Goblinoid Games

GORE™

Generic Old-school Role-playing Engine

By Daniel Proctor

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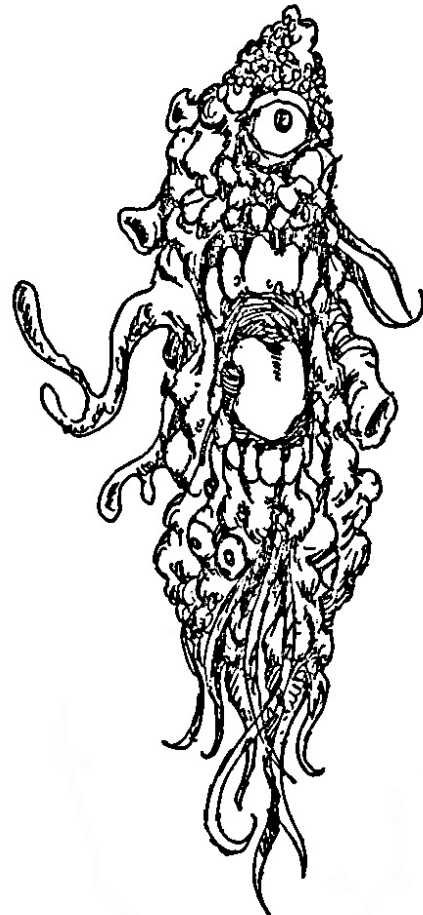
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Introduction

What is GORE™?

GORE™ uses Open Game Content and newly presents algorithms from 80s role-playing games. The result is a role-playing system in the tradition of old-school percentile-based games. GORE™ follows a trend in pen-and-paper RPGs which has emerged over the last several years, that is, making material available to publishers to encourage competition and the contribution of high-quality gaming products to the market.

Most new language and presentation in GORE™ is Product Identity, but *Goblinoid Games* provides a free license to use this material to produce third-party products compatible not just with GORE™, but also with any of several old-school games using a percentile-based system with similar algorithms.

How to Use GORE™

This product can be used by itself. As a generic system, GORE™ stands fairly well on its own, but will need some more fleshing out for most people. Particularly, this is evident in the lack of a general equipment section as well as a monster section or a presentation of a game setting.

It is the intent of the author that these gaps will be filled with further products, not just by *Goblinoid Games*, but also third-party publishers. In the mean time, the reader will find that there are a number of products on the market that have been produced since the 1980s and are completely compatible with GORE™.

What is Role-playing?

Just kidding. We won't go into that explanation here because, frankly, this document will only find itself in the hands of those who already know. In addition, there are probably tens of thousands of words dedicated to this subject spread throughout hundreds of RPG books.

However, if the reader does happen to be new to role-playing, the following website has as good of an explanation of role-playing as any:

http://en.wikipedia.org/wiki/Role-playing_game

Dice Notation

However, we will make a note of dice notation. GORE™ rules use the following dice notations:

d4 = four sided die
d6 = six sided die
d8 = eight sided die
d10 = ten sided die
d12 = twelve sided die
d20 = twenty sided die
d%, d100, or D100 = percentile dice (a number between 1 and 100 is generated by rolling two different ten-sided dice. One (designated before rolling) is the tens digit. The other is the ones digit. Two 0s represent 100.)

Die rolls are expressed in the format:
[#] die type [+/- modifiers]

Example: 3d6+2 means: "Roll 3 six sided dice. Add the result of the three dice together. Add 2."

Final Notes

This work should be considered a living project. There will certainly be points that need clarification or expansion, and editorial mishaps that need fixing.

Once enough corrections are gathered, an updated version of this work will be released. We encourage feedback of any nature. Anyone who sends errata will be credited in later releases.

We hope you enjoy this product, and please watch for further GORE™ material.

Creating a Character

Attributes

All characters and creatures have seven attributes.

Rolling Attributes: If characters of varying ability are desired, players roll 3d6 for the attributes STR, CON, DEX, INT, POW, and CHA. Roll 2d6+6 for SIZ and INT.

Alternatively, players can roll 2d6+6 for all Attributes to ensure more hardy characters. Note that these guidelines apply to typical human characters, and rolls may be different when dealing with characters of other races if in a fantasy or science fiction genre.

All Attributes, with the exception of INT and POW, do not normally rise above 21 unless unnaturally augmented. Attributes can be lowered due to injury, disease, or age. If any Attribute other than CHA falls below 4, the character is considered crippled and is unable to get around. Further, if any Attribute ever reaches 0 (except for CHA) the character dies.

Strength (STR): A character's brute force, Strength affects the amount of damage he deals and what weapons he can wield effectively.

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

Dexterity (DEX): This is a character's agility, co-ordination and speed. Dexterity aids him in many physical actions, including combat.

Size (SIZ): This is an indication of the character's mass and, like Strength and Constitution, can affect the amount of damage a character can deal and how well he can absorb damage. Size has a 3 inch height range per point, with increased weight range.

Intelligence (INT): A character's ability to think around problems, Intelligence is used to analyze information and memorize instructions. In settings with magic, the INT score is also equal to the quantity of spells a character can know offhand.

Power (POW): Perhaps the most abstract attribute, Power is a measure of the character's life force and his personal force of will. In settings using magic, a POW score of 16 or greater is sometimes a requirement to have the ability to cast spells.

Charisma (CHA): This quantifies a character's physical attractiveness, allure, appeal and leadership ability. Low scores can indicate that the character is not personable or that he is unattractive.

Additional Characteristics

These are a set of secondary scores that further define what the character is capable of. Some of these scores are used in place of skills, especially when a particular skill might not be applicable. These are known as Attribute Tests.

Alertness Test (INT x5): This test is used to determine if a character notices something important, or to see if the character has a sudden insight to a problem.

Size Translated into Height and Weight		
Size	Height Range	Weight Range
8	5' to 5'2"	80 to 160 lbs
9	5'2" to 5'4"	85 to 180 lbs
10	5'4" to 5' 6"	90 to 200 lbs
11	5' 6" to 5' 8"	95 to 220 lbs
12	5' 8" to 5' 10"	100 to 240 lbs
13	5' 10" to 6'	110 to 260 lbs
14	6' to 6' 2"	120 to 280 lbs
15	6' 2" to 6' 4"	130 to 300 lbs
16	6' 4" to 6' 6"	140 to 320 lbs
17	6' 6" to 6' 8"	150 to 340 lbs
18	6' 8" to 6' 10"	160 to 360 lbs
19	6' 10" to 7'	180 to 380 lbs
20	7' to 7' 2"	200 to 400 lbs
21	7' 2" to 7' 4"	220 to 420 lbs

Charisma Test (CHA x5): This test is used to determine if a character makes a favorable impression, gains the favor of another, or diffuses a hostile situation.

Damage Modifier (DM): The Damage Modifier applies whenever the character uses a melee or thrown weapon. Refer to the Damage Modifier Table.

Dexterity Test (DEX x5): This test is used in a situation in which knowing whether a character can perform a quick task is successful. Examples could include avoiding a pit or catching something thrown.

Hit Points (HP): These determine how much damage the character can sustain before reaching unconsciousness or death. Calculate HP by taking the average of the sum of SIZ+CON, rounded up. If using the optional Hit Location rules, individual body locations will also

Damage Modifier Table	
Total of STR and SIZ	*Damage Modifier*
1–5	–1D8
6–10	–1D6
11–15	–1D4
16–20	–1D2
21–25	0
26–30	+1D2
31–35	+1D4
36–40	+1D6
41–45	+1D8
46–50	+1D10
51–60	+1D12
61–70	+2D6
71–80	+2D8
81–90	+2D10
91–100	+2D12
101–120	+3D10
121–140	+3D12
141–160	+4D10
161–180	+4D12
181–200	+5D10
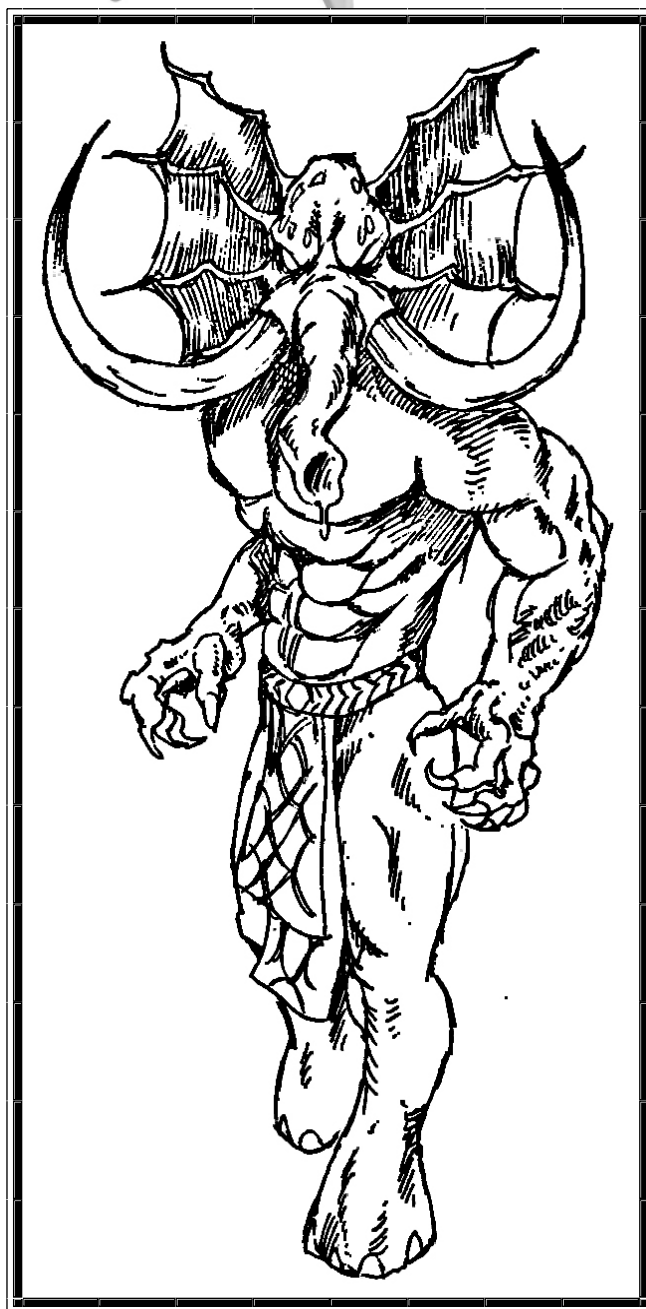
have hit points according to the following scheme: abdomen, head, and legs each have 30% of gross hit points; chest has 35% of gross hit points; arms have 25% of gross hit points.

All hit location hit point values are rounded normally. At decimals of .5 or higher, round up, and .4 or lower, round down.

Luck Test (POW x5): Whenever there is an element of chance, the Game Master can ask for the player to make a Luck Test roll. Examples can include determining if a character remembered to bring an item, or whether a gamble goes in his favor.

Magic Points (MP): Magic Points are used in genres that involve the use of magic, and generally MP are "spent" to cast spells. The character's starting Magic Points will be equal to the character's POW. A character goes unconscious if MP ever reach zero. All MP returns every 24 hours in increments of 1/4 the total lost MP every 6 hours. However, if the character reaches zero points and falls unconscious, he will regain 1 MP after one hour and regain consciousness.

Improving Attributes

A player can choose to spend *three* improvement rolls to attempt to increase one attribute by one point. The GM might grant from 1-5 improvement rolls at the end of each story. See Improving Skills for more information.

- Multiply the attribute to be increased by five. Then roll 1D100.

- If this 1D100 result is *greater* than the attribute x 5, the attribute increases by one point.

- A roll of 96 to 00 on this roll always results in the attribute increasing.

- SIZ may never be increased using improvement rolls.

The maximum a human character can increase an attribute to is 21. For non-humans, the maximum for an attribute is equal to the maximum possible starting score for the attribute plus three.

Alternatively, Attributes can be raised through training. The time needed to train to raise an attribute is judged by the GM. Training for CON would involve building endurance, while STR would involve strength training.

After the training period is over, the character rolls D100, and a roll of 21 or less results in an additional point to the attribute. It gets harder to train an attribute each time a character is successful at it. The time interval doubles exponentially per success. For example, if the character is endurance training for 6 weeks and raises CON by 1 point, the next time the character trains he will have to train for 12 weeks. If that roll is successful, the subsequent training time is 24 weeks, and so on.

Opposition Test

Sometimes characters will pit one of their attributes against the attribute of another character or against a disease or a poison, etc. This could be in matching CON versus CON in an endurance race, STR versus STR when arm wrestling (insert obligatory RPG arm wresting example here), or INT versus INT to outsmart someone. These are just some of the possibilities.

In an Opposition Test, equally matched attributes grant an equal chance, or 50/50%, of either side being victorious. For every 1 attribute point difference between the opponents, there is a cumulative 5% increase in the odds in favor of the character with a higher attribute.

Example: Mannon the Mighty and Tiberius the Bloody both reach for a dagger at the same time. In this case, we match DEX versus DEX. Mannon has a DEX attribute score of 14, while Tiberius has a DEX score of 11. Therefore, since Mannon's score is 3 points higher than Tiberius', Mannon has a 65% chance of grabbing the dagger first ((3 x 5%) + 50%)).

Consult the Opposition Table as a quick reference for calculation of Opposition Test percentiles. Use the opponent with the higher score as the reference.

Opposition Table

Higher Score % Success

Higher Score \ Lower Score	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
21	Auto	Auto	Auto	Auto	Auto	Auto	Auto	Auto	Auto	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%
20	Auto	Auto	Auto	Auto	Auto	Auto	Auto	Auto	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%	
19	Auto	Auto	Auto	Auto	Auto	Auto	Auto	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%		
18	Auto	Auto	Auto	Auto	Auto	Auto	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%			
17	Auto	Auto	Auto	Auto	Auto	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%				
16	Auto	Auto	Auto	Auto	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%					
15	Auto	Auto	Auto	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%						
14	Auto	Auto	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%							
13	Auto	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%								
12	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%									
11	90%	85%	80%	75%	70%	65%	60%	55%	50%										
10	85%	80%	75%	70%	65%	60%	55%	50%											
9	80%	75%	70%	65%	60%	55%	50%												
8	75%	70%	65%	60%	55%	50%													
7	70%	65%	60%	55%	50%														
6	65%	60%	55%	50%															
5	60%	55%	50%																
4	55%	50%																	
3	50%																		

(Cells marked "Auto" indicate **Automatic Success**.)

Skills

Every character has a range of skills that allows him to perform a variety of actions with varying degrees of expertise.

Some skills have a base percentage that everyone shares, while others can only be learned. Skills can be higher than 100%.

Skill Tests
Roll D100 and compare this to the relevant skill's percentage 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.

Critical Successes
If the dice roll in a test is equal to or less than 20% of the modified skill, then a critical success has been achieved.

The actual result of a critical success during a test is largely up to the Game Master. It normally achieves one of the following results:

- The task is completed sooner.
- The task is completed to a higher degree of expertise than normal.
- The task is completed with élan and style, generally impressing witnesses.
- The character gains additional information or insight into the task thanks to his brilliance.

Fumbles
Whenever a skill test results in a roll of 00, the character is assumed to have fumbled the roll.

The actual result of a fumble is largely up to the Game Master to decide. It normally results in one of the following mishaps:

- The task takes twice as long to finish and is still a failure.
- The task produces a useless result, that actually makes further actions more difficult.
- The task is failed spectacularly, opening the character up to derision and scorn from witnesses.
- The character becomes impeded or even harmed by his failure.

Automatic Success & Failure
Any test result of 01 is an automatic success. Any test result of 00 is an automatic failure (and a fumble).

Skill Descriptions

Astrogation (base 00%)
This skill is similar to navigation, but applies to space travel, whether inside or outside of the solar system. Obviously, this skill is only applicable in settings that have space travel. This skill grants knowledge of space "geography," as well as relevant equipment for navigation.

Art (base 05%)
The player must choose a particular art. A wide range of potential arts is possible, and characters can have more than one. Everything from painting, singing, poetry, and musical instruments to the fine skill of torture are covered under the Art skill.

