you declare a Close Combat Attack with that weapon as your Opening Move. Once you have determined a weapon Reach and its type, the two sections and tables below will let you find its other attributes.

WEAPON CATEGORY AND TOUGHNESS

All weapons belong to one of the basic categories of light, heavy or two-handed. The Reach at which a weapon becomes heavy or two-handed varies according to weapon types. The table below specifies these Reach intervals and the Toughness a weapon of that type and category usually has, as well as the typical materials with which the weapon is made.

Weapon Categories and Toughness

Weapon Type	Light			Heavy			Two-handed		
	Reach	Tough	Weight	Reach	Tough	Weight	Reach	Tough	Weight
Club/staff	1-3	6[w]	R/6 kg	4-5	8[w]	R/6 kg	6+	10[w]	R/6 kg
Sword-club	1-6	8[w]	R/5 kg	7-8	10[w]	R/5 kg	n/a	—	—
Hafted weapons (axe, mace, hammer, etc.)	1-3	6[mw]	R/4 kg	4-5	8[mw]	R/4 kg	6+	10[mw]	R/3 kg
Flails	1-4	6[mw]	R/4 kg	5-9	8[mw]	R/4 kg	10+	10[mw]	R/3 kg
Spears and polearms	1-6	6[w]	R/6 kg	7-9	8[w]	R/6 kg	10+	10[w]	R/5 kg
Sword, ancient or medieval	1-7	8[m]	R/6 kg	8-9	10[m]	R/4 kg	10+	12[m]	R/3 kg
Sword, modern; dagger	1-8	8[m]	R/6 kg	n/a	—	—	n/a		
Shield	1-4	R*3 [w]	R*1.5 kg	n/a	—	—	n/a		

[w] wooden weapons [m] metal weapons [mw] – these weapons damage other weapons as if they were metal weapons, but take damage as if they were wooden weapons

OTHER WEAPON ATTRIBUTES

Consult the table below to find the weapon other attributes. Always round up when dividing. If two Values are listed for damage, the second one is used only for a two-handed version of that weapon (that is, a version that can be used only two-handed such as a polearm). The STR Value refers to the amount of Strength needed to use the weapon two-handed, unless the weapon is light. Add four to use a heavy weapon one-handed, and add two to the one-handed Value to use a weapon in the off hand.

Close Combat Weapon Attributes

Weapon type	Typical Reach	SR to Attack **	SR to Defend**	Damage	STR	Parry	Wealth	Value ***	Notes
Axe, wood	3-5	R*2	R	1d(R*2-3)	R*2 +1	R/2	Poor	R	+1 Might, Slash (advantage)
Axe, battle	4-8	R*2	R	1d(R*2-2) or 2d(R)#	R*2 +1	R/3	Average	R*2	+1 Might, Slash (effect)
Club	2-8	R	R/2	1d(R) or 2d(R/2)#	R+1	R/4	Poor	R*2	+1 Might
Sword/ club	4- 8	R	R/2	1d(R)	R-1	R/4	Poor	R*2	+1 Might, Slash (advantage)
Staff	4-8	R	R/2-1	1d(R/2)	R-1	R/3	Poor	R	+1 Might
Mace or Maul	3-8	R*2	R	1d(R) or 2d(R/2+1)#	R*2 -1	R/2	Average	R*2	+2 Might
Hammer	3-8	R*2	R	1d(R) or 2d(R/2+1)#	R*2 +1	R/2	Average	R*2 +2	+1 Might, Impale (effect)
Flail	4-8	R*2	R	1d(R-2) or 2d(R/2)#	R+1	R/3	Average	R*2 +2	+1 Might, Entangle (effect), Penalty to Parry
Spear	6-18	R	R/2	1d(R/2+1)	R-5	R/5	Poor	R	Impale (effect), Keep distance (auto)
Polearm	8-12	R or R* 1.5 ##	R/2	2d(R/2) or 1d(R-2)##	R+1	R/4	Average	R	Impale (advantage), Keep distance (auto)
Sword or Dagger	2-12	R	R/2	1d(R) or 2d(R/2)#	R+1	(R+1) /4	Average	R*2	Impale (advantage), Slash (effect) ###
Shield	1-4	R	R/2	1d(R)	R*3	R	Average	R*2	Block, Coverage +(R-1)
Whip	5-6 (m)	R*2	-	1d2	R	-	Poor	R*2	Entangle (effect), ranged attack

[*] - may require a Stunt.
[**] - minimum cost is 3 for attack and 2 for parry.
[***] - when Value goes beyond 20, halve it and increase the Wealth level by one.
[#] - for bludgeoning weapons, minimum 2d3 to have a double-die damage. For cutting weapons, minimum 2d6.
[##] – these weapons can be used to thrust or to cut. When two Values are given, the first one is for thrusting, the second for cutting.
[###] – weapons in the standard list have already been modified with special features to reflect the great variability of historical swords.

MODIFICATIONS

The table below specifies the most common Modifications for weapons. Some are beneficial, and are used to improve the weapon performance, while others are detrimental and are used to decrease the weapon Modification rating when designing it.

Many weapons have some specific feature that are so common that they are included as default to that type of weapon, or to that specific weapon in its type. Standard hammers used for war have a Modification that allows them to impale, so the improvement cost is included in the standard Value rating of a hammer. Similarily,



Melee Weapon Modifications

Modification	Value	Notes
Increase/Decrease Occurrence of a combat effect	+2/-1 per effect per level of occurrence	Decreasing one level from "advantage" removes the effect altogether. A previously absent effect starts at "advantage". Only one increase is possible, except for polearms, axes and hammers with a secondary head.
Increase/Decrease STR requirement	-1/+2 per STR point	Increasing STR requirements decreases the total Modifications score, and vice versa.
Increase/Decrease damage	+10/-4 per die step	—
Increase/Decrease parry	+5/-2 per point	—
Increase/Decrease toughness	+1/-1 per point	Double cost to increase Toughness of wood
Increase/Decrease SR cost for Attack and Parry	-2/+5 per SR	Attack and Parry costs are modified separately. Minimum cost is 3 for attack, 2 for parry
Increase quality of material	+2 per step	When upgrading from wood to metal this often represents a reinforcement, not a weapon with a haft made entirely of metal.



the rapier is modified to become a primarily thrusting sword, so these Modifications are integrated in its Value and price.

> *Let us design a beaked axe. The standard specimen of battleaxe has a Value of 8. To add two levels of the Impale effect we need to add a +4, which brings us to a Value 12 weapon. This will bring the cost of our axe with an Impale (effect) attribute to 240 credits, more than a normal battleaxe.*
>
> *A standard dagger has Value 9. To increase its Parry to the same levels as a sword (2) we need +5, which brings its Value to 14. We can increase its STR requirements by two to recover two points, bringing it to a STR 6 weapon with 12 Value. Given that it will require STR 8 to use it in the off hand, it is not convenient to increase STR requirements any more. Essentially, we have created a Main Gauche. What about going the Japanese way instead? By completely dropping the Slash effect we recover 3 points, and recover another point from increasing STR to 5 (7 in the offhand). Having dropped Value to 5, we can now add 1 to Parry (+5) and add the Entangle (advantage) attribute (+2) and we still have a Value 12 weapon that your average artisan can reliably craft. Ladies and gentlemen, let us introduce the sai,a favourite weapon of comic book assassins.*

The Modifications you apply might bring the weapon Value beyond the threshold of 18-20, in which case the standard rule for Value recommends to halve the rating and increase the Wealth level of the weapon. However, this is only applicable when you try to purchase such an item. Crafting a non-standard weapon requires that the artisan faces the entire Value as opposition in a Conflict. The Narrator may even require that when Value goes beyond 20, the Conflict to craft a weapon or other item be against the full Value, but the Challenge Rating be modified as though the weapon were in fact of another Wealth level.

DESIGNING RANGED WEAPONS

EXPLOSIVES
Grenades, Explosives and Molotov cocktails use the Throw trait, and the procedure for damage calculation is in the Science (as a Power System) section of Chapter 6, even for those that are the equivalent of a real world grenade. The same goes for energy weapons. Use the rules for Weird Science Gadgets to modify their energy clips or the weapon themselves.

Ancient projectile weapons are classified according to four basic types: sling, bow, crossbow, and flintlock/wheel-lock firearm. Some variations existed historically, particularly for later version of firearms, but in general only a few variants are available per setting. Modifications are more likely to be applied to ammunitions than to weapons.

The exception to this are bows, which might have a wide range of variants.

Ranged weapon categories

Weapon type	Typical STR	Might	SR to fire	Projectile	Range in metres	User STR	Reload Cost	Wealth	Value	Notes
Sling	6	S/5	5	Stone/ Pellet	(S+4) *10	S+3	10	Poor	S/2	—
Bow	6 to 11	S/5-1	5	Arrow	S * 25	S+3*	5	Average	S+4	* S for composite, S+1 for longbow
Crossbow	6 to 11	S/5	3	Quarrel	(S+4) * 20	S+1	S/5 rounds	Average	S+4	Hand carried
Vintage Pistol	3 to 6	S/5	S/5+4	Bullet	(S-1) * 10	S+1	S/5 rounds	Average	S+1	—
Arquebus/ Musket	11 to 21	S/5	S/5	Pellet/ Bullet	(S-1) * 10	S/2+1	S/5 rounds	Average	S-1	Hand carried
Revolver	6 to 10	S/5	S/5+3	Bullet	S*5	S+3	1 round/ shot	Average	S	Automatic
Pistol	6 to 10	S/5	S/5+3	Bullet	S*5	S+1	10	Average	S+2	Automatic
SMG	6 to 15	S/5	S/5+2	Bullet	S*20	S+1	10	Average	S	Burst Fire 3+
Rifle	11 to 25	S/5	S/5	Bullet	S*30	S/2+1	10	Average	S/2	Hand carried
Assault Rifle	16 to 25	S/5	S/5	Bullet	(S-1)*20	S/2+3	10	Average	S	Burst Fire 3+, Hand carried
Shotgun	11 to 20	S/5	S/5	"Slug"/ Shell	S*2	S/2+2	1 round	Average	S/2	Often double barreled
Beam weapon	2 to 4	S	S#	Energy	S+1##	S*2+1#	10	Average	S*5	—

[#] - +2 for pistols.
[##] - this range is in categories and not metres, and is the equivalent of the maximum in metres for the category (if ammo allows it).

More detailed rules for bows will appear in our medieval historical supplements.

The base attribute upon which the derived scores are based is the weapon typical STR (S), which is different from the user required STR. The weapon damage depends on the projectile, but the Might of the weapon depends on its intrinsic STR, and is usually calculated as if it was the might of a character with that STR using a thrown weapon, including the two-hand weapon use bonus. Some categories receive a further bonus to Might, as per weapon table.

Ammunition for historical weapons present a wider variation. Apart from the wide range of historical variants for arrows, you may want to create

some special types of projectiles crafted from peculiar materials present in your fantasy world. The following table lists the base attributes for the various types of projectiles.

MODIFICATIONS

The Modification table below allows you to personalize ammunition, and we recommend that you add more features for fantasy worlds.

Ammunition Attributes

Ammunition type	Weapon	Damage	Range*	Value**	Notes
Pellet, stone	Sling	1d4	50 (S)	1	
Pellet, lead	Sling, Arquebus	1d6	80 (S)	2	
Arrow	Arrow	1d6	200 (M)	8	Impale (effect)
Quarrel	Crossbow	1d8	500 (L)	10	Impale (effect)
Bullet (vintage)	Firearms	1d6	300 (M)	12	Impale (advantage)
Bullet, 5mm+	Rifle	2d4	1000(XL)	16	Impale (effect), Burst
Bullet, 7mm+	Rifle	2d6	700(L)	14	Impale (effect), Burst
Bullet, 9mm+	Gun, Rifle	1d8	300 (M)	10	Impale (effect), Burst
Bullet .44-.45	Gun, Rifle	1d10	300 (M)	12	Impale (effect)
Slug	Shotgun	1d10	100 (M)	10	Impale (effect)
Shell	Shotgun	2d4	20(C)	2	Lose 1d4 per zone travelled
Energy cartridge	Beam weapon	Per energy	1000 (XL)	15	

[*] – The actual range is the shortest one between the weapon range and the projectile range.
[**] - Value refers to a set of 100 projectiles, ten clips or a 100 Might energy cartridge. Wealth level is always poor. Adjust the price for smaller quantities, but the Value remains the same.
[***] - Damage is per might.

Ammunition Modifications

Modification	Value	Notes
Increase/Decrease Occurrence of a combat effect	+5/-2 per effect per level of occurrence	Decreasing one level from "advantage" removes the effect altogether. A previously absent effect starts at "advantage". No effect can be increased beyond "effect".
Add/Remove Burst	+4/-2	Also applies to weapon.
Increase/Decrease damage for kinetic weapons	+10/-4 per die step	Shells gain 1d4 instead.
Increase/Decrease Might for energy weapons	+15/-5 per Might	Only one Might possible, and the modification applies to the weapon, not the ammunition.
Add/Remove automatic	+4/-2 per Might	Modification applies to the weapon, not the ammunition.
Increase/Decrease range	+2/-1 per 50m	—
Increase/Decrease clip size	+2/-1 per shot	Same price for adding/removing 2 Might to energy clips



POWERS

There are five main types of powers you will encounter in an adventure game. Forthcoming supplements will detail new systems and variant versions of the five base systems described here.

Arcane Magic is the ability to manipulate reality with paranormal forces in the form of spells.

Divine Magic allows worshippers to call upon their deities in times of need, in the form of Divine Blessings and Cantrips.

Psychic powers allow an individual to impose his or her will upon the material world, or upon other, weaker minds.

Weird Science includes gadgetry found in steampunk or space opera settings, as well as alchemical concoctions and mutagens that the power user uses to gain supernatural abilities.

Innate powers are exceptional abilities. Using them does not require activation for use, like walking or listening for a human. They are considered to be always "on", except for some specific abilities like fire breathing. More innate powers and their effect on the game can be found in Chapter Seven.

Powers are capabilities beyond a human being's reach. This may include: innate physical abilities that only natural animals have, such as seeing in the dark, flying or remaining underwater for hours; para-psychological abilities like clairvoyance and precognition; the ability to call upon the help of the transcendental world, like a Saint or a Bodhisattva, and supernatural rituals like magic spells or curses. Each type of power works in a different way. The term Power System indicates the set of powers belonging to a given type, and the associate procedures used to learn and activate each individual powers.

This chapter includes powers and power systems suitable for many fantasy and sci-fi environment, and the setting you use may integrate or replace them with more detailed subsystems. Whenever your setting contradicts the core rules, the setting rules and power list take precedence.

POWER SYSTEM ATTRIBUTES
The power rules in Revolution D100 are based on a set of one or more attributes that regulate the effectiveness of a power user. The most common attribute used is Channelling (called also Holiness for clerics), but a character may have other attributes, or multiple values for Holiness in different cults. Attributes determine the number of powers your character can acquire or keep active, the total sum of variable attributes for powers, etc. However, what changes from one Power System and another is the way characters gain their current score in these attributes. The Channelling score is a fraction of Concentration, but can depend on vows for a believer, or on the number of True Names known for a conjurer. While not interfering at all with the mechanical parts of the rules, such details have a great impact on your character's roleplaying choices. By exploiting the determination method for attributes like Channelling, the Narrator can tailor paranormal powers to the specific flavour of the game world.

POWER ATTRIBUTES

Most powers have attributes which represent their individual features. Attributes can be both Numeric and Non-numeric. Each Numeric Attribute has a score that determines by how much the attribute influences the power effects. Specific rules found in a Power System description supersede the generic rules found in this section.

FIXED AND VARIABLE ATTRIBUTE SCORES

If the power description lists a Numeric Attribute with a number (or the equivalent letter in the case of range) following its name, then the attribute is automatically applied to the power with that score whenever it is used. If there is an asterisk (*) following the attribute name in the power description, then the actual attribute score depends on a variable factor. If there is a number followed by a + instead, the attribute normally assumes the specified value, but can be enhanced as explained in the power or Power System description.

The most common way to replace an asterisked variable attribute score with an actual number is by applying a Manipulation Trait when using the power, if the Power System allows Manipulation (see below). For those Power Systems which do not allow Manipulation, the asterisk for variable attributes must be replaced with the default rating for the attribute in that system, or with a variable rating determined with other means, again specified in the Power System description. In both cases the rating cannot be changed dynamically when using the power.

Example: for Divine Magic, the Might of the Protection power has a fixed value ranging from 1 to 4 if acquired as a Cantrip, or a value depending on the caster's Allegiance when acquired as a Blessing. In both cases this value is determined when the believer acquires the power and cannot be further increased when he or she uses it. For Arcane Magic, which uses Manipulation Traits, the Might of a Protection spell is always determined by the caster, assuming he or she has the Manipulation Trait for Might and applies it to the power.

VALUE

A power Value gives a rough representation of the "order of magnitude" of its effects. Note also that this rating is different from Might, which is only one of the attributes that constitute Value. Nevertheless, Might and Value often coincide for the simplest powers.

You obtain the Basic Value of a power effect by adding up the actual scores of each Numeric Attribute the power has. Duration is a special case, as there is no attribute in the rules that represents how long a power remains in effect. However, keeping a power active for a long time should clearly affect its order of magnitude, so the overall Value score for a power is its Basic Value multiplied by the power Time Scale (see the Power Duration section on page 174 for how to determine the Time Scale of a power). As Combat Time is represented by the number one on the Time Scale Table, the Value of any power that lasts only for the duration of a Combat is equal to its Basic Value.

WHEN DO WE USE VALUE?
A power Value is never used or calculated during normal play. You require it only for enchantments and other permanent effects. The Narrator will also need to calculate Value for new Blessings he or she wishes to devise for Divine Magic, but this will also take place between adventures.

MANIPULATION TRAITS

Manipulation Traits are Concentration Traits you can learn like powers, but that you do not cast or activate on their own. Instead, you use them to enhance the effects of powers with variable attributes.

MANIPULATION AS A STUNT
Although we will consistently name Manipulations as Traits in the text, the concept itself of Manipulation of supernatural powers is in fact a Stunt. As a matter of fact, you will never roll against a Manipulation, but the fact of having the Trait allows you a feat that is not available to other power users.

In order to apply a Manipulation Trait, the power description must list the relevant attribute followed by an asterisk (*) sign. Might can always be manipulated with the corresponding Trait, even when the attribute is not marked with a *, in order to overcome defensive powers or protect the power from dissipation. The presence of the asterisk only notes that the power effects are intensified when Might is greater than one. If no Manipulation Trait is applied to an asterisked attribute, the latter assumes its default value. If a Trait is applied, each point of Manipulation increases the default rating of the attribute by one. Some powers with variable attributes are useless if you do not manipulate their attributes to a minimum value.

There is usually a limit to the total number of Manipulation points a character can apply to a single power. For the Power Systems presented in the core rules, the limit depends on the character's Channelling score, but other Systems might introduce different methods.

MANIPULATION WITHOUT TRAITS
If powers play an important role in your game, you may wish to allow the manipulation of power attributes even in the absence of a Trait by applying a Penalty, or to eliminate Manipulation Traits altogether and allow anyone with the Power Trait to perform manipulations of asterisked attributes. We have chosen to impose the Traits as a limitation as the default approach to better represent the advancement in training of your magician or psychic as he or she acquires more confidence with his or her abilities, but your exigences might vary.

POWER MANIPULATION IN ADVANCED COMBAT

Using a manipulated power in Advanced Combat costs one Life Point per Manipulation explicitly applied. This is not cumulative with any base cost, so a power with only one Manipulation costs one point, like a non-manipulated one. The time required is usually one Concentration Action per Life Point cost.

NON-NUMERIC POWER ATTRIBUTES

The attributes which follow are never accompanied by a rating. Their contribution to a power Value is always zero.

Concentration

If the Concentration attribute is specified, the power requires the continuous Concentration of the user (or target) to work. If pre-activated, the power is only considered active for the time the target concentrates on it, otherwise it remains "dormant" until Concentration is resumed. The power can be used without limitations to Roll for Effect in a generic Conflict, as this option implies Concentration.

In Advanced Combat, a character must spend at least one Concentration Action per round to keep Concentration powers active. If for any reason the character's Strike Rank drops below zero while concentrating, his or her Concentration is broken and the power becomes temporarily ineffective until Concentration resumes, or is cancelled if it has the Overcome attribute.

Enchantment/Item

This attribute means that the power cannot be used in Combat or Adventure time, and its sole purpose is that of creating an enhanced item or individual. Enchantments usually require Downtime to use. On the other hand, you can create potions or other perishable, one-use items, such as steampunk grenades, in Narrative Time, if the description of the related power specifies this option. All powers automatically have the Item attribute in the Science Power System, as the can only be used to create gadgets.

Instant

A power with this attribute remains in effect only for one brief instant, although its effects can be more lasting, such as causing damage in Combat. The power can still benefit from Extended Duration when imbued in an item or potion, but only as a one use effect that disappears after use (e.g. a Healing potion).

Overcome [Characteristic]

This attribute means that the power user must overcome the target in a Conflict to be effective. In Basic Combat or a generic Conflict, this means that you can use the power to Roll for Effect, forcing the opponent to defend with the recommended Skill or another suitable one that the Narrator deems appropriate. If the roll succeeds, the target loses the usual number of Resolution Points and the power user describes the result of the exchange according to the power description.

OVERCOME POWERS AS A SUPPORT BONUS

In several cases, using a power with the Overcome attribute as a Support Bonus in a Conflict may be seen as an attempt to bypass the Overcome requirement. Thus, the Narrator can always veto such use of the power. However, there are times when creative use of offensive powers contribute to the group's enjoyment rather than detracting from it (see the Conflict Example in Chapter 3), so the possibility of Overcome powers as Support Bonuses should not be completely ruled out.

Projection

A power with this attribute generates a beam, jet, bolt, burst or other kind of supernaturally-created projectile. The presence of this attribute negates any Overcome attribute, as the missile must physically hit the target to affect it.

In order to affect its target, the power user makes a Ranged Attack. The target can Take Cover from the attack, Dodge it or Block it with a shield according to normal rules. If the Projection power is also Instant, then only one missile is created on the exact Strike Rank the power goes off, at the cost indicated for the power itself. The Activation roll is also the attack roll.

If the power persists in time, several missiles can be shot, starting with the round after the Activation roll. Each attack costs one or more Life Points, according to the power description. The number of missiles available depends on the power description, and is unlimited if nothing is specified. Shooting each missile usually requires a Ranged Attack action and ten Strike Ranks, and follows the Ranged Combat rules. Some powers do not allow shooting more than one missile per round, regardless of the Strike Ranks available. Usually, the range at which you can shoot the elemental projectile corresponds to the Range attribute for the power. If nothing is specified, the range is Close (25 metres).

ADVANCED OVERCOME

In Advanced Combat, using a power with this attribute requires the Parallel Conflict procedure described on page 112 of Chapter 4. Additional information on powers with this attribute can be found in the Overcoming an Unwilling Target section.

Ritual

The power is only available for use in its ritual form, and as such cannot be activated in Combat, and sometimes not even in Adventure Time. All Enchantments are also Rituals, but not all Rituals are Enchantments.

NUMERIC POWER ATTRIBUTES

The following attributes are always accompanied by a numeric score, even an implicit one, and contribute said score to the total Value of a power.

Combine

This attribute allows a power to be activated with other powers. For each point in the Combine attribute, a further power can be added to the first, normally from the same Power System.

When Combine is added to a power with an asterisked Combine attribute via a Manipulation Trait, all attribute Manipulations performed on the first power take effect on the others, too. For example, if the first power is activated using a Range Manipulation, Range applies to any other Combined powers, too, provided that their Range can be manipulated. The attributes of all powers are counted only once towards the Base Value of the power. Only the Combine attribute is added to Value.

Some powers have a non-zero, non-asterisk Combine attribute to note that they can, or must, be used in conjunction with another power without the intervention of the Combine Manipulation Trait. Unlike it happens when the Combine Trait is applied, the Combined powers do not automatically share the attributes of the base one; the power or Power System description will explain whether Might, Range or Targets must be improved separately for each power.

COMBINE DEFAULT

The default value for a Combine * power is zero when not manipulated. If a power with Combine of one or more is not actually combined with any other power, this attribute counts as zero for the purpose of calculating the power Value.

Might

The Might attribute is always present, even when not explicitly specified. The powers of some systems can be acquired at different Might levels as though they were different Traits. Other systems always have powers at a base Might of one and let users increase it with a Manipulation Trait (see page 170).

MIGHT DEFAULT

The default Might for a Might * power is one when not manipulated. The first Might point of a power is always present, even when the attribute is not listed. It is always necessary to know a power Might score for defending against it or for dispelling its effects. In some cases, the power user may wish to increase Might for the sole reason of overcoming defensive powers.

Range

A power with this attribute is usable at a distance. When used in Combat, the exact distance is equal to the attribute score on the Range scale used to represent distances in Combat (see page 90 of Chapter 4). A power with a Range score of zero is usually described as Range Touch or simply Touch, and it can be used only on someone or something the power user is touching, even through gloves, clothing or armour.

RANGE DEFAULT
The default Range of this attribute for a Range * power is zero (Touch) when not manipulated. When you use a power on something you touch, it is considered as having a Range score of zero for the purpose of calculating its Value, even when its description specifies a non-zero Range or Range *.

Target

A power with this attribute can be used on something or someone other than the caster. The number of targets affected is equal to the Target attribute score. In order to use it on targets it is not touching, the power must also have the Range attribute. A power lacking this attribute, or having it specified as Target: self, can only be used on the power user him- or herself. The Target attribute can also mean that the power can create a target, like an illusion, and in this case increasing the number of targets increases the number of created items.

POWER USE

POWERS AS TRAITS

Most powers are just Traits that apply to the Concentration skill, or another skill in some peculiar cases like Weird Science. In most cases, the mechanical procedure for gaining a power is the same you use to gain any other Trait (see Chapter 2), but the nature of the power system usually limits a character's ability to learn a new Power. Your character cannot learn an Arcane spell just because a slot is available for a new Trait. The description of the power system will tell you what the pre-requisites are.

TARGET DEFAULT
The default Target attribute for a Target * power is one when not manipulated. However, when you use a power on yourself, it is considered as having a Target score of zero for the purpose of calculating its Value, even when its description specifies a Target score of one or *.

Like all Traits, powers might be applied to other Skills than Concentration if it is plausible that knowing (or using) them can help using the other Skill. For instance, if you know the Fly spell and you are using a glider without training, you might want to use the spell Trait together with the Pilot skill to compensate the lack of the more appropriate Trait. Likewise, powers can be used to obtain Support Bonuses in a generic Conflict when appropriate. Unless there is a limit to the number of times you can use a power (for instance when it represents a potion or a one-use gadget), using it during a non-Combat scene is in no way different than using a common Trait.

COST OF USING A POWER

If you use powers during Adventure Time or Narrative Time, or in Basic Combat, the stress due to Power use is represented by the Resolution Points you lose when the opposition wins an exchange. Thus, if you never lose a roll, using a power will cost you nothing. Using a power in Advanced Combat costs one or more Life Points, which represent the energy spent in activating the power and keeping it active. Even an innate power may have a cost in Life Points.

POWER ACTIVATION

Some innate powers, like extraordinary senses, are always active. Other powers need Activation, which often requires an Activation Roll. You roll for Activation on your Concentration skill, using the power itself as a Trait. A power is also "already on" during Combat if it has been pre-activated and extended during Narrative or Adventure time (see Power duration below).

POWER ACTIVATION DURING CONFLICTS

In generic Conflicts and Basic Combat, using a power as a Support Bonus will not require an Activation roll. As per the normal Support rule, you can use each power only once per Conflict. Some powers can be used to actively counter the opposition (a Lightning spell can be used as a weapon in Basic Combat, and Detect Substances

can be rolled for effect in an investigation Conflict). In this case, you use the Concentration skill and the power Trait to Roll for Effect, and you can use them as many times as you need, following normal Conflict or Basic Combat rules.

In other cases, the power user could want to activate a power to alter an attribute with an influence on the current Conflict or Combat. You might want to use Resist Magic in Basic Combat to prevent an enemy magician from using his offensive spells as attacks against you. Such uses during a Conflict or Basic Combat require a Concentration Action, which is considered an unrelated action since it does not influence the Conflict outcome directly. In Basic Combat, an Activation roll is required, too, as the time available to activate the power is much shorter. As soon as the Activation succeeds, the power has the mechanical effect specified in its description.

POWER ACTIVATION IN ADVANCED COMBAT

In Advanced Combat, you always need to activate a power to use it. A power pre-activated in Adventure Time is considered still active and will not require re-Activation. If the Activation roll is a failure, the power does not activate and one single Life Point is spent, unless its normal cost in Life Points was zero. If the roll is a success, the power takes effect and its full cost in Life Points is spent. The success level achieved is only important if the power has the Overcome attribute. Some powers like Divine Blessings do not require an Activation roll or the expenditure of Life Points, just the expenditure of a Concentration action when in Combat.

A Power activated in Advanced Combat takes effect on the Strike Rank on which the caster takes the last required Concentration action. If the Activation is interrupted or disrupted before it is completed, the user loses the Concentration actions accumulated so far, and is forced to restart the casting, paying the same Life Point cost for a failed roll.

CHANNELLING

Most power systems define a numeric variable called Channelling, which limits the effectiveness of a power user. This is not a percentile score like a Skill but rather an attribute, much like Toughness or Movement rate. The exact effect of Channelling depends on the Power System used, and will be explained in the specific rules for each System. However, Channelling is usually at least implicated in the pre-Activation of powers.

Channelling is calculated in a different way for each Power System. The most common way is using 10% of the Concentration skill, but you should always check the Power System your character uses before determining his or her Channelling score.

POWERS AS REACTIONS

In Advanced Combat, a power user can activate an Instant power, like Neutralise, as a last-moment defence against an incoming enemy power. This requires a Concentration Reaction and, if the Power Systems requires it, the expenditure of Life Points and an Activation roll. Non-Instant powers which protect from incoming attacks can be used in the same way, but the Activation roll suffers a Penalty, or an Activation roll becomes necessary for those Power Systems which would not normally require it. Powers which require more than one Concentration Action to activate cannot be used in this way.

MULTIPLE EFFECTS

If multiple instances of the same power, or different powers that influence the same attribute, are active on the same target, their effects do not stack, unless the power description specifically allows it. In this case, only the effect with the highest Might will affect the target, although the lesser effect is not cancelled. If two effects have the same Might, the one activated earlier takes precedence.



FREEFORM POWERS

Most details provided about powers are only relevant in Advanced Combat. The chapter on Basic Combat contains instructions about how to use powers as Support or to Roll for Effect during generic Conflicts. Therefore, in games that do not go beyond the level of complexity of Basic Combat, it is easier to treat powers as a freeform aspect of the game, skipping the majority of the details presented in this chapter. Some groups may find this approach effective.

Using powers this way means that they become just like other Traits. They come into play in the narration or during a Conflict, when it makes sense to mention them, and they influence the overall result of a scene, leaving the exact description of their effect to the Narrator or to the players. Even in this case, the description given in the power summary may still be useful to understand how to insert a power into a scene in a meaningful way.



KEEPING REACTION POWERS IN RESERVE

By using the Wait Action (see page 97 in Chapter 4), a power user may keep a Free Concentration Action in reserve for an entire round. If you wish to provide more options to power users, you can cumulate the free Action and a normal Concentration Reaction to activate a power normally requiring two Concentration Actions at the cost of one, thus permitting a power user to exploit an effect requiring two Actions to activate as

DESIGNER'S NOTE
The rules for Overcome Conflicts are a complement to the general rules for Parallel Conflicts presented there. Specifically, they represent those details about Overcome Conflicts that include concepts that had not been introduced in Chapter 4 and thus could not be included in the general rules.

CLASSIC OVERCOMING
Classic D100 games used only Willpower to resist supernatural attacks. If you prefer this approach, you can use Concentration [Willpower] for all rolls to defend against powers.
If you want a quicker resolution of Overcome Conflicts, take the approach of letting the target roll the skill related to the specified Characteristic, and compare it with the power Activation roll. If the power user is victorious, the power affects the target. Otherwise it is wasted.

DURATION OF OVERCOME CONFLICTS
Finding a good justification for a Quick Exit during an Overcome Conflict can sound implausible, so a Narrator might be tempted to disallow this option altogether. However, most power users will strive to terminate Overcome Conflicts as soon as possible in order to focus their attention on other possible targets and avoid losing Concentration, so they will find it desirable. If your game includes a lot of Overcome powers, you should consider carefully which of the three available options to use: Instant Overcoming; Overcome Conflicts with Quick Exits; or Overcome Conflicts without Quick Exits.

IS TIME SCALE AN ATTRIBUTE?
Although Time Scale is a number, it cannot be considered a Numeric Attribute of a power, as its numeric rating is applied differently to Value: it is multiplied by other attribute ratings rather than added to them. Furthermore, Time Scale has no Manipulation Trait associated. For these reasons, Time Scale and Duration are not treated as attributes in power descriptions. They follow different rules.

INTERACTION OF DIFFERENT POWER SYSTEMS

For the sake of simplicity, when different Power Systems interact (such as a defensive magic spell trying to block an offensive Psychic power), either the two cannot have any effect on each other, or they interact as though they were the same type of power. Which of the two rules applies depends on the game setting.

OVERCOMING AN UNWILLING TARGET

Each time a character successfully uses a power with the Overcome attribute on an unwilling target in Advanced Combat, an Overcome Conflict starts between the target and the power user. An Overcome Conflict is a special case of the Parallel Conflict used in Advanced Combat (see page 112 of Chapter 4).

The power user always uses Will as the Resolution Point Pool source. The target uses the Characteristic specified by the Overcome attribute and the Skill and Trait suggested in the table on page 68of Chapter 3, unless the player can suggest a different one that the Narrator approves. The target can even use a Motivation against an offensive effect that attacks emotions (such as the Demoralize power or some innate seductive abilities), if it is higher than the Skill/Trait score.

The power user can choose (or be forced, by being brought below zero Strike Ranks) to stop concentrating on the Overcome Conflict at any time. This has the same effect as a complete defeat in the Parallel Conflict, like suffering Consequences for the psychic backlash, or the power taking effect on the user if the target had Reflect active.

If the power has a Target attribute higher than one and affects more than one target at a time, the power user makes one roll per Concentration action against all targets, and each target rolls separately to resist the effects. Each target has its own Resolution Point Pool to beat. Using Overcome powers on multiple targets is a huge effort.

QUICK EXIT ON AN OVERCOME CONFLICT

When a contestant chooses to terminate an Overcome Conflict with a Quick Exit, the effects of the victory are partial. What this implies depends on the winner of the Conflict. If the target wins with a Quick Exit, then the power fizzles but the power user, as the loser of the Conflict, does not suffer any Consequences.

If the power user wishes to apply a Quick Exit, the Narrator will check the power description, and apply any special instructions. The power description can also forbid a Quick Exit. If there are no specific instructions, the Narrator must determine if a Quick Exit is possible and what its implications are. Here are two suggestions, but the Narrator can find other solutions:

- If the power has variable Might, then Might is halved, which may prevent the power from affecting its target.
- The power user must resort to his or her Channelling to "hold" the power as if pre-activating it (see Pre-activation of Powers on page 175). The power user can drop currently pre-activated powers to make room for this new one.

POWER DURATION

Power duration depends on a human factor rather than a mechanical effect. An effect will last only as long as the power user focuses on it, and will expire when he or she takes the time to rest once the threat is over.

Powers do not have a Duration attribute, but power duration is linked to Time Scale. If a power is activated for a specific stress situation, then we can say that the Time Scale which is appropriate for that situation is the Time Scale for that power. The default situation for power use as presented in most power description is Combat, so the default Time Scale for powers is Combat Time.

In game terms, this means that the default duration for a non-instant power is "**until Combat Time ends**". In most cases, consider the power as being still active for the first round of Adventure Time after Combat. This interval is considered a brief extension of Combat Time, like the Fast Healing procedure that takes place immediately after Advanced Combat. However, if there is a Conflict immediately following Combat, then all Combat Time powers will expire before it starts.

If a power is not activated during Combat but rather during or immediately before a Conflict in Adventure Time (see pre-Activation below), it will last till the Conflict ends as though Combat had occurred. To summarize, we can define that a standard power lasts "**until a Conflict or Combat ends**". If a non-violent Conflict degenerate into violence, the power ends at the end of Combat, which in this case is a Secondary Conflict included in the non-violent one.

PRE-ACTIVATION OF POWERS

A character may wish to activate a power, and keep it active in preparation of a possible stressful situation. During any Round of Adventure Time, a player can have his or her character activate one power (as an unrelated action if a Conflict is in progress). The power effects will start at the beginning of the following Round, and remain active until the end of the next Combat or Conflict. Note that although pre-Activation occurs in Adventure Time, the Time Scale of the power is still Combat Time, as the power will last for the duration of one Conflict or Combat only.