Boating (base 15%)
This covers small waterborne craft propelled manually by oars or sometimes paddles. Traveling across calm water does not usually require a test but adverse conditions, such as currents and weather, can bestow penalties.

Climb (base 35%)
This skill is used to climb difficult surfaces and surfaces higher than 15 feet. A failed roll causes a character to fall, but a Luck Test or DEX Test might be allowed to avoid falling. If the test is a success, no progress is made in the climb but the character does not fall. This skill can be combined with other relevant skills, such as Move Silently. In this case, the Climb roll is made and if the percentage rolled is a success for both the Climb skill and Move Silently, the character has climbed in silence.

Computers (base 00-40%)
This skill has a variable base range, because slightly different timeframes will reflect general computer ability. This skill reflects ability to simply operate a computer, and in general operation no skill rolls should be required for skills of 30% or over. Higher skill levels grant proficiency in

programming and more illicit activities, such as hacking.

Conceal (base 20%)
Conceal is used both for hiding objects and for hiding oneself. When concealing objects, this skill covers both hiding an object on one's person and hiding an object elsewhere, such as in a room or even outdoors. Penalties might be applied if the object is large or if there is little place to hide.

Craft (base 05%)
The Craft skill is actually several separate skills grouped under a single heading. Craft (Armorer), Craft (Carpenter) and Craft (Potter) are all individual skills. The following list is by no means exhaustive:

alchemy, animal training, accounting, acting, armorer, baker, basket-weaver, blacksmith, bowyer, brewer, butcher, candle-maker, carpenter, cartographer, cobbler, cooper, fletcher, joiner, juggling, leatherworker, mason, painter, poisons, photographer, potter, scribe, sculptor, sleight-of-hand, smith, tailor, tumbling, weaponsmith, weaver, wire-walking.
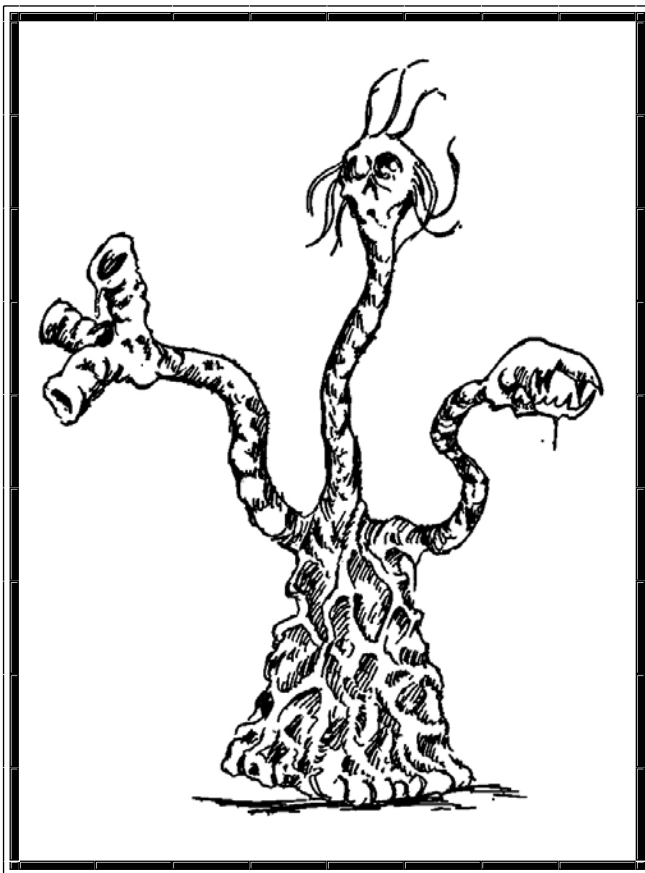
Demolitions (base 00%)
A character with the Demolitions skill understands how to make, use, and safely handle all kinds of explosives. Further, this skill grants knowledge of how best to destroy structures with the use of explosives.

Disguise (base 05%)
This skill covers every aspect of disguise, from voice alteration to demeanor and appearance. Penalties should be given when the character is attempting to disguise as a member of the opposite sex or a different race. If a specific person is being mimicked, the skill percentage is halved and it is only affective in dim light or when viewed from a distance.

Dodge (base DEX x2)
The Dodge skill is used to avoid incoming objects that are swung or thrown at the character, assuming the character is conscious and unbound. A dodge can be attempted at any time in combat, but with multiple uses in one round, penalties accrue at –30% per skill usage, cumulative, for every dodge attempt after the first one. For a more in depth discussion of Dodge, see the combat section.

Driving (base 25%)
If a character is driving a wagon, chariot, car, truck or similar vehicle depending on the game setting. At not more than a walking pace across flat terrain, a Driving test will never be required. Tests become required when a character wants to do something out of the ordinary with a vehicle – traverse treacherous terrain, jump obstacles and so on. Characters involved in chases should make skill rolls where necessary to prevent accidents or, to lose someone, compare success of the Drive skill between opponents.

Driving Heavy Vehicle (base 00%)
Whether it's a giant medieval war machine, a modern tank, construction equipment, or other large vehicle, this skill has it covered.

Electrician (base 05%)
This skill grants knowledge of electrical repair and design, including such things as wiring a house, machines, vehicles and other devices requiring electric know-how.

Electronics (base 00%)
This is a modern skill granting knowledge of

constructing and repairing electronic devices. The appropriate parts must be available to do so.

Engineering (base 05%)
This skill is used to design, build, activate, repair, sabotage or disassemble large mechanisms or constructs such as buildings, siege machines, city gates and drawbridges, mineshafts, sailing ships and so forth. The Game Master may require that a specialty be selected.

Evaluate (base 20%)
The Evaluate skill enables the character to determine the value placed on something by others, effectively guessing its market value. Particularly common or obscure objects might give a bonus or penalty to the test, but success will allow a character to guess the average monetary value (or barter value) of the object. Normally, a character guesses accurately to within 10% of the object's actual value.

Fast Talk (base 10%)
Fast Talk is the application of short term persuasion through verbal convincing. This could be to talk oneself out of a situation or persuade someone to lend the character something. If the character succeeds at a Charisma Test prior to rolling against the Fast Talk skill, the character receives a bonus of 10% to the Fast Talk roll. After someone has been fast talked, an opponent can make an Alertness Test to lose the persuasion. In any case, a small amount of time will allow reflection and a likely change of mind.

First Aid (base 30%)
First Aid is used to resuscitate, set broken limbs, stop the flow of blood, etc. First Aid can be applied to only one wound one time (multiple gunshot wounds from the same gun in one round count as one wound). The successful application of First Aid heals 1d3 hit points of damage immediately. If the damage healed from First Aid brings a character up to at least 1 hit point, the character is "brought back to life." First Aid can be applied to someone who has been knocked unconscious, so that he awakens immediately. A wounded person under the care of First Aid heals, per week, an extra 1d3 hit points.

Guns (base as gun type)
The Guns skill is a broad category, from which a separate skill must be taken for each class of gun detailed here. Note that there are a few exceptions to the base skill chances listed here. In those cases, subtract the difference. Refer to the Weapon Tables.

Handgun (base 20%): All handguns are covered under this skill, whether revolvers or semiautomatics. Guns which also fire bursts use the Submachine Gun skill when using the burst.

Heavy (base 15%): All larger weapons fit in this skill category, including vehicle-mounted large guns

Machine Gun (base 15%): This skill covers large guns which use a stand and fire with bursts or full auto. When firing only one round at a time the Rifle skill is used.

Rifle (base 25%): This skill covers all rifles, regardless of firing mechanism and round capacity, when firing a single shot (including a slug round from a shotgun).

Shotgun (base 30%): This skill covers any gun shooting rounds which contain scatter shot. A typical shotgun round has a range 60-150 feet and can hit 1d6 opponents in this range. At closer range, from 30-60 feet, half this number of opponents can be hit.

Haggle (base 10%)
This skill is used whenever dealing for goods, services, or other arrangements. Two opposing characters make a skill test, and the one who succeeds achieves the better end of the deal. If both succeed, the one who succeeded by a better margin (in terms of percentage of the skill percent) wins. Successfully employing another relevant skill, such as Fast Talk, can raise one opponent's percentage chance to Haggle by 10%.

Hand Weapon (base by weapon)
In general, the Hand Weapon skill covers all weapons that are not guns. Knives and shields are so similar that a skill in one category covers all similar weapons within that category. However, each sword or non-gun missile weapon requires a separate skill. Each weapon has a base starting skill. Refer to the Weapon Tables.

Hear (base 30%)
The Hear skill represents the character's ability to

perceive sounds, from faint footfalls or branches breaking, to discussion occurring in another room. Specific words and number of people present may not be understandable (unless on a critical success).

Hide (base 15%)

The Hide skill is used in a more spontaneous situation than the skill Conceal. Hide is used to take cover from pursuers, avoid detection from surveillance, or hide in shadows. If the character using this skill is moving in an area being watched directly, divide the base skill percentage by two.

Humanities (base variable)

This skill is a broad skill covering several disciplines. The examples below are only some of the possibilities, and further examples can be created as needed. In general, this area covers more esoteric topics, such as History, Literature, Linguistics, or Philosophy. A few of these are detailed below.

History (base 20%)

This skill grants a character knowledge of people and places through time, and could be used to identify objects or writing, whether modern or historical. A character can choose a particular specialty, for a bonus of +20% in this area, but subtract 20% for any other area when doing a skill test.

Linguistics (base 00%)

This skill does not cover a specific language, rather it covers the study of language in general, including its structure and theories of its acquisition. Someone with this skill might use it in conjunction with the Language skill to decipher a text or to figure out the meaning behind an unknown language.

Influence (base 15%)

Influence is similar to Fast Talk, but has a much longer effect, potentially years or even permanently. Likewise, Influence is unlike Fast Talk in that the act can take hours to days, contingent on the situation and what the opponent's thoughts are at the start.

Jump (base 20%)

This skill allows one to jump forward from a standing position up to the characters height, and twice that with a running jump. The character can jump down his own height in distance, and jump upward (to grasp something) to a height equal to 1.5 times the character's height. If armor heavier than leather is worn, the ability to jump is dived by two. If a heavy weight like plate armor is worn, this skill is not usable.

Language, Native (base INT x5)

This skill represents proficiency in the characters native language, including speaking, writing, and reading, assuming the former two are common in the character's culture. For most instances, this skill will not be rolled unless the character is trying to decipher a particularly dense text or understand an obscure dialect.

Language, Other (base 00%)

This skill represents languages learned in addition to a native language, and as such there is no base chance of success except on a critical. This skill covers speaking, reading, and writing. A skill of at least 50% grants a character approximately native proficiency, and 60% or more allows a character to pass as a native speaker by masking accent, knowing slang, etc.

Law (base 05%)

This skill grants the knowledge of the law of the character's own culture, unless the law from another land is chosen.

Locksmith (base 00%)

This skill covers everything from lock construction, key manufacture, and picking locks. Lock picking includes such things as car doors and ignition systems. In addition, people with this skill have a knack for locating hidden compartments and bypassing traps or alarm systems.

Martial Arts (base 00%)

This skill exists in the background to the Unarmed skill. If the dice roll for an Unarmed skill test is a success for both the Unarmed skill *and* the Martial Arts skill percentage, then the attack does 2d3 damage plus the Damage Modifier. The character can choose to emulate any form of Martial Art appropriate to the time or setting.

Mechanics (base 20%)

This skill grants the ability to build and repair machines or vehicles, along with rudimentary talents that sometimes go with these kinds of jobs, like basic plumbing or woodworking. In a higher technology environment, Electrical skill may be required.

Notice (base 25%)

This skill covers everything from noticing someone trying to Hide to finding concealed compartments or doors. This skill also covers noticing other concealed details, such as something hidden beneath clothes or someone disguised.

Occult (base 15%)

Characters with the Occult skill potentially have knowledge about aspects of the supernatural, whether dealing with monsters, ghosts, magic, or other phenomenon appropriate to the setting. This skill might also cover knowledge about aliens or alien conspiracies, or a GM might make that a separate skill with a similar base percentage.

Oratory (base 05%)

This skill is used to affect the ideas or mood of a large group through a speech or other semi-lengthy address. The crowd will be affected for at least one day, but a critical success can extend this period for seven days or longer. Fumbling this skill roll can lead to derision from the crowd addressed, including physical attack. The character can increase this skill roll with a successful CHA test. If succeeded, the character gains +10% to the skill roll. A fumble reduces the roll by 10%.

Piloting (base 00%)

This is a skill category, from which characters must have specific, separate, Pilot skills for different vehicles. This skill covers all airborne vehicles, whether planes, hot-air balloons, or space shuttles. Each particular aircraft requires a separate Pilot skill. A skill of at least 15% makes a Pilot competent enough to fly with no problems in a calm environment.

Research (base 25%)

Knowledge of resources at hand and how to use them are covered in this skill, including libraries, computer databases, and other available records.

Riding (base 10%)

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 Riding test will never be required. This skill includes the knowledge and general care of riding equipment and animal maintenance.

SCUBA (base 00%)

Move Silently (base 15%)

This is the skill of moving without making noise. It is not possible to move silently while wearing loud, clunky attire like plate armor except on a critical success. This skill can be used with the Hide skill, and the same roll is used to check for success in both skills.

Natural Lore (base 15%)

This skill covers a broad area of knowledge about plants, animals, and other rudimentary natural sciences. This skill differs from more specific studies in that it represents broad knowledge gained through life experience or very general study. This skill may be the only science available in some societies, depending on time period.

Navigate (base 10%)

Navigate is a measure of how well tuned a character's sense of direction is, whether in poor weather above ground or in an underground complex or labyrinth. Very skilled characters are also versed in the use of navigation equipment, from direction by the stars to other appropriate tools or technology.

Knowledge of the use of equipment and safety regarding diving are included in this skill. This skill further grants some understanding of surviving pressure change (avoiding the bends).

Science (base variable)
Science is a broad category from which a specialization must be chosen. Each scientific discipline has its own base percentage. The list of Science skills here is not exhaustive, and additional ones should be added as needed.

Biology (base 05%)
This is a broad skill covering all knowledge of living organisms, from anatomy to genetics, and the use of tools to research them.

Botany (base 05%)
This is the science of plants, from propagation to DNA. Someone with this skill can identify plants and knows what conditions are best for plant survival. This skill could be combined with Engineering to produce anything from greenhouses to plant propagation units on starships, depending on the setting.

Chemistry (base 00%)
This skill reflects the ability to create things like drugs, poisons, acid, and explosives (if technologically appropriate). The skill will give a basic knowledge of compounds and equipment use appropriate to technological level.

Forensic Pathology (base 00%)
This skill is a specialization of Medical, and Medical should also be taken with a minimum of 30%. Some of the talents this skill reflects include the ability to conduct autopsies, as well as knowledge about postmortem decay, estimating time since death, identifying kinds of trauma to soft tissue and estimating the distance between a gunshot victim and a fired gun.

Geology (base 00%)
This skill covers knowledge of minerals and geological processes, such as plate tectonics or volcanism. Depending on technological level, this skill can cover technology used for locating minerals, mining, and complex soil or other geological analysis. Those with advanced skill levels are versed in the geology of other planets.

Medical (base 05%)
This skill covers all knowledge a medical doctor or equivalent would know for the particular point in time or technological development. This includes both diagnosis and treatment of injury, disease, poisoning, etc. This skill also covers all of the abilities granted by First Aid, with the exception that a character under the care of someone with the Medical skill heals 2d3 hit points per week in addition to the normal 1d3.

Curing Poisons: A successful Medical test allows a patient under the effect of a poison to attempt an Opposition Test versus the POT of the poison, with the patient gaining a bonus to his Opposition Test equal to the doctor's Medical skill divided by 10 and rounded down (a skill of 86% would grant +8).

Pharmacy (base 00%)
A character with a high score in Pharmacy is an expert in drugs, poisons, and other ingestible compounds. This includes a knowledge of both natural and artificial substances. The Pharmacy skill grants the ability to treat victims of poison by preparing a cure, allowing a new Opposition Test between the victim's CON and the poison's POW.

Physics (base 00%)
The skill covers knowledge of natural physical laws, from gravity and laws of motion to radiation, electricity, and more. This also grants knowledge of how to build measuring devices, and experimental equipment.

Surgery (base 00%)
In order to have this skill, a Medical skill of about 30% should be achieved. Surgery reflects competence in performing surgical procedures, and any relevant equipment.

Massive Trauma: Surgery is the only way that a character may recover from a Serious Wound. Once a successful First Aid or Medical test has been made to quench the bleeding of a Serious Wound, a successful Surgery test can attempt to set broken bones, stitch together rent flesh and restore the location so that it is on the road to recovery. As long as the Healing test is a success, the stricken location will heal as normal.

Zoology (base 05%)
Broadly, zoology is the study of animals, their habits, habitats, and morphologies.

Social Science (base variable)
Social Science is a broad category of skills, and

a specific discipline must be chosen. Some Social Sciences will have different base percentages. This list is not exhaustive, and additional Social Sciences should be added when needed.

Anthropology (base 05%)
Anthropology offers knowledge of different cultures and how to study and interpret them, as well as in predicting their behavior. Further, this skill covers knowledge about human evolution and human osteology. Xenoanthropology is a separate skill covering non-human cultures and evolution, and starts at 00%.

Archaeology (base 00%)
This skill covers knowledge of past cultures, and techniques for excavation of archaeological remains and use of appropriate equipment. This skill also offers insight in reconstructing behavior from artifacts. This skill can be used in conjunction with Anthropology or Xenoanthropology.

Criminology (base 00%)
Criminology is the study of criminal behavior and justice systems. This skill is usually closely related to Sociology. This skill could be used to make predications about criminal behavior or estimations of police activity.

Military Science (base 05%)
Military Science is a social science covering knowledge of military structure and theory regarding its function, as well as general familiarity with military technology, vehicles, and equipment. Further, a skill roll could be made to predict a military's actions or to create a strategic military operation.

Political Science (base 05%)
This social science grants knowledge of political systems and theory regarding how they function. A skill roll could be required to predict political outcomes, such as elections, and population responses to events in certain political climates.

Psychology (base 05%)
This skill grants an understanding of human thoughts, actions, and motivations. It can be used to interpret behavior, or to offer emotional counseling. Xenopsychology is a separate skill used for non-human species and starts with a base percentage of 00%. This separate skill may not be necessary if the other species is closely related to humans, at GM discretion.

Shiphandling (base 00%)
This skill is used in the same way as Boating but is instead applied to larger waterborne craft that are driven by sail, motor, or rows of oars. A skill of at least 15% makes a sailor competent enough to sail with no problems in a calm environment.

Streetwise (base 10%)
Streetwise allows a character to find fences for stolen goods, black markets and general information. Such uses of Streetwise normally require a minimum of 1D4 hours.

Survival (base 15%)
One Survival test will be required every day that a character lacks either food, water or a safe place to sleep. Success indicates the character manages to find whatever he is lacking – failure means he will go without which, over several days, could result in very serious consequences. Survival tests are not used when the character is in a city or town.

Swimming (base 25%)
Normally, a character can swim without the need of a skill roll, unless in turbulent water or otherwise in an unusual situation. If a skill roll is failed, the character begins to drown (see the Drowning rules). Once drowning begins, a roll that succeeds on a subsequent round allows a character to breath, but a second success the next round is required for a character to begin to make progress swimming in a direction. If a roll is failed again, the Drowning process begins again.

Throwing (base 25%)
The Throwing skill is usually used to judge the accuracy of the character when throwing improvised objects, from small stones to bar stools, or objects meant to be thrown like throwing knives. Weapons that are thrown can either use their own specific skill, such as spears, or the Throwing skill, at the character's preference.

A thrown object will have a maximum range of 10 feet for every point the character's STR exceeds his SIZ. This range is double for objects designed to be thrown.

Tracking (base 05%)
With this skill a character can locate the tracks of

a specific creature and follow them. The skill roll suffers a penalty of 10% for each day since the tracks have been made.

Unarmed (base 50%)

The Unarmed skill covers all unarmed combat from simple brawling to rude fisticuffs. Punches, kicks, head-butts and all other Unarmed attacks do 1D3 points of damage. Unarmed parries may only parry other Unarmed attacks, and if fighting an opponent in armor the Unarmed skill percentage is divided in half. Note that some, but few, weapons can be used with this skill. Weapons include brass knuckles or other similar weapons. A critical success in Unarmed can force the opponent into unconsciousness. If the opponent is wearing armor, he can instead be stunned and lose his combat action for one round. If the attacker fumbles with this skill, he incurs 1d3 hit points of damage from falling or other wise hurting himself in the scuffle.

Wrestle (base 25%)

Wrestle can only be parried in the first round by the opponent if the attacker achieves a successful Wrestle skill roll. Wrestling combatants suffer a –20% penalty to any tests that do not target or directly respond to their Wrestle partner. Once achieving a successful Wrestle, the attacker can take one of the following actions:

Immobilize: While immobilized, enemies are considered helpless. It takes a successful STR versus STR Opposition Test to maintain a hold on the opponent. The hold lasts for the combat round, after which a new course of action can be chosen by the opponent and a new STR versus STR Opposition Test is allowed to break free.

Disarm: The attack can disarm by making another successful Wrestle skill roll to grab the opponent's weapon.

Inflict Pain: It takes another successful Wrestle Skill test to inflict pain. If this skill test succeeds, the damage is 1D6 + damage modifiers. This can be repeated in subsequent rounds with further Wrestle skill use.

Knock Down: This action is automatic and requires no extra rolls.

Strangle: This takes place immediately with no

additional skill roles. The opponent is choking and suffocating (see the rules on Drowning).

Throw: It takes a successful Opposition Test between the average of the attackers STR + SIZ versus the opponent's average of his combined STR + SIZ. If the attacker succeeds, the opponent is thrown 6 feet and suffers 1D6 damage. The Wrestle ends.

All options which cause damage also grant the opponent a STR versus STR Opposition Test to escape the Wrestle. Multiple attackers can pool their STR for this test.

Improvement Rolls (Experience)

Method 1

In an average story, each character should receive three improvement rolls. This can be modified if the character performed particularly poorly or heroically, giving a range of between one and five improvement rolls awarded.

Improving Skills

A player can choose to spend one improvement roll to attempt to increase one known skill.

- Select the skill to be increased and roll 1D100.

- If this 1D100 result is *greater* than the skill's current score, the skill increases by 1D4+1 points.

- If this 1D100 result is *equal to or less* than the skill's current score, the skill only increases by one point.

- There is no limit to the score a skill can reach.

Method 2

Alternatively, the GM can inform a player upon an exceptionally successful use of a skill that the skill has earned an improvement roll. The player makes a note of the skill and the GM usually allows the roll to take place at the end of a scenario.

The player rolls 1d100, and if the resulting roll is greater than the skill percentage, then the skill is raised by 1d10 percentile points. An Improvement Roll of 98 or above is always a success.

Practice & Research

Practicing or researching a skill generally takes two weeks per 10% the character already possesses in the skill. After spending the appropriate amount of time, the player gets an improvement roll for the skill following Method 2.

Mentors

Characters can improve their chances of raising a skill through being mentored. The mentor must have a higher skill level than the character. The character may apply a +10 modifier to the improvement roll when attempting to learn a skill through research with mentorship.

Professions and Skills

Professions are optional, and are used to guide character development and skill point selection. Characters are given 250 percentage points to divide among skills. These skills can be chosen freely, or a Profession can be chosen and the skill points can be divided among the suggested skills listed.

Profession	Suggested Skills
Medieval/Fantasy	
Alchemist	Botany, Craft (Alchemy), Craft (Glass Maker), Evaluate, First Aid, any weapon
Animal Trainer	Craft (Animal Training), Driving, First Aid, Riding, any weapon
Assassin	Climb, Craft (Poisons), Disguise, Hide, Move Silently, any weapons
Bard	Craft (Musical Instrument), Craft (Singing), History, Influence, Language (Other), Natural Lore, Oratory, any weapon
Beggar	Conceal, Disguise, Dodge, Fast Talk, Haggle, Locksmith, Move Silently
Blacksmith	Craft (Armorer), Craft (Blacksmith), Craft (Weaponsmith), Engineering, Evaluate
Craftsman	Any craft (Carpenter, Bowyer, Brewer, Potter, etc.), Evaluate, Haggle, Fast talk, Natural Lore
Diplomat	Hear, Influence, Military Science, Natural Lore, Political Science

Profession	Suggested Skills
Hunter	Climb, Craft (Trapping), Move Silently, Throwing, Tracking, any weapons
Knight	Driving, Influence, Military Science, Natural Lore, Political Science, Riding, any weapons
Mercenary or Soldier	Dodge, Natural Lore, Riding, Throwing, Unarmed, any weapons
Militiaman	Craft (any), Dodge, Riding, Throwing, Unarmed, any weapons
Physician	Alchemy, Craft (any), Biology, Chemistry, Haggle, Medical
Ranger	Craft (Animal Training), First Aid, Hide, Move Silently, Natural Lore, Riding, Tracking
Sailor	Boating, Climb, Craft (any), Natural Lore, Navigate, Shiphandling, any weapons
Scholar	Craft (Scribe), History, Natural Lore, any science or social science
Shaman or Priest	Craft (Alchemy), Craft (Brewing), First Aid, Haggle, Natural Lore, Oratory, Tracking
Slave	Art (any), Craft (any), Dodge, Haggle, Hear, Hide, Move Silently
Thief	Climbing, Disguise, Hide, Hear, Locksmith, Notice, any weapon
Modern or Sci-Fi	
Physician	Craft (any), Biology, Chemistry, Haggle, Medical, Pharmacy
Engineer	Chemistry, Driving Heavy Vehicle, Geology, Mechanics, Physics
Computer Hacker	Computers, Electronics, Fast Talk, Haggle, Physics, Research
Police Officer	Dodge, Fast Talk, First Aid, Guns (Handgun), Hear, Notice, Psychology, Unarmed, Wrestle
Pilot	Navigation, Pilot (any),
Soldier	Dodge, First Aid, Guns (Handgun), Guns (Rifle), Guns (Machine Gun), Hear, Hide, Mechanics, Move Silently
Starship Pilot	Astrogation, Military Science, Pilot (Starship), Guns (Handgun), Psychology

Game Rules

This chapter presents GORE™ system rules in alphabetical order by topic.

Acid

Acid is rated by Strong, Medium, and Weak, having different effects depending on strength. Acids inflict the following hit points of damage per round: Strong: 1d6+1; Medium: 1d4; Weak: 1d3-1.

Acid and Armor: Strong acid destroys armor after 1d6 rounds. Armor can protect a character from weak acid damage by only causing 1 HP damage for 1d3 rounds, after which the acid does full damage to the character. Strong and Medium acid inflict damage of 1d3-1 hit points for 1d3 rounds, after which they inflict full damage.

Air Pressure

A character takes damage if subjected to a sudden change in atmospheric pressure, such as from sudden depressurisation in space or sudden exposure to high pressure deep in the ocean. A sudden change is defined as a change in pressure that occurs within a couple of seconds. The first atmospheric difference, such as going from an atmospheric pressure of 1 to 2, results in 1d6 hit points of damage. In addition, for every 1/2 atmospheric difference beyond the first, an additional 1d6 HP is lost. For example, if a character went from an atmospheric pressure of 1 to a pressure of 3, he would suffer 3d6 HP damage.

Atmospheric pressure of 0: A character will begin to suffocate at an atmospheric pressure of 0. When a character cannot hold his breath (see the Suffocation and Drowning rules) he suffers 2d6+4 HP of damage per round due to lung collapse and lung damage.

At zero pressure, blood vessels rupture. This causes further cumulative damage equal to 1 HP per 1 minute. After 2 minutes, the character loses another 2 HP, 3 HP at 3 minutes, etc.

Armor

When wearing armor, characters are protected from an amount of damage determined by rolling on the armor's deflection dice. This is the amount of damage the armor absorbs before the character takes remaining damage.

Armor and Swimming: any armor heavier than leather requires a Swimming skill roll every round, and failure means the drowning and suffocation rules come into play. Armor takes a certain number of rounds to put on (see the Equipment list), and in order to take it off in the same number of rounds, the character must succeed in a Dexterity Test each round. Failing this roll requires a successful Swimming roll, and failure again leads to the drowning rules coming into play.

Character Aging

Starting at the age of 61, and every year after, the player rolls 1d6 for his character to determine if old age reduces Attributes or Skill percentiles due to decrepitude and senility. On a roll of 1-4, the number indicated equals the number of times the player must roll on the Character Aging Table. A roll of 5 or 6 indicates that no aging effects occur at the current age.

Character Aging Table	
Roll 2d6	*Age Effect*
2	A seldom-used Skill losses 10%
3-4	INT –1
5-6	DEX –1
7-8	CHA –1
9-10	STR –1
11-12	CON –1

Note that this rule assumes a standard human, and magic or medical technology can influence when decrepitude begins and how it progresses. Further, some fantasy races may begin to show signs of age in later years and at less frequent age intervals.

Disease

Every type of disease has the following

information detailed:

Name: The disease's name. Also, if the disease is magical or alien in nature, it will be mentioned here.
Type: Lists whether the disease is spread through contamination, touch or is airborne.
Delay: The time between the disease's introduction to a character, to the time its effect takes hold. It is also the time following disease contraction that a victim will be forced to make follow-up Opposition Tests.
Potency (POT): This is a number between 3 and 21 that measures the strength of a disease. Some diseases could be higher or lower, at GM option. A character must make an Opposition Test of the character's CON versus the POT of the Disease.
Effect: Usually hit point damage and/or a penalty to attributes or skills is effected. More exotic diseases may cause hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above.

The effects of the disease cannot be removed or healed until the disease itself has been neutralized or has dissipated in the victim's system. Hit point damage caused by disease will not automatically heal – it must be healed through natural, technological, or magical means.

Unlike a poison, diseases will progress if a character does not resist its effects. Once the first Opposition Test is failed by the victim, he will have to make an additional Opposition Test (after an amount of time determined by the disease's delay statistic).

If the victim succeeds this second test, he has overcome the worst of the disease and will no longer suffer its effects (other than remaining hit point damage) after a while (use the disease's delay statistic to determine how long this takes).

If the victim fails this second test, he falls deeper into the disease. Apply all of the disease's effects again to the character. Once the delay period has elapsed once more, the victim will have to make a third Opposition Test, and so on.

Dive
To dive for cover against an area attack, a character must succeed in a Dodge skill test. If successful, he will halve the damage dealt by the attack. A critical success avoids all damage dealt by the attack.

Any character that attempts a dive, whether successful or not, becomes prone.

Down
When an opponent is on the ground, he suffers –20% to Dodge skill, and if being attacked his attacker receives +20% to his attack skill.

Explosions
Explosion damage is reduced by 1d6 for every multiple of 2 of the radius of the explosive. Damage for radius x2 is –1d6, radius x3 is –2d6, and so on. Refer to the weapons charts for the radius of various explosives.

Exposure, Starvation and Thirst
A character can normally survive for a number of hours equal to his CON before suffering from exposure.

A character can survive for a number of days equal to his CON before becoming starved, though after three days he will begin to suffer a 10% penalty to tests due to fatigue.

A character can survive for a number of hours equal to his CON x 4 before becoming chronically thirsty, though particularly arid environments may reduce this to CON x 3 or even CON x 2.

Whenever a character is suffering from exposure, starvation or thirst, tests involving CON suffer a penalty of –20%. In addition, the character will automatically suffer one point of damage every day, for every condition he is experiencing. Natural or magical healing will not heal this damage – only sufficient shelter, food or water can remedy the problem and allow natural or magical healing to take place.

Falling
For every 10 feet, a falling character suffers 1d6 hit points of damage. Armor does not reduce falling damage, and heavy armor like plate actually increases damage by 1d6. The Jumping skill influences falling damage.