A character's Channelling usually imposes a limit on the number of powers a character can pre-activate. Normally, each pre-activated power occupies Channelling points equal to the number of Life Points it would cost in Advanced Combat, but the relevant Power System description may include specific rules, instead. A player can drop powers to make room for the Activation of new ones, as long as the totals remains within the boundaries imposed by Channelling. If a one-use Power is pre-activated, it will be lost as soon as its natural duration expires.

EXTENDED POWER DURATION

Some Power Systems allow their users to extend the duration of their powers beyond the usual limit of one Combat or Conflict. The procedure is the same used for pre-Activation of powers in Adventure Time, that is you spend one Round in the same Time Scale. However, the extended power remains active until the Time Scale goes up to a higher level, no matter how many Conflicts or Combats take place, and how many times the Time Scale moves to a lower level.

Not only does a power extended in this way usually count towards the power user's Channelling, but the number of Channelling points it uses are multiplied by the Time Scale during which the power remains activated, that is two for Adventure Time and three for Narrative Time. Keeping a power active in Downtime is essentially an enchantment, and thus is only possible by using the enchantment rules.

Example. Merlin the magician casts Protection 10 on himself before going on a quest. As we will learn in the Arcane Magic chapter, extending the duration of a spell with only its Might manipulated costs only one point of Channelling, which must be multiplied by 3 for Narrative Time. Thus Merlin has used up only 3 points of his Channelling of 9.

Later during the quest Merlin realizes that King Arthur, Sir Lancelot and Sir Gawain will need magic armour, and casts the spell on them so that it may last during Adventure Time. Merlin uses Protection 8 Targets 3 to cover all of them, which costs two points of Channelling to extend, multiplied by two in Adventure Time for a total of four. Even when added to the existing three points already used for his spell, the total is still seven, and thus within Merlin's Channelling limit of nine. When the party stops to rest, the Time Scale will shift to Narrative Time and the spells cast on the sovereign and his knights will expire, while Merlin's will remain active.



COSTS OF PRE-ACTIVATION

For the sake of simplicity, we have not provided any cost for the pre-Activation of powers. If you wish to limit pre-Activation or associate them with psychic stress, use this optional rule: Each time a character reaches the limit of pre-Activation imposed by his or her Channelling, a "Drained-" Consequence is automatically applied. This Consequence will expire with the powers, and translate to a -10 to Life Points if Advanced Combat begins. If a character who is already suffering from this Consequence drops a power to exchange it with another, have the player roll Concentration [Willpower]; a failure will turn the Consequence into a Recurring "Drained (-)", thus extending its effects beyond the duration of the next Combat or Conflict. If you use this option often, we recommend you add a "Drained" check-box to character sheets to speed up book-keeping.



PRE-ACTIVATION AND CONCENTRATION

It is possible to pre-activate a power with the Concentration attribute, like an [Element] Wall that moves with the power user or a Fly power to levitate him or her, but doing so will prevent the power user from doing little else but maintaining the power, effectively preventing him or her from participating in most Adventure Time Conflicts.



CLASSIC POWER DURATION

You can always go back to the classic "countdown" approach to power duration if you wish. There are plenty of compatible spell and power lists in other OGL games from which you can import fixed or variable durations for paranormal effects. However, there is one specific reason why we have chosen this narrative-oriented approach to power duration: in fantasy novels and movies, a power usually expires for dramatic reasons, after the hero or one of his foes have performed a significant action, or when danger is over. It does not happen at fixed intervals. Hence, we believe that this method may be more adherent to the inspirational media you wish to emulate.

IMPROVED AND RITUAL USE OF POWERS

IMPROVED AND EXTENDED USE. Improved powers do not use up Channelling, as they were not pre-activated but followed a different procedure. However, when the only goal of improved Activation is extending the duration of a power effect, use the procedure for pre-activating a power, or disallow the procedure altogether if that particular power cannot normally be extended on the desired Time Scale. Some circumstances may suggest employing a Conflict rather than a pre-Activation for narrative reasons, particularly when the power has the Overcome or Concentration attributes. For instance, it makes sense that using Dominate on an individual to keep him or her under control be treated as a Conflict.

Given sufficient time and tranquillity, a character may choose to start a Conflict to give an improved effect to a power. To activate an improved or ritual version of a power, a character starts a Conflict of Willpower against an opposition normally equal to the Value of the effect required, including modifications for the Time Scale in use (see the Power Duration Summary table, page 178). The Challenge Rating of the opposition is always 50%, unless the attempt takes place in an environment that hampers or helps the power user. If a worshipper attempts a ritual casting from sacred ground, the opposition might drop to 20%.

The power user cannot opt for a Quick Exit, while the Narrator may use this option to abort the procedure after a player character has failed a roll against an overwhelming opposition. This might even be desirable as it will save the character from Consequences.

If the character wins the Conflict, the intended effect takes place. According to the standard Conflict rules, the target(s) may gain a Positive Consequence consistent with the power. The power, unless it has the Instant attribute, will stay in place until the Time Scale exceeds the one used to activate it. Any Negative Consequences the power user suffers are automatically Recurrent, and will stay in place at least as long as the power effect(s) last. You will often label these Consequences as psychic fatigue, but the Narrator may introduce other Consequences with interesting narrative effects.

Enchantment and item creation always requires a Conflict against their Value to make them permanent or semi-permanent, so the rules in this section always apply in these cases.

Example. Merlin needs to create a magic sword +2 for Sir Lancelot. In order to Enchant a spell permanently, he must beat its Value in a Conflict. He can touch the sword (Range 0) in the process so he needs only count Target 1 and the Might he wishes to add. A sword doing +2 damage is a Might 2 magic weapon, which gives us just three points of attributes. However the Time Scale on which the item must be always on is Downtime (4), so the Basic Value of three must be multiplied by four for a final Value of twelve. Merlin is confident that he can beat a 12-point Resolution Pool in a Conflict, so he goes on and begins the enchanting ritual, which will take several weeks as a Downtime Conflict.

EXTENDED RANGE AND AREA EFFECTS

When using powers in Combat Time, their Range attribute cannot extend their area of influence beyond the immediate vicinity of the Combat theatre. On the contrary, when a skilled power user unleashes his or her paranormal abilities with an extended Activation procedure, this line of sight limitation is broken.

Extended Range

Range score	Range, Combat Time	Radius, Adventure Time	Radius, Narrative Time or Downtime
Touch (0)	Touch	Touch	Touch
C (1)	Close, or WIL x2 metres	WIL kilometres	WIL x10 kilometres
S (2)	Short, or WIL x5 metres	WIL x2 kilometres	WIL x20 kilometres
M (3)	Medium, or WIL x10 metres	WIL x3 kilometres	WIL x30 kilometres
L (4)	Long, or WIL x20 metres	WIL x4 kilometres	WIL x40 kilometres
XL (5)	X-Long, or WIL x30 metres	WIL x6 kilometres	WIL x60 kilometres
XXL (6)	XX-Long, or WIL x50 metres	WIL x8 kilometres	WIL x80 kilometres
XXXL (7)	XXX-Long, or WIL x100 metres	WIL x10 kilometres	WIL x100 kilometres
+1	+WIL x50 metres	+WIL x2 kilometres	+WIL x20 kilometres

For powers that target specific items, this translates into a greatly extended Range of action, which potentially allows for creative uses of powers. However, some powers that do not affect a specific target may be used upon an entire area, thus creating a magical zone or a cursed land of some kind.

Being able to manipulate Range is not necessary to benefit from the extended effects. If a power has a fixed range score of its own, its actual radius will still change scale with ritual casting. However, in order to use a power over an entire Area, your Power System must still allow you to manipulate Range, or the power must be specifically designated as area-affecting.

If the Range of a pre-activated or extended power is manipulated, the effective Range score is the same you can achieve in Combat Time. Accessing the extended radius is only possible when using the improved/ritual procedure.

RITUAL USE OF MINOR POWERS

The rules discourage improved or ritual Activation of powers that cannot benefit from extended duration. They imply, for instance, that Divine Cantrips that some worshippers use as everyday magic cannot be ritually cast. However, sooner or later in your adventures you will encounter situations where using minor powers as rituals makes sense. Thus, despite the recommendation not to use ritual casting for powers which cannot be temporally extended, the actual limit is "whatever is fun and enjoyable in your game".

DISSIPATING LONG DURATION POWERS

When a power effect is dispelled by means of the Neutralize power, the Might of Neutralize must be at least equal to the Might of the target power. In this case, the Might refers to the simple Might attribute, before any modifications for Time Scale. This does not allow a relatively cheap power to counter an expensive, long-duration effect.

Whenever a power user invokes a Neutralize-type effect on another power that was ritually activated (like a Consecrated or Warded area), he or she must activate the Neutralize power as a Conflict. The Resolution Points of the opposition are the higher score between the normal Value of the Neutralise power being used and the Value of the target effect, including modifications for duration. Extended duration powers activated with a pre-Activation procedure, that is those which use up Channelling points,are vulnerable to "quick", non-ritual Neutralize effects cast during Combat or Adventure time.

To neutralise the effects of a power used on an entire area, it is necessary to use a counter-power that can encompass the entirety of the area. This requires either being at the centre of the area of effect (which usually coincides with the villain's stronghold, or similarly guarded places, in case of evil spells) or using an even greater Range score.

Neutralizing a permanent Enchantment is an enchantment in itself, thus it is only possible in Downtime. The dis-enchanter must bear the Consequences of the process on him- or herself permanently, without any chance of ever transferring them to any item or individual. For this reason, no magician will usually accept to disenchant an item for money. If the item to disenchant is a cursed person, he or she can accept any Consequences upon him- or herself.

ENCHANTING

Activating a power with a Conflict against its Value in Downtime is an attempt to create an enchantment that benefits permanently of the power effects. The power user must achieve a complete victory to make the power effects permanent, and any Consequences he or she suffers are permanent, too.

A number of powers of the Arcane or Divine type are usable only as enchantments. Some minor effects of Enchantment powers, like potion creation, may be used to create effects that are lasting but not permanent. In these cases, the enchantment attempt may take place in Narrative Time, and yields a very short-lived or one-shot effect. The Value to beat is multiplied by thee and not by four to reflect this fact.

A generic Enchanting Trait exists that will help a magician transfer powers into items. However, if a power is labelled as "Enchantment", its Trait can be used in the enchantment ritual even if the magician lacks the generic Enchantment Trait. Otherwise, the enchanter must roll on his or her raw Concentration Skill. Enchantments are typically carried out in a very quiet environment, but clever players will find a way for the magician's allies to provide Support Bonuses if the Narrator allows it.

ENCHANTMENT PROCESS DURATION

Do not underestimate the impact of time on the feasibility of an enchanting ritual. Each round of the ritual will last one day or week (Narrator's choice), so even if the enchanter is confident of winning, each enchantment may take months of time, during which the enchanter cannot do anything else of relevance.

Power Duration Summary

Time Scale	Power Type	Duration	CP*	Value	Notes
Combat	Standard	One Combat or Conflict	x1	attribute totals	Can be pre-activated in Adventure Time, expires when a Conflict terminates.
Adventure	Extended Duration Power	Until next rest	x2	attribute totals x 2	Can span across multiple Combats or Conflicts. If ritually cast, range may increase to kilometres.
Narrative	Extended Duration Power	One adventure	x3	attribute totals x 3	If ritually cast, range may increase to dozens of kilometres.
Downtime	One-use Item	Permanent, one-use	n/a	attribute totals x 3	Used for one-use science or alchemy gadgets like bombs or potions.
Downtime	Item/ Enchantment	Permanent	n/a	attribute totals x 4	Used for enchantments and science gadgets. Range may increase to dozens of kilometres.

[*] Channelling Points occupied

POWER DURATION
We have so far examined the four cases of power duration: Activation during Combat Time; pre-Activation in prevision of a Conflict; extended duration; and enchantment. As shown in the table, the Time Scale multiplier affects both the Value of the power and the number of points of Limiting Factor it uses when pre-activated or extended.

CONSEQUENCES OF ENCHANTMENT

While the Consequences of crafting items with mundane means or Science Powers affect the items as flaws, an enchanter is actually putting part of his or her essence into an artefact. If there are Consequences, they apply to the creator and not to the item. Enchantment Consequences are annoying circumstances that might have a detrimental effect in some particular Conflicts. For instance, the creation of a demonic weapon might cause the demon to appear in your dreams, disturbing your rest and Concentration. As a rule of thumb, these Consequences should not come into play more than once per session.

Getting rid of the Negative Consequences of a successful enchantment will destroy the enchantment.

An enchanted item always has a unique owner. Enchantments cannot be passed around the members of a group as you would do with a box of matches. The death of its creator or last owner will put the enchantment in a "dormant" state until someone else attunes to it again. Trading an enchanted item to a subject who is aware of the Consequences and willing to accept them will also transfer the detrimental effects, along with the ability to use the item.

The following table provides some sample effects for enchanted items with strings attached, and a quick way to randomize them, but the actual effect is always determined by the Narrator, who is free to use other tables or to make up an effect on the fly.

Enchantment Consequences

D10 roll	Consequence	Notes
1-5	Enchantment not self-sustained. Drains one Life Point per minus sign each time the item enhancement takes effect in Combat. The enchantment must have had a tangible effect in play (for instance, for enhanced armour the damage must have been greater than the AP the armour would have if non-enchanted). To avoid this effect, the user must dedicate one point of Channelling per minus sign to the enchantment as though it was a pre-activated power.	Appropriate if you use Advanced Combat
6-7	Bestows a penalty to a Trait chosen at enchantment time, once per adventure.	
8-9	Bestows a penalty of 1d6 to a Characteristic, chosen at enchantment time, when used to determine the starting Resolution Point Pool for a Conflict, once per adventure.	
10	Free will. The item acquires a volition of its own with WIL equal to 2d6 plus 1d6 per minus sign and a Motivation at 50% (it can increase as per normal rules), and will object to any action against it. The item will annoy its owner and initiate Conflicts of WIL to dissuade him or her from acting contrary to its Motivation.	

POWER LIST

This power list is for all Power Systems. Each entry includes the standard name for the power and the attribute list. It also lists the Power Systems that normally include the power. When the name or attributes of the power vary according to the system, we have noted this in brackets after the system name, or in the power description. The description of a Power System always supersedes the information given in this section.

Absorb [Energy]

All
Combine *, Might *, Target * individual(s)

This power subtracts its Might from the Might of any incoming energy attack of the affected type. Absorb Kinetic decreases the Might of physical attacks, but it does not cancel basic weapon or ammunition damage. This effect is applied before any armour or the Protection power are taken into account. The innate version of this power is always on.

Astral Projection

Arcane, Divine
Range *, Might *, Target self

Astral Projection causes the recipient's soul to leave its corporeal body, and manifest itself as an independent disembodied being. The recipient's corporeal body slumps into a catatonic state for the remainder of the spell. While Astral Projection is sometimes useful for scouting purposes, as the recipient's spirit can pass through nearly any obstacle, it is usually employed to combat or confront incorporeal beings.

The recipient's body remains vulnerable for the duration of the effect. The soul will always know the direction its host body lies in, and the rough range to it in metres, but it cannot use the body's senses. It is possible for a wandering soul to have its body destroyed and not realise it until it returns from its sojourn.

While disembodied, the recipient automatically gains the effects of Second Sight (see page 186) of an equivalent Might for the duration of his or her Astral journey. However, he or she will suffer a Penalty to all Perception tests to spot mundane items or events while disembodied. A recipient may not travel further than the Range of the power from his or her host body, and moves at double his or her physical Movement Rate.

Confusion

Arcane, Divine (Might 2), Psi (prerequisite: Telepathy)
Might *, Overcome [Will], Range *, Target * individual(s)

Once its Willpower has been overcome, the affected target may not cast spells and may only take non-offensive actions. The target may run and defends normally in Combat, though it may not make any attacks unless attacked first. The power effects terminate at the end of the round in which the target is attacked.

Damage Boosting

Combine *, Might *, Range *, Target * weapon(s) or individual(s)
Arcane, Divine, Science

Each Might point adds one point to a weapon's damage. When this power is used on an individual, it affects all natural weapon attacks performed by the recipient (kicks, punches, claws, etc.), but not attacks performed with artificial weapons. The damage becomes part of the weapon intrinsic damage, and thus it is doubled when applying the Slash Combat effect, and cancelled when applying the Stun Combat effect.

QUALIFIERS
Many power names are accompanied by a qualifier in brackets. This means that the description refers to a group of similar powers identified by replacing the qualifier with an appropriate noun, representing an energy, item, creature, trait or other entity, and removing the brackets. A power can be included in a power list in its generic form, with the qualifier in brackets, or in its specific form with the qualifier replaced. A power can only be acquired by a character in its specific form, which means that when you assign it to your player character or to an NPC, choose a replacement for the qualifier.

ABSORB [POWER]
Variants of the Absorb effect that work on powers are extremely rare, as this "ablative" effect is more powerful than the standard "all or nothing" Resist [Power] used against supernatural attacks. If you allow such a power require a minimum Might of 4 for the power to have any effect. This is due to the fact that an Absorb [Power] of Might 1 would in theory be able to block offensive powers of Might 2 or more (something impossible for a Resist [Power] of Might 1) by decreasing their Might below their fixed requirement.

CONFUSION VARIANTS
The divine version of Confusion is a Might 2 Cantrip, and is effective against sentient humanoids, but not on animals and supernatural creatures such as spirits or magical entities like dragons. The arcane version works on any embodied creature but requires a Might equal to the Size Class of the target to be effective. The psionic version works on anything, even with non-manipulated Might, but when used against a creature that is very different from the power user, the Concentration Skill of the caster suffers one Penalty to activate the power and to overcome the entity's Will.

DAMAGE BOOSTING VARIANTS
The divine version of Damage Boosting may have a limitation on the kind of weapon it can be used on, usually one significant to the cult that teaches it. Some nature cults teach a version of the spell that only works on claws or teeth, and is thus only useful to shapeshifters in their animal form. These limitations are normally specified by the actual name of the spell (Bladesharp, Ironclaw, Truesword, etc.).

Demoralize

Might 2, Overcome [Will], Range S
Divine

This spell creates doubt and uncertainty. The target of this spell suffers a Penalty to all attack rolls, and may not use any powers with the Overcome attribute. If this spell takes effect before Combat begins, the target will try to avoid fighting and will either run or surrender. The effects of this spell are automatically countered by the Fanaticism spell, and vice versa.

DEFENSIVE USAGE OF ABSORB
Absorb Energy, or any other power that includes it, can be activated as a reaction in Advanced Combat against an incoming spell or attack. However, as the power is not designed specifically for this purpose, the activation roll suffers one Penalty. Using this power as a reaction requires that it be cast with one single Concentration action, which might pose some limitations upon its Might or the distance at which the power can work.

Detect Substances

Might *, Range *
Arcane, Divine, Psi

Useful for finding valuables from afar, this power allows the user to name one substance per point of Might when the power is activated. The power will cause all sources of the substance(s) within range of the spell to glow, visible only to the caster. Diamonds gleam like ice, amber shines like a camp fire, and so on. The presence of a specific item can be confirmed if the power user can exploit its shape to tell it from other sources of the substance. The power cannot penetrate refined metal, energy fields, or protections against paranormal effects, though it can penetrate ore, rock or dirt.

Detect [Power]

Might *, Range *
Arcane, Divine, Psi, Science

Detect [Power] allows the user to sense the presence and location of an effect related to the power type specified, or to any magical or supernatural source in the case of a broader version of the power like Detect Magic or Detect Paranormal. The power cannot penetrate refined metal, energy fields, or protections against paranormal effects, though it can penetrate ore, rock or dirt.

ADVANCED DETECTION
Other forms of detection powers such as Detect Emotion or Detect Enemy can be devised by adapting the description for Detect Substance and Detect [Power]. Scientific devices might include Detect [Energy] or Detect Life.

Diminish [Characteristic]

Combine *, Might *, Overcome [Will], Range *, Target * individual(s)
Arcane, Science

There are actually six Diminish spells, one for each Characteristic. The spell will temporarily apply a Penalty to the specified Characteristic equal to the Might of the spell. This Penalty may not reduce a Characteristic below one, and a creature must have the Characteristic in question for the spell to affect it. Skills are never recalculated because of this power, although Derived Attributes are. Conflicts based on the diminished characteristics are not influenced if the Conflict has already started.

Disruption

Instant, Might *, Overcome [Will], Range *, Target * individual(s)
Divine

This spell inflicts physical damage and excruciating pain, ignoring any armour and affecting a random hit location if localised damage is in use. Damage done is equal to 1d6 plus the Might of the spell, but it is reduced to half the rolled damage, rounded up, if the caster uses a Quick Exit in the Conflict to overcome the target's Will. The damage applied to Strike Rank is never halved, assuming the target does suffer the ill effects of pain.

GENERIC DOMINATE
The psionic version of Dominate is non-species specific, but using it against an individual of another species bestows a Penalty. The innate version represents the charming abilities of vampires or succubi, and usually works on all sentient species, although it can have other limitations, such as the gender of the target.

Dominate [Species]

Combine *, Overcome [Will], Range *, Target * individual(s)
Arcane, Divine, Innate, Psi (Mesmerism, prerequisite: Telepathy)

This power allows the caster to gain control over a creature belonging to a specific category. If the target fails to resist, it must obey the commands of the power user for its duration. A Quick Exit in the Conflict for domination in Advanced Combat does not allow domination, but it leaves the target unable to attack the power user long enough for the latter to flee. The power user must be able to see or sense the target directly in order to dominate it, or have an item that allows the channelling of his or her will to the target to use it at long range outside Combat.

While within range of the power, the controlled creature shares a telepathic link with the user If the master and the dominated creature do not share a common language, the former can convey orders by forming a mental image of the actions he wishes the dominated creature to perform. Once commanded, the target can leave the range of the power without breaking control, but cannot receive more orders until it is back within range of the master.

ORDERS AGAINST THE TARGET'S NATURE
If the dominated creature receives a suicidal order or a command that goes against its nature, loyalties or feelings (such as a Motivation), it can initiate a new Conflict of Will against the master to break free of its control. It will not complete the command until this Conflict is over, in one way or another, although it will perform any preparatory action while the Conflict is still in effect.

[Element] Arrow

Might 2, Target 1 projectile, Touch
Divine, Science

Using this power on a projectile will cause it to burst into flame or otherwise convert into pure elemental energy when it strikes a target, adding elemental damage of Might 1 (1d6 damage for fire, for instance) to its normal damage. The kinetic Might provided by the firing weapon or by the wielder is unaffected. Since the missile is now paranormally enhanced, its extra damage affects creatures that are immune to normal damage. Its normal damage is still useful to punch through any armour the creature might have.

[Element] Blade

Might 4, Target 1 weapon, Touch
Divine, Science

For the duration of the spell, the target weapon deals additional elemental damage of Might 1(1d6 damage for fire, for instance) in addition to its normal damage. The additional damage can affect creatures which are immune to normal damage.

COMBINING STANDARD AND ELEMENTAL DAMAGE
Normally, the damage from [Element] Arrow and [Element] Blade cannot be combined with other damage-enhancing powers and effects. This means that only the power with the highest Might has effect on the weapon, the damage is not doubled when applying the Slash effect and applying the Impale effect negates the elemental damage. However, some Divine Blessings (not Cantrips) might combine elemental effects and damage enhancements in one spell. In this case, no limitation is in effect except the fact that the Slash effect only doubles standard damage.

[Element] Wall

Might 3, Range S
Divine

This spell creates a 10 square metre immaterial wall of the specific elemental substance, usually Light, Fire or Darkness. The wall does not produce harm, nor does it block passage, but it might scare unintelligent creatures uncomfortable with the specific element. When shaped as a hemisphere, the wall has a diameter of about three metres. The caster may shape the wall at will even after the initial casting and move it by one Zone (20-30 metres) per Combat Round. In this case, the spell gains the Concentration attribute for that round.

Walls have an external and an internal surface, and block vision from the outside to the inside. Other senses such as a bat's sonar, and Dark Vision for a Dark Wall, function normally. Light sources within a Dark Wall area shed no light and normal sight ceases to function, requiring Dark Vision to see while inside. Light or Fire walls also provide illumination like a bonfire.

Enhance [Characteristic]

Combine *, Might *, Range *, Target * individual(s)
Arcane, Divine, Innate, Science

There are actually six Enhance powers, one for each Characteristic. Enhance allows the user to apply a temporary bonus to the specified Characteristic equal to the Might of the power. A creature must have the Characteristic in question to benefit from this power. Skills are never recalculated because of this power, although Derived Attributes are. Conflicts based on the enhanced characteristics benefit from this spell only if the Conflict has not yet started.

ENHANCE VARIANTS
Divine or Innate versions of Enhance Characteristic, being tied to the spirits of nature, cannot bring a characteristic to more than twice its initial value. Arcane spells do not have this limitation, while alchemical concoctions and other science artefacts might or might not have it, depending on the setting.

[Environment] Movement

Might 1, Target * individual(s)
Divine

This spell allows the target to move with ease through the specified environment.

Fanaticism

Might 1, Range S, Target 1 individual
Divine

The target of this spell receives a Bonus to all attacks, but suffers a Penalty to all defences, and may not attempt to cast spells that lack the Overcome attribute. For the duration of the spell, the target has a Double Bonus to any non-paranormal Conflicts related to morale. The Demoralize spell automatically cancels the effects of this spell and vice versa.

Fly

Combine *, Concentration, Might *, Range *, Target * item(s) or individual(s)
Arcane, Divine, Innate (Flight, no Concentration required, self), Psi (Levitation, prerequisite: Telekinesis)

EXTENDED EFFECTS OF FLY
Even after the power user has dropped the effect, the residual energies of Fly automatically limit the speed at which the target falls to the ground, independently from the user's will. The target can roll on Athletics with an appropriate Trait (Jump, Balance) to fall on its feet and avoid taking damage equal to its Size Class, no matter from how high it fell. This effect is independent of the will of the caster and of the Might of the power. This has two consequence: first, Fly cannot be used to kill enemies by dropping them to the ground, unless the ground itself is deadly (lava, quicksands); and second, a hasty Fly spell of Might 1 can save the caster or an entire party from an unexpected fall.

Using this spell allows the target to fly, provided that the levitated items have a Size Class lower than the power Might score. Thus a Might 1 effect can only affect small items or minuscule creatures.

Characters or objects moved by this spell have a base Movement Rate of 1, plus 1 per Might point not used to sustain the target's Size Class. All objects and characters moved by this spell move at the caster's behest, not their own.

This power can be used offensively to levitate someone, or to steal an object he or she is holding. In all of these cases, the power acquires the Overcome attribute, against Will to use it directly on an unwilling target, and against Strength to snatch an item. For the duration of the parallel Conflict to take an item away, its user suffers a Penalty to any roll made which uses the item,such as an attack or parry with a weapon.

Another classic offensive use of Fly is that of levitating items and throwing them at one's opponent. This kind of attack requires a Concentration action and does kinetic damage of Might equal to the item Size Class, with the ability to generate an appropriate Combat Effect on a success. The attack cannot be Parried, but the target can easily Dodge it at no Penalty if the item does not have a Move score at least equal to its own.

Form [Substance]

Combine *, Concentration, Might *, Range *, Target * item(s)
Arcane

OFFENSIVE USE OF FORM
This spell can be also used to render an item useless in Advanced Combat by twisting its shape. The caster must affect the entirety of the item, or of the part of it that is made of the affected substance. Check its weight to know how much Might is required. An additional Concentration action is required to deform the item, and the Narrator might call for extra time if the target is particularly elaborate or the caster is attempting a complex manipulation.

There are an unlimited number of Form spells, one for every substance imaginable, from steel to smoke to water. Each Might point allows the caster to shape one kilogram of solid substance or one cubic metre of an ethereal substance (like darkness or water). This spell can affect only inanimate substances.

The caster must be familiar with the shape he or she is forming. When the caster has finished the forming process, the substance will retain its shape and the spell will lose the Concentration attribute until the caster wishes to form the substance again. Rigid substances like steel will hold the form they had at the end of the spell, while fluids will immediately lose their shape.

The caster can use this spell to mend damage. He or she must form the entire object, and must undergo an appropriate Conflict. If successful, the caster will restore the item to its original condition. Creating an item from raw materials by using this power is extremely complex, and only possible at the Narrator's option. In any case, the availability of an appropriate Form spell can help in a Crafting Conflict.

Glue

Might *, Touch, Target 1 item or individual
Arcane, Divine

This spell causes a ten centimetre by ten centimetre surface (roughly the size of a man's palm) to become sticky and adhere to the first other surface it comes in contact with. The basic bond has a STR of 3d6, on a Size Class scale equal to the power Might, and requires a Conflict of STR to separate the glued surfaces. This spell can affect organic and inorganic substances, but not living creatures.

Grant [Trait]

Might 1, Range *, Target * individual(s)
Arcane, Divine, Innate, Science

This power bestows a Trait on the recipient. If the target already has the Trait or lacks a prerequisite, the power has no effect. If the Trait is a sense, the recipient acquires the sense. This power cannot grant a Trait that is a power itself. Grant Fly, although it can grant a Trait that is only useful in conjunction with a power, Grant Fly will work if another power has provided the target with wings.

Haste

Might *, Range *, Target * individual(s)
Arcane, Divine, Psi

Each Might point of Haste adds 1m to the Movement rate of the recipient, and to his or her Strike Rank in Advanced Combat.

Heal

Concentration, Might *, Target: * wound(s) on a single individual, Touch
Arcane, Divine (Instant), Psi, Science

This spell must be cast upon a wounded character. It dramatically accelerates the natural healing rate of the target, and immediately stabilizes the affected wounds, preventing death and further bleeding, and restores one lost Life Point per Might, bringing the recipient to a maximum of zero. The spell then repairs one point of damage done to Toughness per subsequent Concentration action taken, up to the power Might. Heal cannot reattach or regrow a severed limb, for which its advanced version Restore [Flesh] is required.

The effects of subsequent uses of Heal on the same wound are not cumulative. Only the highest Might will be in effect at any time. Thus, if a wound that has received a Heal 2 effect is subsequently treated with a Heal 4 effects, only two points of damage will be cured. The situations in which this may occur are described on page 107 of Chapter 4.

The divine version of this spell has the Instant attribute instead of Concentration. An amount of damage equal to its Might is cured at once without any need to stay concentrated.

Hinder

Might *, Range *, Overcome [Constitution], Target * individual(s)
Arcane, Divine, Psi

Each Might of Hinder subtracts 1m from the Movement rate of the target, down to a minimum of 1. Each Might point also subtracts 1 from the recipient's Strike Rank in advanced Combat.

Illusion

Concentration, Might *, Range *, Target * illusion(s)
Arcane, Divine, Psi

This spell creates an illusion based on one or more senses, which will seem real and solid to all witnesses unless they can disbelieve it. The illusion affects one different sense per point of Might, chosen by the caster. The absence of a specific sense may nullify the effect of the illusion. A scentless illusion will not fool a dog, and an illusion that is not specifically crafted to register on sonar will not work on a bat or a creature relying on a similar sense. The absence of a sense which is not crucial to the affected creature but which might induce suspicion, like a completely soundless illusion might provide a Bonus to disbelieving attempts.

The Illusion appears as a tiny creature or item familiar to the illusionist, of Size Class zero unless he or she spends unused Might points on its Size Class. If the viewer succeeds in disbelieving and the Illusion could cause damage if believed in, it can no longer cause damage to that character. As soon as a viewer disbelieves the illusion, he or she starts to see it become insubstantial and ghost like and all damage it dealt to him or her disappears.

In order to disbelieve an Illusion, a character, once the latter has started suspecting the real nature of what he or she is witnessing, must initiate a Parallel Conflict of Intelligence versus the Illusion Might. The Skills used is Perception for the disbeliever and Concentration for the Illusionist. In Combat, the disbeliever must use the Concentration action to Roll for Effect.

An Illusion that can interact with the physical world by affecting the sense of Touch can cause damage until disbelieved. The only limitation is that it cannot cause a Lethal Wound. It will deal 1d6 damage plus the appropriate Might bonus for a creature of its Size class, wielding a one-handed sword. The illusion cannot apply Damage Combat Effects except Choose Location, and always fights with a Close Combat [selected weapon] and Athletics [Dodge] score equal to the illusionist's Concentration [Illusion] score. The Illusion has no Strike Rank of its own and uses the caster's Concentration actions to attack and defend, disappearing if the caster is brought to negative SR. An illusion does not really take damage from weapons, magical or otherwise, but a successful attack that does damage in excess of the illusion Might will pass through it and the attacker will immediately realize it is not real.

Immunity to [Combat Effect]

Might 2, Touch, Target * individual(s)
Divine, Innate (target self)

The specified Combat effect cannot be applied to the recipient, even when it is automatic.

Immunity to [Energy or Power]

Might 6, Touch, Target * individual(s)
Divine, Innate (target self)

The recipient is immune to all damage from the energy source specified, or to any power of the type specified. Immunity to [Kinetic] gives the target immunity to all physical weapons, so it is a very powerful effect reserved for werewolves or otherworld creatures. The variant that protects from powers is rare and usually protects from a very narrow power source, such as "Immunity to Necromantic Arcane Spells" or "Immunity to Earth Divine Magic".

Improve [Trait]

Might 2, Range *, Target * individual(s)
Divine, Innate, Science

This power bestows a Trait on the recipient. If the target already has the Trait it either receives the Acute version of it in case of a Sense, or receives a Bonus to rolls made on the Trait in Advanced Combat or Conflicts. If the Trait is a sense, the recipient also acquires the sense if he or she lacked it.

If this power is used as Support in a generic Conflict, the Bonus can be used only once per Conflict. The advantage of having the Trait, however, is present whenever the recipient Rolls for Effect.

Invisibility

Might 4, Concentration, Touch, Target 1 individual
Divine, Innate (target self)

For the duration of the effect, the recipient is invisible. He or she can still be heard, felt or smelled, with a Penalty to Perception tests. The effect is also automatically cancelled if the power user loses concentration, the recipient uses a power on a target different than him- or herself, or makes an attack.

INVISIBILITY VARIANTS
If you wish to include Invisibility among Arcane Spells, you must give it Might * and require that it has Might at least equal to the target Size Class.

Light

Might 1, Range *, Target * item(s)
Arcane, Divine, Science

This spell causes a glowing point of light to appear on a solid substance, creating an area of light ten metres in radius, giving off the same illumination as a torch.

OFFENSIVE USE OF LIGHT
The Arcane version of Light can be cast on an opponent's eyes. If cast on a living being, the spell gains the Overcome [Will] trait. If the target is overcome, he or she will suffer a Penalty to all Combat rolls, and any Skills relying upon vision.

Location

Might 1, Range *, Target * item(s) or individual(s)
Divine, Psi

This power works on a specific item which the user must have already touched, or on an individual of which he or she must have some personal bits. The user will become aware of the general direction and distance of the target, provided it is still intact/alive and within Range of the power, or will know the approximate location of the target on an appropriately detailed map.

Neutralise [Power]

Instant, Might *, Range *, Target * effect(s)
Arcane, Divine, Innate, Psi

This power allows its user to neutralise other powers of the specified type. It will eliminate a combined Might of power effects equal to its own Might, starting with the most powerful affecting the target. If it fails to eliminate the most powerful power effect, then it will target the second-most powerful one. As soon as Neutralise can no longer dismiss a target's effects, its effects immediately end. However, all effects that protect against the power type of the Neutralise [Power] must be eliminated first before other

SCOPE OF NEUTRALISE
Normally, one power type will provide a version of this spell that works on powers of the same type or "enemy" power types (ex. Neutralise Arcane Magic for all divine magicians), but some power lists may include Neutralise Magic, which works on any kind of spell, and Neutralise Supernatural which works on anything non mundane.

ones can be affected. The power use can target a specific effect among the ones affecting the target, assuming he or she can actually sense its presence.

Palsy

Might *, Overcome [Constitution], Range *, Target * individual(s)
Arcane, Psi, Science

If the caster is able to overcome his target's Constitution with this spell, he or she can turn the victim's own nervous system against itself. The power will paralyse the target, provided that its Might is equal to or greater than the target's Size Class.

Project [Energy]

Instant, Might *, Projection, Range *, Target 1 individual
Arcane, Divine, Innate (Target * individual(s) for some kind of breath weapons), Psi, Science

Energy produced by this power is projected as a beam, cone or sphere towards the target(s), which can avoid the attack like any high-speed ranged attack.

If the energy projection hits, the target takes elemental damage with a Might equal to the power Might. Armour may protect against this kind of damage. Sample types of energy (and the element they are most likely linked to) that can be projected by this spell are Cold (Darkness or Water), Lightning (Air), Heat (Fire), Kinetic (Air or Earth).