Fire and Heat

Hand Weapon Fumble Table			
Roll 1d100	Result	Roll 1d100	Result
01 to 07	Trip, can't parry next attack	58 to 64	Trip, can't attack next round
08 to 11	Shield damaged, parry 1/2 skill	65 to 67	Shield breaks, or weapon breaks if no shield
12 to 20	Trip, can't attack next round or parry next attack	68 to 73	Dirt or sweat in eyes, only defend or move for 1d3 rounds
21 to 25	Weapon knocked 1d10 feet away unless using shield	74 to 76	Fall down
26 to 28	Arm injured unless using shield, only can use one arm	77 to 79	Unless wearing helmet, face cut, blood in eyes, dodge or parry only next round
29 to 31	Head blow, half all skill rolls for one round	80 to 82	Head blow, half all skill rolls for one round, if wearing helmet it is knocked off
32 to 35	Confused, lose next attack	83 to 85	Drop weapon
36 to 38	Permanently lose 1 CHA from blow to the face	86 to 88	Sprained Ankle. Movement 1/2
39 to 42	Lodge weapon in enemies armor, STR x3 test to get free	89 to 91	Winded, can only parry for 2 rounds, no dodge or attack
43 to 46	Hurt self, roll full damage	92 to 94	Wounded leg, 1/2 Dodge until bandaged
47 to 49	Hurt friend, roll full damage	95 to 97	Lose two fingers, weapon/shield skills – 10%
50 to 53	Break arm, arm useless	98 to 99	Broken weapon
54 to 57	Armor torn loose, -2 points of protection until fixed	00	Roll twice

Armor protects from the effects of fire for 1d6 rounds. Note that any burns doing damage equal to 50% or more of a character's maximum hit points also causes the loss of 1d4 Attribute points, 1 of which is from CHA and any others are determined randomly. See the Fire and Heat Table for examples of flames and their damage.

Fumbles

A Fumble occurs on a roll of 00. Usually weapons are dropped. However, the GM may occasionally want more interesting results and may call for a roll on the appropriate fumble table. Attackers and defenders roll for a fumble. See the Hand Weapon Fumble Table and the Missile Weapon Fumble Table. During unarmed combat, a fumble usually means a trip and fall.

Hit Locations (Optional Rule)

If this rule is used, damage from attacks is done to specific body parts *and* to overall (gross) hit points. Damage from other sources, such as poison, radiation, suffocation or disease, will usually be deducted from gross hit points instead of location hit points, unless otherwise indicated. If using hit locations, all rules for hit point loss still apply but a successful attack will additionally damage a specific hit location. To determine which location has been hit, roll 1D20 and compare the number rolled with the Humanoid Hit Location table.

The amount of damage is deducted from the hit points of this location. So long as the location has hit points remaining, the character will suffer no further effects. If the location is reduced to zero hit points or less, then the character is injured:

Location's Hit Points reduced to 0 or Fewer
These guidelines apply so long as the damage

Fire and Heat		
Source Examples	*Damage*	*Other Effects*
Candle	1 point	
Flaming torch	1d6	Luck Test to avoid catching on fire unless wearing armor
Large bonfires	1D6+2	Clothing and hair catches on fire
Burning rooms	-	Luck Test to avoid suffocation
Lava, inside a blast furnace	3D6 points	

does not exceed double the location's hit points.

Abdomen

The character falls to the ground and each leg is useless. The character can move by crawling at 1/4 Movement. The character losses 1 HP from gross hit points each round unless a CON test successful or unless First Aid or Medical Skill is applied.

Chest

The character immediately becomes unconscious, and bleeding occurs as in the Abdomen.

Head

Missile Weapon Fumble Table	
Roll 1d6	*Result*
1	Drop weapon , can retrieve it to fire on the last Strike Rank
2	Weapon needs repair (1d4 rounds), or malfunctions if a gun
3	Fumbles and hits companion, roll damage not including any damage adjustment
4	Distracted, lose attack
5	Stumble and lose attack
6	Fall and drop weapon, lose attack

The character immediately becomes unconscious, and bleeding occurs as in the Abdomen.

Limbs

A limb will be rendered useless until the location is restored to 1 hit point or more, or if the character receives First Aid or Medical. If a leg is rendered useless, the character drops prone. Once standing again, Movement is at 1/2. If an arm is hit, any items carried are dropped.

Humanoid Hit Location	
D20	*Hit Location*
1–3	Right Leg
4–6	Left Leg
7–9	Abdomen
10–12	Chest
13–15	Right Arm
16–18	Left Arm
19–20	Head

Location's Hit Points reduced to a negative score greater than double its starting Hit Points

These guidelines apply to damage equal to or less than double that of a locations total. For example, if a location has 6 HP, these rules apply if the location reaches –6 or fewer.

Abdomen or Chest

A character immediately becomes unconscious and must make a CON x4 test or die. This test will have to be repeated at the end of every Combat Round, until the location is restored to 1 hit point or more, or the character receives First Aid or Medical. If the location does not recover within a number of Combat Rounds equal to *half* the character's CON+POW, the character dies from blood loss, shock and internal injuries.

Head

The character dies instantly due to a mangled skull or decapitation.

Limbs

A limb will be either severed or mangled. The damaged character drops prone and must immediately make a CON x4 test or fall unconscious. If the character remains conscious,

this test will have to be repeated at the end of every Combat Round, until the location is restored to 1 hit point or more, or the character receives First Aid or Medical. If the location does not recover within a number of Combat Rounds equal to the character's CON+POW, the character dies from blood loss and shock.

they will be prone until at least one leg is restored. Most Skills that rely upon physical mobility are impossible, though some (such as Dodge and Stealth) only suffer a –30% penalty.

Inanimate Objects

All inanimate objects have hit points, Except for the most unusual of circumstances, attacks on inanimate objects will automatically hit – characters simply need to work out how much damage they deal. Damage to an object will be deducted from its hit points. Once an object's hit points have been reduced to zero, it is smashed and useless.

Armor, shields, and weapons can be made targets of direct attack. They normally do not suffer direct damage because an attacker is attempting to hit what is under them, not the armor itself. When attacking these items, one
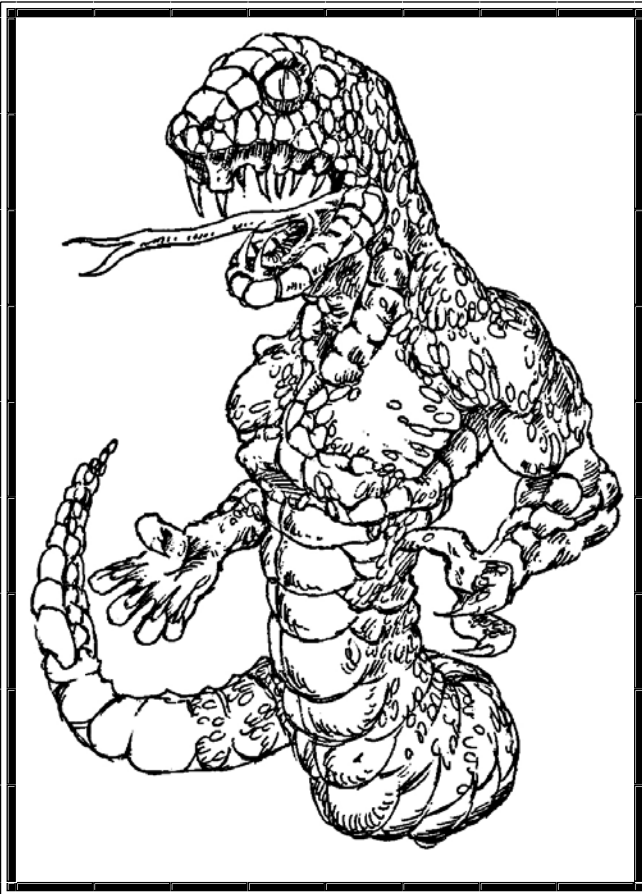
must roll a weapon skill normally, and the opponent dodges and parries as normal. Any hit does damage directly to the weapon, armor or shield, and not to the person holding/wearing it.

Inanimate objects likely to block or restrain characters, such as doors or ropes, have Strength scores. To break down a door, or burst one's bonds, a character must succeed at a brute force STR versus STR Opposition Test.

Injury

The overall health of a character is represented by hit points. Damage is classified according to degree and defined below.

Minor Wound

Minor wounds are wounds which deal damage of 50% or less of the characters maximum hit points. If several Minor Wounds total more than 50% of a character's hit points in a 24 hour period, he rolls a test of POW x4 to avoid unconsciousness. Do not roll on the Serious Wound table.

Serious Wound

A Serious Wound is a wound from a single cause that inflicts greater than 50% of a character's maximum number of hit points. This wound causes so much trauma that the character can only act for a number of rounds equal to the number of hit points remaining before falling unconscious for one hour. In addition, the character suffers further effects as indicated from a roll on the Serious Wound Table. A character must succeed at a Luck Test, otherwise the penalties due to injury are permanent, barring some extraordinary feat of magical or technological repair.

Note that there are several possible injuries provided to explain the penalties, and the GM will decide which suit the situation based on weapons involved and other factors.

Terminal Wound

If a character's hit point total reaches 0 or below, he dies. However, if through First Aid or Medical, or some other means, hit points are raised to at least 1 before the end of the following round, then the character survives. Otherwise, the character is past all resuscitation on the second round after hit points drop to 0 or below. A GM might make an exception if full

hospital facilities become available right away.

Recovery
Per week, characters naturally recover 1d3 hit points. This amount can be increased if under the care of someone with the First Aid (+1d3) or Medical skills (+2d3).

Unconsciousness
Any time a character drops to 1 or 2 hit points, he falls unconscious until healing brings him back up to 3 or more, or at the discretion of the GM.

Knockback
A character can either use the Wrestle or Shield skill to force an opponent backwards. If using Wrestle, the opponent cannot have a shield. If the skill roll is successful, the attacker must succeed in an Opposed Test of the attackers STR versus the opponent's SIZ. If the attacker succeeds, a Wrestle forces the opponent backwards 3 feet and shield-use knocks an opponent back 6 feet.

Knockout
This is an attack in which the object is to knock an opponent unconscious rather than kill him. This intention must be stated before the attack is made. If the attacker achieves damage equivalent to a serious wound, the opponent is made unconscious for 1d10+10 rounds and has sustained no damage. If the equivalent of a light wound is achieved, only the minimum about of weapon damage is delivered (do not include the Damage Modifier) and the opponent is still conscious.

Light Blow
A character to opt to reduce damage of a weapon by not using full force or a cutting

Roll 1d100	Type	Penalties	Descriptions
		Serious Wound Table	
01 to 11	I	1d3 CHA	Severe scars, mutilation, Disguise will not hide it
12 to 21	II	1d3 INT	Head or face trauma, limiting skills related to either hearing or influencing others to maximums of 65%
22 to 31	IV	1d3 STR	Trauma to upper limbs, possible loss of some hand digits, cannot use shield or attack with two weapons
32 to 41	V	1d3 DEX and 1d3 Movement	Severe trauma to legs or feet
42 to 51	VI	1d3 CON and 1d3 Movement	Trauma to thorax or abdomen, damaged organ(s)
52 to 61	VII	1d6 CHA	As Type I but more severe
62 to 71	IIX	1d6 STR	As Type IV, with HP loss
72 to 81	IX	1d6 DEX and Movement	As Type V, with amputation of 1 or 2 limbs
82 to 91	X	1d3 STR and CON or 1d6 CON, with equal Movement loss	As Type VI
92 to 93	XI	1d6 DEX	One arm useless
94 to 95	XII	1d6 DEX	Both arms useless
96 to 97	XIII	1d6 DEX	Crippled limbs, cannot wield 2 weapons or two-handed weapons, can use shield
98	XIV	1d3 CON, CHA, DEX	Severe general body trauma
99	XV	1d6 CHA	Severe facial mutilation
00	XVI	1d4 to 4 Attributes	Severe body trauma, possibly intentional

edge. Damage is halved, and no Damage Modifier is used.

Low Light and Invisibility

Skills (combat and otherwise) are effected by light level, assuming they rely on vision to some extent, according to the following levels of light:

Twilight or Semi-darkness: skills divided by 2

Near Dark: Skills at 1/3

Complete Darkness: The lower of 1/4 of the skill, POW x3, or INT x3.

A character might be able to use other senses to reduce these penalties, depending on the situation.

Illuminating Items	
Example	*Light Radius*
Candle or embers	3 feet
Flaming brand or lantern	3 feet
Campfire	15 feet
Bonfire	50 feet

Missiles and Shields

Shields do not successfully deflect critical hits, including impales. Shields have the following probabilities of blocking missile weapons:

Small shield: 15%
Full shield: 30%, 60% if crouched under
Large shield: 60%, 90% if crouched under

Note that these are probabilities completely separate from the use of a shield to intentionally Parry. Missile weapons cannot be intentionally parried, and shields Parry with these probabilities out of chance.

Movement

Human or humanoid characters have a Movement of 8 points. Other beings can have a greater or lesser movement, and comparisons are relative. Each point of movement can be representative of about 15 feet on average, but with a range of 10 to 30 feet depending on whether the character is sprinting or ambling.

When it is important to determine whether a creature catches up to a character, the opponent with the higher Movement will eventually outpace the one with lower movement. The difference between the Movement points indicates how much the opponent will gain. For instance, if a predator with a Movement of 12 is chasing a human with a Movement of 8, the predator will gain at least 4 movement points per round, or from 40-120 feet depending on whether the predator is sprinting or ambling.

However, when Movement points are equal between opponents, they must make an Opposition Test between their respective CONs to determine who tires and falls behind first. Alternatively, if appropriate, the opponents can each make a skill test. If one opponent fails, the other catches up. For example, if the pursuit is in water the Swimming skill would be tested.

Groups of characters travelling together will move at the speed of the slowest member.

Opponent Size and Missiles

If a character is attacking another creature that is smaller than SIZ 5, there is a cumulative penalty of 5% to missile attacks for each point of SIZ below 5. In addition, targets of SIZ 40 or larger, in increments of 10, grant a cumulative attack bonus of +5% for missile attacks SIX 40 = +5%, SIZ 50 = +10%).

Poison

Every type of poison has the following information detailed:

Name: The poison's name. Also, if the poison is magical or alien in nature, it will be mentioned here.
Type: Lists whether the poison is ingested, used on a weapon or inhaled.
Delay: The time between the poison's introduction to a character, to the time its effect takes hold.
Potency (POT): This is a number between 3 and 21 that measures the strength of a poison. Some poisons may have different values at the GMs discretion. A character must make an Opposition Test between his CON versus the poison's POT in order to avoid or mitigate the damage of the poison.

Close Combat Situational Modifiers

Situation	Skill Modifier[1]
Target is helpless	Automatic Critical Hit
Target surprised	+20%
Target prone (on the ground) or attacked from behind	+20%
Attacking or defending while on higher ground or on mount	+10%
Attacking or defending while prone	−20%
Attacking or defending while on unstable ground	−20%
Free motion of weapon arm obstructed (for example, a wall on the right side of a right-handed swordsman)	−10%
Attacking or defending while underwater	−30%, -1 to damage
Defending while on lower ground or against mounted foe	−10%
Fighting in partial darkness	Skill divided by 2
Fighting in darkness	Skill divided by 1/3
Fighting while blind or in pitch black	Lower of 1/4 skill, POW x3 or INT x3

[1] These modifiers are cumulative – attacking a surprised target that is on lower ground increases their Weapon skill by 30%.

Effect: Some poisons cause damage, and others cause a character to sleep for a period of time. More exotic poisons may cause hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above.

Duration: How long the poison, if effective, will affect the victim. The effects of the poison cannot be removed or healed until the poison itself has been neutralized or has dissipated in the victim's system. Hit point damage caused by poison will not automatically heal – it must be healed through natural, technological, or magical healing. Note that usually a poison will do the same amount of HP damage as its POT score.

Radiation

Radiation is sometimes measured in rem units. Rem stands for "röntgen equivalent in man." Exposure to radiation results in short term and long term effects, depending on the rem level. High rem exposure results in greater damage, and low rem exposure results in less damage and fewer permanent effects. When characters are exposed to a single high dose of radiation, consult the table below for determining effects. A successful Opposition Test between the POT of the radiation and the CON of the character will reduce the effects by one category on the table. Note that effects are cumulative such that all effects from high doses include the effects from lower doses. If characters are exposed to lower doses of radiation over longer time periods, no acute effects may be recognized

Radiation Exposure Table					
Rem Level	*POT*	*Effects/ round of exposure*	*Acute Effects*	*Permanent Effects*	*Long Term Effects*
5-20	5	none			Higher probability of cancer in later life
20-50	6	none	General illness		
50-100	7	none	Nausea; 50% male sterility for 1d4 weeks; Skill rolls at –10% for 2d6 hours		Premature aging, aging rolls starting at 50 years
100-200	8	1d4-2 damage per round	vomiting; male sterility for 1d4 weeks	Pregnant females have unviable offspring (spontaneous abortion or death at birth) on a failed CON x2 test	
200-300	9	1d4 damage per round	50% chance of loss of hair; Skill rolls at –20% for 3 days	Initial CON x5 test, if failure, death is inevitable and further CON tests every 3 days, failure indicating death. Females roll CON x4 test, failure results in sterility	Premature aging, aging rolls starting at 45 years
300-400	10	1d4+1 damage per round	Bleeding in orifices and skin; loss of hair	Initial CON x4 test, if failure, death is inevitable and further CON tests every 3 days, failure indicating death. Females roll CON x3 test, failure results in sterility; Pregnant females have unviable offspring	
400-500	11	1d6 damage per round	Bleeding in orifices and skin	Initial CON x3 test, if failure, death is inevitable and further CON tests every 3 days, failure indicating death. 1d6 Attribute points lost from one Attribute (STR, CON, APP, INT, or DEX); Sterility in females	Premature aging, aging rolls starting at 40 years
500-600	12	1d6 damage per round	Internal Bleeding; Skill rolls at –30 percent for 5 days	Initial CON x2 test, if failure, death is inevitable and further CON tests every 3 days, failure indicating death; 1d6 Attribute points lost from two Attributes (STR, CON, APP, INT, or DEX); Sterility in females	
600-1000	13	4d6 damage per round	Internal Bleeding; weak immune system;	Initial CON test, if failure, death is inevitable and further CON tests each day, failure indicating death. Permanent loss of 1d6 Attribute points from STR, CON, APP, INT, and DEX; sterility	
1000+	14	6d6 damage per round		CON test every twelve hours, failure reduces all Attributes to 3; automatic death - CON test every twelve hours until a failure indicates death	

Examples of Radiation Exposure		
Radiation Source	Exposure Time	REM
Earth's surface	1 year	0.3
Space Station (20th century)	10 days	1
Dental X-ray	instantly	2.5
Brain cat scan	instantly	6
Abdominal cat scan	instantly	50
Mars or moon surface	1 year	50-100
9 mega ton nuclear bomb, within 3 miles	instantly	500
Solar flare	instantly	7000

but characters may have greater chances of terminal illnesses, such as cancers, as well as infertility and premature aging. These effects are at GM discretion.

Shields

Shields take damage from blows, but only if the damage is greater than the shield's hit points. The excess damage subtracts from the shield's hit points, and this new total is used. A blow that destroys a shield will also harm the wielder of the shield if there are left over points of damage.

Example: A character is struck while using a small shield, and the blow delivers 18 points of damage. The shield initially has fifteen hit points, so the shield now has 12 hit points. Another blow delivers 15 HP damage, lowering the shield to 9 hit points. If another blow does 12 HP damage, the shield is destroyed and the defender suffers 3 HP of damage beyond what the shield absorbs.

Stunned

When an opponent is stunned from a blow or other trauma, such as electrocution, he may act in a round to defend or to move a brief distance, but may not attack or, in a fantasy game, use magic. The Stunned individual must succeed a CON x5 test to shake off the effects. A test is made each round until a success is achieved.

Suffocation and Drowning

A character can generally hold his breath for CON/2 rounds, after which he suffers 1d6 HP of damage per round (5d6 per minute). If suffocating under physical exertion, the character will begin to take this damage automatically from the start.

Swimming: If a character fails his Swimming skill, he must succeed at a DEX x5 roll. For each round of suffocation or drowning, the roll is reduced to a minimum of DEX x1 for the roll. With every failed roll the character suffers 1d6 hit points of damage, until he can get a breath. If the character does get a breath, the procedure starts again (DEX x5) if the character is drowning or suffocating again.

Time

Time is divided into familiar concepts using minutes, hours, etc. However, many actions such as combat and skill use require fractions of a second. These fractions are called rounds, with about 12 seconds per round (5 rounds per minute).

Two Weapon Use

A character wielding two weapons fights at 1/2 skill for the second weapon. In addition, if the character achieves a critical result in a parry, the weapon not defending can be used to immediately make a riposte attack during the same Strike Rank. This is a free attack and does not count as the character's action for the round. The opponent can parry or dodge this attack.

Combat

Combat occurs in rounds. With 5 rounds in every minute, a single round translates to twelve seconds of time, during which a character can perform Combat Actions.

Determine Strike Rank: For each situation, there is a variable number of Strike Ranks equal to the highest DEX score among the participants. Unless otherwise modified, DEX is equal to Strike Rank for each person in a combat situation. Normally, the character with the highest DEX score acts first. In a case where two opponents have equal DEX, each side rolls 1d10 and the highest rolling opponent goes first.

Determine Spell Rank: Spell casting begins at the beginning of the round, in order of INT from highest to lowest, much like Strike Ranks work with DEX. At the beginning of the next round, all magic takes effect before anything else happens, in order of INT from highest to lowest. All ties are resolved with a 1d10 roll, the highest roll going first.

Gaining Surprise

Generally, Surprise occurs when someone is unexpectedly attacked. Normally DEX determines Strike Rank, but in this case the attacker catches the opponent off guard. The GM may allow an Alertness Test for the character to avoid Surprise, if there is any chance the character could have noticed the attack ahead of time. Penalties may be added depending on the situation.

A surprised character suffers a penalty to his Strike Rank of ½, such that a character with a DEX of 14 would have a Strike Rank of 7 for the duration of the first combat round. A surprised individual is still able to dodge or parry, but cannot attack until his Strike Rank comes during the round.

The effects of surprise generally only last for the first combat round of a combat.

Combat Actions

The actions a character may take when it is his turn to act are detailed here.

Aim: Every 5 Strike Ranks spent aiming increases weapon skill rolls by +10%. This bonus only applies to the attack the character makes with the weapon in the current round, and must be at the target being aimed at. Note that aiming rules for guns are different *if using laser or telescopic sights*.

Change Stance: The character may shift from one of the following stances to another : standing, prone, kneeling or sitting. The character cannot dodge or parry when making these actions.

Charge: If a character can move a minimum of 1 Movement point, he can make a charge. He may move a distance up to half his Movement points. This must be in a straight line and he must end up adjacent to an enemy. When the move is complete, a close combat attack may be made against the enemy. If the attack is successful, the character gains a bonus of +1D4 damage.

Close Combat Attack: The character can make a single close combat attack.

Defend: A character may solely defend himself, effectively adding +20% to any Dodge Skill tests or Parry skill tests he is called upon to make until the next round.

Delay: A character may pause to assess the tactical situation around him.

If a delaying character merely wishes to act after a specific character has acted, they wait until that character has finished their Combat Action. The delaying character's Strike Rank is then altered to reflect their new place in the Strike Rank order and they act as normal.

If a delaying character wishes to interrupt a specific character's action as it occurs, or act immediately upon a specific trigger, the character must make a test appropriate to his interrupting action (a Weapon skill test if the character wishes to attack, for instance). If the trigger is capable of opposing the test with a test

Dodge Table				
Attacker's Roll Result	Defender's Roll Result			
	Fumble	Failure	Success	Critical
Fumble	no hit	Attacker rolls on fumble table	attacker falls, or roll on fumble table	attacker falls, or roll on fumble table
Failure	defender falls down	no hit	no hit	no hit
Success	hit, normal damage, defender falls	hit, normal damage	no hit	no hit
Critical	hit, full damage, defender falls	hit, full damage	hit, full damage	no hit
Impale	hit, full damage, defender falls	hit, full damage	hit, full damage	hit; normal damage

of its own relevant to its action, it may do so. Whoever wins the test acts first.

Once the character has acted, they are no longer delaying and their Strike Rank is modified appropriate to their new position in the Strike Rank order.

Disarm

The attacker declares that he is attempting to disarm the target of a single held weapon. If the attack successfully strikes by a margin of 50% of the skill percentage (if the skill is 60%, roll under 30%), the disarmament is successful. The opponent can attempt to retain the weapon with a successful roll of STR x3. Should the attacker ultimately succeed, his opponent's weapon flies 1D6–1 x3 feet in a random direction (a result of 0 feet places the weapon at the defender's feet).

Alternatively, an attacker can disarm with a successful use of the Wrestle skill, removing the weapon when the opponent is immobilized. See the Wrestle listing under skills for an in depth explanation.

Disengage: A character wishing to get away from an opponent must succeed at doing nothing but dodging an opponent for one round (without the bonus normally given for a Defend Combat Action). If successful, the character can use all of his Movement points at the end of the round, and can escape. If any of the dodges fail, the character cannot get away from the opponent this round. Note that if a character chooses to run away anyway, the attacker gets one free attack in which no dodge or parry is possible.

Dodge or Parry: A character may usually Dodge or Parry at any time in a round. A Parry may be made with a shield or a weapon skill percentage. A Dodge can be made using the Dodge skill percentage. Each time a Parry or a Dodge is made in a round, there is a cumulative 30% penalty for every subsequent Parry or Dodge. Whichever skill is used first is also used as the starting point from which these calculations are made.

Example: A character has a Dodge skill of 65% and a weapon skill of 75%. The character chooses to parry, and he does so the first time at 75%. If he chooses to also dodge the same round, this occurs at 45%. The character could then dodge or parry one more time at 15%, but does not have enough percentage points to defend again.

A mounted character suffers a –30% penalty to his Dodge skill. If a character has his back to a wall, cliff, more enemies, or is otherwise impeded from freely dodging in any direction, he will suffer a –20% penalty to his Dodge Skill.

The success of a Dodge or Parry is dependent on the degree of success the attacker achieves with his weapon skill compared to the level of success enjoyed by the target's Dodge skill roll. The attacking and defending players each roll D100 and compare their results on the Dodge Table.

Parry Table				
Attacker's Roll Result	**Defender's Roll Result**			
	Fumble	Failure	Success	Critical
Fumble	Attacker rolls on fumble table	Attacker rolls on fumble table	attacker falls, or roll on fumble table	attacker falls, or roll on fumble table
Failure	no hit	no hit	no hit	no hit
Success	hit, normal damage, defender rolls on Fumble Table	hit, normal damage	blocked	no hit, attacker's weapon loses 2 HP
Critical	hit, full damage, defender rolls on fumble table	hit, full damage	hit, normal damage, defender's weapon loses 4 HP	blocked
Impale	hit, full damage, defender falls	hit, full damage	hit, normal damage bypass armor	blocked

If a blow is parried, and the damage exceeds the weapon's hit points by at least 1 point, the defender's weapon breaks. In addition, any damage above this is delivered to the opponent. This applies only to weapons and other objects built to be able to Parry, and other items always take damage equal to the amount done by the attacking weapon.

Entangle

With a successful attack to entangle an opponent in a rope, net, or other restricting item, the opponent is unable to move or act for the current round and the following round. After that round, the opponent can get free with a successful DEX x3 roll. The opponent could instead try to cut free with a knife. With a Opposition Test of STR versus STR, the attacker can disarm the opponent with the net or rope.

Lunge: By sacrificing the character's attack in the subsequent round and succeeding in a DEX x3 roll, the character can make one more attack on the last Strike Rank of the round. The skill for the attack is the smaller of normal skill level or 50%. If the character fails in the attack, he still loses his attack next round.

Multiple Attacks: A character with 100% or more in an attack skill can attack more than once. The skill percentage is divided by the number of attacks attempted, but each attack must be with at least 50% skill. A character with 100% could attack twice at 50% per attack, but could not attack 3 times in a round until he achieves

150%. The first attack occurs at Strike rank, but each subsequent attack occurs 5 Strike Ranks later. For example, if a character with a DEX of 15 attacks at Strike Rank 15, his second attack would be at Strike Rank 10.

Move: If the character moves a distance equal to more than half of his Movement points, he loses any other Combat Action for the current round. The character loses 5 Strike Ranks if he uses ¼ of his Movement points (2 for a human), and 10 Strike ranks if he uses between ¼ and ½ of his movement (3-4 for humans).

Ranged Attack: The character can make a single ranged attack.

Ready Weapon: Drawing a sword from its sheath, unhooking an axe from one's belt, knocking an arrow to one's bow – all these actions require the Ready Weapon Combat Action. A single Ready Weapon action can also include dropping a weapon currently held to the floor and then drawing a new one. Each of these actions cost 5 Strike Ranks.

Riposte: When using two weapons and a critical parry is rolled, the defender has the option of quickly striking with the non-defending weapon. This attack takes place during the same Strike Rank as the parry, and is an extra attack that does not count as the defender's attack for the round. The attack occurs at full skill percentage, but only one riposte is allowed, regardless of further critical parries, per round.

Skill Use: A character can use a skill during his Combat Action. Many skill uses are resolved in the same round, unless common sense dictates otherwise.

Sprint: Any adjacent enemy may make a free attack in response to this action and gains a +20% bonus for the attack. The character may move a distance up to twice his Movement score.

Strike Weapon / Shield

The attacker declares that he is attempting to attack the target's held weapon or shield. If the attack is successful, any damage is dealt directly to the opponent's weapon, using the rules for attacking inanimate objects. Natural weaponry may not be attacked in this way.

Close Combat Attacks

1 – Making the Attack

An attack is made by simply rolling D100 and comparing it to the character's skill in the weapon he is using.

If a character rolls equal to or lower than his weapon skill, he has hit his target, subject to Parry or Dodge.

If a character rolls greater than his weapon skill, he has missed his target.

2 – Target Reaction

The target may attempt to Dodge or Parry the attack, as they choose.

If the enemy has no percentage points left to Dodge or parry due to multiple uses of these skills in the same round, then this attack is unopposed. Move straight on to Damage Resolution.

3 – Damage Resolution

If the attack is successful, damage is rolled. Each weapon has its own Damage score, to which is added the attacker's Damage Modifier in order to determine the total damage being dealt.

4 – Damage Application

Apply any damage to the opponent's hit points, taking into account armor.

Further Notes on Close Combat

Critical Hits

A Critical Hit occurs with skill roll that succeeds with a roll that is at or below 20% of the skill percentage. Example: if a character has a weapon skill of 60% and rolls 06 or less, he has potentially inflicted a critical hit. Multiply final damage by two. Note that armor is taken into account after doubled damage is calculated. *Further, a critical success on an opponent's Dodge or Parry roll is required to eliminate this damage. An ordinary success means the attacks damage is not doubled, but the defending weapon loses 4 hit points.*

Impaling Close Combat Attacks

A character that scores a critical hit with an impaling weapon on a dice roll of 01 rolls twice for damage and adds the total together. This final amount is subtracted from the opponent's hit points, bypassing armor.

Number of Attackers

Only 5 attackers can engage an opponent at a time, and this number is reduced if the opponent takes a position to avoid being surrounded.

Weapon Reach

Characters attacking with a long weapon versus any shorter weapon attack first, despite Strike Rank. The opponent with the shorter weapon must Dodge in order to move in to engage in an attack. If he does so, the opponent with the long weapon must either disengage by dodging, to achieve a distance again, or use a shorter weapon. Alternatively, the character with the long weapon can attempt a Knockback to regain distance.

Ranged Weapons

Ranged attacks may not be used as part of a charge. Regardless of the specific Combat Action that initiates the attack, all ranged attacks are handled in the same manner as close combat attacks, with the following exceptions:

Firing up or Down

If firing up or down at a 45 degree angle or more, penalties are added to the skill percentage. Firing down at this angle has a

but may not normally parry it. Note that shields have a certain percentage chance of deflecting missile weapons. See the Shields listing in the Game Rules section.