DEFENSIVE USE OF NEUTRALISE
Neutralise can be fired as a Reaction, but only when another power that the character wishes to counter is used within Range. A successful Neutralise disrupts the other power and nullifies it. As long as the Might of the Neutralise equals or exceeds the target power Might, the latter is countered. Using Neutralise as a reaction requires that the power be cast with one single Concentration action, which might pose some limitations upon its Might or the distance at which the power can work.

SPECIAL EFFECT OF KINETIC DAMAGE
Project [Kinetic] deals less damage than other energies, but it has a Stun (auto) effect, and will knock down any target with a Size Class lower than its Might.

Project Senses

Might *, Range *
Arcane, Psi (Clairvoyance)

This power allows the caster to project his or her senses anywhere within its Range. The power user can project one sense per point of Might, choosing among the senses he or she possesses at the time of activation. The power forms an invisible and intangible sensor, which receives the specified type of sensory input and transmits it to the user. The sensor can move one Zone per Combat Round at the user's direction, and allows use of Perception Skills through the sensor.

The user can activate other powers through the sensor of some Projections. Ranged powers require Project Vision, while touch powers require Project Touch. The total Channelling value of the powers activated through the sensor cannot exceed the sensor's Might.

Characters using Second Sight can see the sensor and attack it if they wish, though it is only vulnerable to supernatural energies. Magic weapons and powers employed against the sensor will not destroy it, but transfer their damage and effects directly to the user.

Protection

Combine *, Might *, Range *, Target * individual(s)
Arcane, Divine

This power protects the body of the recipient, making it benefit from extra AP equal to its Might in addition to physical armour. In Basic Combat, an overall protection up to 4 AP counts as Light Armour , while higher values count as Heavy Armour.

PROTECTION COVERAGE
On a coverage roll of 1+, the recipient of Protection benefits from the full Might of the power in additional AP. On a coverage roll of 0, this value is halved (round up).

Reflect [Power]

Combine *, Range *, Might *, Target * individual(s)
Arcane, Divine, Innate

This protective effect shields the target from hostile powers of the affected type, and has a chance of sending them back to the attacker.

Reflect only affects spells directed against the target specifically, and that have the Overcome attribute. In order to affect an attack, Reflect must be of the same Might or higher. It makes the Conflict used to determine whether the effect takes place two-way instead of one-way. If the attacker is defeated, even with a Quick Exit, he or she suffers the detrimental effects of the power instead of the target. Moreover, the attacker can no longer drop the spell at will if the Conflict is going badly.The target can choose to continue it, hoping to gain the upper hand.

The innate version of the power is always on.

DEFENSIVE USE OF REFLECT
Like Neutralise [Power], Reflect can be cast as a last resort against an incoming attack power by using a Concentration action. However, as its natural use is that of activating it prior to the attack, when using the power in this way the caster suffers one Penalty to the activation roll. Using this power as a Reaction requires that it be cast with one single Concentration Action, which might pose some limitations upon its Might or the distance at which the power can work.

RESIST [ENERGY]
Variants of this power usually encompass only power systems, and not energy types that cause bodily damage. For the latter, use Absorb [Energy].

Resist [Power]

Combine *, Might *, Target * individual(s)
Arcane, Divine, Innate, Science

This power matches its Might against the Might of any incoming offensive power of an affected type. If its Might score is equal to or greater than the incoming power's Might, the power has no effect. If the incoming power Might is greater than the Might of Resist, then the power affects the target normally.

Resist [Power] does not discriminate between incoming spells; a comrade attempting to magically heal the recipient of Resist Magic must overcome it in order to successfully use a healing spell.

The innate version of the power is always on.

DEFENSIVE USE OF RESIST
Like Neutralise [Power], Resist can be cast as a last resort against an incoming attack power by using a Concentration action. However, as its natural use is that of activating it prior to the attack, when using the power in this way the caster suffers one Penalty to the activation roll. Using this power as a reaction requires that it be cast with one single Concentration action, which might pose some limitations upon its Might or the distance at which the power can work.

Restore [Resource]

Might *, Touch, Target: * individual(s)
Arcane (Prerequisite: Heal), Divine

This power can reverse a characteristic loss or any other Consequence, provided it is used in the same Time Scale that caused the Consequence, or in Downtime for generic effects. This spell will not work against the Consequences of an enchantment, unless the enchantment has been destroyed first.

In order for the spell to work, the caster must win a Conflict against the Consequence value, the Characteristic loss or the Toughness of the limb he or she wishes to regenerate. Restore has two basic effects, and depending on the power system used and the setting, your character might be able to use only one of them.

- Restore Health will work as an Antidote of equal Might against poisoning and disease. It can be used only once per ailment, and its effect must be long enough to allow the recipient to counteract naturally the remaining Potency.
- Restore Characteristic will work against a characteristic loss caused by a supernatural or mundane effect. It will not counter the effects of ageing.
- Restore Flesh can cause a severed or maimed limb to regrow or reattach, or treat wounds caused by acid or fire that would not heal naturally, but cannot return a character from death. This spell will cause a limb severed by a Lethal Wound to regrow or, if the detached limb is still present, for the limb to reattach itself to its stump. If the limb can be reattached, the contest can be run in Adventure time. To regrow a limb, the Conflict must take place in Narrative Time. In some settings, the Arcane version of this power may require Downtime.

RESTORE VARIANTS
In general, when Restore is used as an arcane spell, it is called simply Restore and has Heal as a prerequisite, but it can be used as both Restore Health and Restore Flesh, indifferently. When the Restore effect is part of a divine blessing it has no prerequisites, but it often has only one of the effects listed above, and it may be limited to one characteristic only, depending on the cult. Other variants of the basic power may exist for other power systems.

Second Sight

Might *, Range *, Target * individual(s)
Arcane, Divine, Innate (Perceive Aura), Psi (Sensitivity)

This power allows the recipient to see magic or other paranormal effects. By augmenting the recipient's natural vision, the power allows him to determine a creature's Life Points, as well as enchanted items or power effects. The recipient must be able to actually see the creature or object for this power to work.

By looking at a spell effect, a Second Sight user will automatically be aware of its origin (divine, arcane, etc.). As long as Second Sight's Might exceeds the other power's, the watcher will be able to determine the effects of the perceived power, and if the Might is more than twice that of the other power he or she will also receive a mental image of who activated the power effect.

Shapechange to [Species]

Combine *, Might *, Overcome [Will], Range *, Target: * individual(s)
Arcane, Divine (self only), Innate (self only, for shapeshifters)

Each Shapechange is a separate power. Of all powers with multiple variations, the Shapechange spell has the most, comprising a new spell for almost every creature imaginable. The spell only works on living things. The dead or inanimate objects cannot be shapechanged.

The Might of the spell must be equal to or greater than the Size Class of both the target and the specified species. Thus changing a mouse (Size Class 1) into a newt (also Size Class 1) is Might 1. Changing a mouse into a lion (Size Class 4, or Large), or vice versa, is Might 4.

If the spell is successful, the target will be biologically changed, gaining the SIZ Class and natural armour of its new form. Its other characteristics are unchanged, and the target retains its memories and abilities, though it may be unable to use some of those abilities in its new form. According to the power system used, the power may (innate) or may not (arcane, divine) grant the target the normal Traits the creature possesses (unique senses, etc.). Supernatural powers are never acquired.

Shimmer

Might *, Range *, Target * individual(s)
Arcane, Divine

This spell renders the target figure blurred and difficult to focus on, hampering any attempt to pick him or her as a target. The target can always try to Dodge attacks or to Take Cover even while moving, regardless of actual cover. Once per round, at the target's option, an attack against him or her suffers a Penalty, The Might of the spell must be equal to the Size Class of the target to work. Each point of Might exceeding its Size Class allows the target to bestow a Penalty to one more attack per round.

Skin of Life

Range *, Target * individuals
Arcane, Divine

This power protects the recipient from suffocation by air deprivation, due to such factors as drowning or the Smother power. If the target of the spell breathes water or other fluids, the spell will act as if it was immersed in water instead.

SCUBA ELEPHANTS
Particularly for the arcane version of Skin of Life, you might want to require a Might equal to the Size Class of the target for this power to work. However, this requirement might be unnecessary in some settings.

Smother

Concentration, Might *, Overcome [Constitution], Range *, Target * individual(s)
Arcane, Psi

If successful, this spell neutralises the air or other fluid surrounding the target, depriving it of oxygen. Each Might of the spell will cover one SIZ Class. A Might 3 Smother would suffocate a humanoid-sized creature.

In Advanced Combat, the power user must overcome the target's Constitution with his or her own Will in an Overcome Conflict (see page 174). Once his or her Constitution has been overcome, the target will drop to zero Life Points, unless already suffering from Negative Life Points. Starting with the next Concentration Action that the attacker uses, the target will start losing 1d6 Life Points per Concentration Action, without the need to make any more rolls. Any Might points not used to equal the target Size Class will yield +1 to this die roll per point. Unconsciousness and death will ensue as per normal Life Point losses.

EXTINGUISH
The Smother power should be able to extinguish any fire that can potentially do a damage of the same Might, as the flames will be starved of oxygen. Smother has no effect on magical fire or on fire-based creatures. Versions of Smother without the Overcome attribute can, in fact, be used only to extinguish flames.

ALTERNATE SOURCES OF ONGOING DAMAGE
While choking one's opponent to death is an adequate form of offensive power in many fantasy sub-genres and in at least one space opera setting, your group may prefer other forms of attacks. In order to create new ongoing attacks use Smother as a template and apply the adequate limitations and enhancements to the new power to fit the alternate damage source. Just keep an eye on game balance before making the changes, and check the need to fine tune the losses or prohibit a Quick Exit. You might even want to change the resource loss inflicted after Constitution is overcome. A decay-inducing necromantic spell might subtract Toughness from a random location rather than Life Points.

Speedart

Might 1, Target 1 projectile, Touch
Divine

Cast on a projectile or thrown weapons, this spell activates when it is fired. The extra speed granted gives a Bonus to the attack roll and +1 Might to the missile. A missile under the effects of Speedart cannot benefit from other enhancing magic, but the basic projectile damage is considered magic damage when checked against the target vulnerabilities and immunities.

Suppress [Trait]

Might 1 (2 for a sense), Overcome [Will], Range *, Target * individual(s)
Divine, Science

This power prevents the target from using a Trait. If the target lacks the Trait, the power has no effect. If the Trait is a sense, the Might of the power becomes 2. All the traits that use the same Slot (languages, for instance) can be Suppressed with one single Suppress [Trait] power. This causes a Penalty to a magician trying to cast a spell verbally (with Suppress [Language]) or from a book or scroll (with Suppress [Literacy]).

Telekinesis

Concentration, Might *, Range *, Target * item(s)
Arcane, Psi

OFFENSIVE TELEKINESIS
Some settings might require Telekinesis to be effective on living beings, causing damage when applied by a specialist of Combat psionics. If you have this need, allow psychics who already know Telekinesis to learn the Project Kinetic power.

This power allows its user to control inanimate matter up to one kilogram per Might. The power user can cause it to move about and interact with the world, at a Movement rate of 1. The user has a chance to have the animated object perform any physical Skill successfully that is equal to his or her own chance to perform that action with an extra Penalty,provided the action is judged plausible.

If a wizard combines the arcane version of this power with the appropriate Form/Set spell, he or she can perform much finer manipulation of the object. In this case, the animated object will use the caster's full chances for physical activities. Combining it with Fly may create a very effective flying weapon which strikes at the user's own Close Combat score, plus the Weapon trait if known.

The psychic version of this power already includes the ability to make the animated object fly. The psychic need use Fly (Levitation) instead of Telekinesis only when the target is a living being. A psychic cannot turn an animated item into a controlled living weapon as a wizard does, but can use Fly offensively (see Fly).

Telepathy

Overcome [Will], Range *, Target * individual(s)
Arcane, Divine, Psi, Science

This power allows mental communication between the user and any target. Targets will not be telepathically linked with one another, and any communication between them must be "relayed" by the power user. The words transmitted by telepathy will be heard directly in the head of the recipient, in the same language in which they were formulated. Mental images can be transmitted between two creatures who do not share a common language.

If the target is unwilling, the Overcome [Will] attribute applies. A Quick Exit in the Overcome Conflict is enough to allow unwanted communication, while reading thoughts that the target is trying to hide requires a complete victory. Some lesser or special forms of Telepathy might not allow mind reading or other offensive uses, in which case their description will not include the Overcome trait.

Teleport

Enchantment (optional, to create a circle), Instant, Might *, Range *, Target * individuals or objects
Arcane

GUIDED TELEPORT
The caster can also teleport a target to an especially enchanted Teleport Circle within range without the necessity of seeing the arrival site. A Circle can be enchanted with the same spell used to Teleport, and its Might must be at least equal to that of the actual Teleport spell which targets it.

Teleport allows a wizard to instantaneously move himself, or a target, to anywhere within the range of the spell, as long as the destination can be directly observed (Project Senses may allow the Caster to 'see' locations beyond physical line of sight), assuming there is solid footing and no object bars their arrival. If these conditions are not met, the spell fails. The caster can teleport objects up to one Size Class per Might.

Web

Might *, Range *, Projection, Target * individual(s)
Arcane (prerequisite: Glue), Divine, Innate

WEBBING VARIANTS
The innate version of this power has a STR dependant on the CON or STR of the creature, Might usually equal to its Size Class, and Range C.

BLOCKING A WEB
Using a shield to block a Web will subtract the shield Coverage factor from the power Might, but the shield will become useless until cleaned up.

This power allows the user to spew forth sticky filaments that entangle the target if it cannot Dodge. The filaments have a STR of 3d6 on a Size Class scale equal to the Might of the power. The entangled target is affected only if its Size Class is equal or lower, and suffers a Strike Rank penalty equal to the STR of the filaments, plus 1d6 per extra Size Class.

The target can break free with a STR Parallel Conflict against the web, as though it was being grappled, in which case it has an automatic Free Action per round to use its Brawn. A Quick Exit allows disentanglement but at the cost of abandoning one weapon or one layer of armour. It is also possible to cut the web with slashing weapon, by inflicting cumulative damage equal to the web STR adjusted for the relative Size Class, but this requires having enough Strike Rank to strike.

ENCHANTMENTS AND RITUALS

The following powers can be encountered while adventuring, but you will not find them in the list of Traits that non-player characters possess, as they are mostly used in Downtime. Their use implies a specific Conflict for the creation of a permanent or semi-permanent effect.

Depending on your setting, it may be necessary to learn them as Traits. The default rule is to consider them as stunts of the generic Enchantment Trait, so that they use up only one Slot if necessary. Particularly for divine power users, the Narrator may allow a character who does not have the Enchantment Trait to learn these powers. If the character later acquires the Enchantment trait, it will occupy the same Slot as the already-known rituals. The Create Familiar ritual may have other requirements when it comes to Slot occupation once you have invoked the power.

Create Familiar

Enchantment, Might *, Target 1 non-sentient creature
Arcane, Divine

This spell allows the caster to bind a creature, which becomes his or her Familiar. The nature of the Familiar depends on the setting and the source of the caster's magic powers, but the spell typically only works on a non-sentient creature, inanimate object or otherworld entity. Some sorcerers make artificial beings such as a Homunculus to become their Familiars.

A wizard can have multiple Familiars, but few have more than one or two. Divine casters usually only have one, and it should be a creature holy to the deity. An arcane animal Familiar can be of any species, but it must be at least one Size class smaller than its master.

To create a Familiar, the caster must undergo a Conflict of Will against the Familiar's desired Might. Once the Familiar is created, the caster distributes Might points among the characteristics the creature lacks: Size Class for inanimate or otherworld creatures (remember the Size class limitation), Intelligence for animals (which is added to the animal's fixed INT to give it full sentience) or inanimate items, and extra WIL or other characteristics if desired. If the body is being created with the ritual, the caster can also, at the Narrator's option, spend Might points on Grant [Trait] effects to complement the peculiar shape of the creature (wings, talons, bug eyes, etc.).This is only appropriate for arcane familiars, as divine magicians will usually prefer to have a natural-looking animal companion. The creature gains 3d6 STR, CON, DEX, WIL and CHA if it had none before.

A Familiar has a permanent mental connection with its master within a range level, on Adventure Time scale, equal to its own Might. Through this link, the Familiar allows the caster to 'see' through its perceptual abilities. Within this range, the magician can cast spells on the Familiar as if touching it, and the Familiar can cast any spells it knows on its master.

A Familiar can perceive its surroundings. How this happens depends on the type of Familiar. Animals can sense the world through their ordinary perceptions. Magical objects can detect the world around them up to a range equal to their Might on Combat Time scale. A Familiar devolves into its non-enchanted form in Might days when its master dies, and its life span reverts to normal for the object or animal in which it is bound. Familiars may learn Skills, but only the ones they are capable of performing. Most Familiars in objects can only learn knowledge and magical Skills. Animals have the Skills that come naturally to them.

CONSEQUENCES OF FAMILIAR CREATION
Like all enchantments, this spell may have permanent Consequences. Typically, these consequences manifest when the caster is not in direct line-of-sight contact with the Familiar, making him or her somehow dependent on it to operate at full effectiveness.
A Familiar, like all of a character's permanent companions, occupies one Skill Slot. However, the Slot requirement for a character's first or main familiar is satisfied by the Slot the spell itself occupies. If the character can and will have more familiars, he or she must use a Slot in the Concentration Skill. Most religions do not allow multiple familiars.

Create Scroll

Combine 1, Enchantment, Target 1 scroll
Arcane, Divine

Scrolls are readable items that store Spells. To create one, the enchanter determines the spell he or she wants to inscribe in the scroll and initiates a Conflict against its Value, in Downtime. Success in the Conflict creates a one-use scroll, which upon a successful Activation roll, casts the spell at the Might score originally determined by the enchantment, with any attached manipulations, as though the user possessed the appropriate Trait(s). The reader cannot further manipulate the spell with his or her own Skills, and does not spend any Life Points to cast it. Upon a successful use of the scroll, the spell fades from it. If the activation roll merely fails, the spell remains inscribed in the scroll.

CONSEQUENCES OF CREATING SCROLLS
Like all enchantments, this spell may have permanent Consequences. Typically, these affect whoever uses the scroll, and manifest as soon as the spell is cast. Second Sight is required to determine which Consequences will affect the scroll user.

SCROLL AVAILABILITY
Not all fantasy settings have scrolls. Their presence favours magic item inflation, so always check with the Narrator whether this spell exists at all in your campaign.

Create Spell Matrix

Combine 1*, Enchantment, Target 1 item
Arcane, Divine

This spell creates items that store spells. To create one, the enchanter determines the spell he or she wants to imbue in the matrix and initiates a Conflict against its Value in Downtime. Success in the Conflict will create a magic item which bestows knowledge of the spell(s) at the Might score originally determined by the enchantment, with any attached manipulations, as though the user possessed the appropriate Trait(s). The wielder of the item can further manipulate spells stored in matrices with his or her own Skills, as though possessing the spell Trait. Spell matrices are reusable. Spell matrices are mundane items, and breaking them will destroy the enchantment.

CONSEQUENCES OF CREATING MATRICES
Like all enchantments, this spell may have permanent Consequences. Typically, these consequences are related to the spell linked to the matrix and manifest periodically when the owner or creator does not have the item available.

Summon [Entity]

Combine 1, Overcome [Will], Ritual, Target 1 otherworld creature
Arcane, Divine

This ritual allows the caster to summon one Other World creature of the type specified, per casting, to the mundane world. The spell requires a Conflict of Will between the caster and the entity, whose Will is determined by the Narrator according to the normal statistics for this kind of creature. Appropriate investigations may reveal the True Name of entities of known Will, allowing to issue a call for an individual specimen and not a random one.

The summoning must take place at least in Narrative time, and the creature will stay on the mundane plane for a period determined by normal Conflict rules. The caster must achieve a complete victory to summon the entity. A total victory by the entity will allow it to enter the mundane world while the caster is left unconscious, or to mentally control or possess the defeated caster. If the entity scores a partial victory, it will be able to enter the mundane plane but not to harm the caster in any way.

The summoned creature is not automatically under the caster's control. If the summoner can Combine the ritual with a Dominate [Entity], then a victory in the Conflict of Will is enough to grant control over the summoned entity. A second caster might be present at the summoning site to take control of the entity if the summoner does not have the required Trait.

SUMMONING VARIANTS
In some settings, Summoning will be a separate Trait like Enchantment. If this is the case, treat all Summon [Entity] powers as Summon stunts and not as Enchant Stunts. The forthcoming Wind on the Steppes supplement will provide more detailed rules for spirit summoning along the lines of shamanistic traditions.



ARCANE MAGIC FEATURES
The defining characteristic of Arcane Magic is the flexibility with which the spellcaster can change spell attributes or learn new ways of doing magic. Arcane Magic requires players who take time to read the rules and spell list. A player should study the most effective Manipulation configurations. If you are the kind of player who prefers to learn rules as the Narrator explains them, Arcane Magic is not the best option for paranormal feats. While not necessarily amoral, Arcane magicians are less likely to be bound by ethical constraints than other power users, and often do not shun knowledge coming from magical tomes or treasures connected to inhuman powers. Though dangerous, this exploration of "forbidden" knowledge can be fun to roleplay.

ARCANE MAGIC

Arcane Magic is the ability to manipulate reality with knowledge of the supernatural. It uses processes called magic spells, pre-set ways in which an Arcane magic user can cause a non-natural effect. Casting a spell is a synonym for activating a power, and an Arcane power user is often referred to as a spellcaster, magician, or wizard.

Arcane Spells are Traits associated to the Concentration skill. Spellcasters may learn any amount of new spells, though they require a teacher, a book, or other knowledge source to learn them. Arcane Spells are manipulated with Traits. Most schools of magic teach all available Manipulation Traits. Given the need to learn many spells and their associate Traits, a magician usually chooses to Dedicate to the skill of Concentration.

Arcane Magic Attributes

Attribute	Default rating	Manipulation via Trait
Combine	—	Yes
Might	1	Yes
Range	Touch (0)	Yes
Targets	1	Yes

IS ARCANE MAGIC TOO POWERFUL?

The effects of a high Channelling score increase exponentially, as the magician becomes capable of both sustaining more spells and more potent ones, without having to choose between the two. This is consistent with the fact that some fantasy literary sources describe masters of the arcane arts as immensely powerful individuals, but not necessarily in line with what you want in your game. If your group agrees with wizard player characters being able to become extremely powerful, then you can proceed with the rules as written. If you find that this may make magicians too powerful in your game, you may wish to change the default parameters for Arcane Magic in one of the following ways:

- The Channelling score is not just a cap to the total number of spells the wizard can sustain at the same time, but each pre-activation or extended duration casting of spells actually reduces a magician's Channelling score until the spell expires.
- Limiting the number of foci to one focus item plus one familiar, or perhaps just one of the two.
- Increasing the number of Channelling points that each focus item occupies.

PREREQUISITE

Before being able to learn arcane spells and Manipulation Traits, a character must have the Arcane or Magic Knowledge trait.

CHANNELLING

Channelling for Arcane Magic is calculated with the standard method of 10% of a character's raw Concentration skill, rounded up. However, this is just the base value for Channelling for magicians, which can be subject to modifications during play. Record the current, adjusted value for Channelling on your character sheet.

In addition to its standard function of limiting pre-activation of powers, the Channelling score also limits the total number of Manipulation points a magician can apply to a single spell. The limit is the total Channelling score, regardless of any Channelling points occupied by extended duration spells. There is no maximum for each single Manipulation, just a cap to the total manipulation points added.

For example, a young magician with a Channelling of 6 might want to cast Heal 6 (Might manipulation of +5) on one target (no Target manipulation, as the default value is 1) that he is touching (no Range manipulation). This adds up to a total Manipulation of 5, so the casting would be possible as the total is within the Channelling limit. Should the magician try to cast Protection 6 with a +2 to Rangeto affect a friend at Short range, that would add up to a total Manipulation score of 7, which would exceed his Channelling of 6 and makes casting impossible. To reach the desired Range, the magician would be forced to resort to a weaker spell, for instance Protection 5 with Range S.

USING ARCANE MAGIC

For each Manipulation Trait applied when casting Arcane Magic in Advanced Combat, the caster must spend one Concentration action and one Life Point, with a minimum of one for non-manipulated spells. The number of Manipulation points applied to the various Traits is not important Only the total number of Manipulations used is counted.

FAMILIARS AS FOCUSES
A familiar, if the magician has one, counts as a focus for casting magic if present, or if the magician remotely casts the spell through its senses. The Might of the familiar represents its Might as a focus. A familiar is the fastest way to create an external focus for a magician who lacks the Enchant Trait, as the Create Familiar spell Trait itself can be used in the familiar creation process. However, the Narrator may require the expenditure of a Concentration Slot per familiar a magician has, according to the rule presented in Chapter 2. This is in addition to the Channelling point requirement for all focuses.

FOCUS AS A WEAPON
Depending on your setting, you may wish to allow focuses to be weapons, too. This is not consistent with historical magical practices, where using focus items in combat renders them useless for magical use. However, magicians from modern fantasy literature often have magic focuses devised to back up as weapons. Staves are usually a magician's favourite focuses.

UNIQUE FOCUSING SOURCES
A wizard with a good number of powerful foci becomes very vulnerable to their loss, but his or her powers become immense. Adding extra sources of Focusing and methods for improving their effect on Channelling is a great way to fine-tune the impact and diffusion of Magic in your game world. Peculiar Focus items typical of the setting may have enhanced effects on the total Manipulation of spells. Some unique specimen may have this effect on some types of spells only. Such items are usually found as treasure and later attuned for personal use. In other cases, your game world or your character's philosophical approach to magic may impose specific requirements before a new focus can be created or attuned. Such restrictions may have a noticeable impact on role-playing (abstaining from some mundane practices, meditating, sacrificing part of your soul to otherworldly entities, etc.). You can create entire new interpretations of magic in this way.

Arcane Magic allows all extension for the duration of powers. Thus a wizard can either pre-activate a power, or use it with an extended duration, and in both cases this will use up Channelling points. Improving powers with Rituals and enchanting items with permanent power effects and specific powers that can only function as enchantments is also possible, and does not use up Channelling points.

FOCUSING MAGIC

Casting spells require that the magician concentrate on a specific implement connected to the arcane world. Such implements are called magic focuses, and the caster must be in a psychic resonance with his or her focus to use it in spellcasting. The magician must have created this focus, or become intimately familiar with it through an attuning Ritual. A magician without an available focus suffers a reduction of his or her Channelling by one point for the purpose of determining the maximum total Manipulation points applicable to spells.

A spellcaster should have his or her hands free when casting magic, which prevents most magicians from wielding weapons in combat. However, wielding items used to focus magic counts as having your hands free when casting magic.

A focus does not have a Value but a Might score. Enchanting a magic focus requires a Conflict of Will against the item's desired Might, without any modifications for duration. The procedure for creating a focus is included in the basic knowledge of Arcane Magic, so it does not require a specific Trait, although the Enchantment Trait will clearly increase your chance of success as the lack of a specific Trait would force you to roll on your raw Concentration skill otherwise. Attuning a focus that you have found also requires a Conflict against the item's existing Might, but the magician can also attempt it in Narrative Time to obtain temporary control of the item.

A magician must devote one point of Channelling to each focus he or she has, as though having pre-cast one single-Manipulation spell. This point cannot be freed to use for other purpose, unless the focus is destroyed, un-attuned, or permanently replaced with another focus.

A magician uses a focus Might to replace and enhance his or her Channelling rating in two different ways: by using it to "hold" pre-activated spells; and by using it to improve his or her own Channelling score.

When a wizard pre-casts magic through a focus, he or she can choose to "occupy" points of Might taken from the focus instead of points of his or her own Channelling. Unlike personal Channelling points, these points are not just occupied, but actually subtracted from the focus Might until the spell ends, making the focus less effective in powering spells cast on the spot (see below). It is not possible to split the required points among different repositories; a maintained spell must be entirely contained in either a focus or the magician's own Channelling. If a magician loses control of a focus item or contact with a familiar, all spells held in the focus Might expire.

If casting magic through a Focus with non-occupied Might greater than his or her own Channelling, the magician can Manipulate spells as though his or her Channelling was one point higher. This effect does not apply to pre-cast or extended duration spells, although it applies to Rituals.

A spellcaster can have as many focus items and familiars as he or she wishes, provided a Channelling point is devoted to each of them. You might wish to impose limitations in your game to fine tune the power of magic users in your setting (see notes).

Arcane Spells

Type	List
Spells	Absorb [energy], Astral Projection, Confusion, Damage Boost, Detect Substances, Detect [power], Diminish [characteristic], Dominate [species], Enhance [characteristic], Fly, Form [substance], Glue, Grant [trait], Haste, Heal, Hinder, Illusion, Light, Neutralise [power], Palsy, Project [energy], Project Senses, Protection, Reflect [power], Resist [power], Restore, Second Sight, Shapechange to [species], Shimmer, Skin of Life, Shimmer, Telekinesis, Telepathy, Teleport, Web.
Rituals	Create Familiar, Create Scroll, Create Spell Matrix, Summon [entity].

DIVINE MAGIC

In Fantasy stories, worshippers of deities can call upon their god or goddess in times of need. This is represented by powers known as Divine Blessings. These powers are similar to spells, and can be treated as such when compared against Arcane Magic, but work in a slightly different manner, as each Blessing can be used only once after requesting it from the deity at a holy site. Many Blessings have similar effects as Arcane spells, but are often more powerful than their Arcane equivalent to compensate their one-shot nature. In general, a worshipper is more powerful than a magic user in the specific domain tied to his or her deity, but has little power outside this specific area.

In some settings, worshippers can also use simple "utility" spells called Cantrips which are the equivalent of inferior version of arcane spells. Some religions based mainly on mysticism or spirit worship might lack Blessings and provide only Cantrips.

Assuming you are not using a setting supplement, it is up to the Narrator to determine what kind of powers, Cantrips or Blessings or both, each religion in your game world will provide. The last section of this sub-chapter includes some sample cults that use all of these approaches.

DIVINE MAGIC FEATURES

The defining characteristic of Divine Magic is the tight connection between spell effects and the believer's deity's domain. A Divine Blessing is more powerful than any other spell type, but its scope is narrower. As the one who plays the role of the deities, it is the Narrator who will tinker with the rules to adapt Divine Magic to the universe he or she wishes to represent. If the Narrator is not incline to creating his or her own pantheon, you can use the deities and cults provided in a setting supplement or adapt the short list of deities provided here as an example.

COSMOLOGICAL AND SOCIAL CONTEXT

Divine Magic is much more dependant on the context of your game world than other Power Systems. Both the game world cosmology and the mundane hierarchies to which the worshipper belongs have a strong influence on the ways he or she does magic.

COSMOLOGY

The cosmology of your game world has a strong influence on Divine Magic. Where do the gods live? Is it a specific place in the material universe or do they dwell on another plane of existence? Is this the same world where spirits, and other entities that the heroes can meet as opponents, dwell? Can the Player Characters visit such a place?

Answering these questions in a precise way is not within the scope of a rulebook. From now on, we will assume that deities and other non-mundane entities exist in a separate plane of existence called the "otherworld", with which Player Characters can get in contact through worship and/or through summoning Rituals. All other details must necessarily vary with the setting, and in most game universes the otherworld will be much more complex than this and include several planes of existence and specific realms for the major deities.

CULTS AND HIERARCHIES

In your game, magicians, psychics and mad scientists may well be loners who develop their arts in isolation, but it is hard to think of a cleric who is not an active part of a religious organisation. We will call this kind of organisation a cult, but this term does not imply the negative connotations that the word "cult" has assumed in contemporary society. A cult, in this book, is just a form of organised religion.

Apart from some mechanical details related to requirements and benefits, we will not provide a detailed treatment of religious cult membership. This is not because this aspect is not important, but rather because general rules might not be adequate to the level of detail required. While there are some similarities between being a Shaolin monk and a Scandinavian godi who worships Thor, the differences are so deep that it is better to detail the two careers and the powers and responsibilities that they carry in the appropriate section of a specific supplement and not in the core rules. You can use the short notes accompanying the sample cults as guidelines for developing your own cults.

IS DIVINE MAGIC COMPLEX?

You will notice that the Divine Magic section is the longest in the power chapter. However, Divine Magic, when used in game, is the simplest form of power: you invoke your deity and the effect happens. The players' contribution consists more in portraying the character as being loyal to the deity rather than in optimizing spell combos like in Arcane Magic. With Divine Magic, the Narrator has the biggest share of the job, and this section aims at instructing him or her about the creation of cults that provide magic to worshippers. Once the cult design process is over, you will be left with short descriptions of cults available to Player Characters and the powers they provide. At the end of the chapter you will find a short example of pantheon based on a less known European culture, which is also easily adaptable to a generic fantasy setting. However, we encourage you to create your own religions to make your game more unique.

CANTRIPS

MIXING POWER SYSTEMS
An Arcane Magic user cannot use Cantrips. If he or she acquires a Trait that is both a Cantrip and an Arcane Spell, the magician must use the Arcane version of the power. In special cases, a magician can learn a Cantrip that has no arcane equivalent, but this is not recommended and subject to Narrator approval. A Cantrip user can become an Arcane spellcaster later in his or her career. In this case the Narrator may require that Cantrips be changed into their Arcane equivalent. If no equivalent exists, the character becomes unable to use the Cantrip any longer and the Narrator must determine if and when he or she can forget it and free the slot it occupies. In the same way, if a creature with Cantrips becomes a magician's familiar, the Narrator should decide whether to allow the entity to keep its inferior magic. A familiar is supposed to partake its master's arcane knowledge and not to cling to inferior powers.

Cantrips are quick magic tricks derived from Divine powers that low-level worshippers can use. A worshipper who has learned a Cantrip knows how to partake of a small fraction of his or her deity's power, without calling on the deity directly. The effect of the power is reduced accordingly, being only a shadow of what the direct intervention of the deity can bring forth. In this sense, Cantrips are a lesser form of magic created for everyday use.

Any Divine power listed with a fixed numeric value for Might, or with the * range of values, can be used as a Cantrip. A Cantrip is a Trait used in conjunction with the Concentration skill, and thus it is learned as any Trait, and uses up a Concentration slot. In case of variable Might, the Cantrip can be used with a Might of 1 to 4, but never beyond 4. Note that the numeric value may still be followed by a * in the power description, meaning that the actual Might value can be further increased when the power is used as an Arcane Spell or full Divine Blessing, but never as a Cantrip.

Might for Cantrips is determined by the Might specified in the power description, or by the Might you choose when you cast the spell for variable Might Cantrips. The maximum number of targets for a Cantrip is 1, and the power definition specifies whether the caster must Overcome the target in a Conflict for the power to work, as usual.

Those Cantrips that are not limited to touch range can be used at Short range only. The exact distance is equal to the caster's Concentration skill in metres.

USING CANTRIPS

In order to use a Cantrip, a character spends one Concentration action and one Life Point per Might point of the spell, up to four Concentration Actions and four Life Points for the most powerful effects. A variable-Might Cantrip can be cast at a reduced Might to save time and stamina, but a fixed Might spell always require the full expenditure to work. The activation roll for the power is on Concentration with the Cantrip Trait itself, and when the Cantrip has the Overcome attribute you should use the standard procedure for Overcoming an unwilling target (see page 174).

FAST CANTRIPS
The standard rule makes many Cantrips slower than Arcane spells. In a game where Cantrips are more frequent than Arcane Magic, you might want them to be more usable in battle. In this case, halve the number of Concentration Actions you need to cast a Cantrip.

DURATION OF CANTRIPS

Cantrips can be pre-activated in Adventure Time, but their duration cannot be extended beyond Combat Time, so all Cantrips expire after a Conflict or Combat. Given their petty nature, Cantrips cannot normally be activated with extended duration, or benefit of the enhanced attributes granted by Ritual casting.

MULTIPLE MIGHT CANTRIPS
Your game world may also Trait variable Might Cantrips as different Traits that must be acquired separately. In this case you must first learn the Cantrip at Might 1, then at Might 2 and so on. Once you have it at a higher Might, the lesser version "disappears" and no longer uses a Concentration skill slot.

As for other powers, the number of Cantrips your character can pre-activate depends on a character's Channelling. Unlike Arcane spells, each pre-activated Cantrip uses up a number of Channelling points equal to its Might. Channelling for worshippers is not always equal to 10% of the Concentration Skill. Consult the specific instructions for your religion, or the section about Channelling and Holiness below.