Cover
If a target is in cover or partially covered by an object, any attack that hits a covered location will instead hit the object. Cover affects both ranged and close combat attacks.

Damage
Every weapon has a damage rating, which is listed in its statistical entry in the relevant Weapons table in the Equipment chapter. This is the amount of dice rolled when the weapon successfully hits a target.

Volleys
A character can deliver volleys by not aiming and firing wildly into a crowd. Thrown weapons can increase rate of fire x2, and weapons that need reloading, such as bows and slings, can fire 3 times in a round. Weapon skill operates at 1/3 the normal skill level, or 1/5 for guns. A separate roll is made per shot and determine which target is hit randomly. If a Handgun skill is 60% or higher and a laser scope is used, the skill is used at full ability. Note that a Volley is not the same as a burst or automatic fire, see below.

Additional Rules for Guns

Automatic Weapons and Burst Firing
Up to a maximum of skill percentage x2, for each bullet beyond the first fired in one combat action the skill percentage to hit is increased by 5%. If the attack succeeds, roll to randomly decide how many of the bullets hit. If four bullets are fired, roll 1d4. As a rule of thumb, all weapons that fire bursts can fire a maximum of 20 bullets per round. If the attack is also an impale, only one of the rounds does impaling damage and the rest do normal damage.

A character can choose to fire a burst at multiple opponents rather than only one. In this case, weapon skill does not increase per bullet. *Exception: if the opponents are closely grouped together, the GM can give a bonus to hit at his discretion.* The attack at each opponent is resolved separately at normal skill level (see exception). If more than one bullet went to any particular opponent, determine randomly how

reduced probability of 20%, and firing up reduces the probability by 30%.

Loading Ranged Weapons
While readying most ranged weapons takes only a single Combat Action, others take more than one Combat Action to reload.

Range
A target within the weapon's Range may be attacked without penalty. A target within double the weapon's Range may be attacked, but the attacker's effective weapon skill is halved (before other modifiers are applied). Attacks against targets beyond the weapon's Range automatically fail. For guns, range can be extended beyond this. At range x3, skill is 1/4; range x4, skill is 1/8; etc. At GM discretion, these extended ranges may be accompanied by reduced damage.

Point Blank: If the opponent is a distance in feet equivalent to the attacker's DEX score, the skill chance doubles. Note that if range is touch, missile weapons cannot be used.

Dodging and Parrying
The target may attempt to Dodge the attack,

many hit if a successful weapon skill roll is made.

Malfunctioning and Jamming
Each weapon that has a "malf" listing on the weapon tables is subject to malfunction or jamming if the attacker rolls higher than or equal to the "malf" number listed when the skill roll is made. Results depend on the type of weapon:

Single-fire pins: revolver, single-fire shotguns, bolt-action rifles; round is a misfire (dud)

Auto or semi-auto: weapon is jammed; roll Mechanical or weapon skill to fix. This takes 1d6 rounds.

Shotgun Firing
Single-shot shotguns can fire all barrels at once at Strike Rank. If double-barreled, one barrel may be fired at Strike Rank and the other at half of Strike Rank. Of course, one barrel can be fired in one combat round and the other fired a different round.

One Gun Per Hand
If using a handgun in each hand, use the Volley rules. Note that one does not double attacks for each weapon. It is assumed that firing two weapons is the same as firing one weapon wildly. The only advantage is one does not run out of bullets as fast with two guns.

Aiming with Telescopic or Laser Scopes
If attacking at 1/2 Strike Rank, base range and Point Blank range are doubled, thus reducing penalties for firing further distances and increasing attack percentages up close. See Range.

Rifles: If aiming with telescopic sights, Range is x4. A laser scope increases Range x4 without reducing Strike Rank.

Reloading
It takes 1 round to load 2 bullets/shells or change a gun clip. It takes 2 rounds to replace the belt from a machine gun. A character can load one bullet and fire it the same round by attacking at 1/2 Strike Rank.

Silencers
Silencers have to be specially made for each gun. Range is halved, and each silencer, if professionally made, lasts for 1d100+10 firings before wearing out. The GM can adjust these rules for improvised silences at his discretion.

Mounted Combat

Untrained Mounts
The rider of a mount unused to combat must make a Riding Skill test at the start of each Combat Round.

Failing this test will cause the horse to automatically use the Flee Combat Action at every opportunity for the remainder of the Combat Round.

Succeeding this test allows the horse to be treated as a trained mount for the remainder of the Combat Round. A mounted adventurer can use no weapon at a Skill level greater than his Riding skill score.

A mounted warrior has a +20% bonus to his attacks and parries against adjacent opponents on foot; a character on foot defending against a mounted attacker suffers a –20% penalty to his Dodge or Parry skill. These modifiers do not apply if the target on foot is as tall as the mounted character is while mounted.

A mounted warrior is prohibited from using two-handed weapons, such as a polearm or staff while mounted.

A mounted character uses his mount's Movement score when moving rather than his own.

Unarmed Combat
If an unarmed attack is parried by a weapon or natural weapon, the attacker will immediately suffer the rolled damage of the weapon.

Further discussion of Unarmed combat can be found under the Unarmed skill listing and the Martial Arts skill listing.

Natural Weapons
Natural weapons such as the teeth and claws of monsters are counted as weapons and not unarmed attacks. The damage they deal is listed in the monster's description. They may parry other natural weapons or unarmed attacks, but not other weapon attacks.

Magic Rules

The magic system detailed here is just one possible system. It is a fairly straight-forward, traditional system utilizing the concept that characters must memorize spells, and may only have a certain number of spells "in memory" at a time.

INT and Magic

A character retains a number of spells in active memory equal to his INT score. Whenever a new spell is studied, one spell must be chosen to be dismissed from the mind in order to "make room" for the new spell.

POW, MP and Magic

In a setting in which the GM wants magic to be somewhat exclusive, only characters with a POW of 16 or greater may cast spells. Otherwise, any character may cast spells. If, during some conflict, a character succeeds in a POW versus POW Opposition Test against an opponent with an equal POW or greater than the character, the GM may allow a roll at the end of a scenario to increase the character's POW. The player must roll below 22 on 1d100.

The POW score is equal to the maximum MP score, but while POW generally is static, MP fluctuate. Every time a spell is cast, it costs a specific number of MP. When MP reach zero, no more magic may be cast until the points regenerate. There can be times when a character gains more MP than he normally can have, such as if granted by a deity or absorbed from another being through a spell, or some other means. These additional points can be used just like other MP, but once used the character will not regenerate MP beyond his ordinary limit. Once the extra MP are spent, they are gone. For additional information on MP, refer to the Additional Characteristics section in the Creating a Character chapter. Occasionally, spells will cost POW due to the excessive strain and power behind them. These instances will be noted in spell descriptions. Note that maximum MP is likewise affected if a character ever loses POW.

Learning Spells

Spell casters have spells written in books, in which they jealously guard the spells they have acquired. To study a spell into memory, it takes a number of rounds equal to the number of MP the spell costs to cast. If the character already has a number of spells memorized equal to his INT score, a spell must be allowed to dissipate from memory to make room for the new spell before it is studied. It takes no game time to "forget" a spell. There is no limit to how many spells a character may possess in a spell book.

Characters can gain new spells by finding them already written in someone else's spell book, or even through divine intervention. If a character locates a spell from someone else's book, he must be able to read the language to understand it. If the character possess fluency in the language equal to or greater than INT x5, he has no problem reading the text. If the skill level is below INT x5, he must succeed in a Language skill roll in order to read it.

Further, spells are difficult to decipher when written by another spell caster, because wording may be unusual and thought processes may not be the same between spell casters when compiling the magic formulae. Therefore, the character must study a minimum of 21 days studying the writings from another spell caster in order to fully understand them. An Attribute Test against INT must be passed, otherwise another 21 days of study must be spent, followed by another test. This process continues until a test is successful or the character gives up. However, if the character is being tutored by another spell caster who knows a spell, this process is speeded by 14 days, thus requiring a roll only every 7 days.

If a character wishes to research a new or existing spell, the following method should be followed:

A library or other collection of arcane reference material must be used. The GM decides how complete the reference collection is, giving it a Reference Score of 1-4, with 4 being the highest. The character must be able to read the language that the reference material is written in. If the character's proficiency is under 50% he will suffer a 10% penalty to his research roll. If his proficiency is above 60 percent, he receives +10% to the roll.

The GM determines the amount of time needed to research the spell by rolling 1d12 and subtracting Reference Score of the library. This final value is the number of weeks it will take to create or learn the new spell. This time frame should not be revealed to the player. At the end of the research time, the player calculates his chance of success by multiplying his character's INT by the Reference Score. The player succeeds if he rolls under the value, taking into account any adjustments due to language proficiency. If the character is trying to create a new spell from

scratch, he will also have to succeed at an Occult skill roll. Writing the spell into the spell book is also accomplished within the research time rolled previously.

When a character wants to copy a spell he has learned from one book to another, it takes one hour per MP cost of casting the spell.

Casting Spells

Unless noted otherwise, all spells take effect immediately one round after casting. In addition, spells last for a number of rounds equal to the caster's POW.

Magic use takes place at a slightly different pace than physical activities. Magic always occurs first in a round, with casters acting in order of INT much like Strike Ranks are determined by DEX. Spell casters begin casting spells in order of INT, from highest to lowest. This is most important at the beginning of the next round, when the magic takes effect. Magic takes effect in order of INT, from highest to lowest.

As with Strike Ranks, a character with the highest INT can choose to act later, waiting to see what other spell casters are up to. Refer to "Determining Spell Rank" in the Combat chapter.

Spell casters are completely occupied when casting a spell, and can take no other actions. This concentration is so delicate that should a character suffer even 1 HP of damage in a round he is casting a spell, the spell fails and all MP spent on the spell are lost. Further, any major distraction, such as being shoved or a piercing noise, could cause spell failure. The character must succeed at an Alertness Test, or the spell fails and all MP for the casting are lost.

Defining Summoned/Created Creatures' Abilities

Some spells summon or bring into being a minion, and MP spent will very depending on the abilities of the creature.

The following guidelines aid in calculating MP cost for these spells, but will be added to the base MP expenditure for the spell. Some spells will also indicate if or when POW should be spent.

For each 1d6 Attribute dice and per 10% of any ability or skill, 1 MP must be expended. For example, a character casts *animate dead* and chooses to define a zombie as follows:

STR	3d6
CON	-
DEX	3d6
INT	-
POW	-
CHA	-
SIZ	3d6
MOV	3d6

Skills: Unarmed 60%

This zombie would cost 18 MP +1 MP for the spell cost, for a total of 19 MP. Note that in this case, not all Abilities must have values. However, depending on the creature in question the GM will require that all Attributes have a number of dice assigned to them.

Sample Spells

The following spells are not an exhaustive list. However, they provide a solid basis of example for the creation of more spells. A GM may not want to allow all spells presented, since some will be more suitable for some styles of play than others.

Air Walk
MP Cost: 2   POW Cost: 0   Range: Touch

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the air walker's normal speed.

A strong wind (21+ mph) can push the subject along or hold it back. At the end of its turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the

distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the *air walk* spell is dispelled

One can cast *air walk* on a specially trained mount so it can be ridden through the air. A mount can be trained to move with the aid of *air walk* with one week of work and a successful Craft (Animal Training) skill test.

Alarm
MP Cost: 1 POW Cost: see below Range: Touch

A*larm* sounds a mental or audible alarm each time a creature of SIZ 3 or larger enters the warded area (20 foot radius) or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the *alarm*. The caster decides at the time of casting whether the *alarm* will be mental or audible.

Mental Alarm: A mental *alarm* alerts the caster (and only the caster) so long as he remains within 1 mile of the warded area. The caster notes a single mental "ping" that awakens him from normal sleep but does not otherwise disturb concentration. A *silence* spell has no effect on a mental *alarm*.

Audible Alarm: An audible *alarm* produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall.

In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a *silence* spell cannot hear the ringing.
Insubstantial creatures do not trigger the *alarm*.

Alarm can be made permanent by sacrificing 1 POW, and the POW is regained if the caster ever dismisses the *alarm* spell. This spell can be removed with *dispel magic*.

Animal Sight
MP Cost: 1   POW Cost: 0   Range: Sight

This spell allows a spell caster to see through the eyes of a small animal. Anything from a mouse, a bird, a fish, or a wolf can be affected, but the

animal must be within sight when the spell is cast. The caster cannot control the movement of the animal except to make it look a certain direction. If the animal affected moves out of sight of the caster, the spell continues and is not broken.

Animate Dead
MP Cost: 1+   POW Cost: 1   Range: Touch

This spell turns the bones or body of a dead creature into an undead skeleton or zombie which follows the caster's spoken commands.

The undead can follow the caster, or it can remain in an area and attack any creature (or just a specific kind of creature) entering a place. It remains animated until destroyed. A destroyed skeleton or zombie can't be animated again.

Follow the rules for Defining Summoned/Created Creatures Abilities when constructing the skeleton or zombie created with this spell. Note that the creature's SIZ will be determined by the SIZ of the living creature. Zombies and skeletons do not need CON, INT, POW, or APP. They automatically have INT 3 and POW 1 at no cost. For each of these undead creatures under a spell caster's control, 1 POW must be sacrificed. These POW are recovered when a zombie or

skeleton is destroyed. These creatures can be dismissed at any time as well, ending the spell, resulting in the bodies collapsing lifeless.

Arcane Eye
MP Cost: 2   POW Cost: 0   Range: Touch

The caster creates an invisible magical sensor that sends visual information. The caster can create the *arcane eye* at any point he can see, but it can then travel outside line of sight without hindrance. An *arcane eye* travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. It sees exactly as the caster would see if you he were there, and can be combined with other spells that affect vision.

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can't enter another plane of existence.

The caster must concentrate, taking no other actions including attacking, dodging, or parrying, to use an *arcane eye*. If he does not concentrate, the eye is inert until he concentrates again.

Arcane Lock
MP Cost: 1 POW Cost: see below Range: Touch

An *arcane lock* spell cast upon a door, chest, or portal magically locks it. You can freely pass your own *arcane lock* without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking in or with a *dispel magic* spell. Add 10 to the normal HP to break open a door or portal affected by this spell. If the spell caster expends 1 POW, this spell will last indefinitely, until it is dismissed by the caster or a *dispel magic* spell is cast.

Arcane Sight
MP Cost: 2   POW Cost: 0   Range: Sight

This spell allows the caster to see magical auras within 300 feet. The caster sees the approximate power of all magical auras within his sight, such that he can tell if a creature or person's POW is stronger, weaker, or nearly equal to the caster's own. The caster can also see a trail in the air if a

magical being has been in the area with the last 10 rounds.

Berserk

MP Cost: 1   POW Cost: 0   Range: Touch

This spell can be cast on oneself or another, but if the target resists he is allowed an Opposition Test against the caster using MP versus MP.

While under the effects of this spell, a character attacks in a single-minded rage. His focus allows him to ignore pain and damage such that a Serious Wound will not make a character unconscious. If the character reaches 0 HP, he will fight until the round is over before dropping dead. Further, on the last Strike Rank of the round, he can make one extra attack at –30%.

These bonuses are not without penalty, since all attempts to Dodge or Parry start at 30% lower than usual.

Black Tentacles

MP Cost: 2   POW Cost: 0   Range: Touch

This spell conjures a field of rubbery black tentacles, each 10 feet long, within a 10 foot radius. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot—including water. They grasp and entwine around creatures that enter the area, holding them fast and crushing them with great strength.

Every creature within the area of the spell must make an Opposition Test of STR versus the caster's POW each round until he breaks free. For each round in the grasp of the tentacles, a character suffers 1d4 points of damage from squeezing by the tentacles. The caster can pass unaffected by the tentacles, but cannot will them to leave anyone else unhindered.

Blight

MP Cost: 1   POW Cost: 0   Range: Touch

This spell withers and kills a single plant of any size. An affected plant creature takes 1d4 points of damage. This spell has no effect on the soil or surrounding plant life.