Cantrip Attributes

Attribute	Default rating	Manipulation via Trait
Combine	—	No
Might	1	No
Range	S	No
Targets	1	No

AVAILABILITY OF CANTRIPS

As this kind of "everyday spell" is not suited to settings where magic is rare and reserved to dedicated characters, not all settings will have Cantrips. Some worlds allow only the advanced version of Divine Magic, while others permit magic use in everyday life and then encourage the knowledge of Cantrips. In any case, if Cantrips are in use, a Divine Magician will probably use them as utility spells and reserve Blessings for special occasions.

Cantrips

Type	List
Cantrips	Confusion, Damage Boosting (renamed as Bladesharp, Bludgeon or Ironhand), Demoralise, Detect Substances, Disruption, [Element] Arrow, [Element] Blade, [Element] Wall, Fanaticism, Glue, Haste, Heal, Hinder, Light, Neutralise Magic, Protection, Resist Magic, Second Sight, Shimmer, Speedart.

Many magical creatures know one or more Cantrips that they use in combat. If your game world does not allow Cantrips for characters, the Narrator is free to remove them from opponents, or to keep them as an ability denied to mundane creatures but not to the denizens of other planes of existence. Animal or spirit companions of Divine Magicians can and should know Cantrips if appropriate to the setting.

GENERALLY AVAILABLE CANTRIPS

In magical rich settings, Cantrips may be taught to non-dedicated worshippers of a deity, or even to anyone who is not an enemy of the deity's cult. If you are playing in a magic-rich world, you might want to allow players of believer characters to pick Cantrips as optional Traits during character creation, even when their character is not a priest.

CANTRIPS AS SPIRIT MAGIC

In some settings, Cantrips come from spirits connected to a deity, or even from free spiritual entities that are not powerful enough to be considered gods on their own right. Shamans often know only Cantrips taught by spirits, and not full Divine Blessings.

ALLEGIANCE AND HOLINESS

A worshipper's belief is what powers Blessings. A character's belief in a philosophy or in transcendent entity is measured by what we will call Allegiance. The mechanics for Divine Magic presented here is only one of the possible variations you can use, and future supplements will include more detailed and varied Divine Magic systems. However, we recommend that all sub-systems for Divine Magic be based on the concept of Allegiance, in order to give the player an objective measure of how well the character is progressing in the path of worship, and linking his or her power to this factor.

Allegiance is a percentile score that measures how deeply your character is committed to his or her faith. The exact name you record on the character sheet usually specifies the nature of worship and the entity, pantheon or philosophy followed. Examples are "Priestess of Ishtar", "Worshipper of Odin", "Practitioner of the Unspeakable Arts", and so on.

You may be called to roll under your Allegiance on percentile dice, but this will happen less frequently than it does with the Concentration Skill in other Power Systems. In any case, your Allegiance score will determine the rough power you can call upon when you invoke your god.

SYNONYMS FOR ALLEGIANCE

Allegiance may be given a different name in your setting, in order to better reflect the characteristics of the game world. In Merrie England, for instance, religious characters have Piety and not Allegiance. It is just a name change in order to use the word that the character would use to refer as his or her devotion to God. Under a game mechanics point of view, Piety is the equivalent of Allegiance.

RECORDING ALLEGIANCE

In most variants of Divine Magic, Allegiance is a Motivation, and thus you can record it in the Motivation section of your character sheet. In some variants of Divine Magic, Allegiance may have Traits which represent Blessings the worshipper can invoke. In this case, take advantage of one of the unused entries in the Skill section to record the name and score of your Allegiance and list the Blessings known where you would list Traits for a skill.

STARTING ALLEGIANCE

A starting character has 1d6% Allegiance to the deity he or she worships, which means that your character is aware that the deity exists. The chosen profession or the free skill points can increase this value during character generation. In general, Allegiance will remain at a lower level than most skills at the beginning of a game.

ALLEGIANCE AS A MOTIVATION

Allegiance is also a Motivation. The player of a religious character should select one Motivation (or more) as the expression of his or her beliefs. The Motivation can be as simple as "Believes in [Deity]", or as complex as a summary of the scriptures of an esoteric cult This implies that the initial score for this Motivation will be calculated in a different way than usual, and will be lower than that of other Motivations, in order to limit access to high level cult membership and advantages that come automatically with Allegiance.

MULTIPLE ALLEGIANCES

OPPOSING ALLEGIANCES
Future supplements will expand these rules for using Allegiance in a system of beliefs that include compatible-but-somehow-opposed Allegiances.

A character may believe in more than one transcendent entity or philosophy. When faith in such entities is ethically and philosophically compatible, the character will only have one Allegiance expressing his or her belief in an entire pantheon of gods. For example, a believer of the traditional Japanese religion, Shinto, works with literally thousands of deities, but his or her faith is normally expressed with a single "Practitioner of Shinto" Allegiance. If the different pantheons or philosophies do not share a common nature, the character will have a different Allegiance score for each belief. In the Shinto believer example, it is quite likely that he or she also follows the tenets of Buddhism. In this case, the character sheet will contain two different entries, "Practitioner of Shinto" and "Follower of Buddhism".

CHANNELLING AND HOLINESS

HOLINESS AND SETTING
How much difference is there between the Holiness from the various domains depends on the game world and on the belief systems that are behind each Allegiance. What follows is the criteria we adopt in designing the religions for our own settings. In a world which includes mainly monotheist religions, we do not recommend a separation of Holiness by religion. A character will almost never be part of two religions at a time, and if he or she converts from one sect to another, the process will be more complicate and intimately disruptive than just keeping track of separate Holiness scores, and often resulting in the character keeping his or her Holiness in the new religion. On the other hand, in a world where each deity or cult represents a natural force or a philosophical concept, separation of Holiness by domain might be the best way to represent your character's actual powers and beliefs.

Divine worshippers also use the standard Channelling attribute. For worshippers only, we will also refer to Channelling as Holiness, which is a better term for a power user who relies on the intervention of a transcendent entity, rather than manipulating paranormal energies with his or her own Will. The two terms are totally interchangeable for Divine Magic users.

GAINING HOLINESS

For religions that emphasize meditation and mysticism, it makes sense that your Holiness be proportional to your Concentration Skill, so its base value is the usual 10% of Concentration that you would use as Channelling in other Power Systems.

In other forms of religion, though, Holiness may be based on your position in the cult hierarchies, your WIL, a number of vows, pilgrimages, and other forms of adherence to the tenets of the cult. A simple way of determining Holiness is provided in the "Allegiance, Holiness and cult rank" section of this chapter, but the specific instructions for your character's cult always supersede the generic ones you will find here.

In less organised religions, like the cults present in Lovecraft's mythos, Holiness (or rather Unholiness) may depend directly on the worshipper's personal knowledge, and will therefore be equal to 1 point per 10% or fraction that the character has in an appropriate Skill, or perhaps in Allegiance itself. In any case, we recommend that you adopt a method that rewards appropriate character choices with an increase in Holiness.

MULTIPLE HOLINESS EXAMPLE
Assume you have divided your pantheons according to the four Elements. One of our worshippers might be a priestess of Earth and have obtained a score of ten Earth Holiness. However, since the Earth and Fire pantheons are not enemies, the priestess also worships the Fire Spirits of the Hearth, and has gained a score of two in Fire Holiness. Thus, our priestess has a total of twelve different Blessings she can learn, and if a separation of Blessings "by domain" is in effect she has to choose ten from Earth and two from Fire.

USING HOLINESS

As already explained, Holiness has the same function as Channelling, that is it limits the number of multi-use powers that a believer can pre-activate or sustain with extended duration. In addition to this, Holiness limits the number of one-use Blessings a character can obtain from his or her deity at the same time.

MULTIPLE SOURCES OF HOLINESS

While Allegiance is referred to a specific belief and possibly an object of worship, Holiness may be more generic. If you regard Holiness as a simple measure of spirituality, like the Concentration skill is the generic ability to focus one's mind, then it does not matter how many entities a character worships. The Holiness score will always be unique, regardless of its sources.

On the other hand, there may be situations where Holiness from one source is really different from Holiness from another source. To differentiate this separation from the distinction among Allegiances, the different values of Holiness refer to broader "domains" rather than deities. In this case you should record multiple values in the space for Holiness on the character sheet. These values are independent, although they might still influence each other.

Sample Domains

Domain	Traits	Cantrips	Energy/Power	Suggested Blessings
Life	Nature, Endurance, First Aid	Confusion, Heal, Neutralise Magic	Magic	Cloak of Life, Grant Immunity to Disease, Healing Touch of [Deity], Turn Undead
Death	[Weapon], Willpower, Command	Disruption, Neutralise Magic, Second Sight	Magic	Berserk, Parry, Shield of [Deity], True [weapon]
Earth	Brawn, Endurance	Hinder, Protection, Resist Magic	Kinetic	Shield of [Deity], Parry, Grant Immunity to Poison, Infallible Endurance
Fire	[Ranged weapon], Willpower	Fireblade, Firearrow, Speedart	Fire, Enemy: Cold	Fire Bolt, Cloak of Fire, Fiery Blade of [Deity], Grant Immunity to Fire
Water	Boat, Brawn, Swim	Heal, Neutralise Magic, Shimmer	Cold, Enemy: Fire	Frost Bolt, Cloak of Mist, Grant Immunity to Frost, Infallible Swim
War	[Weapon], Willpower, Command	Bladesharp, Protection, Fanaticism	Kinetic	Berserk, Parry, Shield of [Deity], True [weapon]
Air	Dodge, Jump	Haste, Lighting blade, Lightning arrow	Lightning	Flight, Grant Immunity to Lightning, Lightning Bolt, Lightning Blade of [Deity]
Darkness	Hearing, Hide, Sneak	Darkwall, Dark Vision, Demoralize	Darkness, Enemy: Light	Cloak of Darkness, Disappear, Infallible Acute Hearing, Mass Demoralize
Light	Command, Vision, Insight	Light, Lightwall, Shimmer	Light, Enemy: Darkness	Cloak of Light, Holy Blade of [Deity], Infallible Acute Vision, Light Bolt
Truth/ Knowledge	Persuade, Insight, [any Knowledge]	Detect Substances, Detect Magic, Second Sight	Magic	Analyze Magic, Detect Lie, Infallible Insight, Mind Read
Beast	Brawl, Nature, Track	Ironclaw, [Environment] Movement	-	Head of the [Beast], Holy talon of the [Beast], Totem of the [Beast], True Lycanthropy

The Sample Domain table will help you when creating a cult. Each deity may have from one to three domains, depending on the cult importance. Do not feel limited by this list. Deities should be tailored to your campaign and game world, not constrained in a grid of standard domains.

ALLEGIANCE, HOLINESS AND CULT RANK

Although the exact numbers will vary from setting to setting, there is usually a correlation between a character's Allegiance and rank in the mundane hierarchies of his or her cult. Nevertheless, remember that a cult is also a mundane organisation, so promotion to a higher rank may depend more on factors which are unrelated to faith.

The Sample Cult Rank Table gives you the suggested Allegiance values for ranks in a sample religious cult, and the Holiness for a character who has attained that rank, if the religion does not use the "Concentration / 10" method. All the Blessings and cults described here will use this table, but any setting specific rules always supersede it.

Sample Cult Ranks

Rank	Allegiance	Holiness
Lay Member	1-10	-
Initiate	11-30	1/4 of WIL
Acolyte	31-60	1/2 of WIL
Priest	61-90	3/4 of WIL
High Priest	91+	WIL

CULT RANK AS A TRAIT

It is usually appropriate to have cult rank be a Trait, normally a Status Trait which uses up a Communication slot. What level of wealth and nobility each rank implies depends on the context. In a theocratic society, being part of the clergy is a great advantage. In most cults, your rank will also affect your ability to learn Blessings, as well as your Holiness. All these details are better left to your game world and cult description, although all the Blessings and rules that follow will provide a default interpretation, like the suggestion that a Blessing requiring an Allegiance of 61 or more be reserved to Priests.

ADAPTING HOLINESS TO YOUR CONTEXT

In a magically rich environment, a believer will have access to both Cantrips and Blessings. In this situation, a high Holiness may make a character "too powerful", as it influences both the pre-activated Cantrips and the Blessings he or she can have. On the other hand, in a setting where magic is not available to everyone, the believer may be limited to calling upon the deity directly, thus restricting the use of magic to those situations where there is really no other way out. We recommend that you increase the Holiness available to characters in any environment which is not magically rich. For instance, if you are playing in a world where Cantrips are not available to the clergy, Player Characters will have to resort to healing Blessings for any wounds suffered, not just the major ones, and thus need to have more Blessings available.

BLESSINGS

Allegiance and Holiness determine how many and which Blessings you can ask from your deity. While Cantrips are tricks that imply a small magical manipulation, Blessings represent a direct intervention of the deity to help the worshipper. They are the most powerful form of supernatural power in the game, and also the easiest to use once the deity has granted a character their use.

PRAYING FOR BLESSINGS

In order to gain Divine Magic, a character visits a temple, church, altar or sacred sight, and prays for a specific Blessing. The character can gain one different Blessing per point of Holiness, but can have multiple instances of the same Blessing, given that each individual Blessing learned will work only once. There are specific pre-requisites for learning a Blessing, usually a minimum Allegiance score and/or a specific position in the cult hierarchy. Other restriction may apply, at the Narrator's option, if the character's Holiness comes from multiple sources.

Praying to receive one Blessing requires one round in Narrative Time if the character is assisted by a priest or a congregation of worshippers, and one round in Downtime if the character is alone in the holy place and must seek to contact the deity without any help. If the Holiness limit has been reached, the character may remove any unused Blessing already prayed for during this process. It is customary that the worshipper make a sacrifice to the deity, in the form of a financial offer (100 credits will be enough), or the sacrifice of a suitable beast or agricultural commodity.

PRAYING FOR BLESSINGS AS A CONFLICT

As praying for Blessings is a routine action for a worshipper, it does not usually imply a Conflict. However, there are certain cases when the Narrator may require a Conflict of Willpower against the Value of the Blessing.

- The first time a character acquires a given Blessing, particularly if not assisted.
- If the worshipper wishes to learn the Blessing on a smaller time scale than required.

Unlike powers based on Manipulation Traits, Divine Blessings come in an already-manipulated form, although some attributes will vary if the worshipper has an Allegiance score above the minimum required. For this reason, it may be necessary to note any enhancement to the Blessing attributes when the character prays for them. For instance, some holy places, relics, or magic items provide a Bonus to a believer's Allegiance, allowing Blessings normally not accessible at his or her level of Allegiance, or to obtain "overcharged" Blessings with enhanced effects.

USING BLESSINGS

The invocation of a Blessing in Combat takes one Concentration action, and costs no Life Points. It is the deity that fuels the power, not the worshipper. Unless the description itself specifies otherwise, all Blessings that are not limited to Touch range can be used at Short range, in metres equal to the worshipper's Allegiance.

Using a Blessing requires no activation roll. However, whenever the general power rules prescribe that an activation rolls suffer one Penalty, a cleric invoking a Blessing must roll Allegiance, without any Penalty, to activate it. Blessings with the Overcome or Projection attribute also require Concentration [Willpower] rolls, either to Roll for Effect in the Parallel Conflict to Overcome the target, or as the Ranged Attack roll in the case of a Projection power.

The effect of the Blessing is exactly the one described when praying for the Blessing, including all enhancements for having an Allegiance above the minimum requirements. No further manipulation is allowed. Once a Blessing is used, it is

BLESSING EXAMPLE

For instance, if you use Dismiss Magic as a reaction against a hostile spell, you need not roll as this spell is usable at full effectiveness in defence. If you decide to use a Blessing with an Absorb Magic component, such as Cloak of the Moon, as a last ditch defence against magic, you must roll Allegiance, as the power description for the Absorb [Power] spell dictates a Penalty when the latter is used as a Reaction. Using the same Reactions while on a ground sacred to a hostile deity would require an Allegiance roll for Dismiss Magic and an Allegiance roll with a Penalty for Cloak of the Moon.

Blessing Attributes

Attribute	Default rating	Manipulation	Increases with Allegiance
Combine	—	No	No
Might	As per spell	No	When marked +
Range	Allegiance in metres (S)	No	Yes
Targets	As per spell	No	When marked +

considered spent. To regain it the worshipper must pray for it again at an appropriate holy site. A Blessing used as a Bonus in a non-violent Conflict is also considered spent, save for the option of keeping it active as if it had been pre-activated.

A big difference between Blessings and other powers is that they operate by default on the Adventure Time Scale, rather than Combat Time. Once activated in Combat or Adventure Time, a Blessing will remain active until the Time Scale goes up to Narrative Time, and potentially last for several Combats and/or Conflicts. There is no limit to the number of Blessings a character can activate at a time.

With Narrator approval, you can use Ritual casting to extend and improve a Blessing, and even enchant it permanently into an item. However. Blessings have a high Base Value, and you must defeat a score that is three or four times the Base Value to extend or enchant them.

DEFINING BLESSINGS FOR YOUR RELIGIONS

While we have provided several templates and examples of Blessings, the actual ones used in play are defined by the setting, and we recommend that you create special Blessings for your own deities. To create Blessings for your religion, first look at the templates provided in this chapter. Some pre-designed Blessings, like Heal Wound, may be appropriate. Cantrips, or even basic powers if you have not assigned Cantrips to the cult, may be turned into simple Blessings using the Invoke, Invoke Minor and Smite with templates.

In order to create your own Blessings, add up the powers you wish to insert in the Blessing and find the total Value of the Blessing, including Might, Range and Targets. The Might of each power included in the Blessing is counted separately, while Range and Targets apply to all effects in the same way. Remember to add at least 1 for Targets if the Blessing can be cast on someone else than the worshipper, and 2 if it can be cast at range. Multiply the total Value by five and subtract four; this is the minimum Allegiance needed to pray for the Blessing. If cult positions are connected to Allegiance in your game world, this will also determine which rank in your cult can learn the Blessing.

If it fits the nature of the Blessing, add the possibility to increase Might if the worshipper has a greater Allegiance score than the minimum required. The increase should be in steps of two per each 10% of additional Allegiance. If the Blessing has more than one effect where Might is important, split the extra Might between effects. In some cases, it will be Range or number of Targets that increase with Allegiance increases.

If a Blessing comes from a deity whose domain include its constituent powers, it should be less generic, but at the same time more effective than the general version found in the power list. Apply the following two changes to any Blessing you develop for your religion in order to make them more unique to the deity, making sure that they balance each other or balance some extra Bonus you have given to the spell:

- Add one extra restriction appropriate to the deity to the usage of the Blessing.
- Lift one restriction that the power usually has, or apply a particularly broad qualifier if appropriate to the deity.

Example. When developing a cult of the Bear God you might want to grant its worshippers the ability to become their totem animal. This requires a combination of Shapechange to Bear Might 4 (the bear Size Class), which you may want to combine with Protection and Damage Boosting Might 1 to become a bear with enhanced claw damage and extra armour on top of its fur. In addition to this, we wish to add Grant [Smell] to the combination, as the Trait is not automatically granted by Shapechange. Thus the Value of the Blessing will be 4 for the Shapechange Might, plus 1 each for the three additional powers, for a total of 7. We do not want bear worshippers to be able to cast this magic on other people, and thus we need neither Targets nor Range. By multiplying the Value by five and subtracting four, we learn that the basic Allegiance for this Blessing is 31+, exactly the value for acolytes in our game world. We decide also that for each 10% of extra Allegiance the Damage Boosting and Protection effect will gain 1 Might each.



OTHER WAYS OF GAINING BLESSINGS

The approach to gaining Blessings presented as default in Revolution D100 is similar to the earliest versions of D100 games, or to D20 Divine Magic. It is not the only possible approach, and many RD100 fantasy supplements will leverage slightly different Divine Magic systems.

Another approach that has become quite popular in recent times is that of considering Holiness as a pool of points that can be tapped to fuel Blessings known to the worshipper. In this case, Blessings must be learned as Traits (connected to Allegiance as if it were a skill, or in some cases to Concentration) and consume one point of Holiness per Blessing invoked. The act of praying at a holy place does not make you learn a new Blessing in place of the lost one, but rather replenishes this pool after several Blessing castings, up to the limit of Maximum Holiness which is calculated as normal for your game world.

Yet another possibility is that of not losing the Blessing if an Allegiance roll is made after casting. The time needed to recover one use of a Blessing varies according to the level of the worshipper in the cult hierarchy, and when the roll is failed the caster is forced to go and pray at a holy site.

The more the system variant used allows a worshipper to re-use a Blessing after a successful use, the less need there is for Cantrips. We suggest you limit access to Cantrips if Blessings are easier to regain.



DEVELOPING PLAYER-DEFINED BLESSINGS

Players may suggest their own Blessings by assembling a combination of powers into a global effect, and adding limitations and extensions according to the guidelines provided for the Narrator. The Narrator is the final arbiter of the acceptability of a personalized Blessing. Depending on the campaign tone, this might be an honour reserved for cult heroes and Great Paladins, or something that each worshipper may ask from the deity. A personalized Blessing may be a one-of-a-kind favour that the deity grants, or a repeatable miracle that the Player Character discovered but can be invoked again at will and even used by other worshippers.

BLESSING LIST

The list that follows is a sample of the type of Blessings available to a worshipper in a generic fantasy environment, and is more an invitation to build your own list than a complete system.

Each Blessing or Blessing Template lists the minimum Allegiance and cult rank needed to pray for it. Temporary increases in Allegiance provided by holy relics and sites allow to pray for stronger blessings. The cult rank provided is only valid if you use the table on page 197, otherwise only the Allegiance requirement remains valid and the cult rank is modified according to your cult customs.

UTILITY BLESSINGS

This list includes Blessings that are often available to many religions, in one variant or another. To create the specific variant of the Blessing for your cult, replace the generic qualifier in brackets with a creature, energy, power or Cantrip included in the description of your deity or of one of his or her domains.

Command [creature] — Initiate/Allegiance 11+

Might 1+, Overcome [Will], Range S, Target 1 creature

This spell works like Dominate, except that its Might must equal to the creature Size class to be effective. The Might of the Blessing increases by 1 point per full 10% the worshipper has in Allegiance beyond the minimum. For disembodied spirits, consider one Size class per d6 of Will the creature has on average. Cults will only teach Command spells for mundane creatures sacred to the cult and otherworld creatures if appropriate.

Consecrate — Priest/Allegiance 61+

Combine 1, Enchantment, Might 1, Range C (refers to the blessed area)

This spell creates an area that is sacred to the caster's deity. All creatures of the caster's religion receive a Bonus to Concentration or Allegiance within it. If any hostile creature enters the area, the enchanter is immediately aware of the trespassing. The caster can combine the casting with Ward if desired, extending the warding effect to the entire area.

Consecrate is normally used to create a temple or holy site. Like all enchantments, this spell may have Consequences. Typically, they manifest when the casting cleric is away from the Sanctified area, making him or her bound to the temple, and rendering multiple Sanctified areas inconvenient. When the original enchanter of a Consecrated area dies or abandons it, another believer can take it over by challenging the Might of the Consecrate and all combined Wards in a Conflict. Winning the Conflict makes him the equivalent of the original caster. However, he or she can take advantage of the holy ground Bonus for this Conflict, making this procedure more convenient than a simple re-casting.

Create Familiar — Acolyte/Allegiance 31+

Enchantment, Might *, Target 1 creature

See the generic power description. The creature must be significant to the cult.

Create Spell Matrix — Acolyte/Allegiance 31+

Combine 1, Enchantment, Target 1 item

See the generic power description. The Blessing is limited to one the creator knows, and which requires a base Allegiance not greater than his or her own Allegiance. The effects of the Blessing when cast will depend on the user's Allegiance, not the creator's. Once cast, the spell matrix must be recharged with the same procedure used to pray for a Blessing, including a pilgrimage to a suitable holy spot if necessary.

PORTABLE SHRINES

Sometimes, enterprising players use Consecrate to regain spent Blessings while on an adventure, thus bypassing a limit imposed by the rules. The Narrator should decide and clarify beforehand to the players whether this is possible or not.

Dismiss Magic — Initiate/Allegiance 21+

Instant, Might 2+, Range S, Target 1 power

Equivalent to Neutralize Magic 2, plus 2 more points per each full 10% the worshipper has in Allegiance beyond the minimum.

Divination — Acolyte/Allegiance 31+

Might 1, Ritual, Target 6+ words

This Blessing allows the worshipper to ask a question to his or her god, who will provide the required information to the best of his or her knowledge. Keep in mind that not all gods are omniscient, and some only have power over a very specific domain. The answer should be no longer than six words, plus two more words per each full 10% the worshipper has in Allegiance beyond the minimum. If the worshipper fails an Allegiance roll the answer will be obscure and cryptic.



SPOILERING BY DIVINATION
Divination is another spell that sometimes creates trouble in a campaign, as it gives the players information they were not supposed to know. Rather than cheating when players use it, the Narrator should ban its use altogether if spoilering can be a problem.

Heal Wound — Initiate/Allegiance 11+

Instant, Might 2+, Target 1 wound, Touch

The worshipper can use a Heal 2 effect on any single wound of a target, plus 2 Might per each extra 10% he or she has in Allegiance beyond the minimum.

Invoke Lesser [Cantrip] — Initiate/Allegiance 11+

Attributes as per Cantrip, except Range which becomes Touch

The worshipper chooses a non-offensive Cantrip taught by the cult up to Might 2. The worshipper need not have the Cantrip as a Trait. It is sufficient that it is available to the cult. The Blessing has the same effect as the Cantrip. If the Cantrip is normally usable at range, it becomes Touch instead.

Invoke [Cantrip] — Initiate/Allegiance 21+

Attributes as per Cantrip, except Range which becomes Touch

The worshipper chooses a non-offensive Cantrip taught by the cult. The worshipper need not have the Cantrip as a Trait. It is sufficient that it is available to the cult. The Blessing has the same effect as the Cantrip. If the Cantrip is normally usable at range, it becomes Touch instead.

Smite with [offensive Cantrip] — Acolyte/Allegiance 31+

Attributes as per base Cantrip

The worshipper chooses an offensive Cantrip taught by the cult with an Overcome attribute. The worshipper need not have the Cantrip as a Trait. It is sufficient that it is available to the cult. The Blessing has the same effect as the Cantrip. Although the attack is automatically successful without the need for any activation roll, the caster will have to use his or her Allegiance score to Roll for Effect in the Overcome Conflict against the target.

Soul Sight — Acolyte/Allegiance 31+

Might 1+, Target self

The worshipper gains the Second Sight power with Might 1, plus 2 Might per each extra 10% he or she has in Allegiance beyond the minimum. The worshipper also receives the ability to check whether an observed character has an Allegiance with the deity granting the Blessing. The exact value of the Allegiance is not known, although the observer will understand if it is higher than his or her own Allegiance or not.

Summon [entity] — Acolyte/Allegiance 31+

Combine 1, Might 1+, Overcome [Will], Ritual, Target 1 creature

This spell calls an otherworld creature or an elemental from the appropriate plane. The Blessing Might increases by 2 per full 10% the worshipper has in Allegiance beyond the minimum, and must be equal to the creature Size class for the spell to work. For disembodied spirits, consider one Size class per d6 of Will the creature has. The Blessing can be Combined with a Command spell, and in this case the Conflict used to call the creature from the otherworld will also grant control over it.

Calling an unknown entity from another plane requires Narrative Time, whereas Adventure Time is enough for an entity whose True Name is known to the magician or whom has been summoned before.

Warding — Acolyte/Allegiance 31+

Combine 1, Enchantment, Might 1+, Target 1 area

This spell creates a magical trap triggered when a creature hostile to the cult or temple enters the location affected by the ward. The triggered creature is immediately hit by an elemental attack of the type appropriate to the deity (kinetic energy if there is no appropriate elemental attack) which hits like a Project [Energy] effect of equivalent Might and 100% accuracy. The target can still Dodge the attack. The attack can be triggered Might times per day. Might increases by one point per 10% Allegiance the caster has in excess of the minimum requirement.

Many clerics combine this spell with Consecrate to protect their temples. In this case, the Consequences of the enchantment are subsumed in those for Consecrate.

SAMPLE BLESSINGS

The following list includes specific Blessings that you can use as they are if they fit the cult you are describing, or treat as templates like the ones presented in the following section. However, adapting them to other cults will require more creativity on the part of the Narrator than template Blessings.

Analyze Magic — Acolyte/Allegiance 31+

Might 1+, Target 1 item

The worshipper chooses an object or individual as a target and starts concentrating on it. The Blessing allows the caster to receive information on the item as though having a Second Sight active with a Might equal to 1 point, plus five points per each full 10% the worshipper has in Allegiance beyond the minimum.

Berserk — Initiate/Allegiance 21+

Might 1+, Target self

The worshipper becomes affected by Fanaticism, and automatically succeeds in any Endurance rolls to resist disablement. He or she becomes also immune to the detrimental effects of Negative Life Points until they reach the point when death ensues. Might increases by 2 per full 10% the worshipper has in Allegiance beyond the minimum, but the only effect is to make the Blessing more difficult to Neutralise.

Detect Lie — Acolyte/Allegiance 31+

Might 1+

The worshipper can determine if anyone in his or her presence is lying. Only a Resist [appropriate power type] of sufficient Might can block the effects of the Blessing and allow the protected subject to lie to the worshipper without being caught. Might increases by 2 per full 10% the worshipper has in Allegiance beyond the minimum, but the only effect is to make the Blessing more difficult to resist.

Disappear — Acolyte/Allegiance 31+

Might 6, Target 1 individual, Touch

The worshipper gains the Invisibility power, assuming that the element sacred to his or her deity (darkness, mist, etc.) is present to hide him or her. It also makes the recipient harder to hear by granting an Improve Sneak effect. Invisibility goes on as per normal Blessing rules, but dissipates normally as soon as the recipient initiates combat.

Flight — Initiate/Allegiance 21+

Concentration, Might 1+, Range S, Target 1 item or individual

The worshipper can use this Blessing to levitate an item, or an individual if the Might of the Blessing is sufficient. The Might of the spell increases by 1 point per full 10% the

caster has in Allegiance beyond the minimum. All other information provided in the basic Fly power description remains in effect, including the cases in which the power acquires the Overcome Trait.

Infallible [Trait] — Initiate/Allegiance 21+

Might 3, Target 1 individual, Touch

The target of the spell receives the same effect as the Improve [Trait] power whenever using the Trait for an opposed roll or a Conflict. If an unopposed roll is called for, it automatically succeeds.

Mind Read — Acolyte/Allegiance 31+

Might 1, Overcome [Will], Range S, Target 1 individual

The worshipper starts a telepathic link with an unwilling target, subject to the rules for Overcoming the target's resistance. As long as the worshipper concentrates, he or she can read the conscious thoughts of the victim. Having won the Conflict of Will necessary for the Blessing to work implies that the victim could not help but let at least some of the information desired by the caster surface among his or her explicit thoughts. Further investigation to gather more information might require a further Overcome Conflict.

Parry — Initiate/Allegiance 11+

Might 1+, Target 1 weapon, Touch

The blessed weapon or limb gains 1 point of Parry per Might of the Blessing, making it more difficult to Overwhelm its parry. The weapon also gains one level of quality per Might, thus making it harder to break with a Damage Weapon effect. The basic Might of the Blessing increases by one point per each full 10% the worshipper has in Allegiance beyond the limit.

Turn Undead — Initiate/Allegiance 21+

Might 2, Overcome [Will], Range S, Target 1 undead

This Blessing has the same effects as Demoralise if it overcomes the Will of the target with a Quick Exit, and as Palsy if it overcomes it completely. It only works on creatures with the Undead attribute. For undead creatures of Size Class bigger than Medium, Confusion replaces Palsy.

BLESSING TEMPLATES

The following list includes templates for Blessings that your cult may provide. The descriptions that follow are meant for being adapted and personalised by specifying an appropriate creature, energy, power or Cantrip as suggested in the description of your deity or of one of his or her domains.

Blessed [tool] of [Deity] — Initiate/Allegiance 11+

Might 2, Target 1 Tool, Touch

The worshipper bestows a Bonus to a Trait favoured by the deity on the specified tool (not weapon) or cult paraphernalia, which he or she must be touching. While the Blessing lasts and a character uses or wears the item while applying the Trait in a Conflict, he or she receives the Bonus. The usual limitations on Bonuses are still in effect.

Cloak of [Deity] — Acolyte/Allegiance 31+

Might 2+, Range S, Target 1 Individual

The worshipper blesses the recipient with the Absorb power for an energy type appropriate to the deity and an appropriate Resist power depending on the deity (usually Magic but other power definitions may apply). Both effects start at Might 2, plus one extra point of Might each per each full 10% the worshipper has in Allegiance beyond the minimum.

[Element] [weapon] of [Deity] — Acolyte/Allegiance 31+

Might 4+, Touch, Target 1 weapon

The worshipper bestows an [Elemental] blade effect and an additional Damage Enhancement 2 on a cult weapon of the deity he or she is touching, plus two extra points of damage enhancement per each full 10% the worshipper has in Allegiance beyond the minimum. The limitation that no other damage enhancement effect can be used on the weapon is still valid, only the enhancement intrinsic to the Blessing is exempt. If the weapon has not been Ritually dedicated to the deity, a roll on the Allegiance score is necessary to activate the power or the Blessing will fail. Using the Blessing on a weapon of the right kind, but holy to an enemy deity is possible, but the Allegiance roll will suffer a Penalty.

[Element] bolt — Acolyte/Allegiance 31+

Might 3, Projection, Range C, Target 1 individual

The worshipper fires a bolt of Might 3 elemental energy towards one target at Close range.

Grant Immunity to [Energy] — Acolyte/Allegiance 31+

Might 6, Touch, Target 1 individual

The worshipper makes a touched target immune to an energy appropriate to the deity. Variants for Poison, Disease, and Combat Effects exist.

Greater Shield of [Deity] — Priest/Allegiance 61+

Might 5+, Touch, Target 1 individual

This Blessing has the same effect as Shield of [Deity], including the fact that both effects start with a Might of 5 with the minimum required Allegiance of 61. However, the recipient of the Blessing can choose to exchange three points of both protective effects in order to acquire Immunity to an energy of the appropriate type for the deity. The recipient can make the swap on receiving the Blessing, or at a later time by spending one Concentration action and one Life Point. The same procedure can be applied to change back the Immunity into three points of both effects.

Head of the [beast] — Initiate/Allegiance 11+

Might 1+, Target self

The worshipper's head becomes that of the cult's totem animal. The caster gains the Bite Trait, and all other sensory Traits. The caster gains one free attack with the head in Advanced Combat, after which each bite attack costs 5 SR. If the beast's bite is normally capable of injecting venom, the Allegiance requirement becomes 21+ and the bite injects venom with a Might equal to the caster's CON. Any headgear worn must be removed, but the head location gains 2 AP per each extra 10% the worshipper has in Allegiance beyond the minimum, up to the normal AP value for the animal. The coverage for this armour is 0+ on the head, 9+ for non-localized armour.

Healing touch of [Deity] — Acolyte/Allegiance 31+

Might 3+, Target 1 individual, Touch

The worshipper imbues the touched target with an Antidote against poisoning and disease of Might 3, and applies a Restore Flesh effect of Might 3 that can be used to cure acid burns or maimed limbs that are beyond the capabilities of the basic Heal power. Both effects gain 1 Might per each extra 10% the worshipper has in Allegiance beyond the minimum.

Holy [weapon] of [Deity] — Acolyte/Allegiance 31+

Might 2+, Range S, Target 1 weapon

The worshipper bestows a Bonus to use and an additional Damage Enhancement 2 on a touched cult weapon of the deity , plus two extra points of Damage Enhancement per each full 10% the worshipper has in Allegiance beyond the minimum. If the weapon has not been Ritually dedicated to the deity, a roll on the Allegiance score is necessary to activate the power, or the Blessing will fail. Using the Blessing on a weapon of the right kind, but holy to an enemy deity is possible, but the Allegiance roll will suffer a Penalty.

Mass [offensive power] — Priest/Allegiance 61+

Might 2, Overcome [as per basic power], Range S, Target 7+ individuals

The worshipper chooses an offensive power with an Overcome attribute available to the cult. The power can be used at once on up to seven targets, plus two additional targets per each full 10% the worshipper has in Allegiance beyond the minimum.

Shield of [Deity] — Acolyte/Allegiance 31+

Might 2+, Range S, Target 1 individual

The worshipper blesses the recipient with the Protection power and an appropriate Resist power depending on the deity (usually Magic but other power definitions may apply). Both effects start at Might 2, plus one extra point of Might each per each full 10% the worshipper has in Allegiance beyond the minimum.

Totem of the [beast] — Acolyte/Allegiance 31+

Might 3+, Self

The worshipper shapechanges into an animal up to Medium size class which is holy to the cult. In addition to this, the caster receives the following benefits:

- Either the ability to shapechange into an animal of Large Size Class if the totem animal is bigger than Medium, or the acquisition of a major innate power the animal form has, like breathing underwater, flying or using venom.
- All Traits, senses and natural attacks, that the totem animal has and humans usually lack.
- One point of Protection and one point of Damage Boosting on the animal's natural weapon, plus one additional Might to each per each full 10% the worshipper has in Allegiance beyond the minimum.