Blindness/Deafness

MP Cost: 3   POW Cost: 0   Range: Sight

The caster calls upon sorceries to render a subject blinded or deafened, as the caster chooses. The caster must succeed in an Opposition Test of his POW versus the POW of the victim.

Blur

MP Cost: 1-4   POW Cost: 0   Range Touch

The subject's outline appears blurred, shifting and wavering. This distortion grants the subject a cumulative 20% bonus to a Hide skill roll per MP used in the casting.

Burning Hands

MP Cost: 2   POW Cost: 0   Range: 30 feet

A cone of searing flame shoots up to 30 feet from the caster's fingertips. Any creature in the area of the flames takes 1d4 points of fire damage. Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Clone

MP Cost: 20   POW Cost: 2   Range: Touch

Spell casters particularly covet this spell, and the GM should make it difficult to obtain.

This spell takes 1d6+8 hours to cast, and creates a fetus which grows in a specially prepared receptacle (2d4 weeks of preparation). The fetus grows and must be removed from the receptacle after 2d4 months. From this point, the fetus has become a perfectly normal infant and grows at a normal rate. If the caster also permanently expends 2 POW, the child will instantly gain all of the skills and memories of the person the initial tissue sample came from at the time the tissue was taken once the clone reaches approximately 16 years of age. Otherwise, the child matures normally.

To create the duplicate, the caster must have a piece of flesh (not hair, nails, scales, or the like) with a volume of at least 1 cubic inch that was taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting.

Cure Wound

MP Cost: 2   POW Cost: 0   Range: Touch

This spell heals 1d3 HP, in the same manner as

the First Aid or medical skill in that it can only affect one wound once. This spell can however be cast on a wound which has already been affected by either of these skills.

Darkvision
MP Cost: 1   POW Cost: 0   Range: Touch

The subject gains the ability to see 60 feet even in total darkness. *Darkvision* is black and white only but otherwise like normal sight. *Darkvision* does not grant one the ability to see in magical darkness.

Darkness 10' radius
MP Cost: 2   POW Cost: 0   Range: Touch

This spell creates a circular area of darkness with a 10 foot radius and 10 feet high. No vision is possible within this area, normal or otherwise.

Daylight
MP Cost: 2   POW Cost: 0   Range: Touch

The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light.

If *daylight* is cast on a small object that is then placed inside or under a light- proof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Delay Poison
MP Cost: 3   POW Cost: 0   Range: Touch

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. *Delay poison* does not cure any damage that poison may have already done. Also, once the spell expires the affected person will be affected by any poison still in his system.

Detect Poison
MP Cost: 2   POW Cost: 0   Range: 60 feet

The caster can determine whether a creature, object, or area (60 feet) has been poisoned or is poisonous. You can determine the exact POW and poison type with an INT x5 test. A character with the Craft (poisons) skill may try a Craft (poisons) test instead. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Secret Doors
MP Cost: 3   POW Cost: 0   Range: 60 feet

The caster can detect secret doors, compartments, caches, and so forth within 60 feet. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long the area is studied.
1st Round: Presence or absence of secret doors.
2nd Round: Number of secret doors and the location of each. If an aura is outside of line of sight, then the caster can discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal can be seen. Each round, one can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Traps
MP Cost: 3   POW Cost: 0   Range: 60 feet

The caster can detect pits, deadfalls, and snares as well as mechanical and magical traps within 60 feet. *Detect snares and pits* does detect certain natural hazards—quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous conditions. The amount of information revealed depends on how long a particular area is studied.

1st Round: Presence or absence of hazards.
2nd Round: Number of hazards and the location of each. If a hazard is outside of line of sight, then one can discern its direction but not its

exact location.

Each Additional Round: The general type and trigger for one particular hazard can be seen. Each round, one can turn to detect snares and pits in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Discern Lies
MP Cost: 2   POW Cost: 0   Range: 25 feet

Each round, the caster concentrate on one subject, who must be within range. The caster knows if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.
Each round, the caster may concentrate on a different subject.

Disguise Self
MP Cost: 1   POW Cost: 0   Range: Self

The caster makes himself—including clothing, armor, weapons, and equipment—look different. He can seem 1 foot shorter or taller, thin, fat, or in between, but cannot change his SIZ. Otherwise, the extent of the apparent change is up to the caster. He could add or obscure a minor feature or look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of the caster or his equipment. A creature that interacts with this glamer gets an INT x3 test to recognize it as an illusion.

Dispel Magic
MP Cost: 1+   POW Cost: 0   Range: Touch

Dispel Magic removes the effects of some magic spells of equal or lower MP cost. If *Dispel Magic* is cast with 3 MP, it will negate spells that cost 3 MP or fewer. Dispel magic does not function against spells with a permanent effect. The spell must be a currently active, temporary spell to be affected.

Displacement
MP Cost: 1   POW Cost: 0   Range: Self

The subject of this spell appears to be about 2 feet away from its true location, and the character under this spell receives +20% to dodge and parry.

Dream
MP Cost: 3   POW Cost: 0   Range: no limit

The caster or someone else this spell is cast upon sends a phantasmal message to others in the form of a dream. At the beginning of the spell, the caster must name the recipient or identify him or her by some title that leaves no doubt as to identity. The caster then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is a minimum of 1 round, and could be more rounds depending on the length of the message. If the recipient is awake when the spell begins, the caster can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the spell. Creatures who don't sleep don't dream cannot be contacted by this spell. The messenger is unaware of his surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally while in the trance.

Eagle's Splendor
MP Cost: 2   POW Cost: 0   Range: Touch

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants CHA bonus of +3, adding the usual benefits of Charisma.

Enchant Weapon
MP Cost: 1-4   POW Cost: 0   Range: Touch

This spell can be cast on any one weapon, granting it an extra damage bonus equal to the number of MP used in the casting. In regard to

missile weapons, this spell affects only the missile. An enchanted weapon with a damage bonus from this spell will inflict up to the weapon's maximum damage, but not more.

Enlarge/Shrink
MP Cost: 1-3   POW Cost: 0   Range: Touch

This spell allows the caster to increase or decrease SIZ by 3 points for each MP point used in the casting. This spell can be cast on oneself or any other person or creature, but an Opposition Test of POW versus POW is allowed to avoid the effects. Note that the SIZ changes are accompanied by appropriate adjustments to HP and damage modifiers. The caster cannot reduce the SIZ of any being below 1.

Expeditious Retreat
MP Cost: 1   POW Cost: 0   Range: Touch

This spell increases the casters base ground Movement by 4. There is no effect on other modes of movement, such as burrow, climb, fly, or swim.

False Life
MP Cost: 4   POW Cost: 0   Range: Touch

While this spell is in effect, the caster ignores Serious Wounds and does not die from a fatal wound until the spell expires or until 2 rounds have passes since the character's HP have reached zero or below. This spell gives the character the opportunity to heal from damage beyond the normal time frame while the spell is in effect.

Flesh to Stone
MP Cost: see below POW Cost: 0 Range: Touch

The caster performs a long ritual, taking 2d4 hours, after which a subject, along with all its carried gear, turns into a mindless, inert statue. The caster must succeed at an Opposed POW versus POW Opposition Test against the subject, and then expend MP equal to ½ the POW of the subject, rounded up. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. Only creatures made of flesh are affected by this spell.

Grease
MP Cost: 1   POW Cost: 0   Range: Touch

A *grease* spell covers a solid surface of 100 square feet with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful DEX x5 test or fall prone. This test must be made each round. A creature can walk within or through the area of grease at only half normal Movement.

The spell can also be used to create a greasy coating on an item. If the item is handled, the victim must succeed at a DEX x5 test each round or the item will be dropped. If the item is dropped, the victim must succeed at a DEX x5 test to pick the item up.

Hideous Laughter
MP Cost: 2   POW Cost: 0   Range: 25 feet

This spell afflicts one subject with uncontrollable laughter if it fails an Opposition Test of POW versus POW against the caster. The victim collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. He can still parry and dodge at –20%, but cannot attack or cast spells.

Hold Person
MP Cost: 3   POW Cost: 0   Range: Touch

When cast, an opponent is "held" in place, as if a statue, and can neither move nor speak. If the victim succeeds at an Opposition Test of POW versus POW against the caster, he breaks free. This test is allowed each round. In addition, A successful casting of Dispel magic will remove the effect.

Horrid Wilting
MP Cost: 2   POW Cost: 0   Range: 25' radius

This spell evaporates moisture from the body of each subject living creature, dealing 1d6 points of damage. This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage.

Insect Plague
MP Cost: 2   POW Cost: 0   Range: 20' radius

The caster summons a swarm of locusts which appears on the second round after the spell is cast. The swarm attacks any creatures occupying its area, biting for 1d4 HP damage

per round. The swarm is stationary after being summoned, and won't pursue creatures that flee.

Irresistible Dance
MP Cost: 3   POW Cost: 0   Range: 25 feet

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping if it fails an Opposition Test of POW versus POW against the caster. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. He can still parry and dodge at –20%, but cannot attack or cast spells.

Magic Vessel
MP Cost: 4   POW Cost: 1   Range: Touch

This spell allows a spell caster to create a "battery," or receptacle, for magic points. This can make more MP available at a time. The receptacle must be a large object, from part of a floor, a door, a large piece of furniture, etc. Any large object is acceptable.

When the MP and POW are used, the receptacle can store a number of MP equal to the spell caster's original POW. The character's POW is lowered by 1, and he can only regain MP up to the new POW maximum. From this point on, the spell caster can place his MP into the receptacle at will.

When casting spells in the vicinity of the magic receptacle, the spell caster can draw from the stored MP and his own MP alike. This spell can be dismissed by the caster at any time to regain the point of POW, but any MP stored are lost.

Mending
MP Cost: 2   POW Cost: 0   Range: Touch

Mending repairs small breaks or tears in objects. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by *mending*. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot affect creatures (including constructs).

Poison
MP Cost: 4   POW Cost: 0   Range: Touch

Calling upon the venomous powers of natural predators, the caster infects the subject with a horrible poison by making a successful melee touch attack. The poison has a POT equal to ½ the POT of the caster. If the victim fails an Opposition Test of his CON versus the POT of the poison, he suffers 2d6 points of damage, and is weak, suffering –3 to STR for 12 hours.

Purify Food and Drink
MP Cost: 1   POW Cost: 0   Range: Touch

This spell makes a number of pounds equal to the caster's POW of spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. This spell has no effect on creatures of any type or upon magic potions.

Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Regenerate
MP Cost: 5   POW Cost: 0   Range: Touch

One severed body member (a finger, toe, hand, foot, arm, leg, or tail) broken bones, and ruined organs grow back. A head cannot be grown back, and the recipient must still be alive for the spell to function. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching
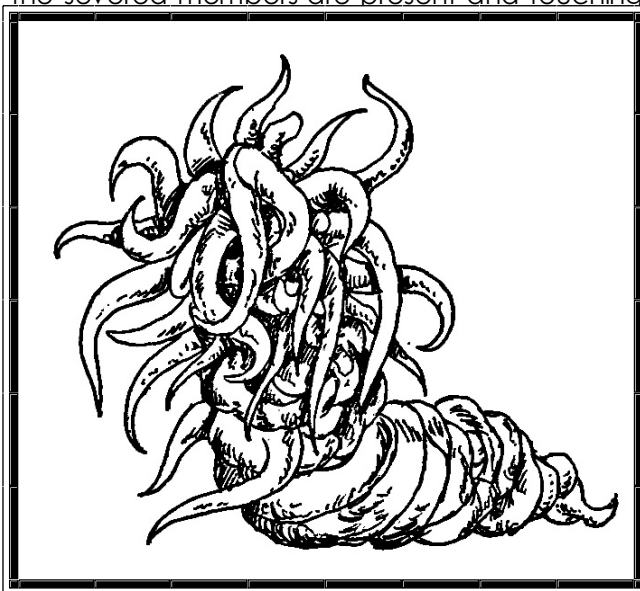
the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 2d8 points of damage, and rids the subject of exhaustion and/or fatigue. It has no effect on nonliving creatures (including undead).

Remove Disease
MP Cost: 4   POW Cost: 0   Range: Touch

Remove disease cures all diseases that the subject is suffering from if the caster succeeds in a POW versus POW Opposition Test versus the POT of the poison he is trying to negate. The spell also kills minor parasites.

Note: Since the spell's duration is instantaneous, it does not prevent infection after a new exposure to the same disease at a later date.

Shapechange
MP Cost: 4   POW Cost: 0   Range: Touch

The spell caster can take the shape of any animal, including other humans or humanoids. However, although the character does receive any natural attacks granted by the new form, the animal shape will be of equal SIZ of the caster.

Silence
MP Cost: 2   POW Cost: 0   Range: Touch

Upon the casting of this spell, complete silence prevails within a 20 foot area that occurs within 20 feet of the caster. All sound is stopped: Conversation is impossible, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature (POW versus POW Opposition Test), and the effect then radiates from the creature and moves as it moves. A willing creature can forego the Opposition Test. This spell provides a defense against sonic or language-based attacks.

Simulacrum
MP Cost: see below POW Cost: 1 Range: Touch

After a lengthy 12 hour ritual, *Simulacrum* creates a psuedo-duplicate of any creature. The caster must have a fresh tissue sample from the person or creature to be mimicked. The duplicate creature is formed from moist earth. It

appears to be the same as the original, but its abilities are chosen following the Defining Summoned/Created Creatures' Abilities rules in the Magic Rules chapter. The spell caster can choose any abilities, whether the original has those abilities or not. This spell does not grant the caster any knowledge about the original creature's powers if the caster is not already aware of them.

At all times the simulacrum remains under the absolute command of the caster. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 hit points or otherwise destroyed, it reverts to mud and becomes useless and ordinary. A simulacrum cannot be repaired.

Spider Climb
MP Cost: 3   POW Cost: 0   Range: Touch

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject can move equal to Movement; furthermore, it need not make Climb skill tests to traverse a vertical or horizontal surface (even upside down). A *spider climbing* creature can attack, dodge, and parry while climbing, and opponents get no special bonus to their attacks against it.

Stone Skin
MP Cost: 1-4   POW Cost: 0   Range: Touch

This spell grants the caster or someone else from 1-4 armor points of natural armor due to toughening of the skin, depending on how many MP are used in the casting (2 MP equals 2 armor points). This toughened skin further reduces the result of an impaling attack, reducing it to a critical.

Stone to Flesh
MP Cost: see below POW Cost: 0 Range: Touch

This spell restores a petrified creature to its normal state, restoring life and goods. The MP cost is equal to ½ the POW, rounded up, of the creature being restored. The creature must succeed at a CON x7 test or it dies.

The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. The caster can affect 1 square foot of stone per MP spent.

Summon Flame
MP Cost: 4   POW Cost: 0   Range: Sight

This spells summons forth a 10 foot diameter ball of flame. The flames will stay wherever the caster chooses at the time of the casting, even in midair. It cannot be moved thereafter. It burns for 1d6+2 HP damage, and will ignite flammable materials. This spell can be negated with Dispel Magic.

Telescopic Vision
MP Cost: 1   POW Cost: 0   Range: Sight

This spell grants the caster the ability to see twice his normal distance. The spell can be cast multiple times while in effect, doubling vision range exponentially each time. The duration of the spell, regardless of subsequent added castings, has the duration of the first casting.

Tongues
MP Cost: 1   POW Cost: 0   Range: Touch

This spell grants the creature touched the ability to speak and understand (but not read or write) the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Vampiric Touch
MP Cost: 4   POW Cost: 0   Range: Touch

The caster must touch an opponent, dealing 1d6 points of damage. The caster temporarily gains hit points equal to the damage dealt. However, he can't gain more than the subject's current hit points. The temporary hit points disappear when the duration ends.

Ventriloquism
MP Cost: 1   POW Cost: 0   Range: 30 feet

This spell grants the ability to make the caster's voice (or any sound that he can normally make vocally) seem to issue from someplace else. He can speak in any language he knows. With respect to such voices and sounds, anyone who succeeds at an Alertness Test recognizes it as illusory (but still hears it).