True Lycanthropy — Priest/Allegiance 61+

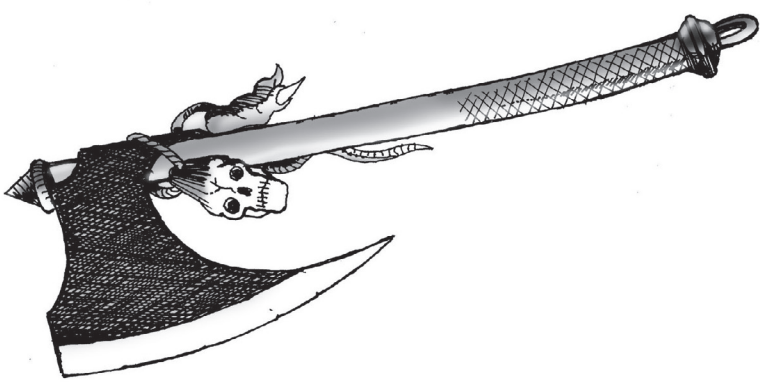
Might 6+, Self

The worshipper gains the same benefits as Totem of the Wolf, plus Immunity to kinetic weapons. Elemental-based attacks still affect him or her, as does magical damage. The variable Traits and Powers gained are Bite, Smell and Track. Other were-beast variants can be devised from this template by improving Totem of the [beast].

True [weapon] — Initiate/Allegiance 31+

Might 6+, Target 1 weapon, Touch

The worshipper bestows a Damage Enhancement 6 on a cult weapon of the deity, plus two extra points of damage enhancement per each full 10% the worshipper has in Allegiance beyond the minimum. If the weapon has not been Ritually dedicated to the deity, a roll on the Allegiance score is necessary to activate the power or the Blessing will fail. Using the Blessing on a weapon of the right kind but holy to an enemy deity is possible, but the Allegiance roll will suffer a Penalty. This Blessing is very powerful, and only the most single-minded war cults grant it. Other war cults will grant the variant that includes elemental damage or a Bonus.



THE BALTIC PANTHEON

Rather than including a generic list of cults not connected to any mythology or setting, we have chosen to present here a selection of deities taken from the ancient Baltic religion practised in Latvia, Lithuania and Prussia until the 14th or 15th Century. These deities are unusual enough to sound unfamiliar to most readers, yet easy to adapt to a fantasy setting of your invention if you do not want to create a new pantheon at first. We have used the Latvian spelling for some deities and the Lithuanian spelling for some others.

Baltic people are initiated to the cult of the gods (Romuva in Lithuanian, Dievturiba in Latvian) during their adulthood rites, when they become lay members of their religion. Common worshippers with an Allegiance of 11+ become Initiates and can learn simple blessings from any deity. Any member with an Allegiance of 31+ can be considered a full time priest and should choose a specific deity to worship, although he or she can learn blessings from other deities if their priests permit. There are no formal ranks among priests, so the only requirement in effect for learning Blessings is that of Allegiance. The only title with an actual position of prestige is that of High Priest, reserved to the mysterious Kriwe, a holy man hiding in the woods of Prussia.

LAIMA, MISTRESS OF FATE

Laima is the goddess of fate, fertility, and good luck, who determines the destiny of children and adults alike. She is also the patron goddess of mothers-to-be, who ensure a fruitful pregnancy and prevent miscarriages

Domains: Life, Truth

Favoured Traits: Nature, First Aid, Persuade, Insight, any Knowledge

Cantrips: Confusion, Detect Magic, Heal, Neutralise Magic, Second Sight

Blessings: Analyze Magic, Blessed [plough, robe] of Laima, Cloak of Laima*, Detect Lie, Dismiss Magic, Divination, Heal Wound, Healing Touch of Laima, Infallible Insight, Mind Read, Soul Sight.

[*] Includes Absorb Kinetic and Resist Magic

PERKUNAS, LORD OF THUNDER

The Lord of Thunder is an important deity in the Baltic pantheon. While some other populations on the Baltic coast revered the Thunder God in his aspect as the bringer of fertility through rain, Lithuanian tribes mainly worshipped Perkunas as a war god.

Domains: Thunder, War

Favoured Traits: Command, Endurance, Jump, any Weapon, Willpower

Cantrips: Bladesharp, Protection, Fanaticism, Haste, Lightning Arrow

Blessings: Berserk, Heal Wound, Lightning Blade of Perkunas, Lightning Bolt, Mass Disruption, Grant Immunity to Lightning, Greater Shield of Perkunas, Invoke [Bladesharp, Fanaticism, Haste, Protection], Shield of Perkunas, Smite with Disruption.

SAULE, LADY OF THE SUN

Saule is the Baltic goddess of the sun, the most powerful and most beautiful of all female deities. She rides her magic chariot in the sky during the day, and sails on

the waves of the world sea during the night. Saule is the bride of Mēness, but is constantly enraged with him, because the Moon God has cheated on her. For this reason, the two deities do not meet each other in the skies.



Domains: Fire, Light

Favoured Traits: Command, Insight, any Ranged Weapon, Vision, Willpower

Cantrips: Light, Light Wall, Fire Blade, Fire Arrow, Speedart

Blessings: Cloak of Fire*, Fiery Spear of Saule, Fire Bolt, Grant Immunity to Fire, Infallible Arrow/Javelin, Infallible Vision, Invoke [Fire Arrow, Fire Blade, Fire Wall, Light, Speedart].

[*] Includes Absorb Fire and Resist Magic

MENESS, THE MOON

Mēness is the Baltic moon god, who shines in the sky at night, where his wife Saule shines during the day. The myth tells that Mēness counted the stars and found that Auseklis, the morning star god, was missing. At this point, he kidnapped his bride, with whom he had fallen in love. For this adultery Saule is constantly enraged with him.

Domains: Darkness, Water

Favoured Traits: Boat, Deceit, Hearing, Hide, Sneak

Cantrips: Darkwall, Demoralize, Grant Dark Vision, Heal, Shimmer

Blessings: Cloak of the Night*, Dark Blade of the Moon, Dark Bolt, Disappear, Dismiss Magic, Grant Immunity to Frost, Heal Wound, Infallible Dagger, Invoke [Dark Wall, Dark Vision, Shimmer], Mass Demoralize, Smite with Demoralize.

[*] Includes Absorb Cold/Darkness and Resist Magic

VILKATIS, THE WOLF

Originally a lonesome creature of the wilds, the man-wolf has turned into a fearful monster in Baltic mythology. Worshippers of this entity gain the power to become beasts of prey. As a minor deity, the Vilkatis can grant very few Blessings, but some of them are truly fearsome. This deity is more appropriate for enemies than for Player Characters.

Domains: Wolf

Favoured Traits: Brawl, Nature, Track

Cantrips: As a minor cult, the Vilkatis teaches no Cantrips.

Blessings: Command Wolf, Create Wolf Familiar, Grant Immunity to Kinetic, Infallible Track, Invoke Night Vision, Head of the Wolf, Totem of the Wolf, True Lycanthropy.

RAGANA, THE WITCH

The term Ragana originally referred to village witches who practiced petty magic, but it has become associated with a sort of malignant deity of the woods and swamps. Members of this cult do not actually worship this entity, but rather indulge in shamanistic practices and communication with the spirits of the dead and their queen (Velu mate in Latvian), from which they receive Cantrips instead of Blessings.

Domains: Death, Spirit.

Cantrips: All.

Blessings: as a witch cult, the Ragana teaches no Blessings.

PSIONICS

Psionics is the ability to impose the power of one's mind upon the physical world or the mind of others. Like all powers, psionic abilities are Traits associated to the Concentration skill. A psychic is usually born with these abilities, and requires training to control and master them. Depending on your setting, psionic abilities and Manipulation Traits may require a teacher, a book, or other knowledge source to learn them.

EXTRA POWERS

Two specific powers may be included in the Psionic category although they do not belong to any of the base families: Cryokinesis and Pyrokinesis. These are variants of the Project [Energy] powers, respectively for Cold and Fire, and also allow to acquire Resist [Cold] or [Fire] as stunts. Psychics may have these powers in addition to one or more of the standard families, or may have just this power as a form of mutation. These powers have been included to ensure compatibility with some popular novels and comic books, and should be acquired only with Narrator permission.

POWER FAMILIES

Psionic powers belong to one of four main families: Heal, Sensitivity, Telekinesis and Telepathy. All other powers are considered Stunts of one of these four, and have the basic power in the family as a prerequisite. Depending on the setting, your psychic may need to be born with the basic Trait of each family in order to learn it, whereas he or she can learn new stunts that belong to the same family. Alternatively, some species may have the innate potential of using one core power (usually Telepathy or Sensitivity), although they need someone to teach them the Trait to use it properly and to learn its Stunts. You may need a mentor to learn the base power for each family, and can discover the other Traits as you progress in the exploration of your mind's potential.

ATTRIBUTES OF PSIONICS

Psionics is a power type that a practitioner can manipulate with Manipulation Traits. Several attributes of psionic powers are non-standard, and behave slightly differently than how explained in the general rules for powers.

The Combine Manipulation Trait is not available to psychics. The few powers that have the Combine attribute usually have several variants. A psychic can use the default levels of Combine to use the different variants together, if he or she knows both. Psychics can also acquire the non-standard trait of Overcome.

The default values for non-manipulated attributes is always zero, with the exception of Might. This is different from other Power Systems, as the default value for Targets is zero and not one. This means that a non-manipulated psi power can only be cast on oneself if it lacks the Target attribute, and on a target one is touching if it lacks Range.

Psionic Ability Attributes

Attribute	Default rating	Manipulation via Trait
Combine	—	No
Might	1	Yes
Overcome	—	Yes
Range	—	Yes
Targets	–	Yes

A Psychic can always add 1 point to any asterisked attribute in absence of the appropriate Trait by taking one Penalty per missing Trait. Thus a Psychic who knows only Telepathy can use it on a single target he or she is touching by rolling on the raw skill, or on a single target at Close Range by rolling on the raw skill with a further Penalty. This represents the difficulty of using latent powers without training.

Unlike other power systems, Psionics treats the Overcome attribute as not being automatically applied to powers that can work on an unwilling target. The psychic must have Overcome as a Trait in order to use powers at full efficiency on unwilling targets, otherwise he or she will suffer the Penalty for lack of a Manipulation Trait.

With the exception of Overcome, attributes that do not have a * score do not cause any Penalty for the lack of the appropriate Trait. The default value provided is used instead. For instance, Heal can be used on a wound without need of the Target Manipulation Trait.

CHANNELLING

Channelling for a psychic is equal to 10% of the character's raw Concentration skill, rounded up. In addition to its standard function of limiting pre-activation of powers, the Channelling score also limits the total number of Manipulation points a psychic can apply to a single power. There is no maximum for each single Manipulation, just a cap to the total manipulation points added.

For example, a young psychic might want to cast Heal 6 (Might manipulation of +5) on one target (no Target manipulation, as the default value is 1) that he is touching (no Range manipulation). This adds up to a total Manipulation of 5. Assuming the magician had a Concentration skill of 51%, his Channelling would be 6, and the casting would be possible. Should the power user try to cast Protection 6 with a +2 to Range, instead, to affect a friend at Short range, that would add up to a total Manipulation score of 7, which exceeds his Channelling of 6 and makes the feat impossible. To reach the desired Range, the psychic would be forced to resort to a weaker Might, for instance Protection 5.

SQUARING EFFECT

The effects of a high Channelling score increase exponentially, as the psychic becomes capable of sustaining both more powers and more potent ones at the same time, without having to choose between the two. If you find that this makes psychics too powerful in your game, you may wish to change pre-activation and long duration activation of powers so that they actually reduce a psychic's Channelling score instead of the score just being used as a cap for the total number of powers the psychic can sustain at the same time. In this way each power that the psychic is maintaining reduces his or her effectiveness in using further powers.

USING PSIONICS

For each attribute manipulated when using a Psionic Power in Advanced Combat, the psychic must spend one Life Point. Overcome is not counted, as the attribute is not actually manipulated but just added. The number of Manipulation points applied is not important, only the total number of Manipulations used. The time needed to use the power is just one Concentration action, no matter the manipulations used. If a power is not manipulated at all, it still requires one Concentration action and costs the psychic one Life Point.

Psionic Abilities

Prerequisite	Power
Heal	Haste, Heal, Palsy, Smother
Sensitivity	Detect Paranormal, Location, Neutralize [Paranormal or Psionics], Project Senses, Sensitivity (Second Sight)
Telepathy	Confusion, Dominate, Illusion, Telepathy
Telekinesis	Hinder, Levitation, Project Kinetic, Telekinesis
—	Cryokinesis, Pyrokinesis, Absorb [Energy]

Psionics allows all forms of extension for the duration of powers, except permanence. Thus a psychic can either pre-activate a power or use it with an extended duration, and in both cases this will use up Channelling points. Improving powers with long meditations similar to a magician's rituals is also possible for a psychic, if appropriate to how Psionics is described in your setting.



SCIENCE AND ALCHEMY

Weird Science is a sub-system that does not grant powers, but rather the ability to create and operate gadgets which, while described as scientific devices, are in fact more akin to powers in their effect than to real world devices. It is typically found in pulp, planetary romance or steampunk settings. By limiting their use to the creation of potions and poultices, as well as bombs or enhanced projectiles, you can use these rules for Alchemy, too.

PREREQUISITE

Before learning Devices as Traits, a character needs the appropriate Science Trait. This is always a Knowledge Trait, and it allows the scientist to create power sources and basic ammunition without the need for specific Device Traits.

BLUEPRINTS

Weird Science requires the creation of blueprints for its artefacts, or "recipes" for Alchemy. Blueprints can also be found as treasure. Although a Device Trait allows the scientist to create any variant of the device or drug, the creations are usually limited to gadgets for which the scientist has a blueprint ready (see page 138).

DEVICE CREATION

To create an object from scratch, make a Conflict against the Item Value. To repair, reactivate, recharge, or figure out how to use an item, the Conflict is against the Value of the device, plus damage if quantified, but the Challenge Rating is will be lower (see below). The Skills used are Craft to repair or create, and Knowledge to create something new or learn how to use something the scientist has never seen before.

The opposition Challenge Rating is always 50%, except when creating a blueprint or creating an item without a blueprint, in which case it is 80%. When restoring or repairing a device, of simply figuring out how to use it, the Challenge Rating is 20%.

STARTING EQUIPMENT

As a rule of thumb, a scientist starts the game with a number of memorised blueprints equal to his or her Knowledge slots, and their basic Value cannot exceed 10% of the scientist's Craft or Knowledge Skill, whichever is higher. He or she usually has one sample item per Blueprint known.

DEVICE ATTRIBUTES

Many devices have the Combine attribute, which means that they can be combined with one or more powers labelled as Science in the basic power list. Each Combined effect adds 1 to the Basic Value of the item, but all effects share the same Range and Target attributes as the main device. Might is a special case, and the device description will specify if all Combined effects have the same Might as the main device (the default case) or Might must be added separately to each effect, in which case the Might of all effects is counted towards the device Value.

If an item is listed as Combine 0+, it means that it usually has a typical, intrinsic effect that does not need the addition of other powers, but this effect can be substituted with something else from the power list or other devices. If an item is listed as Combine 1+, then it must be combined with other effects or devices or it becomes useless.

DEVICE FLAWS

Many devices or Blueprints will have flaws because of Consequences suffered in their creation. You may use the Flaw Tables, or borrow ideas from the tables provided for enchantments or weapons.

Sample Device Flaws

D10 roll	Consequence	Notes
1-3	Overcharge-prone. Whenever activated, the user rolls Operate versus a resistance of 50%, plus 30% for each extra minus sign. If the roll is failed, the device stops functioning after that use and must be reactivated with a Repair Conflict.	
4-6	When active, emits a buzzing noise that bestows a Penalty to any Concentration roll within 3d6 metres.	
8-9	When active, emits smoke that bestow a Penalty to Stealth rolls made by anyone in the party.	
10	Unstable. Whenever activated, the user rolls Operate versus a resistance of 50%, plus 30% for each extra minus sign. If the roll is failed, the user suffers electric or other energy damage of Might equal to the total number of minus signs. The item will still work if the Operate roll is a success.	Usually appropriate to equipment used in Combat.

Sample Drug Flaws

D10 roll	Consequence	Notes
1-5	Also acts as a poison of Might equal to 5 points plus 5 per minus sign, effect Immediate Paralysis.	
6-7	Bestows a Penalty of 1d6 to a Characteristic, chosen at creation time, when used to determine the starting size of a Resolution Point pool, once per adventure.	
8-9	Dizzyness. The drug will cause a Penalty to a Skill roll, similar to a Negative Consequence. The Narrator decides when to assign the Penalty.	
10	Paranoia. The drug user becomes incapable of overcoming one of his or her Motivations (Narrator's choice). The Motivation becomes immediately active and remains such for the duration of the potion effect. The character cannot perform direct actions against the Motivations, and must resist the Motivation with Willpower whenever the Narrator suggests he or she should do something bold or inconvenient because of the motivation, or actually do it.	The player **MUST** be informed that the potion will limit the character's free will.

DEVICE LIST

Clockwork Device

Item, Might 1+

This trait allows the creation of clockwork devices that can push, hold, operate or do something that goes beyond the scientist's capabilities. The STR or DEX of the device is equal to its Might, and can be added to the user's Characteristic when assessing the Starting Resolution Points in a Conflict of the appropriate type. Some sample devices are:

- **Coil Ram**: a small device usable to bash doors open with the Operate Skill.
- **Clockwork Glove**: a device that increases the wearer's DEX when operating on small devices.
- **Spring Ladder**: a device that helps climbing any surface up to Might metres.
- **Auto-injector:** a device that can be tied to a character's arm, ready to inject Might doses of a potion or drug without spending Strike Ranks for a Use Item Action.

Clockwork Spider

(prerequisite: Clockwork Device) Combine 1+, Item, Might 1+

A self-operated device that can contain any combination of other devices, crafted separately, and be programmed to execute simple tasks. Its Size Class, equal to its Might, is normally not sufficient to allow Close Combat attacks, but it can use other devices or specially modified weapons. It can hold a number of devices and weapons equal to its Combine attribute. The general type of devices the creature can mount must be specified at design or build time, but the actual device can be exchanged for another provided it belongs to the same broad category (limb, sensor, energy weapon, projectile weapon, etc.).

The creature gains 3d6 STR (proportional to the Size Class) and 1d6 DEX, plus 1d6 DEX per Might not spent on Size Class. It contains a replaceable energy source equal to its Basic Value sufficient to power all of its devices for one Combat, or one hour of other activities. All of its basic Skills are equivalent to the Operate Skill of the person programming it.

Energy Projector

Item, Might 1+, Projection, Range 1+

This device projects a peculiar kind of energy in a radius equal to its Range on the Combat scale. The energy may also be useful to harass something particularly sensitive to it, providing a Bonus in generic Conflicts or Basic Combat.

The energy can also be focused in a concentrated beam through a system of shutters. This allows also to use the projector as a rudimentary weapon which produces a one-time energy discharge of Might equal to the item's Might. Light, in this case, does not produce a laser, but rather a bright discharge that blinds the opponent if the damage is higher than its Constitution, or gives a temporary Penalty to its next roll if lower. Heat, Cold, Radiation and the like do damage normally to organic matter. The Projector trait is applied to the scientist's Ranged Combat or Operate. Someone with a very high Ranged Combat value can also use it.

After the discharge is released, or one hour of normal use, the projector needs to be recharged. A projector connected to a permanent energy source can fire one discharge per Combat round.

Enhanced Blade

Combine 0+, Item, Might 1+

The scientist creates a special blade with a saw or chainsaw effect, and may also combine one [Element] Blade effect provided the total Might is at least 3. The blade can also be given an improved damage effect at the cost of one point of basic Value per level of effect. Adding Slash (effect) to a non-slashing weapon adds 2 to Value. The effects can be applied to any type of weapon, but a different Blueprint is required for each.

A non-weapon item like a glove or a robot limb can be turned into a weapon in this way. In this case its basic damage is 1d(Might*2) and needs the addition of any Damage effects, but it can ignore any negative Might due to low STR or Size Class.

Enhanced Projectile

Combine 0+, Item, Might 1+

The scientist creates a special projectile with improved mundane characteristics as described in the equipment section, and/or adds the [Element] Arrow effect. The Palsy effect can be added by combining the ammunition with the Paralyzer device. The effects can be applied to any type of ammunition, but a different Blueprint is required for each.

Enhancing Drug

Combine 1, Item, Might 1+, Target 1 individual

This potion must be combined with one Enhance [Characteristic] power. It has the same effects and limitations as the basic power. Usage of other basic powers such as Grant [Trait] or Absorb [Energy] require Narrator's permission, and usually the possession of a specific Stunt or of an equivalent power.

AMMUNITION COST

Ammunition is a one-use device, so its total Value is equal to the base Value multiplied by three, not by four. It can be manufactured in batches by adding one to Value (after the multiplication, not before) per projectile after the first.)

Goggles

Item, Might 1+

These devices can either be used to give the character Acute Vision when looking at something small or in adverse conditions (darkness, smoke, etc.), or to detect something peculiar and specific when worn (Infrared/Heat, Radium radiations, a toxin, etc.) They provide a Support Bonus to Perception in investigation Conflicts, or even in other Conflicts not directly related to their object when appropriate, and add their Might to the starting Resolution Point total when facing the exact problem they were designed for.

Grenade

Combine 1, Item, Might 1+

This device is an explosive grenade of equal Might, or a flashing or energy-releasing grenade. The effects are similar to those of the one-time discharge of an energy projector. It also allows the creation of Smoke grenades which can fill an area with smoke, lasting for Might Combat rounds. If combined with Potions or Poisons it allows the creation of various poison gas grenades, or tear gas if combined with Paralyzer.

Healing Potion

Item, Might 1+, Target 1 individual

The potion works like a Heal power of equivalent Might. The scientist can also create antidotes for venoms or diseases with this Trait, assuming he or she has a clear knowledge of the target ailment. Their Might is the same as that of the potion.

Paralyser

Combine 1, Item, Might 1+, Target 1 individual

This device paralyses the target like the standard power. Paralysis lasts for the current Round plus one Round per Might in excess of the target Size class, and cannot occur at all if the target is of Size Class greater than Might. It must be combined with another device that acts as the vessel to deliver its effect. The total Might of the Combined device must be split among Paralyser and other effects, if any.

- If combined with Energy Projector it acquires the Projection and Range * attributes. It works as a one-time discharge when not connected to its own energy source, or as a weapon that can be fired once per round if connected to an energy source.
- If combined with Enhanced Blade, it must hit its target in Combat to release a one-use paralysing discharge of the appropriate Might.
- If combined with Grenade or Enhanced Projectile it allows the creation of paralysing ammunition or grenades.

Poison

Item, Might 1+, Target 1 individual

The potion is a poison with Might equal to 1d6 per Might of the potion, rolled at application time. The standard effect of a poison is Death. The scientist can add effects like Confusion or Palsy from the list of those available to Science. These contribute to the potion Value according to their basic Might, and replace the standard effect of Death. Instant effects add double their Might to the potion Value, and allow the poison to be deadly, too.

The scientist can also create an antidote to any Poison he or she knows, with a Might equal to 1d6 per Might of the potion (thus more than antidotes created with the Healing Potion Trait).

Protective Coil

Combine 0+, Item, Might 1+

This device protects a single person or a human-sized object from an energy type. It provides Absorb [Energy] of that type, absorbing up to its Might from all attacks from that energy type, losing Might as it soaks off damage. As the device is effectively one-use, its total Value is its Might multiplied by three. A coil designed to absorb kinetic energy will "soak up" the damage bonus of physical attacks, but not the damage dice of the weapons proper. Using the Combine attribute allows the coil to block more than one kind of energy, but the total Might stopped is always the same.

SCIENCE EXAMPLE

Professor Rathas knows the Clockwork Device, Clockwork Spider, Enhanced Blade and Energy Projector devices. He wishes to create a powerful defence automaton.

First of all, he designs the spider chassis. He goes for a Might of 3, which he splits between Size Class 1 and +2 dice to DEX for a total of 3d6 DEX, and a Combine of 2, so the total Value of the chassis is 5, which becomes 20 for a permanent item. Rathas has an INT of 17 and a total Skill of 79, including Traits, so he manages to create the Blueprint losing only 12 Resolution Points. The Narrator splits the resulting Consequences between a permanent "Reputation as a Creator of Monsters -" that will forever haunt him when he interacts with people in his home town and a 1d6 STR flaw for the automaton. The permanent social Penalty is harsh, but it is a fair price for being able to build a legion of automatons.

Then the Professor designs the first two of the many interchangeable devices. He decides that the creature will mount a weaponized limb and an energy discharger.

The weaponized limb is a variant of the Enhanced Blade. The Professor goes for a classic rotating saw limb of Might 3 (1d6 damage) with the addition of 1 point of Slash effect (it will trigger on an Advantage roll), which gives us a basic Value of 4. The Professor faces a total Value of 16 and prevails with only 8 points lost, for a total of one flaw. The Narrator consults the additional features table in Chapter Five and decrees that the weapon has a +1 SR cost when attacking, for a total of 4 SR. Annoying, but still functional.

The energy projector is just a simple electricity discharger. The Professor goes for a one-use first prototype with Close Range, Might 2 and Target 1, for a total Value of 4 (12 when modified for a one-use item). He manages to win the Conflict without losses, and the one-shot discharger Blueprint is ready for mass production.

The final result for version 1.0 of the small automaton is:

STR 2d6 DEX 3d6 Size Class XS

Base SR (5d6) /2 (average 9), with a -4 Penalty in Close Combat with human sized opponents.

Weapon 1: saw, SR 9+3, SR used to attack/parry 4/2, damage 1d6, Slash (advantage)

Weapon 2: electricity projector, SR DEX+20, SR used to attack 5, damage 2d6 (one shot per Combat)



CREATURES

Natural Weapons

Weapon	Trait	Reach	SR to att/def	Damage	Notes/Effects
Fist	Brawl	-	3/2	1d2	
Kick	Brawl	3	5/-	1d2	+1 Might
Tail (reptile)	Tail	4	8/4	1d4	Bash (effect)
Teeth (humanoid)	Bite	-	5/-	1d3	
Teeth (ferine)	Bite	-	3/-	1d6	Slash (effect)
Beak	Bite	-	3/-	1d8	Slash (auto)
Claw (blunt)	Claw	2	3/-	1d4	Slash (advantage)
Claw (sharp)	Claw	2	3/-	1d4	Slash (effect)
Pincer	Claw	4	4/-	1d4	Crush (auto)
Tentacle	Tentacle	6 to 12	6/-	1d6	Crush (auto), Entangle (effect)

CREATURES & INTELLIGENCE

A creature with a randomly determined INT is considered sentient. It is a rational, capable of both logical thought and self-determination. A creature with an INT listed as a single number, rather than a die roll, is not sentient. The INT of a non-sentient creature is considered the equivalent of 10 for the purposes of calculating skill base values. The creature's instincts allow it to use Skills like Perception and Stealth with the same effectiveness as an average human.

Non-sentient creatures usually also lack CHA. To determine CHA for a creature that usually has no use for it, roll 2d6.

CREATURE INNATE POWERS

Unless noted otherwise, all innate powers have the Target: Self attribute, and are always on. Some Innate powers like a dragon's fire breath, require activation. This requires a Concentration action, a skill roll, and a Life Point cost. The power description will specify the required Skill and Trait, if any.

The following powers are only available as creature innate abilities. The powers listed as having a Might of * or +* are always accompanied by a numeric score when assigned to a creature. For instance, if a creature Might is 2 points greater than normal, it will have the Heavy Build +2 power.

Strong Build — Might +*

The creature is significantly stronger than its apparent size suggests and gains one point of Might per point of Might of the power. At the Narrator's option, the creature might also gain additional Resolution Points ranging from one to five in a STR-based conflict.

Immunity to Pain

The creature does not suffer any reduction in Strike Rank when wounded in Advanced Combat.

Incorporeal

The creature is a spirit or denizen of another plane of existence, which lacks a true physical form, and has only the INT, WIL and CHA characteristics.

Not all incorporeal creatures can interact with the physical world. Those who can form a translucent body. The body is usually of Size Class M, and has STR and CON equal to the creature's WIL, and DEX equal to its INT. Calculate all other attributes normally once you have determined these three characteristics. Weapons, skills, and other details depend on the creature type. Incorporeal creatures are immune to mundane weapons and can only be damaged by magic or elemental attacks. They have only one location, even when localised damage is in use. In many cases, their attacks ignore armour and Parries, and can only be Dodged or absorbed by magical protections. The few incorporeal creatures who form truly believable bodies lack weapon immunity, and can be destroyed by any kind of damage. They have a fully formed human body, and are subject to localised damage if that rule is in use.

Killing an incorporeal creature just sends it back to its natural plane of existence, from where it may return if bound to the mundane plane.

Regeneration — Might *

A creature with this power regenerates damage to its Toughness at the rate of one point per Might per Round. Lethal Wounds regenerate only in certain circumstances. A maimed or severed limb may still regenerate if the creature has

not suffered a Lethal wound in a vital location, or a non-localized Lethal Wound may regenerate if the creature has not been killed instantly by a failed Endurance roll. In Advanced Combat regeneration costs one Life Point per round.

There is a slower form of regeneration that works in Adventure Time, and does not cost Life Points.

Skeletal

A creature with this power has half the Toughness for its Size Class. However, it also gains Immunity to [Bleed, Slash, Impale]. Many Skeletal creatures are also Undead.

Toughness Might +*

The creature is significantly stronger than its apparent size suggests and gains one point of Toughness per point of Might of the power.

Undead

An Undead creature cannot suffer from Negative Life Points. If it has Life Points, it uses them only to activate powers. An Undead creature is immune to poison and disease, and automatically succeeds in all Endurance rolls. Many Undead creatures are Immune to Pain, but some of the most powerful, like vampires, are not. If present, Immune to Pain must be listed as a separate power.

CREATURE DESCRIPTIONS

When not using non-localised damage, the creature's general Toughness is equal to the value provided for the torso. Non-localised armour values are provided under the armour entry, while the values for specific locations are besides the toughness values.

All scores provided for Skills include the listed Traits. The raw Skill score is 30 points lower.

NATURAL WEAPONS

Most animals use their claws, teeth, pincers and tails like people use weapons. Natural Weapons have the same statistics as man-made weapons, although some creatures have Natural Weapons with modified attributes. The general values are those given in the Natural Weapon Table. Animals can freely use any of their attacks after the Opening Move, which determines the initial Strike Rank according to weapon Reach.

The statistics for Natural Weapons do not vary with the creature's Size class or Strength. The Might of the creature, and the Strike Rank Penalty that its size imposes on smaller opponents, represent the danger posed by the creature's mass.

NATURAL ARMOUR

The hide of an animal provides one point of Armour for each Size Class greater than Medium. The layer of armour has a Coverage of 0+. Heavy fur or feathers may increase this armour by one or two points. Natural Armour is the equivalent of leather armour under all other aspects.

Reptilian scales are thicker, and the above values are usually doubled, with Medium sized reptiles having one single point of armour. You may apply the STR bonus for Might to the armour. The scales are thinner at the joints, thus raising their Coverage to 1+. On a coverage roll of 0, the armour value is halved, rounding down.

Arthropods have carapaces made of chitin, worth 1 point per Size Class of the creature. The plate-like nature of this kind of armour gives it a coverage of 1+. On a coverage roll of 0, the armour value is halved, rounding down.

BEAR

Ursus sp. (Linnaeus, 1758)

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	10	3d6	Size Class	L	1	RH Leg	-/-	2/0+	7
CON	10	3d6	Might	+2	2	LH Leg	-/-	2/0+	7
DEX	10	3d6	Strike Rank	10	3,7,8	Body	-/-	2/0+	8
INT	5	—	Encumbrance	—	4	RF Leg	-/-	2/0+	7
WIL	10	3d6	Life Points	20	5	LF Leg	-/-	2/0+	7
CHA	—	2d6	Move	6	6	Head	-/-	2/0+	7

Weapon	SR	SR to Att/Def	Damage	Parry	Special
Claw	12	3/-	1d4+2d2	—	slash (advantage)
Bite	10	3/-	1d6+2d2	—	slash (effect)

Skills: Agility [Swim] 50%, Close Combat [Bite, Claw] 50%, Perception [Smell, Track] 50%, Stealth [Hide] 50%.

Armour: Fur and hide 2/0+.

Notes: Medium sized opponents are -2 SR when fighting a bear, -4 for a polar bear.

BEAR VARIANTS.
These statistics are for a black or brown bear. A larger bear would be STR 14. A Kodiak or Polar bear is one Size Class bigger (+2 to Might and Toughness, +1 armour).

CROCODILE

Crocodilus niloticus (Laurenti, 1768)

Characteristic			Attribute		d8/d10	Location	AP/Cov	AP/Cov	Toughness
STR	17	3d6	Size Class	L	1	Tail	1/0+	2/2+	9
CON	10	3d6	Might	+3	2	LH Leg	-/-	2/0+	8
DEX	10	3d6	Strike Rank	14	3	LH Leg	-/-	2/0+	8
INT	4	—	Encumbrance	—	4,9,10	Body	1/0+	2/2+	11
WIL	10	3d6	Life Points	20	5	LF Leg	-/-	2/0+	8
CHA	—	2d6	Move	6	6	RF Leg	-/-	2/0+	8
					7,8	Head	1/0+	2/2+	9

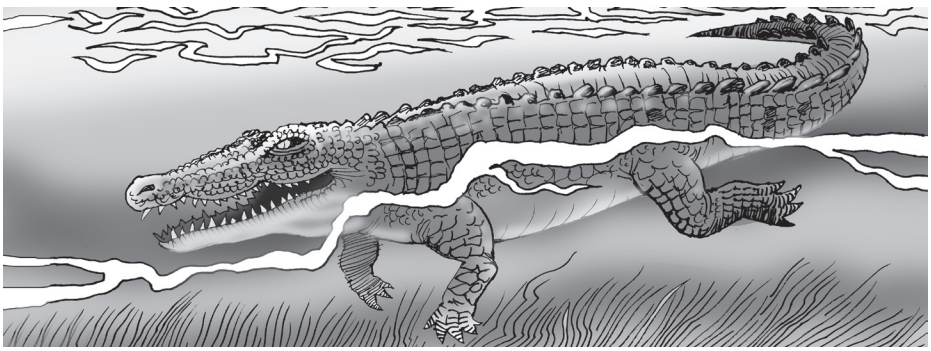
Weapon	SR	SR to Att/Def	Damage	Parry	Special
Tail	18	8/4	1d4+2d2	—	crush
Bite	14	3/-	1d6+3d2	—	slash (advantage)

Skills: Agility [Brawn, Swim] 57%, Close Combat [Bite, Tail] 57%, Stealth [Hide, Sneak] 50%.

Armour: Hide 1/0+, Scales 2/1+.

Notes: Medium-sized opponents are -2 SR when in melee with a large crocodile.

CROCODILE VARIANTS.
These statistics represent the Nile crocodile and the black cayman. Smaller alligators are Size Class M (-2 to Might and Toughness, -1 to armour everywhere), while the salt water crocodile is Size Class XL (+2 to Might and Toughness, armour points are respectively 2 and 4 for weaker and tougher body areas). Very old specimens may be considerably bigger than average, and become Size Class XL (see above for statistics).



HORSE

Equus caballus (Linnaeus, 1758)

EQUINE VARIANTS.
These statistics are for the average European riding horse. A pony is one size class smaller, but not slower.

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	14	4d6	Size Class	XXL	1	RH Leg	-/-	2/0+	10
CON	10	3d6	Might	+7	2	LH Leg	-/-	2/0+	10
DEX	10	3d6	Strike Rank	12	3,7,8	Body	-/-	2/0+	12
INT	4	—	Encumbrance	—	4	RF Leg	-/-	2/0+	10
WIL	10	3d6	Life Points	20	5	LF Leg	-/-	2/0+	10
CHA	—	2d6	Move	12	6	Head	-/-	2/0+	11

Weapon	SR	SR to Att/Def	Damage	Parry	Special
Kick	12	3/-	1d4+7d2	—	slash (advantage)
Rear & plunge	12	8/-	2d4+7d2	—	slash (effect)

Skills: Agility [Jump, Running] 50%, Close Combat [Kick, Plunge] 54%.

Armour: Fur and hide 2/0+.

Notes: Medium-sized opponents are -6 SR when in melee with a horse.

LION

Panthera leo (Linnaeus, 1758)

FELINE VARIANTS.
These statistics are for a male lion, a lioness has 3d6 STR and thus -1 to Might and Toughness. She also lacks the mane on the head. Other great felines have statistics similar to those of the lion, including the fact that the female is weaker and less massive (3d6 vs. 4d6). No other feline has a mane like the lion.
A tiger or jaguar is as big as a lion, and has Athletics [Climb, Swim] and Survival [Forest] instead of [Savannah]. The other big felines are significantly smaller than a lion or tiger, and thus have a size Class of M (-2 Might and Toughness). A leopard has Athletics [Climb] and Survival [Forest] like a tiger. A puma is generally smaller than a leopard (3d6 for both male and female) and has Athletics [Climb]. A cheetah is as big as a puma and has Athletics [Running]. Its claws are less sharp than those of other felines are, and have the Slash (advantage) attribute.

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	14	4d6	Size Class	L	1	RH Leg	-/-	1/0+	7
CON	10	3d6	Might	+3	2	LH Leg	-/-	1/0+	7
DEX	14	4d6	Strike Rank	12	3,7,8	Body	-/-	1/0+	9
INT	5	—	Encumbrance	-	4	RF Leg	-/-	1/0+	7
WIL	10	3d6	Life Points	20	5	LF Leg	-/-	1/0+	7
CHA	—	2d6	Move	7	6	Head	1/0+	3/5+	8

Weapon	SR	SR to Att/Def	Damage	Parry	Special
Claw	14	3/-	1d4+3d2	—	slash (effect)
Bite	12	3/-	1d6+3d2	—	slash (effect)

Skills: Agility [Dodge, Jump] 50%, Close Combat [Bite, Claw] 58%,
Perception [Acute Hearing, Smell, Track] 50%, Stealth [Hide, Sneak] 54%, Survival [Savannah] 50%.

Armour: Fur and hide 1/0+, Mane 3/9+.

Powers: Night Vision.

Notes: Medium-sized opponents are -2 SR when in melee with a big feline of Large size class.



PYTHON

Python sp. (Daudin, 1803)

Characteristic			Attribute		d4	Location	AP/Cov	AP/Cov	Toughness
STR	17	5d6	Size Class	L	1	Tail	-/-	1/0+	8
CON	10	3d6	Might	+3	2,3	Body	-/-	1/0+	9
DEX	10	3d6	Strike Rank	14	4	Head	-/-	1/0+	8
INT	4	—	Encumbrance	—					
WIL	10	3d6	Life Points	20					
CHA	—	2d6	Move	4					

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Bite	14	5/-	1d4+3d2	—	—
Coils	14	5/-	3d2	—	Entangle (effect)

Skills: Close Combat [Bite, Coils] 50%, Perception [Vision] 50%.

Armour: Scales 1/0+.

Notes: Due to the creature's body shape and Combat tactics, Medium-sized opponents suffer no SR Penalty when in melee with a large snake. The snake's skin is less scaly than that of other reptiles.

WOLF

Canis lupus (Linnaeus, 1758)

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	10	3d6	Size Class	S	1	RH Leg	-/-	-/-	2
CON	10	3d6	Might	-1	2	LH Leg	-/-	-/-	2
DEX	14	4d6	Strike Rank	12	3, 7, 8	Body	-/-	-/-	4
INT	5	—	Encumbrance	—	4	RF Leg	-/-	-/-	2
WIL	7	2d6	Life Points	17	5	LF Leg	-/-	-/-	2
CHA	—	2d6	Move	6	6	Head	-/-	-/-	3

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Bite	12	3/-	1d6-1d2	—	slash (effect)

Skills: Agility [Dodge] 54%, Close Combat [Bite] 54%, Perception [Smell, Track] 47%, Survival [Steppe or other home environment] 50%.

Notes: Wolves are -2 SR when in melee with Medium-sized opponents (already counted in the sample weapon statistics). A wolf bite is unlikely to cause significant wounds to the torso of a Medium or large creature, so the beast usually goes for the throat or an arm when fighting a human.

CANINE VARIANTS.
Use these statistics for wolves or dogs. A very large dog may be one Size Class bigger.



OTHER USES FOR DINOSAURS.
This creature list includes extinct animals. If you want to stage a "lost world" scenario where extinct fauna has survived in a remote region of the world, feel free to mix specimens from different eras. Dinosaurs and prehistoric beasts are a good source of templates for creatures from other worlds in the sword and planet genre.

TYRANNOSAURUS.
To create a T-rex, add two size classes to the Allosaur. Armour also goes up by two points everywhere.

ALLOSAURUS

Allosaurus sp. (Marsh, 1877)

Characteristic			Attribute		d8/d10	Location	AP/Cov	AP/Cov	Toughness
STR	14	4d6	Size Class	XXL	1	Tail	-/-	4/0+	11
CON	10	3d6	Might	+7	2	RH Leg	-/-	4/0+	11
DEX	14	4d6	Strike Rank	14	3	LH Leg	-/-	4/0+	11
INT	4	—	Encumbrance	—	4,9,10	Body	-/-	4/0+	13
WIL	10	3d6	Life Points	20	5	RF Leg	-/-	4/0+	7
CHA	—	2d6	Move	8	6	LF Leg	-/-	4/0+	7
					7,8	Head	-/-	4/0+	11

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Bite	14	3/-	1d6+7d2	—	slash (effect)

Skills: Close Combat [Bite] 58%, Perception [Hearing] 50%.

Armour: Hide 4/0+.

Notes: Medium-sized opponents are -6 SR when in melee with an allosaurus; its huge size provides a Bonus to hit it.

SAURIAN VARIANTS.
Use these statistics for any gigantic preying lizard.

DIMETRODON

Dimetrodon limbatus (Cope, 1878)

Characteristic			Attribute		d8/d10	Location	AP/Cov	AP/Cov	Toughness
STR	10	3d6	Size Class	XXL	1	Tail	-/-	3/0+	10
CON	10	3d6	Might	+6	2	RH Leg	-/-	3/0+	8
DEX	10	3d6	Strike Rank	10	3	LH Leg	-/-	3/0+	8
INT	4	—	Encumbrance	—	4,9,10	Body	-/-	3/0+	12
WIL	10	3d6	Life Points	20	5	RF Leg	-/-	3/0+	8
CHA	—	2d6	Move	9	6	LF Leg	-/-	3/0+	8
					7,8	Head	-/-	3/0+	10

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Bite	9	3/-	1d6+6d2	—	slash (effect)

Skills: Close Combat [Bite] 50%, Perception [Vision] 50%.

Armour: Scaly Hide 3/0+.

Notes: Medium-sized opponents are -6 SR when in melee with a dimetrodon. Its huge size provides a Bonus to hit it.



MAMMOTH

Mammuthus sp. (Brookes, 1828)

Characteristic			Attribute		d8/d10	Location	AP/Cov	AP/Cov	Toughness
STR	10	3d6	Size Class	XXXL	1	RH Leg	-/-	4/0+	10
CON	10	3d6	Might	+8	2	LH Leg	-/-	4/0+	10
DEX	10	3d6	Strike Rank	10	3	Body	-/-	4/0+	14
INT	6	—	Encumbrance	—	4,9,10	RF Leg	-/-	4/0+	10
WIL	10	3d6	Life Points	20	5	LF Leg	-/-	4/0+	10
CHA	7	2d6	Move	9	6	Head	-/-	4/0+	12
					7,8	Trunk	-/-	2/0+	8

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Tusk	12	3/-	1d8+8d2	—	impale (effect)
Trunk	14	8/-	1d4+8d2	—	entangle (effect)
Trample	10	5/-	8d2	—	unparriable, stun (auto)

Skills: Agility [Brawn] 50%, Close Combat [Trample, Trunk, Tusk] 50%, Perception [Hearing, Vision] 50%., Survival [Taiga or Steppe] 50%.

Armour: Fur and hide 4/1+, Lesser Hide (on the trunk) 2/0+

Notes: Medium-sized opponents are -8 SR when in melee with a mammoth. Its huge size provides a Bonus to hit it.

ELEPHANTINE VARIANTS.
You may use these statistics for an elephant, by decreasing Size Class by 1 (Toughness and Might go down by two) and armour to 3/0+ (1/0+ on the trunk). The Survival Trait is [Savannah] in this case.

PLESIOSAUR

Plesiosaurus dolichodeirus (Conybeare, 1824)

Characteristic			Attribute		d8/d10	Location	AP/Cov	AP/Cov	Toughness
STR	10	3d6	Size Class	XL	1	Tail	-/-	2/0+	8
CON	10	3d6	Might	+4	2	RH paddle	-/-	2/0+	8
DEX	14	4d6	Strike Rank	12	3	LH paddle	-/-	2/0+	8
INT	4		Encumbrance	—	4,9,10	Body	-/-	2/0+	10
WIL	10	3d6	Life Points	20	5	RF paddle	-/-	2/0+	8
CHA	7	2d6	Move	9	6	LF paddle	-/-	2/0+	8
					7,8	Head	-/-	2/0+	8

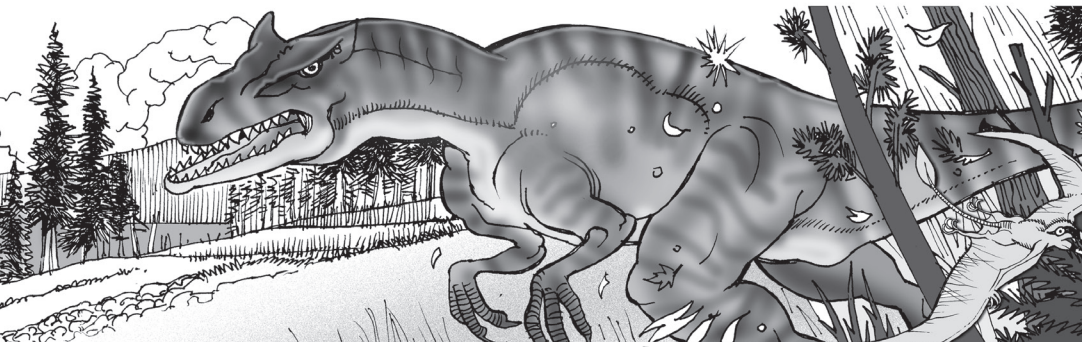
Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Bite	22	3*/-	1d6+4d2	—	slash (effect)

Skills: Agility [Dodge, Swim] 54%, Close Combat [Bite] 54%, Stealth [Sneak] 54%.

Armour: Blubber 2/0+

Notes: Medium-sized opponents are -4 SR when in melee with a plesiosaur. The first attack costs 10 SR.

DINOSAUR ARMOUR
Dinosaur hide is not as tough as the scales of modern saurians. Its AP are just one point higher than those of a mammal of the same Size Class. The coverage for this hide is 0+.



PTERANODON

Pteranodon longiceps (Marsh, 1876)

Characteristic			Attribute		d10	Location	AP/Cov	AP/Cov	Toughness
STR	14	4d6	Size Class	XL	1	Tail	-/-	2/0+	7
CON	10	3d6	Might	+5	2	R Leg	-/-	2/0+	7
DEX	14	4d6	Strike Rank	14	3,4	L Leg	-/-	2/0+	7
INT	4	—	Encumbrance	—	5	Body	-/-	2/0+	11
WIL	10	3d6	Life Points	20	6,7	R Wing	-/-	2/0+	7
CHA	7	2d6	Move	6	8,9	L Wing	-/-	2/0+	7
			Move (flying)	9	10	Head	-/-	2/0+	9

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Bite	18	3/-	1d6+5d2	—	slash (effect)

Skills: Agility [Fly, Dodge] 54%, Close Combat [Bite] 58%, Perception [Acute Vision] 50%.

Armour: Hide2/0+.

Notes: Medium-sized opponents are -4 SR when in melee with a pteranodon.

SABERTOOTH TIGER

Smilodon sp. (Lund, 1842)

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	14	4d6	Size Class	L	1	RH Leg	-/-	2/0+	7
CON	10	3d6	Might	+3	2	LH Leg	-/-	2/0+	7
DEX	10	4d6	Strike Rank	12	3,7,8	Body	-/-	2/0+	9
INT	5	—	Encumbrance	—	4	RF Leg	-/-	2/0+	7
WIL	10	3d6	Life Points	20	5	LF Leg	-/-	2/0+	7
CHA	7	2d6	Move	7	6	Head	-/-	2/0+	8

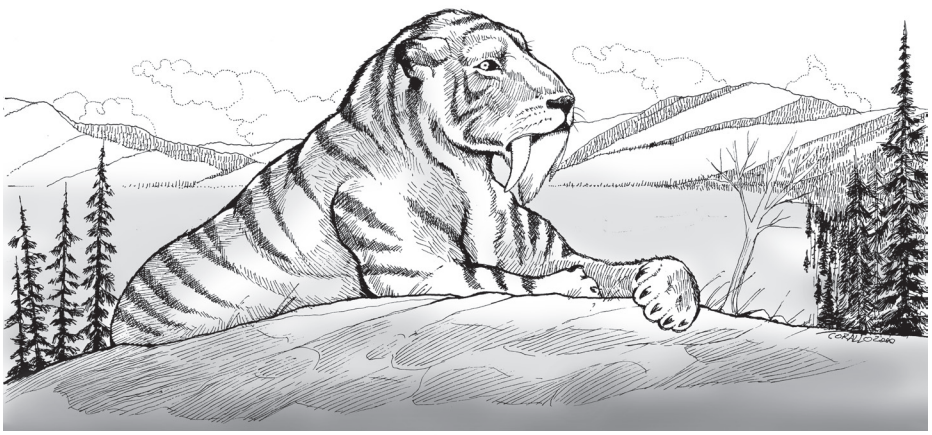
Weapon	SR	SR to Att/Def	Damage	Parry	Special
Claw	14	3/-	1d4+3d2	—	slash (advantage)
Bite	12	3/-	1d6+3d2	—	impale (effect)

Skills: Agility [Dodge] 50%, Close Combat [Bite, Claw] 54%, Perception [Smell, Track] 50%, Stealth [Hide, Sneak] 50%, Survival [Savannah] 50%.

Armour: Fur and hide 2/0+.

Powers: Night Vision.

Notes: Medium-sized opponents are -2 SR when in melee with a smilodon. The peculiar shape of its canines allows its bite to impale, but not to slash.



TERROR BIRD

Phorusrhacor longissimus (Ameghino, 1887)

Characteristic			Attribute		d4/d6	Location	AP/Cov	AP/Cov	Toughness
STR	14	4d6	Size Class	L	1	RH Leg	-/-	2/0+	8
CON	10	3d6	Might	+3	2	LH Leg	-/-	2/0+	8
DEX	14	4d6	Strike Rank	14	3,5,6	Body	-/-	2/0+	9
INT	4	—	Encumbrance	—	4	Head	-/-	2/0+	8
WIL	10	3d6	Life Points	20					
CHA	—	2d6	Move	7					

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Beak	14	3/-	1d8+3d2	—	slash (auto)

Skills: Agility [Dodge, Running] 54%, Close Combat [Bite] 58%, Perception [Acute Vision] 44%.

Armour: Feathers 2/0+.

Notes: Medium-sized opponents are -2 SR when in melee with a terror bird.

VELOCIRAPTOR

Velociraptor mongoliensis (Osborn, 1924)

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	10	3d6	Size Class	M	1	RH Leg	-/-	1/0+	5
CON	10	3d6	Might	—	2	LH Leg	-/-	1/0+	5
DEX	17	5d6	Strike Rank	14	3, 7, 8	Body	-/-	1/0+	6
INT	4	—	Encumbrance	—	4	RF Leg	-/-	1/0+	4
WIL	10	3d6	Life Points	20	5	LF Leg	-/-	1/0+	4
CHA	—	2d6	Move	6	6	Head	-/-	1/0+	5

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Claw	16	3/-	1d4	—	slash (auto), impale (effect)
Bite	14	3/-	1d6	—	slash (effect)

Skills: Agility [Dodge, Jump, Running] 57%, Close Combat [Bite, Claw] 57%, Perception [Acute Vision] 50%, Stealth [Sneak] 57%.

Armour: Hide 1/0+.

Notes: —



CENTAUR

Atop of the body of a well-bred and strong horse, this creature has the body of a strong athletic human where the horse's head should be. The centaur is the raw power and nobility of nature incarnate. Often they act as the self styled protectors of the wilderness, which brings them into conflict with more settled races who encroach on their territory.

Characteristic			Attribute		d10/d12	Location	AP/Cov	AP/Cov	Toughness
STR	14	3d6	Size Class	XL	1	RH Leg	-/-	2/0+	9
CON	10	3d6	Might	+1	2	LH Leg	-/-	2/0+	9
DEX	14	4d6	Strike Rank	14	3, 10	Body	-/-	2/0+	11
INT	10	3d6	Encumbrance	-	4	RF Leg	-/-	2/0+	9
WIL	10	3d6	Life Points	24	5	LF Leg	-/-	2/0+	9
CHA	10	3d6	Move	12	6,11,12	Torso	-/-	-/-	11
					7	R Arm	-/-	-/-	9
					8	L Arm	-/-	-/-	9
					9	Head	-/-	-/-	10

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Spear	22	8/4	1d6+1d2	3	impale (effect), keep distance (auto)
Shield	16	4/2	1d2+1d2	3	block, coverage +1
Kick	17	5/-	1d4+1d2		—
Bow	34	5*/-	1d6+2d2	300 (M)	impale (effect)

Skills: Agility [Dodge, Jump, Running] 54%, Close Combat [Kick, Shield, Spear] 58%, Perception [Hearing, Vision] 50%, Perform [Play Lyre] 50%, Survival [Endurance] 50%.

Armour: Fur and hide on equine body 2/5+, may wear other armour on human body.

Powers: Weak Build -4 (only hand-wield weapons, when not charging); sometimes knows Divine Cantrips.

Notes: The creature's body structure decreases its Might when using weapons with its human arms, except when charging with a spear, in which case its Might goes up by +4. Medium-sized opponents are -4 SR when in melee with a centaur.

DJINN

There are several types of Djinni, some malignant and some benevolent. The exact powers of Djinnis vary by type, but most can become Invisible at will. Djinni can be dominated by spells, and they can be bound to enchanted items, as in the tale of Al Laddin and the Magic Lamp. Djinni can normally interact with the physical world while retaining an immaterial nature. They fight physically with spectral daggers or scimitars. Djinni are vulnerable to magic and magic weapons when visible.

Characteristic			Attribute	
STR	(14)	—	Size Class	n/a
CON	(14)	—	Might	(+1)
DEX	(10)	—	Strike Rank	(12)
INT	10	3d6	Toughness	(8)
WIL	14	4d6	Life Points	14
CHA	10	3d6	Move	6

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Scimitar	17	5/-	1d6+1d2	—	ignore parries and non-magic armour

Skills: Close Combat [Dodge, Scimitar] 54%, Concentration [Willpower, Spell-like powers] 54%, Perception [Sense Life] 54%.

Powers: Incorporeal, Second Sight. Many have Invisibility as a Might 3 Cantrip, or other suitable Cantrips.

DRAGON

The dragon is a creature of immense physical power, yet also skilled in the arcane arts. European Dragons are winged, often malignant, and eager to accumulate treasure at the expense of unlucky adventurers. Their oriental counterparts are wingless, but can still fly by walking on air, and are generally less hostile to humanity.

Characteristic			Attribute		d10/d12	Location	AP/Cov	AP/Cov	Toughness
STR	14	4d6	Size Class	8	1	Tail	8/0+	16/2+	17
CON	21	6d6	Might	+11	2	RH Leg	-/-	16/0+	15
DEX	14	4d6	Strike Rank	14	3	LH Leg	-/-	16/0+	15
INT	21	6d6	Encumbrance	—	4,11,12	Body	8/0+	16/2+	19
WIL	24	7d6	Life Points	45	5	R Wing	-/-	16/0+	15
CHA	17	5d6	Move	10	6	R Wing	-/-	16/0+	15
			Move (flying)	18	7	RF Leg	-/-	16/0+	15
					8	LF Leg	-/-	16/0+	15
					9,10	Head	8/0+	16/2+	17

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Bite	14	5/-	1d6+11d2	—	slash (effect)
Claw	16	3/-	1d4+11d2	—	slash (advantage)
Tail	22	16/8	1d4+11d2	8	

Skills: Agility [Fly] 54%, Close Combat [Bite, Claw, Tail] 98%, Communication [1d6 human languages] 88%, Concentration [Project Fire, various Cantrips] 75%, Knowledge [various, particularly for Oriental Dragons] 92%, Perception [Hearing, Insight, Smell, Vision] 75%.

Armour: Skin 8/0+, Scales 16/1+.

Powers: Flight, Breathe Flame (Project Fire, Might 4, Close Range equal to CON in metres, cost 4 Life Points), often knows Cantrips or Arcane Spells.

Notes: Medium-sized opponents are -10 SR when in melee with a dragon. Its huge size provides a Bonus to hit it.





DWARF

These short, stocky, bearded humanoids live in vast underground halls. Long lived and proud off their work, Dwarfs are the natural enemies of Orcs and Elves, who often encroach upon their realms.

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	14	4d6	Size Class	S	1	R Leg	2/3+	5/7+	6
CON	14	4d6	Might	+1	2	L Leg	2/3+	5/7+	6
DEX	10	3d6	Strike Rank	12	3,7,8	Torso	-/-	5/0+	7
INT	10	3d6	Encumbrance	5	4	R Arm	2/1+	5/6+	5
WIL	10	3d6	Life Points	24	5	L Arm	2/1+	5/6+	5
CHA	10	3d6	Move	4	6	Head	5/1+	8/4+	6

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Hammer	15	6/3	1d3+2d2	3	impale (effect)
Shield	14	4/2	1d2+1d2	3	block, coverage +1
Axe	16	8/4	1d6+3d2	4	slash (auto)
Crossbow	30	3*/-	1d10+3d2	300 (M)	impale (effect)

Skills: Close Combat [Hammer, Axe, Shield] 54%, Perception [Dark Vision] 50%, Ranged Combat [Crossbow] 50%, Survival [Underground] 54%.

Armour: Short gambeson (2/2+), mail shirt/coif (5/6+), helm (8/9+).

Powers: Dark Vision, Strong Build +1, Toughness +2; may have Science or Alchemy gadgets.

Notes: A dwarf is at -2 SR when in melee with a Medium-sized opponent. Usually has a hammer and one of the other three weapons.

Dwarf Background Table

Background	Traits (and applicable skills)	Starting Money per Status	Sample Motivations
Warrior Clan of the Bombardiers	Craft [any related to gunpowder] Knowledge [Hills of the Bombardiers] Communication [Language: Dwarven] Perception [•Dark Vision] Close Combat [Hammer or Axe]	Rich: 3D6x500 Affluent: 3D6x200 Average: 3D6x100	Despise elves. For the Bombardiers!
Underground Clan of Yado	Craft [any related to mining] Knowledge [Dwarven Halls of Yado] Communication [Language: Dwarven] Perception [•Dark Vision] Close Combat [Hammer or Axe]	Rich: 3D6x500 Affluent: 3D6x200 Average: 3D6x100	Despise surface dwellers. Lust for treasure.
Steampunk Dwarfs	Craft or Operate [any] Knowledge [Engineering] Communication [Language: Dwarven] Perception [•Dark Vision] Ranged Weapon [any firearm]	Rich: 3D6x500 Affluent: 3D6x200 Average: 3D6x100 Poor: 3D6x20	Scorn adepts of the supernatural. Lust for scientific knowledge.

[•] This Trait does not use up a Slot.

ELF

Elfs are slender, tall, forest dwelling people, with ears that end in a point. Haughty and proud, they do not suffer the ravages of time like other mortal races. Bound to their forest realms in ways no human can understand, they often come into conflict with those who despoil their lands.

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	10	3d6	Size Class	M	1	R Leg	-/-	1/1+	5
CON	10	3d6	Might	—	2	L Leg	-/-	1/1+	5
DEX	17	5d6	Strike Rank	14	3, 7, 8	Torso	-/-	1/1+	6
INT	14	4d6	Encumbrance	1	4	R Arm	-/-	1/1+	4
WIL	14	4d6	Life Points	24	5	L Arm	-/-	1/1+	4
CHA	10	3d6	Move	5	6	Head	-/-	1/1+	5

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Short Spear	22	8/4	1d6	2	impale (effect), keep distance (auto)
Shield	14	4/2	1d2	2	block, coverage +1
Bow	37	5*/-	1d6+1d2	300 (M)	impale (effect)

Skills: Agility [Dodge] 57%, Close Combat [Spear, Shield] 57%, Craft [First Aid] 61%, Perception [Night Vision, Track] 58%, Ranged Combat [Bow] 64%, Stealth [Hide, Sneak] 61%, Survival [Forest] 54%.

Armour: cloak (1/1+).

Powers: Night Vision or Dark Vision, may know Divine Cantrips or Arcane Magic.

Notes: The skills provided are relative to a forest-dwelling elf. Other races of elves may exist that have different abilities. The background table includes the background for a race of Dark Elves living underground.

Elf Background Table

Background	Traits (and applicable skills)	Starting Money per Status	Sample Motivations
Forest Clan of Riverglade	Knowledge [Riverglade] Communication [Language: Elfish] Perception [•Night Vision] Ranged Combat [Bow] Survival [Forest]	Rich: 3D6x100 Affluent: 3D6x50 Average: 3D6x25 Poor: 3D6x10	Love Nature. Loyalty to the King.
Kingdom of Akesh Isles	Knowledge [Folklore or Religion or Arcane] Communication [Language: Elfish] Perception [•Night Vision] Ranged Combat [Bow] Survival [Akesh Archipelago]	Rich: 3D6x200 Affluent: 3D6x100 Average: 3D6x50	Despise Dwarfs. Love Knowledge.
Underground City of Aznabul	Knowledge [Religion or Arcane] Communication [Language: Dark Elfish] Perception [•Dark Vision] Close Combat [Dagger] Survival [Underground]	Rich: 3D6x200 Affluent: 3D6x100 Average: 3D6x50	Despise surface elves. Lust for knowledge.

[•] This Trait does not use up a Slot.

GHOST

Those that have passed beyond the veil, but not found peace, remain to haunt the living as ghosts. They seek to do harm to the living, and often will try to possess a victim, to experience the joys of living once again.

Characteristic			Attribute	
STR	—	—	Size Class	n/a
CON	—	—	Might	n/a
DEX	—	—	Strike Rank	n/a
INT	10	3d6	Toughness	7
WIL	14	4d6	Life Points	14
CHA	10	3d6	Move	6

Skills:	Concentration [Willpower, Spell-like powers] 54%, Perception [Sense Life] 54%.
Powers:	Incorporeal; Second Sight; Undead. Suggested optional powers: Dominate; Illusion; Telekinesis; Telepathy.
Notes:	A ghost can only harm a target through magical means or domination. Not all ghosts have the same features. The Narrator can choose from the optional power list. The majority of ghosts are bound to a place, and cannot use their powers if they are far from it.

GIANT

Giants are anthropophagus foes in many fantasy tales. Their taste for human flesh is proverbial. The specimen provided here is three size classes bigger than a human, and two bigger than a troll or minotaur. You may use it as a template to construct a giant of any Size Class by giving it +2 Might, +2 Toughness, and +1 armour points per additional Size Class.

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	14	4d6	Size Class	XXL	1	R Leg	-/-	3/0+	11
CON	10	3d6	Might	+7	2	L Leg	-/-	3/0+	11
DEX	10	3d6	Strike Rank	12	3, 7, 8	Torso	-/-	3/0+	13
INT	7	2d6	Encumbrance	2	4	R Arm	-/-	3/0+	9
WIL	10	3d6	Life Points	20	5	L Arm	-/-	3/0+	9
CHA	7	2d6	Move	6	6	Head	-/-	3/0+	11

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Club	17	14/7	2d6+10d2	12	—
Fist	12	3/2	1d2+7d2	8	—

Skills:	Agility [Brawn] 50%, Close Combat [Fist, Club] 54%, Perception [Smell] 47%.
Armour:	Tough skin 3/0+.
Powers:	Immunity to mind-affecting powers such as Confusion, Demoralize, Dominate, etc..
Notes:	All smaller opponents suffer the appropriate Penalties when in melee with a giant.



GOBLIN

Sneakier, crueller cousins of the Orcs, goblins are a quarrelsome bunch of green-skinned humanoids. They stand as tall as a human child, and their smiling faces are dominated by large hooked noses and mouth full of razor-sharp teeth. Constantly in the shadow of the larger humanoid races, and often used as slaves or cannon fodder, these diminutive psychopaths take out their frustration on any other creatures unlucky enough to be outnumbered by them or in their power.

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	10	3d6	Size Class	S	1	R Leg	-/-	5/7+	3
CON	10	3d6	Might	-1	2	L Leg	-/-	5/7+	3
DEX	14	4d6	Strike Rank	12	3, 7, 8	Torso	-/-	5/0+	4
INT	7	2d6	Encumbrance	4	4	R Arm	-/-	5/6+	2
WIL	7	2d6	Life Points	17	5	L Arm	-/-	5/6+	2
CHA	7	2d6	Move	4	6	Head	-/-	8/4+	3

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Spear	20	8/4	1d6	2	impale (effect), keep distance (auto)
Dagger	15	3/2	1d3-1d2	—	impale (effect)
Bow	34	5*/-	1d6	150 (M)	impale (effect)

Skills: Agility [Dodge, Take Cover] 54%, Close Combat [Sword, Shield] 54%, Perception [Dark Vision] 44%, Ranged Combat [Bow] 58%, Stealth [Hide, Sneak] 51%, Survival [Underground]47%.

Armour: Rusty mail shirt (5/6+), helm (8/9+)

Powers: Dark Vision.

Notes: A goblin is at -2 SR when in melee with a Medium-sized opponent. Usually has a dagger and one of the other two weapons.

GRIFFIN

With the body of a lion and the head of an eagle and two eagle wings, the mighty Griffin is associated with the nobility, who often hunt it for sport. It lairs in the mountains and is often the lord of its terrain.

Characteristic			Attribute		d8/d10	Location	AP/Cov	AP/Cov	Toughness
STR	14	4d6	Size Class	XL	1	RH Leg	-/-	1/0+	7
CON	10	3d6	Might	+5	2	LH Leg	-/-	1/0+	7
DEX	17	5d6	Strike Rank	16	3,9,10	Body	-/-	1/0+	9
INT	6	—	Encumbrance	—	4	R Wing	-/-	3/0+	7
WIL	14	4d6	Life Points	24	5	L Wing	-/-	3/0+	7
CHA	7	2d6	Move	8	6	RF Leg	-/-	1/0+	7
			Move (flying)	15	7	LF Leg	-/-	1/0+	7
					8	Head	-/-	3/0+	8

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Claw	18	3/-	1d4+5d2	—	slash (effect)
Beak	16	3/-	1d8+5d2	—	slash (auto)

Skills: Agility [Dodge, Fly] 57%, Close Combat [Beak, Claw] 61%, Perception [Acute Vision] 50%.

Armour: Fur and hide 1/0+, feathers 3/7+.

Powers: Flight.

Notes: Medium-sized opponents are -4 SR when in melee with a griffin.

MEDUSA

These creatures have the upper body of female humans, and the lower body of a giant snake with metallic scales. To top off their gruesome visage, which can turn other living creatures to stone, is a head that has living writhing serpents for hair. Evil and vicious to the extreme, it is fortunate that Medusas are solitary creatures, except in the occasional time that they gather to lord it over other evil creatures.

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	10	3d6	Size Class	M	1,2	L Body	-/-	1/1+	6
CON	10	3d6	Might	—	3,7,8	Torso	-/-	-/-	6
DEX	10	3d6	Strike Rank	10	4	R Arm	-/-	-/-	4
INT	10	3d6	Encumbrance	—	5	L Arm	-/-	-/-	4
WIL	14	4d6	Life Points	24	6	Head	-/-	-/-	5
CHA	14	4d6	Move	3					

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Bite	10	5/-	1d4	—	Poison, Might equal to CON, Effect: Death
Gaze	10	5/-	—	20 (C)	See notes

Skills: Agility [Dodge] 50%, Close Combat [Bite] 50%, Communication [Deceit, Seduce] 58%, Concentration [Gaze, sometimes Cantrips] 54%, Knowledge [Arcane] 50%, Perception [Dark Vision] 54%.

Powers: Gaze (see notes); some medusas know Divine Cantrips like Damage Boosting, Protection, Shimmer or Neutralise Magic.

Armour: Serpentine scales on lower body 1/8+.

Notes: The gaze is the equivalent of an Innate power with the Overcome attribute. It initiates a Parallel Conflict of WIL vs. WIL. On a quick exit the victim is paralysed, on a complete defeat it is turned to stone. The power has the equivalent of 5 points of Might for purposes of dispelling or blocking it. The Gaze can be used as a reaction against anyone attacking the creature while looking. If the attack roll does not overcome the Medusa's Concentration roll, then the character looked at the creature and not only does the attack miss, but also the Gaze parallel Conflict is initiated. An opponent can choose to attack the creatures with his or her eyes shut, but this bestows a triple Penalty on the attack, and the creature can still Dodge. A victorious Dodge means the attacker has thrown itself on the medusa's biting head serpents, risking a venomous bite. Treat this result as a successful bite attack.

MINOTAUR

A monster of Greek mythology, the Minotaur is a deadly creature, prone to incredible fits of rage. Some variants of this monster may even be forced into a killer fury against their will. Whether or not a Minotaur is suitable as a player character depends on the game setting.

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	14	4d6	Size Class	L	1	R Leg	-/-	1/0+	9
CON	14	4d6	Might	+3	2	L Leg	-/-	1/0+	9
DEX	7	2d6	Strike Rank	11	3, 7, 8	Torso	-/-	1/0+	10
INT	10	3d6	Encumbrance	—	4	R Arm	-/-	1/0+	8
WIL	10	3d6	Life Points	24	5	L Arm	-/-	1/0+	8
CHA	10	3d6	Move	6	6	Head	-/-	2/0+	9

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Great Axe	16	10/5	1d8+5d2	6	slash (effect)
Head Butt	11	3/-	1d4+3d2	—	—

Skills: Agility [Brawn] 51%, Close Combat [2H Axe, Brawl] 51%, Concentration [Fanaticism] 50%, Perception [Hearing, Smell, Vision] 50%, Survival [Endurance] 50%.

Armour: Tough skin 1/0+, tougher on head (2/9+); can wear any armour of appropriate size, except on head.

Powers: Most Minotaur warriors know the Fanaticism Cantrip.

Notes: A Medium-sized opponent is at -2 SR when in melee with a Minotaur. If the creature can strike first, it will try to Overwhelm its foe's parry and chop it down with his axe. If it is forced to close quarters, it will counterattack with head butts in order to push the enemy back.

ORC

An evil creature typical of roleplaying settings, the Orc is not really human, but human enough to provide plausible and understandable motivations for its wrongdoings. And definitely more deadly than mere goblins, although not so overpowered as to be unbeatable. If your players are fine with impersonating creatures that all other racer regard as the bad guys, orcs can be player characters, too.

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	14	4d6	Size Class	M	1	R Leg	-/-	5/7+	6
CON	10	3d6	Might	+1	2	L Leg	-/-	5/7+	6
DEX	10	3d6	Strike Rank	12	3, 7, 8	Torso	-/-	5/0+	7
INT	10	3d6	Encumbrance	4	4	R Arm	-/-	5/6+	5
WIL	10	3d6	Life Points	20	5	L Arm	-/-	5/6+	5
CHA	7	2d6	Move	5	6	Head	-/-	8/4+	6

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Scimitar	17	5/3	1d6+1d2	3	slash (auto), impale (advantage)
Shield	14	4/2	1d2+1d2	3	block, coverage +1
Bow	30	5*/-	1d6+1d2	250 (M)	impale (effect)

Skills: Agility [Brawn] 50%, Close Combat [Sword, Shield] 54%, Perception [Night Vision] 50%, Ranged Combat [Bow] 50%, Stealth [Hide, Sneak] 50%, Survival [Mountains, Steppe or Underground] 50%.

Armour: Rusty mail shirt (5/6+), helm (8/9+).

Powers: Night Vision.

Notes: Usually carries a scimitar and either a shield or a bow.

Orc Background Table

Background	Traits (and applicable skills)	Starting Money per Status	Sample Motivations
Mountain Clan of Moonpeak	Knowledge [Moonpeak] Communication [Language: Orcish] Perception [●Night Vision] Ranged Combat [Bow] or Close Combat [Scimitar] Survival [Mountains]	Rich: 3D6x100 Affluent: 3D6x50 Average: 3D6x25 Poor: 3D6x10	Love carnage. Despise Elfs.
Underground Clan of Abyssus	Knowledge [Abyssus] Communication [Language: Orcish] Perception [●Night Vision] Close Combat [Scimitar] Survival [Underground]	Rich: 3D6x200 Affluent: 3D6x100 Average: 3D6x50 Poor: 3D6x20	Despise surface creatures. Lust for loot.
Nomad Clan of Wolfbrethren	Communication [Language: Orcish] Perception [●Night Vision] Ranged Combat [Bow] Ride [Wolf] Survival [Steppe]	Rich: 3D6x100 Affluent: 3D6x50 Average: 3D6x25 Poor: an escaped slave?	Live free on the steppes. What is in the world is for us to take, so said the spirits to our ancestors.

[•] This Trait does not use up a Slot.

SKELETON

Skeletons have a score of 0 for CON, INT, POW and CHA, as they have no intelligence, will or personalities of their own. Attempts to control a skeleton's mind, or influence its personality will automatically fail.

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	10	3d6	Size Class	M	1	R Leg	-/-	5/6+	2
CON	—	—	Might	—	2	L Leg	-/-	5/6+	2
DEX	10	3d6	Strike Rank	10	3,7,8	Torso	-/-	5/1+	3
INT	—	—	Encumbrance	n/a	4	R Arm	-/-	5/3+	1
WIL	—	—	Life Points	n/a	5	L Arm	-/-	5/3+	1
CHA	—	—	Move	5	6	Head	-/-	8/6+	2

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Axe	16	6/3	1d6+1d2	2	slash (effect)
Shield	12	4/2	1d2	2	—

Skills: Close Combat [Axe, Shield] 50%.

Armour: Mail hauberk (5/3+) and helm (8/9+).

Notes: Immunity to Pain/Impale/Slash/Stun, Skeletal, Undead.

SUCCUBUS

An Incubus or Succubus is an evil demonic creature formed from the psychic remnants of a particularly heinous sexual crime, like incest or rape. The entity can change sex at will, and the term Incubus refers to the creature in male form, while the name Succubus refers to the feminine form. Although disembodied in its natural form, a Succubus must resort to physical damage to vanquish an opponent, and is vulnerable to magic weapons when it manifests. If the Incubus is destroyed in Combat, it cannot reform its body until it has drawn strength from a new sexual crime.

An Incubus or Succubus can seduce a member of the opposite sex by winning a Conflict of CHA, backed by its Seduction trait, against its victim's WIL, backed by Willpower. If the Incubus wins, the victim will surrender to its lust and lose the memory of what happened, believing that the encounter was just a pleasant erotic dream. For every subsequent night in which this happens, a male victim loses 1 point of CON permanently. When CON reaches zero, the victim dies. A female will not lose CON, but she will eventually give birth to a child that is tainted with a demonic heritage.

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	(14)	—	Size Class	M	1	R Leg	-/-	-/-	7
CON	(14)	—	Might	+1	2	L Leg	-/-	-/-	7
DEX	(14)	—	Strike Rank	14	3, 7, 8	Torso	-/-	-/-	8
INT	14	4d6	Encumbrance	—	4	R Arm	-/-	-/-	6
WIL	14	4d6	Life Points	28	5	L Arm	-/-	-/-	6
CHA	24	7d6	Move	5	6	Head	-/-	-/-	7

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Claw	16	3/-	1d4+1d2	—	slash (effect)
Bite	14	5/-	1d4+1d2	—	grapple (auto)

Skills: Agility [Dodge] 58%, Close Combat [Brawl, Claw] 58%, Communication [Deceit, Insight, Language: Local, Seduce] 98%, Concentration [Willpower, Arcane Spells and Manipulation Traits] 68%, Knowledge [Arcane, Literacy: Local] 54%, Perception [Dark Vision] 58%.

Powers: Incorporeal. Often knows Arcane spells like Dominate Human, Enhance Charisma, Protection and Shimmer. Some Succubi can grow wings and Fly.

Notes: The creature can grow talon-like nails to fight in melee, although this will nullify any seduction attempt against victims who witness the process.

TROLL

Standing over two metres tall, the troll is a fearsome humanoid monster with grey-green slimy skin. Its bulging bloodshot eyes, clawed hands, and a stooped posture finishes off the grim countenance of this terrifying creature. Such creatures are of incredibly low intelligence, and solitary, unless enslaved by other evil humanoids.

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	14	4d6	Size Class	—	1	R Leg	-/-	1/0+	8
CON	10	3d6	Might	+3	2	L Leg	-/-	1/0+	8
DEX	10	3d6	Strike Rank	12	3, 7, 8	Torso	1/0+	4/3+	9
INT	7	2d6	Encumbrance	2	4	R Arm	-/-	1/0+	7
WIL	10	3d6	Life Points	20	5	L Arm	-/-	1/0+	7
CHA	7	2d6	Move	6	6	Head	-/-	1/0+	8

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Maul	18	12/6	6	6	—
Claw	12	3/2	2	2	slash (advantage)

Skills: Agility [Brawn] 50%, Close Combat [Claw, Maul] 54%, Perception [Dark Vision] 47%, Stealth [Hide] 50%, Survival [Underground] 47%.

Armour: Tough skin 1/0+, furs 4/9+.

Powers: Dark Vision.

Notes: A Medium-sized opponent is at -2 SR when in melee with a troll.

VAMPIRE

Dark overlords of the Undead, Vampires feed off the blood and life-force of the living. They appear as normal humans, but their pallid complexion and over large canines give them away. Vampires are either solitary hunters, or form societies where weaker members of the brood must bring victims to the more powerful leaders.

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	17	5d6	Size Class	M	1	R Leg	-/-	-/-	9
CON	10	3d6	Might	+2	2	L Leg	-/-	-/-	9
DEX	10	3d6	Strike Rank	14	3, 7, 8	Torso	-/-	-/-	10
INT	14	4d6	Encumbrance	—	4	R Arm	-/-	-/-	8
WIL	14	4d6	Life Points	35*	5	L Arm	-/-	-/-	8
CHA	10	3d6	Move	5	6	Head	-/-	-/-	9

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Bite	14	5/-	1d4+2d2	—	Life Point damage, drains LP
Other weapon	14+	varies	varies	varies	Anything it used in life

Skills: Agility [Dodge, Fly] 50%, Close Combat [Bite, various weapons and Stunts] 61%, Communication [Deceit, Insight] 54%, Concentration [Willpower, Arcane spells and Traits] 58%, Knowledge [Arcane] 58%%, Perception [Acute Hearing, Dark Vision] 58%, Stealth [Hide, Sneak] 54%.

Armour: Anything the creature was buried with.

Powers: Strong Build +1, Toughness +2, Undead, Mesmerise (as Dominate Human, Might is 1, counts as evil magic), Slow Regeneration, Shapeshift to Bat. Some vampires know Arcane Magic.

Notes: Bite damage that penetrates armour affects the victim's Life Points, and gives the drained LP to the vampire. This is the only way the creature can regain LP. However, as Undead, the Vampire does not lose LP for fatigue or wounds, only for using its powers and spells.

VAMPIRE POWERS

Most vampires, having being not alive for centuries, have much higher skills. Add +10 to +50 to all skills if the vampire has not just been raised. Presenting the holy symbol of a benevolent deity allows a Concentration action to match an appropriate skill versus the Vampire Willpower. If successful, the vampire cannot attack that character for that round. On an advantage roll, the vampire also loses 1d6 Life Points.

A vampire does not regenerate LP, so its Life level must be determined according to the events that come before any confrontation. If you are using Basic Combat, the vampire still has a huge advantage due to his or her high CON. However, it may suffer from a Bloodthirsty consequence due to having not fed for some days.

In Adventure time, a vampire heals from Major or Lethal wounds at a rate of 1 point per location per turn. A vampire cannot regenerate damage in sunlight, or damage taken when exposed to the rays of the sun. If an unconscious vampire is staked while regenerating, it is destroyed. If the vampire takes wounds that could render him unconscious, he will shapeshift to a bat with a single Concentration action and flee to regenerate. It is impossible to hit the vampire while he is in bat shape with any physical attack; the creature is too small and nimble.



WEREWOLF

Human by day, and when the rage takes them, or under a full moon, they transform into a giant savage wolf. The very embodiment of nature or the bane of mankind, depending on your viewpoint.

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	17	5d6	Size Class	M	1	R Leg	-/-	-/-	6
CON	10	3d6	Might	+1	2	L Leg	-/-	-/-	6
DEX	14	4d6	Strike Rank	14	3, 7, 8	Torso	-/-	-/-	7
INT	10	3d6	Encumbrance	-	4	R Arm	-/-	-/-	5
WIL	10	3d6	Life Points	20	5	L Arm	-/-	-/-	5
CHA	10	3d6	Move	6	6	Head	-/-	-/-	6

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Claw	12	3/-	1d4+7d2	—	slash (advantage)
Bite	12	8/-	2d4+7d2	—	slash (effect)

Skills: Agility [Dodge] 54%, Close Combat [Bite, Claw] 61%, Perception [Smell, Track] 50%.

Powers: Immunity to [non-magical, non-silver weapons]; Shapechange to [Wolf, Werewolf].

Notes: The characteristics provided are for the werewolf in humanoid wolf form. When in human form, the creature has normal statistics. Some specimens can turn into creatures indistinguishable from normal wolves apart from the invulnerability. Use the body shape and size of the normal wolf in this case (Size Class S, -1 Might, -2 Toughness, no claws).

WRAITH

A wraith is the Undead psychic remains of a mortal being who died violently, or suffered extreme anger in death. It seeks vengeance and hates all life. Although disembodied in its natural form, a Wraith must resort to physical damage to vanquish an opponent, and is vulnerable to magic weapons when it manifests. If the entity is destroyed in Combat, it will not return to the mundane plane for several days or week. Eventually its anger against life will bring it back to the place where it died.

Characteristic			Attribute	
STR	(14)	—	Size Class	(M)
CON	(14)	—	Might	(+1)
DEX	(14)	—	Strike Rank	(14)
INT	10	3d6	Toughness	(8)
WIL	14	4d6	Life Points	14
CHA	10	3d6	Move	6

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Claw	16	3/-	1d6+1d2	—	Ignores Parries and non-magic armour

Skills: Close Combat [Dodge, Claw] 58%, Concentration [Willpower, Arcane Spells and Traits] 54%, Perception [Sense Life] 54%.

Powers: Dark Vision, Incorporeal, Second Sight. Many know evil Arcane magic.

WURM

A wurm is a limbless, wingless dragonkin that inhabits swamps, and preys on Medium and large sized creatures. The creature can have a variable set of additional powers, usually activated by its breath.

Characteristic			Attribute		d3/d4	Location	AP/Cov	AP/Cov	Toughness
STR	14	4d6	Size Class	XXXL	1	Tail	4/0+	8/2+	12
CON	14	4d6	Might	+9	2,4	Body	4/0+	8/2+	16
DEX	10	3d6	Strike Rank	12	3	Head	4/0+	8/2+	14
INT	6	—	Encumbrance	—					
WIL	10	3d6	Life Points	24					
CHA	—	2d6	Move	7					

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Bite	12	3/-	1d6+9d2	—	slash (advantage), poison (if granted as power)
Coils	12	8/-	9d2	—	entangle (effect), stun (auto)

Skills: Close Combat [Bite, Coils] 54%, Perception [Vision] 46%, Ranged Combat [Projection] 50%, Survival [Swamp] 50%.

Armour: Skin 4/0+, Scales 8/2+.

Powers: Choose one or more of the following: Poison (Might equal to CON, death), Project [Acid or Lightning] (Might 4, Range equal to CON (C), cost 4 Life Points).

Notes: Due to its body shape, Medium opponents suffer only a -4 to their SR when facing a Wurm, but get a Bonus to hit it.

WYVERN

This slender green reptile is a sample of dragonkin, with no forelegs and animal intelligence. Small when compared to actual dragons, of course, as it is as big as a horse.

Characteristic			Attribute		d8/d10	Location	AP/Cov	AP/Cov	Toughness
STR	14	4d6	Size Class	XXL	1	R Leg	-/-	6/0+	12
CON	14	4d6	Might	+7	2	L Leg	-/-	6/0+	12
DEX	14	4d6	Strike Rank	14	3,4	Body	3/0+	6/2+	14
INT	7	—	Encumbrance	—	5	Tail	3/0+	6/2+	10
WIL	10	3d6	Life Points	24	6,9	R Wing	-/-	6/0+	10
CHA	7	2d6	Move	9	7,10	L Wing	-/-	6/0+	10
			Move (flying)	14	8	Head	3/0+	6/2+	12

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Sting	22	8/4	1d8+7d2	4	impale (effect), poison
Bite	14	3/-	1d6+7d2	—	slash (effect)

Skills: Agility [Fly] 58%, Close Combat [Bite, Sting] 58%, Perception [Acute Vision] 47%.

Armour: Scales 6/1+, Skin 3/0+.

Powers: Flight, Poison (Might equal to CON, Effect: death).

Notes: Medium opponents suffer a -6 to their SR when facing a Wyvern. Any Sting that does damage injects poison.

PULP CREATURES

These creatures are inspired by the public domain works of late Victorian and pulp-era writers (Wells, Lovecraft, Burroughs and Howard). They are suitable for both Fantasy and Science Fiction settings, and with a little conversion, they can be used as templates for more detailed races.

DEEP ONE

This gilled horror dwells in cities at the bottom of the ocean, visiting the surface to perform unspeakable deeds , include cross-breeding with humans. Although corrupted by their worship of Cthulhu and other malevolent entities, the Deep Ones are a civilised race and can use technology as developed as those of modern humanity.

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	14	4d6	Size Class	M	1	R Leg	-/-	1/1+	6
CON	10	3d6	Might	+1	2	L Leg	-/-	1/1+	6
DEX	10	3d6	Strike Rank	12	3, 7, 8	Torso	-/-	1/1+	7
INT	10	3d6	Encumbrance	3	4	R Arm	-/-	1/1+	5
WIL	10	3d6	Life Points	20	5	L Arm	-/-	1/1+	5
CHA	7	2d6	Move	5	6	Head	-/-	1/1+	6

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Trident	19	7/4	1d6+2d2	4	impale (effect)
Claw	12	3/2	1d2+1d2	—	slash (advantage)

Skills:	Agility [Swim] 50%, Close Combat [Claw, Trident] 54%, Perception [Night Vision] 50%.
Armour:	Scaly skin 1/1+, any artificial armour.
Powers:	Water breath. The creature can survive on the surface, too. Some specimens will know Cantrips from evil cults.
Notes:	Tridents are the most common weapons, but they can wield any.

GHOUL

The ghoul is an Undead creature inspired by Arabic mythology. In pulp literature, ghouls dig tunnels beneath cemeteries or other burial sites to feed on human corpses. Their claws, which they use to dig into fresh graves, can become deadly weapons if the creature is disturbed during its grisly meals.

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	10	3d6	Size Class	M	1	R Leg	-/-	-/-	5
CON	10	3d6	Might	—	2	L Leg	-/-	-/-	5
DEX	10	3d6	Strike Rank	10	3, 7, 8	Torso	-/-	-/-	6
INT	10	3d6	Encumbrance	—	4	R Arm	-/-	-/-	4
WIL	10	3d6	Life Points	20	5	L Arm	-/-	-/-	4
CHA	3	1d6	Move	5	6	Head	-/-	-/-	5

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Claw	12	3/-	1d6	—	slash (advantage)
Bite	10	5/-	1d6	—	slash (effect), poison (optional)

Skills:	Close Combat [Bite, Claw] 50%, Perception [Dark Vision, Smell Corpse] 50%.
Powers:	Undead. In some settings their bite injects Poison (Might equal to CON, Instant Paralysis).
Notes:	Usually avoids Parrying. Does not suffer from Life Point loss because of fatigue. However, not being able to feed for several nights, ghouls gain Consequences that translate into a Life Point Penalty when they enter Advanced Combat. Feeding on a corpse restores the creature's Life Points to their normal value. Those few ghouls who practice magic may find that this is a severe limitation.

GREAT RACE

The Great Race of Yith inhabited Earth millions of years before man. By swapping their consciousness with a human, they are able to move forward in time, for educational or safety purposes. This process resembles a demonic possession and bestows the creature's superior INT and WIL into the human body and appearance.

Characteristic			Attribute	
STR	—	—	Size Class	as host
CON	—	—	Might	as host
DEX	—	—	Strike Rank	as host
INT	17	5d6	Encumbrance	—
WIL	17	5d6	Life Points	17+
CHA	7	2d6	Move	as host

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
As host	—	—	—	—	—

Skills: Concentration [Willpower, various Psionics] 64%, Knowledge [Weird Science] 64%, Operate [various devices] 64%.

Powers: Incorporeal; while they need a physical body to inhabit, they can project their consciousness through time and space, escaping destruction. A typical member will have psychihc powers from at least one family, usually Telepathy with Dominate as a favoured additional power, and know how to craft scientific gadgets beyond human understanding.

Notes: The Great Race can inhabit the body of any sentient or semi-sentient creature, preferring those with functional manipulating appendages. Simply add their mental attributes and skills to the hosts' physical ones.

GREEN MARTIAN

These fierce barbarian warriors wander on the plains of Mars, inhabiting cities built by greater civilizations in the past. Their additional limbs can be used for basic manipulation, but not for wielding weapons in Combat, as their "hands" lack the precision of their upper limbs. However, they can use their extra limbs as legs in order to improve their balance when pushed. Like all Martians, they have limited telepathic powers, but never develop them into anything usable for more than commanding their mounts.

Characteristic			Attribute		d8/d10	Location	AP/Cov	AP/Cov	Toughness
STR	10	3d6	Size Class	L	1	R Leg	-/-	1/0+	7
CON	10	3d6	Might	+2	2	L Leg	-/-	1/0+	7
DEX	10	3d6	Strike Rank	10	3,9,10	Torso	-/-	1/0+	8
INT	10	3d6	Encumbrance	—	4	R Limb	-/-	1/0+	6
WIL	10	3d6	Life Points	20	5	L Limb	-/-	1/0+	6
CHA	7	2d6	Move	6	6	R Arm	-/-	1/0+	6
					7	L Arm	-/-	1/0+	6
					8	Head	-/-	1/0+	7

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Sabre	17	7/4	1d8+2d2	4	slash (auto), impale (advantage)
Fist	10	3/2	1d2+2d2	2	—
Radium Pistol	30	5*/-	2d8	80 (S)	impale (effect), energy damage

Skills: Agility [Dodge] 50%, Close Combat [Sword] 50%, Perception [Hearing, Vision] 50%, Ranged Combat [Radium Pistol] 50%, Ride [Thoat] 50%, Stealth [Hide, Sneak] 50%, Survival [Desert] 50%.

Armour: Tough skin 1/0+, may wear any armour.

Notes: Automatic Bonus against any attempt to knock them down. A Medium-sized opponent is -2 Strike Rank when fighting a Green Martian.

MI-GO

These entities from outer space have a secret base on the planet Pluto, from where they fly to Earth to exploit its resources and conduct experiments on humans. Although they worship entities that humanity would consider evil, they are amoral and gain no pleasure from torturing living beings. Which does not imply that they would not do so for scientific reasons.

Characteristic			Attribute		d8/d10	Location	AP/Cov	AP/Cov	Toughness
STR	10	3d6	Size Class	M	1	R Leg	-/-	-/-	6
CON	14	4d6	Might	—	2	L Leg	-/-	-/-	6
DEX	10	3d6	Strike Rank	10	3, 7, 8	Body	-/-	-/-	7
INT	17	5d6	Encumbrance	—	4	R Wing	-/-	-/-	5
WIL	14	4d6	Life Points	28	5	L Wing	-/-	-/-	5
CHA	3	1d6	Move	4	6	R Claw	-/-	-/-	5
			Move (flying)		9,10	L Claw	-/-	-/-	5

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Claw	10	3/2	1d8+2d2	1	slash (advantage)
Beam weapon	30	5*/-	varies	50 (S)	impale (effect), energy damage

Skills: Agility [Fly, Take Cover] 54%, Close Combat [Claw] 50%, Concentration [Willpower, Telepathy, any Cantrip or Psychic power] 61%, Knowledge [various sciences, Healing] 74%, Operate [various technology, Surgery] 57%, Perception [Vision] 47%, Ranged Combat [Beam weapons] 50%, Survival [Space] 61%.

Armour: None. May wear different types of energy-absorbing devices.

Powers: Flight, Immunity to Slash/Impale. Uses any kind of advanced scientific gadgets, and can know Cantrips.

MORLOCKS

These creatures are the descendants of the "working class" of humanity in the far future. Generations of life as servants of their machinery have turned them into underground beings who fear light and lack the basic Vision Trait. They know how to operate and maintain their technologically advanced machinery, but not how to create new devices. Although never verified, the Time Traveller who discovered the Morlocks in the future suspected that they are cannibals.

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	10	3d6	Size Class	M	1	R Leg	-/-	-/-	5
CON	10	3d6	Might	—	2	L Leg	-/-	-/-	5
DEX	10	3d6	Strike Rank	10	3, 7, 8	Torso	-/-	-/-	6
INT	10	3d6	Encumbrance	—	4	R Arm	-/-	-/-	4
WIL	10	3d6	Life Points	20	5	L Arm	-/-	-/-	4
CHA	7	2d6	Move	5	6	Head	-/-	-/-	5

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Club	13	6/3	1d2+2d2	2	—
Fist/Grapple	10	3/-	1d2	—	—

Skills: Close Combat [Fist, Club] 50%, Operate [any machinery] 50%, Perception [Acute Hearing, Dark Vision] 50%, Survival [Underground] 50%.

Armour: Dark Vision. If equipped with technological gadgets, they usually know how to use them.

Notes: Usually unarmed, they tend to grapple rather than strike. They can see, but their eyes are so sensitive that they lack the basic Vision Trait and have Dark Vision instead. Use the Morlock stats as template for any race of underlings used as workforce by a technologically advanced culture.

NIGHT-GAUNT

Although demonic in aspect, the Night-gaunt is not the most malevolent among the Servitors of the Outer Gods. This entity is used as a messenger, or to run some errand that requires speed and strength. The creature will simply carry it out, without showing any cruelty. Or mercy, for what it is worth.

Characteristic			Attribute		d10/d12	Location	AP/Cov	AP/Cov	Toughness
STR	14	4d6	Size Class	L	1	Tail	-/-	1/0+	7
CON	10	3d6	Might	+3	2	R Leg	-/-	1/0+	8
DEX	14	4d6	Strike Rank	14	3	L Leg	-/-	1/0+	8
INT	10	3d6	Encumbrance	—	4,10	Torso	-/-	1/0+	9
WIL	14	4d6	Life Points	24	5,11	R Wing	-/-	1/0+	7
CHA	3	1d6	Move	6	6,12	R Wing	-/-	1/0+	7
			Move (flying)	12	7	R Arm	-/-	1/0+	7
					8	L Arm	-/-	1/0+	7
					9	Head	-/-	1/0+	8

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Tail	18	4/-	1d4+3d2	—	slash (advantage)
Claw	16	3/2	1d6+3d2	2	slash (effect)

Skills: Agility [Dodge, Fly] 54%, Close Combat [Claw, Tail] 58%, Concentration [Willpower] 54%, Perception [Night Vision] 54%.

Armour: Tough skin 1/0+.

Powers: Flight, Night Vision.

Notes: Medium-sized opponents are -2 SR when in melee with a night-gaunt. The creature is strong enough to snatch a human-sized target and carry it away in flight. When flying, the night-gaunt can use the tail as its Opening Move, giving it a range and speed advantage.

REPTILIAN

Reptilians inhabited Earth long before history began, and built a lost civilization based on principles unfathomable for the human mind. While usually encountered in the form of ancient artefacts and archaeological findings, there are rumours of some of these beings surviving through the aeons, and still dwelling in lost cities or underground complexes. No one can tell what sort of powers these ancient creatures can wield.

Characteristic			Attribute		d8/d10	Location	AP/Cov	AP/Cov	Toughness
STR	10	3d6	Size Class	M	1	Tail	-/-	1/2+	5
CON	10	3d6	Might	—	2	RH Leg	-/-	1/0+	5
DEX	10	3d6	Strike Rank	10	3	LH Leg	-/-	1/0+	5
INT	14	4d6	Encumbrance	—	4,9,10	Torso	-/-	1/2+	6
WIL	10	3d6	Life Points	20	5	RF Leg	-/-	1/0+	4
CHA	7	2d6	Move	5	6	RF Leg	-/-	1/0+	4
					7,8	Head	-/-	1/2+	5

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Spear	18	8/4	1d6+1d2	3	impale (effect)
Bite	10	5/-	1d6	—	slash (advantage)

Skills: Agility [Dodge] 50%, Close Combat [Bite, Spear] 50%, Concentration [Willpower, any suitable magic] 54%, Knowledge [Forbidden Lore, Lost Science] 58%, Operate [any device] 54%.

Armour: Scales 1/1+. Can wear any armour or protective device.

Powers: Reptilian science is so advanced that it looks like magic to men. Use Weird Science, Arcane Magic or Cantrips to represent a reptilian's supernatural abilities, according to your campaign setting and tone.

Notes: A reptilian can wield any kind of weapon, including technological beam guns, but they have retained a taste for Close Combat weapons from their glorious past. The specimen described here uses a ceremonial spear which is a typical weapon for a reptilian guarding a place where humans are not welcome. Although it provides no extra free action, the creature's Bite is an effective attack, too.

TENTACLED MARTIAN

These creatures inhabit Mars, where they have built an amoral yet technologically advanced civilisation that poses a threat to all neighbouring races. The statistics given here are for the creature as encountered in one of its dwellings, but when in the field it is almost always encased in an invincible tripod-shaped fighting machine.

Characteristic			Attribute		d4	Location	AP/Cov	AP/Cov	Toughness
STR	7	2d6	Size Class	L	1	R tentacles	-/-	-/-	8
CON	14	4d6	Might	+1	2	L tentacles	-/-	-/-	8
DEX	7	2d6	Strike Rank	7	3,4	Head	-/-	-/-	9
INT	21	6d6	Encumbrance	—					
WIL	17	5d6	Life Points	31					
CHA	7	2d6	Move	2					

Weapon	SR	SR to Att/Def	Damage	Parry/Range	Special
Heat Ray	27	3*/-	3d10	500 (L)	impale (effect), energy damage

Skills: Concentration [various psionics, Willpower] 68%, Knowledge [various Science branches] 72%, Operate [Tripod Tentacles] 58%, Pilot [Tripod] 58%, Ranged Combat [Heat Ray] 44%.

Armour: None, but can wear elaborate gadgets that bestow armour-like powers.

Powers: Can have a wide array of Psi powers, and wield complex and powerful Science gadgets.

Notes: Medium opponents suffer a -2 to their SR when facing a tentacled martian in Close Combat.



WHITE APE

This creature is midway between the Martian human and the Green Martian. The apes' additional limbs are more functional than the green Martians', providing them with an automatic Dual Wield Stunt even when unarmed. They usually wield crude clubs to kill their enemies.

Characteristic			Attribute		d8/d10	Location	AP/Cov	AP/Cov	Toughness
STR	14	4d6	Size Class	L	1	R Leg	-/-	1/0+	8
CON	10	3d6	Might	+3	2	L Leg	-/-	1/0+	8
DEX	10	3d6	Strike Rank	12	3,9,10	Torso	-/-	1/0+	9
INT	6	—	Encumbrance	—	4	R Limb	-/-	1/0+	7
WIL	10	3d6	Life Points	24	5	L Limb	-/-	1/0+	7
CHA	—	—	Move	6	6	R Arm	-/-	1/0+	7
					7	L Arm	-/-	1/0+	7
					8	Head	-/-	1/0+	8

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Club	19	10/5	1d6+5d2	4	—
Fist	12	3/2	1d2+3d2	2	—
Bite	12	5/-	1d4+3d2	–	slash (effect)

Skills: Agility [Dodge] 50%, Close Combat [Club, Brawl, Dual Wield] 54%, Perception [Hearing, Vision] 46%.

Armour: Tough skin and fur 1/0+.

Notes: The Dual Wield Stunt provides a Free Attack or Parry with a fist per round if no limb is disabled. A Medium-sized opponent is -2 Strike Rank when fighting a White Ape.

ZOMBIE

The restless dead, rotting corpses animated by dark magic that shamble the world, serving their masters or wandering lost, randomly attacking the living.

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	14	4d6	Size Class	M	1	R Leg	-/-	-/-	6
CON	—	—	Might	+1	2	L Leg	-/-	-/-	6
DEX	3	1d6	Strike Rank	9	3, 7, 8	Torso	-/-	-/-	7
INT	3	1d6	Encumbrance	—	4	R Arm	-/-	-/-	5
WIL	3	1d6	Life Points	–	5	L Arm	-/-	-/-	5
CHA	3	1d6	Move	4	6	Head	-/-	-/-	6

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Club	12	6/3	1d4+3d2	3	
Bite	9	3/2	1d3+1d2	—	slash (advantage)

Skills: Close Combat [Bite, Club] 47%, Perception [Sense Living Being] 36%.

Powers: Immunity to Pain, Undead.

Notes: Usually avoids Parrying. Zombies are tough to take down, as they are totally Immune to Pain and incapacitation. You must hack them apart to stop them. In order to limit their lethality, you may want to make them Skeletal.

SPACE OPERA CREATURES

The imaginary galaxy of your Space Opera game will contain many more races, but it would be impossible to provide examples of any possible race you might encounter in a science fiction saga. In order to create more aliens, you may take the creatures in the pulp section as templates for the physical appearance of other alien races, but for their culture and technology you will have to resort to your imagination.

EPHESTAN

These creatures are members of a race older than humanity, who are not necessarily hostile to Earthlings but tend to look down to all other life forms as inferior or in need or guidance. Depending on how you view their morality in your game, they may either wish to help humanity, or have no hesitation in performing gruesome experiments on human beings. The statistics given here are for a physically weak race resembling grey aliens, but you can make Ephestans more humanoid, physically capable and able to defend themselves in Close Combat with Martial Arts.

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	7	2d6	Size Class	M	1	R Leg	-/-	-/-	3
CON	7	2d6	Might	-1	2	L Leg	-/-	-/-	3
DEX	10	3d6	Strike Rank	9	3,7,8	Torso	-/-	-/-	4
INT	14	4d6	Encumbrance	—	4	R Arm	-/-	-/-	2
WIL	14	4d6	Life Points	21	5	L Arm	-/-	-/-	2
CHA	10	3d6	Move	5	6	Head	-/-	-/-	3

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Laser gun	30	5*/-	2d8	50 (S)	impale (effect)

Skills: Agility [Take Cover] 47%, Communication [Ephestan] 54%, Concentration [any suitable Psi power] 58%, Knowledge [Ephestan. Literacy] 58%, Operate [any electronics] 54%, Ranged Combat [Beam weapon] 50%.

Armour: Can wear any armour or protective device, usually preferring force fields.

Powers: Psychic powers or paranormal senses.

Notes: Will probably use robots or servant creatures in Combat.

INVERTEBRATE

This creature is a member of the race called The Hive in the Character Creation chapter. Use its statistics for any other intelligent arthropod-like creature. These creatures have developed a form of communal intelligence that makes them disregard the individual in favour of the group, and so they rarely bother to defend themselves or to wear any protective device, counting on numbers to overcome the enemy and ignoring casualties. In your campaign, they might have other strengths or weaknesses related to their need to remain in close proximity of other members of their race. Larger individuals devoted to leadership or reproduction may also exist, with common members of the race willing to do anything to protect them.

Characteristic			Attribute		d8/d10	Location	AP/Cov	AP/Cov	Toughness
STR	18	4d6+4	Size Class	M	1	RH Leg	-/-	3/1+	4
CON	10	3d6	Might	+2	2	LH Leg	-/-	3/1+	4
DEX	10	3d6	Strike Rank	14	3	RF Leg	-/-	3/1+	4
INT	10	3d6	Encumbrance	—	4	LF Leg	-/-	3/1+	4
WIL	10	3d6	Life Points	20	5,9,10	Body	-/-	3/1+	5
CHA	10	3d6	Move	7	6	R Arm	-/-	3/1+	3
					7	L Arm	-/-	3/1+	3
					8	Head	-/-	3/1+	4

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Bite	14	5/-	1d6+2d2	—	slash (advantage)
Laser gun	30	5*/-	2d8	50 (S)	impale (effect)

Skills: Agility [Climb] 50%, Communication [Telepathic Bond] 50%, Close Combat [Bite] 58%, Concentration [any suitable Psi power] 50%, Knowledge [Hive] 50%, Operate [any device] 50%. Perception [Sense Pheromones] 50%, Ranged Combat [any beam weapon] 50%, Survival [Jungle or Desert] 50%.

Armour:	Chitin 3/1+
Powers:	Skeletal, racial Psi powers
Notes:	Their structure makes them less sensitive than vertebrates to edged weapons, and to beams that can pierce their exoskeleton.

OVERLORD

These statistics represents a race of high technological beings capable of faster than light space travel and space colonization, but still bound to the brutal heritage of their tribal ancestors. They are loyal to the race and to their appointed rulers, but highly individualistic and prone to internecine struggles for power. They may be ruled either by a central government in the form of a feudal empire, or by a loose alliance of houses governing individual star systems.

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	14	4d6	Size Class	M	1	R Leg	-/-	-/-	7
CON	14	4d6	Might	+1	2	L Leg	-/-	-/-	7
DEX	10	3d6	Strike Rank	14	3,7,8	Torso	-/-	-/-	8
INT	10	3d6	Encumbrance	—	4	R Arm	-/-	-/-	6
WIL	10	3d6	Life Points	20	5	L Arm	-/-	-/-	6
CHA	10	3d6	Move	5	6	Head	-/-	-/-	7

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Ritual blade	21	8/4	1d8+1d2	3	slash (auto)
Fist	14	3/2	1d2+1d2	—	
Laser Rifle	30	3*/-	3d8	500 (L)	impale (effect), burst 3+, energy damage

Skills:	Agility [Take Cover] 54%, Close Combat [traditional weapon, Brawl] 54%, Communication [Overlord] 50%, Knowledge [Overlord, Literacy] 58%, Operate [any device] 50%, Ranged Combat [any beam weapon] 50%.
Armour:	Can wear any armour or protective device, but sometimes regards it as a sign of weakness.
Powers:	Usually none except scientific gadgets.
Notes:	An Overlord warrior is master of beam weapons, but honour makes him prefer hand to hand Combat.

YOR NATIVE

These creatures have developed no technology of their own, but their great physical advantages and adaptability to hostile environments have permitted them to spread throughout the galaxy as crew or labour on board the ships of other races. When it comes to unaided planetary survival, no one is superior to them, and if properly trained, they learn how to use technology as quickly as the most advanced races.

Characteristic			Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	17	5d6	Size Class	M	1	R Leg	-/-	2/0+	7
CON	14	4d6	Might	+2	2	L Leg	-/-	2/0+	7
DEX	14	4d6	Strike Rank	16	3,7,8	Torso	-/-	2/0+	8
INT	10	3d6	Encumbrance	—	4	R Arm	-/-	2/0+	6
WIL	10	3d6	Life Points	24	5	L Arm	-/-	2/0+	6
CHA	10	3d6	Move	5	6	Head	-/-	2/0+	7

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Bow	34	5*/-	1d6+3d2	200 (M)	impale (effect)
Fist	16	3/2	1d2+2d2	—	

Skills:	Agility [Brawn, Dodge] 58%, Close Combat [Brawl] 62%, Communication [Yor] 50%, Knowledge [Yor Spiritism, Literacy] 50%, Ranged Attack [Bow] 58%, Survival [Forest or other environment] 54%.
Armour:	Natural fur 2/0+, can wear any armour or protective device.
Powers:	Night Vision or other keen, almost supernatural senses.



THE QUEST FOR EL DORADO

INCEPTION

In the year of the Lord 1551, after the expeditions in search of El Dorado brought no result, Captain Hernan de Mendoza followed a different trail and braved the jungles of the Amazons with a handful of valiant companions. This is the story of why no one ever learned of what they found in the upper course of the Orinoco River.

On the morning of June 7th, Mendoza sailed from the port of Trinidad, accompanied by his companions and a force of fifteen soldiers on four boats. The Captain knew that El Dorado lay on a plateau over a river, and that two frightful creatures, known as the Malozongo and the Karkaré, stood guard over its resting place. One month later, the expedition was reduced to only three boats and five escorting troopers, and the morning of July 10th saw them pursued upriver by a fleet of canoes full of Jujulibe natives.



Give a copy of this map to the players before the game begins.

PLAYER-CHARACTERS

Captain Hernan de Mendoza

Leader of the expedition

Characteristic		Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	9	Size Class	M	1	R Leg	-/-	2/1+	6
CON	13	Might	-	2	L Leg	-/-	2/1+	6
DEX	16	Strike Rank	13	3, 7, 8	Torso	2/0+	8/2+	7
INT	15	Encumbrance	9	4	R Arm	-/-	2/1+	5
WIL	11	Life Points	24	5	L Arm	-/-	2/1+	5
CHA	12	Move	5	6	Head	-/-	8/4+	6

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Sword	21	8/4	1d8	2	slash (effect), impale (effect)
Dagger	16	3/2	1d3	1	impale (effect)
Pistol	36	5*/-	1d6+2d2	50 (S)	impale (effect), reload 2 Rounds

Skills: Agility [Dodge] 59%, Close Combat [Dagger, Sword, Sword Finesse: Thrusting] 81%, Communication [Command, Language: Spanish, Noble Status, Persuasion] 67%, Knowledge [Geography, Literacy: Spanish, Religion] 65%, Perception [Acute Vision] 56%, Ranged Combat [Pistol] 62%, Ride [Horse] 57%.

Armour: Quilted padding (2/1+), Cuirass and Morion Helm (8/6+), heavy.

Equipment: Sword, Dagger, Pistol, Ammunition & Powder, Telescope, Maps, Waterskin.

Motivations: Found my own kingdom 60%, Prove my intellectual superiority 50%.

Angelica de Alvarado

Captain Mendoza's fiancée

Characteristic		Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	7	Size Class	M	1	R Leg	-/-	1/1+	5
CON	15	Might	-1	2	L Leg	-/-	1/1+	5
DEX	16	Strike Rank	12	3, 7, 8	Torso	-/-	1/1+	6
INT	17	Encumbrance	1	4	R Arm	-/-	1/1+	4
WIL	14	Life Points	29	5	L Arm	-/-	1/1+	4
CHA	13	Move	5	6	Head	-/-	1/1+	5

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Pistol	36	5*/-	1d6+2d2	50 (S)	impale (effect), reload 2 rounds
Dagger	15	3/2	1d3-1d2	-	impale (effect)

Skills: Agility [Dodge] 71%, Close Combat [Dagger] 53%, Communication [Insight, Language: Spanish/ Native, Noble Status, Persuasion] 70%, Concentration [Willpower] 71%, Craft [Cartography, First Aid] 63%, Knowledge [Anthropology, Natural History, Occultism, Religion, Literacy: Spanish] 74%, Ranged Combat [Pistol] 68%.

Armour: Cloak (1/1+).

Powers: Dagger, Bandages, Pistol, Ammunition & Powder, Notes on local people and fauna.

Notes: Show Mendoza that he needs my help 60%, Make scientific or occult discoveries 50%.

ARCANE ANGELICA?
The suggested version of Angelica is a naturalist and somehow a support character. You can give her a more active role if you wish by making her secretly an occultist with arcane powers. This might be particularly useful if the priest is not in the game. Remove Anthropology, Cartography, Natural History and Religion and give her Might, Heal, Second Sight and Shimmer (or any other Arcane Spells which do not require Range), with a Channelling value of 5. Her Focus of Might 5 is in a big ring with a skull.

Don Alfonso de Ibiza

Pious missionary

Characteristic		Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	9	Size Class	M	1	R Leg	-/-	1/1+	6
CON	12	Might	-	2	L Leg	-/-	1/1+	6
DEX	9	Strike Rank	9	3, 7, 8	Torso	-/-	1/1+	7
INT	15	Encumbrance	1	4	R Arm	-/-	1/1+	5
WIL	17	Life Points	29	5	L Arm	-/-	1/1+	5
CHA	14	Move	5	6	Head	-/-	1/1+	6

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Staff	17	8/3	1d4+2d2	3	
Fist	9	3/2	1d2	1	

Skills: Athletics [Dodge] 48%, Close Combat [Brawl, Staff] 48%, Communication [Language: Spanish, Commoner Status, Oratory] 74%, Concentration [Willpower] 67%, Craft [First Aid] 54%, Knowledge [Healing, Religion] 85%.

Armour: Robe and hood (1/1+), encumbrance 1.

Equipment: Bandages, Holy Items, Staff, Waterskin.

Powers: (Holiness 9, Allegiance 60%): Dismiss Magic x2, Heal Wound x3, Invoke Protection, Invoke Shimmer, Smite with Demoralize, Soul Sight.

Motivations: Bring the Gospel to this land 60%, Cleanse the soul of the expedition members of sin 50%.

MANOEL OR MANUELA?
This character is eligible for a gender change. Historically, all local scouts were male, but we play for fun and not for history, so a scout named Manuela will do.

Manoel

Native scout

Characteristic		Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	15	Size Class	M	1	R Leg	-/-	2/1+	7
CON	17	Might	+1	2	L Leg	-/-	2/1+	7
DEX	12	Strike Rank	14	3, 7, 8	Torso	-/-	2/1+	8
INT	14	Encumbrance	2	4	R Arm	-/-	2/1+	6
WIL	12	Life Points	29	5	L Arm	-/-	2/1+	6
CHA	11	Move	5	6	Head	-/-	8/6+	7

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Axe	18	8/4	1d6+2d2	3	slash (effect)
Dagger	17	3/2	1d3+1d2	2	impale (effect)
Pistol	32	5*	1d6+2d2	50 (S)	impale (effect), reload 2 rounds

Skills: Agility [Dodge] 59%, Close Combat [Dagger, Axe] 57%, Communication [Language: Native/Spanish, Low Status] 55%, Craft [First Aid] 56%, Knowledge [Native Culture] 58%, Perception [Acute Hearing, Acute Vision, Tracking] 70%, Ranged Combat [Pistol] 54%, Stealth [Hide, Sneak] 66%, Survival [Jungle] 77%.

Armour: Quilted padding (2/1+), Helm (8/9+).

Equipment: Dagger, Axe, Pistol, Ammunition & Powder, Bandages.

Motivations: Find enough treasure to make me rich 60%, Help the Spaniards but limit the damage they do to the natives 50%.

Sergeant Ricardo Almeyda

Competent squad leader

Characteristic		Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	14	Size Class	M	1	R Leg	-/-	2/1+	6
CON	12	Might	+1	2	L Leg	-/-	2/1+	6
DEX	13	Strike Rank	14	3, 7, 8	Torso	2/0+	8/2+	7
INT	11	Encumbrance	9	4	R Arm	-/-	2/1+	5
WIL	12	Life Points	24	5	L Arm	-/-	2/1+	5
CHA	10	Move	5	6	Head	-/-	8/4+	6

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Sword	22	8/4	1d6+1d2	3	slash (auto), impale (advantage)
Dagger	17	3/2	1d3+1d2	2	
Arquebus	33	3*	1d6+4d2	400 (L)	impale (effect), reload 5 rounds
Fist	14	3/2	1d2+1d2	1	

Skills: Athletics [Dodge] 56%, Close Combat [Brawl, Dagger, Polearm, Sword] 81%, Communication [Command, Language: Spanish, Commoner Status] 51%, Craft [Weaponsmith] 54%, Knowledge [Religion] 52%, Perception [Acute Hearing] 53%, Ranged Combat [Arquebus] 71%, Ride [Horse] 55%, Stealth [Hide] 54%.

Armour: Quilted padding (2/1+), Cuirass and Morion helm (8/6+), heavy.

Equipment: Sword, Dagger, Arquebus, Ammunition & Powder, Waterskin.

Motivations: Conflicting loyalty between King and Captain 60%, Show the men who is in charge 50%.

Notes: Ricardo does not carry a polearm, but can use the weapon of a fallen pikeman in case of need.

Alberto, Bernardo, Carlos, Daniel, Esteban y Felipe

Loyal soldiers

Characteristic		Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	13	Size Class	M	1	R Leg	-/-	2/1+	6
CON	11	Might	+1	2	L Leg	-/-	2/1+	6
DEX	10	Strike Rank	12	3, 7, 8	Torso	2/0+	8/2+	7
INT	12	Encumbrance	9	4	R Arm	-/-	2/1+	5
WIL	10	Life Points	21	5	L Arm	-/-	2/1+	5
CHA	9	Move	5	6	Head	-/-	8/4+	6

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Sword	20	6/3	1d6+1d2	3	slash (auto), impale (advantage)
Dagger	15	3/2	1d3+1d2	2	impale (effect)
Arquebus	30	6	1d6+4d2	400 (L)	impale (effect), reload 5 rounds
Pike	28	8*/8	1d10+2d2	6	impale (effect), keep distance (auto)

Skills: Close Combat [Brawl, Dagger, Polearm, Sword] 53%, Communication [Language: Spanish, Commoner Status] 50%, Perception [Hearing; Vision] 52%, Ranged Combat [Arquebus] 50%.

Armour: Quilted padding (2/1+), Cuirass and Morion Helm (8/6+), heavy.

Equipment: Sword, Dagger, Arquebus or Pike (not both).

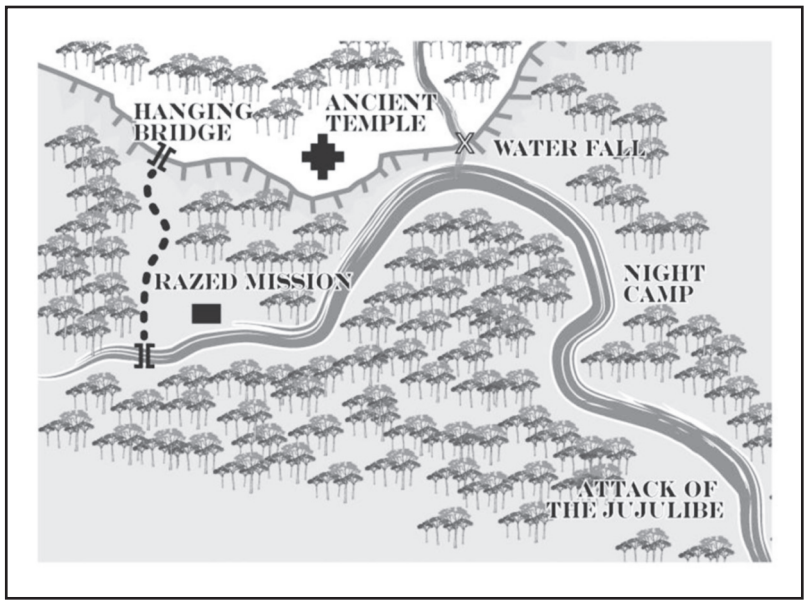
PARTY SETUP

SUPPORTING CAST

The party includes also one support soldier for each PC in the group. Half of them have firearms, the other half have pikes. The soldiers have plenty of ammunition, if they manage to keep the powder dry, but each firearm that rolls 99 or 00 malfunctions and must be left behind.

A soldier, if available, will always protect Angelica and Don Alfonso. You can have the player roll the dice for his or her character's protector in combat while a non-fighter main character is taking cover. Mendoza and Ricardo are not automatically protected, but they can employ their Command trait to have a soldier act on their behalf in combat. Manoel will be left on his own devices in case of danger, unless he manages to befriend a soldier and stay in touch with him.

As the adventure progresses, the supporting soldiers will start to die. Apart from losses in Advanced Combat, each Consequence in a generic Conflict may translate into a lost soldier. The soldier's equipment may or may not be recoverable, according to the Consequences.



The expedition to El Dorado includes Captain Mendoza, and the pre-generated characters the players wish to roleplay. The only necessary character is the Captain. The others are optional, although each of them can be useful at certain points of the scenario.

Apart from personal weapons and equipment, the party has ropes, torches, tools, and all other supplies they could conceivably have brought from the Isle of Trinidad. If it is plausible that it be there, they have it. However, if they must abandon their boats, they will have to abandon any oversize or overweight equipment they cannot or will not carry. Each party member has a backpack.

The party has a boat for each four members. Each boat contains two Player-Characters and two soldiers. At least two characters able to fight effectively must be in each boat, one of which might be rowing. The soldiers are wearing their armour, which may give them Consequences for fatigue in the first combat.

RIVER CHASE

The adventure starts with a group of Jujulibe natives in pursuit of the party upstream. You can represent this situation with an INT Conflict between Mendoza and the Jujulibe shaman. Follow the normal Conflict rules, with each party member doing actions to accumulate Support Bonuses and one PC per round who Rolls for Effect. Plausible Rolls for Effect may include Commanding the soldiers to row faster, or exploiting the superior range of their weapons to shoot at the pursuers according to the "one shot per round" rule for non-combat Conflicts. Remember that a 99 or 100 will render the weapon useless.

If the Jujulibe win a Quick Exit from this Conflict, they arrive at Close range to the boats, and start Advanced Combat with their blowguns. Only a complete victory will allow them to board the PCs' boats. it is up to the Narrator to decide if the shaman wishes to push the Conflict to this point, or whether poisoning an enemy or two with the blowguns is enough. If the Spanish get a Quick Exit, they have put a safe distance between them and their pursuers, although the latter are still following them. A complete victory will repel the threat of the Jujulibe for that day, but fighters may suffer a Consequence from fatigue and encumbrance.

If Advanced Combat begins, the adventurer party suffers disorganization (subtracted from Strike Rank) during the first round equal to the Consequences suffered in the initial Conflict. Muskets and pistols must still be readied. Spanish rifles can shoot once

per five rounds, so after the first shot they are almost useless against the blowguns, which have a recharge time of 5 SR. Pistols may be a better weapon against unarmoured foes at this range. There are two or three canoes of Jujulibe, each holding four natives, two of which row while the other two fire their blowguns. Once the party eliminates two Jujulibe from a canoe, the vessel retreats. If the shaman suffers a major wound, all Jujulibe retreat.

The biggest threat comes from poisoned blowgun darts. Use the rules for poisoning in Advanced Combat to determine if a poisoned character is disabled. The non-fighter characters can be of great use if someone is poisoned, as their healing skills can provide Support bonuses against the poison. The natives will try to poison two or three enemies and then retreat, waiting for an opportunity to catch the expedition on land while they are tending the wounded and disabled.

NIGHT CAMP

Whether or not the party has suffered any wounds from the encounter with the Jujulibe, they will have to make camp for the night. In this area of the Orinoco, a heavy jungle covers the banks, but they find a landing spot where they can negotiate the thick vegetation. Once landed, the party can tend anyone who is wounded or poisoned with a Healing Conflict (see Chapter 3). They are camping in a hostile place, so even guarding the camp will require a Conflict. The only big difference is whether the initial setup of the Conflict includes poison and wounds or just the hostile territory. Simply spending the night near the jungle is an opposition of 12 which rolls at 50%.

THE WATERFALL

The morning after, the party arrives at a waterfall, which coincides with the one marked on their map. The water comes down a steep cliff more than 100 metres high, which hides the plateau from which the water falls from the sight of the adventurers. Climbing up the cliff is almost impossible, even with proper equipment, and the map shows a pass that leads to the plateau some kilometres west of there. At that point, the party can either head for the old mission marked on the map, or try to enter the jungle from here. The waterfall provides a perfect place to hide the boats from the Jujulibe, although caution should suggest the party to check the mission before heading for the plateau.

If the party tries to head straight for the jungle, treat the trip as an exploration Conflict in a difficult terrain. The opposition has 16 Resolution and rolls at 80% this time, so the journey will be a dangerous one. Losing the Conflict means that the Jujulibe have located the party, or that two jaguars have ambushed the adventurers if they had completely vanquished the natives in the previous confrontations.

UNEXPECTED HELP

At this point, the expedition might find itself in serious trouble because of the jungle or its inhabitants. If things start to go badly, a loud bellow resonates in the jungle, accompanied by the crack of firearms and the sound of a galloping horse. A lone, mounted European man pops out of the thick vegetation and leads his stallion in a charge against the Jujulibe or the jaguars with an impressive display of horsemanship, including several jumps over fallen trunks or other obstacles. All this while a couple of natives in European clothing advance beside him, cutting the underbrush with expert hatchet blows and driving away any remaining opposition. The Jujulibe, who looked triumphant just some seconds before, disappear into the jungle not to be seen any more.

Once the battle ends, the rider introduces himself as Count Francisco Felipe de la Fuente y Almodovar, a Spanish nobleman in retirement. He looks like a man in his late fifties, but still energetic, able-bodied, and gifted with a jovial mood and a sharp humour. His butler Buliko, a native convert, accompanies him along with a couple of other native servants. The Count invites the party to his residence and accepts no excuse. He leads them to the old mission. The Count promises to help the party reach the plateau the next day, but insists that they be his guests for the night in order to rest and tend any wounds. Regardless of what the Player Characters did, at least one of the soldiers has suffered serious wounds because of the attack, so the party has no choice but accept.

If the party performs well in the trip through the jungle, this scene does not take place.

EXTRACTING INFORMATION FROM THE JUJULIBE.

The party might try to capture and interrogate a native, or manage to negotiate a truce with the Jujulibe with some exceptional diplomatic feats. This is only possible if Manoel or Angelica are in the group, and the native guide is probably the only one qualified to negotiate anything peacefully. The Jujulibe may provide important information about the true nature of the Count, if the players guess the meaning of the allusions they make to the creature they call the Karkaré. For instance, they might reveal that he is pale-skinned and delights in drinking blood. Manoel is not from that area of the Orinoco and knows very little about the local legends, but he will undoubtedly understand this information much better than the Spaniards. The natives may also reveal that the Malozongo sets ambush "after the bridge", although it is beyond their ability to let the Player Characters guess the nature of the creature.

NIGHT BATTLE

We recommend that the Narrator exploit the night Conflict to stage an attack against the party. If the Jujulibe are still after the expedition, they show up. Otherwise, have a jaguar or cayman attack a lone party member, PC or NPC, according to the actions described during the Conflict.

A Quick Exit is enough to have an enemy appear, surprising the party. If the Player-Characters decide to go for a Quick Exit, they will receive hints that there is someone or something nearby and can setup an ambush for their enemy.

To generate the statistics for caymans and jaguars, use the crocodile and lion templates on pages 217 and 218.

SEARCHING THE MISSION
Here are some hints that a Player-Character can find at the mission in case of a partial victory, or as Positive Consequences in case of a defeat:
• There are four tombs at the site, but no crosses on them.
• Most holy symbols show signs of purposeful defilement. No one tried to remove the marks of vandalism.
• There are strange writings in an unknown language on one wall. They use the Latin alphabet, and show clear hints of black magic.

HINTS ABOUT THE COUNT
Here are some hints that the Player-Characters might notice as they investigate the weirdness of the Count's Mansion:
• The house has no mirrors or other reflecting surfaces.
• There are no religious symbols in the house, and the Count's weapons do not bear any cross, which is rather unusual for the time.
• Almodovar remembers much about the court of Spain, much of it dating back to more than a century.

FIGHTING THE VAMPIRE
Here are some tactics that the party might use to overcome Almodovar's threat:
• Barricade themselves in one room and wait until dawn. Not very heroic, but effective. Of course, the Count and his minions will enter the room eventually. Use the monkey familiar entering the room from a chimney and shooting at the party to create a memorable surprise.
• Find the Vampire's coffin and destroy it. The coffin is in the basement, to which there is no access. The adventurers must dig their way into it. It is a Conflict, and the Vampire might show up when the adventurers are close to their goal, although this gives him negative Consequences that influence the ensuing combat.
• Recover holy items from the mission. A silver cross is buried there, and can be found with a total victory in an investigation Conflict. This is very effective against the Vampire. It grants a Bonus to any roll to keep the Vampire at bay, thus increasing the chance of depriving it of Life Points.
• Flee during the day. Of course, unless you handle the escape as a Conflict, this will not prevent the Count from pursuing the party and showing up at the least convenient moment.

Proceed directly to "The Bridge" below. In this case, an overwhelming force of Jujulibe will attack the adventurers on their way back from the El Dorado, and the scene will take place in an even more dramatic context.

THE BURNT MISSION

Whether they decide voluntarily to head for the mission, or Count Almodovar rescues them on their trip to the plateau or back, the party will reach the old mission. If the party arrives via the river, they see its ruins, and a European style residence a few hundred metres from it. Upon arriving at the location, Count Almodovar meets them and greets them warmly.

The Player-Characters are treated with European customs. Count Almodaovar tells the adventurers that, having grown sick of war and conflict in Europe and the colonies, he retreated to this far away land to enjoy solitude and contact with an uncontaminated nature. Unfortunately, he arrived too late to prevent the Jujulibe from slaughtering of the missionaries. All he could do was to build his humble residence there to honour their memories.

That night the Count holds a feast in the guests' honour and provides them with a comfortable accommodation in his house.

Examining the burned mission can reveal a lot about the true nature of the Player-Characters' host. This translates to a Conflict between the INT of the investigator and an opposition of 10, with 50% Challenge Rating. Any Consequences mean that either Jocko, the Count's monkey familiar, or Buliko realize that the mission was searched, and the truth about its destruction discovered The investigator might find himself in trouble if he or she is alone. A Quick Exit may avoid or mitigate the Consequences, and might be a better option than terminating the search.

At sunset, any wounded or poisoned soldier dies despite the Count's servants tending them. If the body is examined, a successful investigation finds tiny marks on his neck, and a complete victory reveals the body has been totally drained of blood, yet no blood is present on the sheets. Which brings us to the big revelation.

THE KARKARE

Count Almodovar is the monster who gave rise to the local legends about the Karkaré. He is a very old Vampire who found it more appropriate to hide far away from civilization and exploit the fear of the native population, who appeases him with sacrificial victims. He destroyed the mission and mesmerised some of the natives to turn them into servants. He will try to keep the party at his residence as long as possible, and feed on them each night.

If the party does not investigate the mission, they will need to discover the truth about the Count during their stay at his home. As described in the rules, initiate an investigation Conflict as soon as one of the players tries to extract information from the Count. The opposition is the Count's Intelligence. Almodovar is skilled and cunning, so he will not betray himself easily. The only thing that could give away his secret is a good search of the mission, or an adventurer looking for clues about El Dorado. The Count will not be available for such investigation until night, when everyone has dinner. This means that when the party discovers the truth, the sun, which weakens the Vampire, will not be in the sky. Even if they search the mission during the day, the Count will not show up until after dusk, although the adventurers might take advantage of the situation to dispatch the servants. The adventurers will have to confront the creature when he is at the peak of his strength, hoping to survive to see another day.

In the end, this part of the adventure is the one that will require a good deal of improvisation on the Narrator's part. Observe what the players have done, and think of Count's most likely reaction according to what he actually knows. Go with the solution that you suppose to provide the most entertainment.

THE BRIDGE

Once the adventurers are on the move, they will discover that the path that runs from the mission into the jungle is also the way to the plateau.

The jungle path climbs on the western side. Once they reach the far end of the path, the Player-Characters discover that a wide chasm interrupts the road they are following, essentially cutting off the plateau from the outer world. An old-looking rope bridge is the only way of crossing. The Player-Characters must negotiate it in a physical Conflict to get to the other side. Stage the Dexterity of the leading character against an opposition of 15 Resolution and 50% Challenge Rating. However, while the adventurers use plenty of precautions to avoid a deadly fall, they might miss the real point of this Conflict. The creature known as the Malozongo, a stegosaurus that survived the Jurassic age, is waiting for them at the other end of the bridge. If they lose the Conflict or go for a Quick Exit, they will end up on the other side of the chasm completely unprepared to face the huge monster in close combat. The beast will leap out of the forest and charge, with the adventurers suffering all Consequences of the previous Conflict as unpreparedness. Pikes and rifles, the only weapons effective against the Malozongo, will not be ready to confront its deadly fury. This will probably cost the adventurers the loss of some soldiers.

If the party wins the Conflict or manages to realize the danger and head back to the near side of the bridge before the beast attacks, they will gain a tactical advantage. The creature cannot cross the bridge, and if the adventurers spot it and initiate Advanced Combat while they are still on the opposite side, they can fire arquebuses at it from a relatively safe position. Gunfire is unlikely to kill the monster, but one or two impaled pellets will wear it out for the killing with pikes. If they wound the creature, it will hide back into the forest and let the adventurers cross the bridge undisturbed. However, the beast will reappear later on the plateau, possibly after a bend in the path or on the main square of the ruined city, and they will have to face it in close combat. The most effective weapons against this creature are pikes, which can use the Keep Distance effect to wear down its Strike Rank and thus give it a Penalty, particularly if the beast has been wounded by gunfire and suffers from SR loss because of negative Life Points.

THE TEMPLE

Once the adventurers reach the plateau, an amazing view presents to their eyes. The ruins of a majestic stone city are hidden by the overgrowth of the jungle, with all but the highest buildings covered in green. A massive pyramid is visible at the centre of the city. All other buildings are ruined and have been looted, if the adventurers search them, but it is clearly the pyramid, recognizable as a temple, that attracts the attention of any explorer. What does it hide in its stony depths?

A stone staircase leads to the upper platform of the temple, where a huge altar made of a single block of basalt is the only structure that stands in front of the door to the inner sanctum. The area around the altar is littered with human bones of all size and shape, leaving no doubts about the purpose of the altar. There are still some pieces of minor jewellery on some of the bones, not looted by any previous visitor to the structure. There is no way to access the inner sanctum without disturbing the human remains. Magical senses will reveal that something lurks in the bone pile around the altar.

As soon as someone touches the remains or otherwise tries to access the inner sanctum, a spectre, the spirit of one of the past victims, rises from the bones and attacks the trespasser. It will attack the adventurers without any mercy, adding their bones to the century-old pile.

Handle the metaphysical battle with the wraith as a Basic Combat, or even better a generic Conflict, exploiting player creativity to find skills and Traits that can be of any use against the undead. Each Player-Character and the spectre start the Conflict with Resolution Points equal to their Will. Items and inscriptions found on the walls or on some previous victim may provide Bonuses, if there are characters who can interpret their meaning. Crosses may or may not have some effects against this fiendish foe, at the Narrator's option.

The big problem is to find an appropriate skill to Roll for Effect if the priest is not in the party. The undead attacks the raw Concentration skill, unless the victim has the Willpower trait or something else that applies. Weapons are useless against it, and anyone trying to attack the creature risks being limited to raw Concentration, thus having a much larger chance of taking damage, rather than dealing it. To make things worse, the spectre sucks life energy from its victims, and thus can transfer Resolution Points from the victim on an Advantage, while its victims cannot. The party will have to

THE LOST WORLD

We do not know how many dinosaurs survived in this inaccessible corner of the earth, and why a herbivore specimen has become so aggressive towards intruders. Perhaps the beast has evolved to become an omnivore, or has just a bad temperament. You may wish to replace the stegosaurus with a dimetrodon, which is a carnivore and thus should be more incline to fight to the death, but the survival of a carnivore in such a small space is even more implausible than the presence of a mutated herbivore. Pterodactyl attacks while crossing the bridge could be really spectacular, but the presence of such beasts should not have passed unobserved to any previous expeditions, and thus is really implausible.

be cunning to best this terrible foe. The spectre will not pursue a defiler once he or she has left the pyramid, but at least a Quick Exit is required to disengage if the creature is focusing its attention on a target.

If the party manages to vanquish the spectre, they can enter the temple inner sanctum. Here the most incredible sight awaits them. The halls are filled with gold items of any shape and size, some of them decorated with emeralds. There is more gold than they can conceivably carry, enough to make all of them rich beyond imagination.

The adventurers have found the El Dorado. Will they manage to bring its treasure back to the civilised world?

ENCOUNTERS

Morabe, Jujulibe Shaman

Tribal leader

Characteristic		Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	11	Size Class	M	1	R Leg	-/-	-/-	5
CON	9	Might	-	2	L Leg	-/-	-/-	5
DEX	14	Strike Rank	13	3, 7, 8	Torso	-/-	-/-	6
INT	16	Encumbrance	-	4	R Arm	-/-	-/-	4
WIL	18	Life Points	27	5	L Arm	-/-	-/-	4
CHA	9	Move	5	6	Head	-/-	-/-	5

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Club	16	6/3	1d2+2d2	2	
Knife	15	3/2	1d2	1	impale (effect)

Skills: Agility [Dodge] 53%, Close Combat [Dagger, Club] 55%, Concentration [Willpower, Cantrips] 74%, Perception [Tracking] 54%, Survival [Jungle] 55%.

Powers: Cantrips (Channelling 5): Confusion (2), Heal 4, Shimmer 4, Speedart (1).

Notes: The shaman pre-activates Shimmer 4 before entering combat in person, or Speedart on four blowgun darts for the warriors if he does not plan to participate in the battle.

Jujulibe warriors

Natives of the rain forest

Characteristic		Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	11	Size Class	M	1	R Leg	-/-	-/-	5
CON	11	Might	-	2	L Leg	-/-	-/-	5
DEX	13	Strike Rank	12	3, 7, 8	Torso	-/-	-/-	6
INT	13	Encumbrance	-	4	R Arm	-/-	-/-	4
WIL	12	Life Points	23	5	L Arm	-/-	-/-	4
CHA	10	Move	5	6	Head	-/-	-/-	5

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Spear	20	8/4	1d6+1d2	3	impale (effect), keep distance (auto)
Knife	14	3/2	1d2	1	impale (effect)
Blowgun	33	5*	1d4	20 (C)	

Skills: Agility [Dodge] 54%, Close Combat [Dagger, Spear] 54%, Perception [Tracking] 55%, Ranged Combat [Blowgun] 56%, Survival [Jungle] 53%.

Notes: Their weapons are of lesser quality, and are vulnerable to breaking against metal equipment.

Count Francisco Felipe de la Fuente y Almodovar

Courteous Vampire known to the natives as the Karkaré

Characteristic		Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	17	Size Class	M	1	R Leg	-/-	2/1+	8
CON	12	Might	+3	2	L Leg	-/-	2/1+	8
DEX	13	Strike Rank	15	3, 7, 8	Torso	-/-	8/2+	9
INT	15	Encumbrance	-	4	R Arm	-/-	2/1+	7
WIL	17	Life Points	29	5	L Arm	-/-	2/1+	7
CHA	14	Move	5	6	Head	-/-	-/-	8

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Sword	23	8/4	1d8	4	slash (effect), impale (effect), keep distance (auto)
Dagger	18	3/-	1d3+3d2	2	one free attack or parry per round (stunt)
Bite	15	5/-	1d4+3d2		Life Point damage, drains LP
Pistol	26	5*/-	1d6+2d2	50 (S)	

Skills: Agility [Brawn, Dodge, Fly] 85%, Close Combat [Bite, Brawl, Dagger, Sword, Sword Finesse: Fencing, Thrust, Sword&Dagger Dual Wield] 100%, Communication [Deceit, Insight, Language: Spanish/Latin/ Native, Noble Status, Persuade] 77%, Concentration [Might, Range, Willpower,4 arcane spells of the Narrator's choice] 101%, Knowledge [Arcane, Literacy: Spanish, Religion] 65%, Perception [Acute Hearing, Dark Vision] 62%, Ranged Combat [Pistol] 76%, Ride [Horse] 97%, Stealth [Hide, Sneak] 68%.

Armour: Might+1, Toughness +2, Undead, Mesmerise (as Dominate [Human], Might is 1, counts as evil magic), Regenerate, Shapeshift to Bat. If you wish to provide a greater challenge, you can also give the Count 4 Arcane Magic Spells of your choice. His familiar is Might 8, so his Channelling is 8.

Powers: Although he has some, he usually does not wear it in battle, as it interferes with his shapeshifting abilities. Should he don his armour (Quilted 2/2+, Cuirass 8/7+), the Count receives the listed protection without suffering from its encumbrance, as his Undead status renders him immune to fatigue.

NOTES ABOUT THE COUNT

Bite damage that penetrates armour affects the victim's Life Point and gives the drained LP to the Vampire. This is the only way the creature can regain LP. However, as an Undead creature, the Vampire does not lose LP for fatigue or wounds, only for using its powers and spells. A character presenting a holy symbol of a benevolent deity to the Vampire can use a Concentration action to match an appropriate skill versus the Vampire's Willpower. If successful, the Vampire cannot attack that character for that round. On an advantage roll, the Vampire also loses 1d6 Life Points.

A Vampire does not regenerate LP, so the Count's Life level must be determined according to the events that come before any confrontation. Assume it is at 20 LP, but if he drinks the blood of a wounded soldier he will rise to 25. Adjust this figure to change the challenge level of the encounter (if the Count is high in LP he can afford to Mesmerise or cast spells).

If you are using Basic Combat, the Vampire suffers from a Bloodthirsty consequence due to having not fed for some days.

In Adventure time, a Vampire heals from Major or Lethal wounds at a rate of 1 point per location per turn. This will cost the creature one Life Point per regenerated point. A Vampire cannot regenerate damage in sunlight or damage taken when exposed to the rays of the sun. If an unconscious Vampire is staked while regenerating, it is destroyed. If the Vampire is taking wounds that could render him unconscious, he will shapeshift to a bat with a single Concentration action and flee to regenerate. It is impossible to hit the Vampire while he is in bat shape with any physical attack.

Jocko

Small monkey, Count Almodovar's familiar

Characteristic		Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	8	Size Class	XS	1	R Leg	-/-	-/-	1
CON	10	Might	-2	2	L Leg	-/-	-/-	1
DEX	17	Strike Rank	9	3,7,8	Torso	-/-	-/-	2
INT	5	Encumbrance	-	4	R Arm	-/-	-/-	1
WIL	9	Life Points	19	5	L Arm	-/-	-/-	1
CHA	13	Move	3	6	Head	-/-	-/-	1

Weapon	SR	SR to Att/Def	Damage	Parry	Special
Hatchet	9	5/-	1d4-1d2		
Knife	37	5*/-	1d6+2d2	50 (S)	impale (effect); carries two

Skills: Agility [Dodge, Jump, Climb] 99%, Close Combat [Bite] 101%, Concentration [Combine, Might, Range, Target, Willpower, uses all the arcane spells of the Narrator's choice], Perception [Acute Hearing] 62%, Ranged Combat [Pistol, Dual Pistol Stunt] 76%, Stealth [Hide, Sneak] 68%.

Powers: Might 8 Familiar.

Notes: Jocko carries two pistols and fires both from ambush before retreating. The monkey is very small, and bestows a Penalty to hit. It usually has Protection 9 or another defensive spell active on it when the Count sends it for an infiltration attack. Should the creature enter close combat with a medium-sized opponent, the SR disadvantage due to its size is already counted in the stats.

The Count's servants

Buliko and other enthralled natives

Characteristic		Attribute		d6/d8	Location	AP/Cov	AP/Cov	Toughness
STR	12	Size Class	M	1	R Leg	-/-	-/-	5
CON	11	Might	-	2	L Leg	-/-	-/-	5
DEX	12	Strike Rank	12	3,7,8	Torso	-/-	-/-	6
INT	12	Encumbrance	-	4	R Arm	-/-	-/-	4
WIL	9	Life Points	20	5	L Arm	-/-	-/-	4
CHA	11	Move	5	6	Head	-/-	-/-	5

Weapon	SR	SR to Att/Def	Damage	Parry	Special
Hatchet	15	6/3	1d4+1d2	2	slash (advantage)
Knife	14	3/2	1d2	1	impale (effect)
Brawl	12	3/-	1d2	-	

Skills: Close Combat [Axe, Brawl, Dagger] 54%, Perception [Hearing, Vision] 51%, Stealth [Sneak] 54%.

The Malozongo

Surviving stegosaur

Characteristic		Attribute		d8/d10	Location	AP/Cov	AP/Cov	Toughness
STR	10	Size Class	XXL	1	Tail	-/-	3/0+	8
CON	10	Might	+6	2	RH Leg	-/-	3/0+	8
DEX	7	Strike Rank	9	3	LH Leg	-/-	3/0+	8
INT	4	Encumbrance	-	4,9,10	Body	3/0+	8/7+	12
WIL	10	Life Points	20	5	RF Leg	-/-	3/0+	8
CHA	7	Move	9	6	LF Leg	-/-	3/0+	8
				7,8	Head	-/-	3/0+	10

Weapon	SR	SR to Att/Def	Damage	Parry/ Range	Special
Tail	17	8/4	1d4+6d2	—	
Beak	9	3/-	1d6+6d2	—	slash (effect)

Skills: Close Combat [Beak, Tail] 47%, Perception [Listen] 44%.

Armour: Hide 3/0+, Dorsal Scales 8/9+.

Notes: Medium-sized opponents are -6 SR when in melee with the Malozongo. Its huge size provides a Bonus to hit it.

The Spectre

Otherworld guardian

Characteristic			Attribute	
STR	(15)	—	Size Class	n/a
CON	(15)	—	Might	n/a
DEX	(9)	—	Strike Rank	12
INT	9	3d6	Toughness	—
WIL	15	4d6	Life Points	15
CHA	13	3d6	Move	6

Skills: Concentration [Spectral Combat, Willpower] 54%, Perception [Sense Living] 51%, Stealth [Sneak] 39%.

Powers: Dark Vision, Incorporeal, Second Sight. Many know evil Arcane magic.

Notes: Can only fight in Psychic Combat (use a generic Conflict). Magic senses automatically reveal its presence before it attacks, otherwise an investigative Conflict is necessary to avoid its ambush.

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