Water Breathing
MP Cost: 1   POW Cost: 0   Range: Touch

When this spell is cast, the caster can breath in water or any other fluid that contains dissolved oxygen.

Web
MP Cost: 3   POW Cost: 0   Range: Touch

This spell creates a 10 foot radius sticky web, which can engulf anyone within it's radius. An Opposition Test between the caster's POW and the opponents' STR can be attempted each round to break free. Failure means the opponents are unable to dodge, parry, or move any distance.

Whisper
MP Cost: 1   POW Cost: 0   Range: Sight

The caster can speak in a whisper to another individual, so long as he is in sight. The communication is broke if the recipient ever moves from visibility. The whispered voice from either side of the two-way conversation is only audible to the recipients.

Lite GORE™

Many people prefer the freedom of more loosely defined rules. Lite GORE™ is an attempt to meet this need. The following section briefly outlines some pointers to give your players a little Lite GORE™. Note that these are only suggestions, and Game Masters should feel free use or not use any rules to suit their needs.

System

Ignore the optional Hit Location rules. In addition, one may want to ignore the system for rolling on the Serious Wounds table. The skills should be trimmed down. The following list contains recommended skills, with notes where appropriate as to how they differ from the standard skills:

Art
> This skill covers all arts.

Boating
> This covers all elements of boating, whether managing large or small vessels.

Science
> All sciences are included in this skill.

Social Science
> All social sciences are included in this skill.

Climb

Computers

Conceal

Craft
> This skill includes all crafts.

Disguise

Dodge

Driving
> All vehicles, whether animal, ground, or air are included.

Guns
> All guns in included in this skill.

Haggle

Hand Weapon
> All hand weapons, including projectile weapons that are not guns, Throwing and Demolitions skills, are all subsumed by this skill.

Hear

Hide

Humanities
> All humanities are covered by this skill.

Language, Native

Language, Other

Mechanics
> All mechanical tasks, including tasks normally covered by Electrician, Electronics, and Engineer fall under this skill.

Medical
> The skill encompasses First Aid.

Move Silently

Navigate
> All situations, from navigating the mall, the ocean, or outer space are covered.

Survival

Swimming
> This skill includes SCUBA.

Tracking

Unarmed
> This skill also covers Wrestle.

Note that one of the big themes in reducing the skill list is in making many skills more inclusive in the tasks they cover.

If these guidelines are used, the Game Master may consider reducing starting percentage points for skills, due to there being a reduced breadth to spend the points on. As a rule of thumb, 200 points or fewer rather than 250 should suit nicely.

Other Rules

At the GM's and players' preference, other rules could be ignored. Many of the possible actions in combat can be ignored to streamline combat rounds.

Weapons and Armor

This section presents basic statistics for weapons and armor. This list is just a skeleton, and should be fleshed out in future products for specific settings.

Weapon	Base Skill	Weapon Group	Damage Dice	Reach	Impale/Parry	STR/DEX	Hands	Item HP	Cost
Ancient									
Ball & chain Flail	10	G	1d10+1	medium	no/no	11/7	2	10	2.5
Blackjack	25	F	1d8	short	no/no	7/7	1	10	none
Bastard sword	15	B	1D8+1	medium	yes/yes	9/7	1	20	2.5
Cestus	25	A	1d3_2	short	no/yes	11/7	1	10	2
Battleaxe	15	H	1D8+2	medium	yes/yes	9/9	1	15	2
Club	25	E	1D6	medium	no/no	7/7	2	15	none
Dagger	25	D	1D4+2	short	yes/yes	4/4	1	15	1
Great axe	15	H	2D6+2	long	yes/yes	9/9	1	15	3
Great hammer	25	E	1D10+3	long	yes/yes	9/9	2	15	2.5
Great sword	5	C	2D8	all	yes/yes	14/13	2	18	7.5
Hatchet	15	H	1D6	short	yes/no	7/9	1	15	.15
Mace, light	25	E	1d6+2	medium	no/yes	7/7	1	20	.75
Mace, heavy	25	E	1D8+2	medium	no/yes	14/9	2	20	.2
Knife	25	D	1D4	short	yes/no	4/3	1	10	.1
Lance	15	J	1d8+1	long	yes/no	9/8	1	11	3
Longspear	15	I or J	1D10+1	long	yes/no	11/9	2	15	1
Military flail	10	G	1D10+2	medium	no/no	11/7	2	12	3
Quarterstaff	25	F	1D8	all	no/yes	9/9	2	20	.2
Rapier	15	B	1D6+1	medium	yes/yes	7/13	1	15	4.
Scimitar	15	B	1d8+2	medium	yes/yes	8/8	1	19	2.25
Shortspear	15	I or J	1D6+1	long	yes/yes	7/8	1 or 2	15	.5
Shortsword	15	B	1D6+1	medium	yes/yes	5/5	1	20	1.25
Unarmed skill	50		1D3	short	no/no	na	na	—	none
War maul	25	E	2D6+1	long	yes/yes	9/9	2	15	2.5
War hammer	25	E	1D6+2	medium	yes/yes	11/9	1	20	2.5
Trident	15	I	1d6+2	medium	yes/yes	10/12	1 or 2	18	1
Modern									
Chainsaw	20	chainsaw	2d8	medium	yes	9/9	2	20	3

RANGED WEAPONS

Ancient

Weapon	Base Skill	Weapon Group	Damage Dice	Range (yards)	Impale/Parry	Attack #	STR/DEX	Item HP	Cost
Axe	10	K	1d6	20	yes/no	1	9/11	15	1.5
Dagger	15	L	1d4	10	yes/no	1	7/11	12	1
Hatchet	10	K	1d6	20	yes/no	1	9/11	15	1.5
Heavy crossbow	10	M	2d8	350	yes/no	1/3	7/9	10	3.5
Javelin	15	O	1d6	25	yes/no	1	9/9	10	.75
Light crossbow	10	M	2d6	100	yes/no	1/2	5/9	7	2
Long bow	5	N	2d8	175	yes/no	1	13/11	9	2
Nomad bow	5	N	1d10	120	yes/no	1	11/11	7	1.5
Short bow	5	N	1d8	60	yes/no	1	9/11	6	1.5
Shortspear	5	O	1d6+1	15	yes/no	1	12/10	15	2
Sling	1	Q	1d8	80	yes/no	1	7/11	5	.15
Staff sling	1	Q	1d10	100	yes/no	1/2	9/11	10	.6
Throwing star	Throw	L	1d4	15	yes/no	1	-/13	5	.4
Long Spear	5	O	1d6+1	15	yes/no	1	12/10	15	2
Harpoon	5	O	2d8+4	10	yes/no	1	13/11	20	2.5
Rock (thrown)	Throw	L	1d2	20	no/no	1/2	5/5	20	none
Net	5	L	Entangle	5	no/yes	1	9/12	6	.25
Blowgun	5	P	1d2	15	yes/no	1	-/9	5	.3
Dart	Throw	L	1d4	20	yes/no	1	-/9	2	.3

Weapon Group: Weapons with the same weapon group letter use the same skill.
Attack#: These are attacks per round.
STR/DEX: These values reflect the minimum of each attribute a character must have to use this weapon.
Cost: These are relative costs. These values could be substituted by a monetary amount appropriate to a given setting.
Note: Half of the character's damage bonus is added to damage from ranged weapons (not guns).

Weapon	Base Skill	Damage Dice	Range (yards)	Attack #	Capacity	Item HP	Malf	Cost
Modern Guns								
Handguns								
.22 Automatic	Guns (Hand Gun)	1d6	10	3	6	6	00	4
.32 Automatic	Guns (Hand Gun)	1d8	15	3	8	8	99	4
.32 Revolver	Guns (Hand Gun)	1d8	15	3	6	10	00	7
.357 Revolver	Guns (Hand Gun)	2d6	20	1	6	11	00	8.5
.38 Automatic	Guns (Hand Gun)	1d10	15	2	6	8	99	4
.38 Revolver	Guns (Hand Gun)	1d10	15	2	6	10	00	7
9mm Automatic	Guns (Hand Gun)	1d10	20	3	17	8	98	10
.44 Revolver	Guns (Hand Gun)	2d6+2	30	1	6	12	00	9.5
.45 Automatic	Guns (Hand Gun)	1d10+2	15	1	7	8	00	7.5
.45 Revolver	Guns (Hand Gun)	1d10+2	15	1	6	10	00	6
Flintlock	Guns (Hand Gun)	1d6+1	10	1/4	1	8	95	6
Rifles	Guns (Hand Gun)							
.22 Bolt-action	Guns (Rifle)	1d6+2	30	1	6	9	99	1.5
SKS	Guns (Rifle)	2d6+1	90	2	10	10	97	10
.30-06 Bolt-action	Guns (Rifle)	2d6+4	110	1/2	5	12	00	3.5
.30-06 Semi-automatic	Guns (Rifle)	2d6+4	130	1	5	12	00	5.5
.58 Rifle Musket	Guns (Rifle)	1d10+4	60	1/4	1	12	95	3
AK-47	Guns (Rifle)	2d6+1	90	2/burst	30	12	97	4
M70/90	Guns (Rifle)	2d6	120	1/3/burst	30	12	97	50

Weapon	Base Skill	Damage Dice	Range (yards)	Attack #	Capacity	Item HP	Malf	Cost
Shotguns								
10 gauge 2 barrel	Guns (Shotgun)	4d6+2/2d6+1/1d6	10/20/50	1 or 2	2	12	00	3
12 gauge 2 barrel	Guns (Shotgun)	4d6/2d6/1d6	10/22/50	1 or 2	2	12	00	1
12 gauge pump	Guns (Shotgun)	4d6/2d6/1d6	10/22/50	1	5	10	00	2
12 gauge semi-automatic	Guns (Shotgun)	4d6/2d6/1d6	10/22/50	2	5	10	00	2
(10 gauge slug does 1d10+7; 12 gauge slug does 1d10+6;)								
Submachine Guns								
Uzi 9mm	Guns (Submachine)	1d10	40	2 or burst	32	8	98	20
Skorpion .32	Guns (Submachine)	1d8	20	3 or burst	20	6	96	30
Thomson .45	Guns (Submachine)	1d10+2	20	1 or burst	30	8	96	60
Machine Guns								
M249	(Guns (Machine Gun)	2d8	110	burst	100	11	96	100
RP46	(Guns (Machine Gun)	2d6	110	burst	250	20	96	100
Bren Mark 1	(Guns (Machine Gun)	2d6+4	110	burst	30	11	00	100
Miscl								
M70 grenade launcher	Guns (Rifle)	3d6 in 2 yards	20	1/3	1	12	99	100
Plastic Explosives	Demolitions	6d6 in 6 yards	localized	na	na	15	99	100
Hand Grenade	Throwing	4d6 in 4 yards	Throw	1/2	na	8	99	30
Flamethrower	Hand Weapon (Flamethrower)	2d6 + shock	25	1	10	6	93	60
Sci-Fi Guns								
Laser Pistol	Guns (Hand Gun)	1d10+15	30/100/200	1	10	10	00	100
Laser Rifle	Guns (Rifle)	1d10+30	55/200/400	1	20	14	00	100
Laser Cannon	Guns (Heavy)	1d20+80	100/200/sight	1	na	30	00	1000

Armor Table				
	Armor	**AP**	**Locations**	**Cost**
Ancient	Chainmail	5	All but Head	40
	Chainmail Coif	5	Head	5
	Full Helm	6	Head	10
	Heavy leather hauberk	2	Abdomen, Chest	35
	Heavy leather cap	2	Head	2
	Leather Armor	1	All but Head	3
	Plate Armor	6	All but Head	18
	Ringmail Armor	3	All but Head	14
	Scalemail	4	All but Head	18
Modern	Kevlar Vest	8	Abdomen, Chest	10
	Military helmet	5	Head	5
	Military Armor	12	All but Head	18
Sci-Fi	Silksteel	10	Any	15
	Advanced Military Armor	15	All but Head	22
	Advanced Military Helmet	8	Head	8
	Reflective Armor	50% of laser	All but Head	10
	Reflective Helmet	50% of laser	Head	7

AP: Armor Points, the amount of damage the armor takes before hit points are deducted.

Locations: Hit locations covered by the armor. These are only used if the optional Hit Location rules are in effect.

Cost: These are relative costs, and should be considered factors that can be applied to whichever currency is in use.

Silksteel Armor: This armor is made from genetically engineered spider silk to be made stronger than kevlar.

Advanced Armors: These are made from advanced plastics assembled with nanotechnology.

Reflective Armor: These armor types are built with reflective plates to dissipate laser light. This armor type can be combined with other armor types.

Fantasy/Medieval Equipment

General Equipment	
Item	**Cost**
Backpack	.5
Bedroll	.1
Bottle, glass	.2
Candle, 1 hour	.1
Chain, 6 feet	.4
Climbing kit	.25
Craft tools	.75
Crowbar	.25
First aid kit	.25
Fish hook	.2
Fishing kit	.15
Flint & tinder	.05
Grappling hook	5
Hammer	.1
Healer's kit	1.5
Ladder, 3 feet	.2
Lantern	.1
Lock picks	.75
Mining pick	.35
Musical instrument	.7
Oil, flask	.1
Papyrus, sheet	.05
Pole, 10 foot	.1
Quiver	.2
Rope, 30 foot	1
Sack, large	.5
Sack, small	0.2
Scythe	3
Sling bag	.5
Spade	2.5
Torch / flaming brand	.4
Waterskin	.05
Writing kit	4.5

Candle, 1 Hour: A candle illuminates a 3 foot radius. Any wind stronger than a slight breeze will extinguish a candle.

Climbing Kit: A climbing kit provides a bonus of 20% to any Climb skill tests.

Crowbar: Adds +2 to any attribute for the purpose of an Opposition test to pry open a door or other object. If used as a weapon, it is considered a club (wielded with a –10% penalty).

First Aid Kit: A first aid kit is good for five uses (whether the skill test succeeds or fails).

Fish Hook: This item grants a character +10% to use his Survival skill to find food, assuming there is a body of water or stream at hand.

Fishing Kit: The fishing kit grants a character a +20% bonus to his Survival test to find food, assuming there is a body of water or stream at hand.

Flint & Tinder: A character with flint and tinder can build a fire in one minute under normal conditions.

Grappling Hook: It will support the weight of 50 SIZ.

Hammer: If used as a weapon, it is treated as a club (wielded with a –10% penalty). Hammers may be used on inanimate objects without being destroyed.

Lantern: A lantern provides clear illumination out to a 10 foot radius. It will burn for two hours on a flask of oil.

Mining Pick: If used as a weapon, it is considered a club (wielded with a –10% penalty). Mining picks may be used on inanimate objects without being destroyed.

Oil, Flask: A flask of oil is enough to fuel a lantern for two hours, or, if broken on the ground and ignited, enough to sustain a small fire for one minute.

Quiver: Quivers can hold up to 30 arrows or crossbow bolts.

Rope, 30 foot: A standard rope can support the weight of 50 SIZ.

Scythe: If used as a weapon, it is considered a club (wielded with a –10% penalty).

Spade: If used as a weapon, it is considered a club (wielded with a –10% penalty).

Torch, 1 Hour: It will burn for one hour. A torch illuminates a 10 foot radius. If used as a weapon, it is considered a club (wielded

with a –10% penalty), except that it does not inflict normal damage – instead, it inflicts 1D4 fire damage and a fumble or critical hit will also extinguish the brand.

Waterskin: A waterskin can hold enough water to sustain an adventurer for two days.

Food & Lodging	
Item	**Cost**
Lodging, poor	.02
Lodging, average	.1
Lodging, superior	.5
Food & drink, poor, 1 day	.1
Food & drink, average, 1 day	.5
Food & drink, superior, 1 day	.2
Trail rations, 1 day	.5

Animals, Transportation & Slaves	
Animal	**Cost**
Bison	20
Bull	25
Cart	75
Cat	.2
Chariot	60
Cow	15
Dog, domestic	.2
Dog, hunting	.25
Fowl	.1
Goat	.5
Hawk	40
Horse, draft	45
Horse, riding	35
Horse, combat trained	50
Mule	12.5
Ox	20
Pig	5
Piglet	1
Saddle & bridle	.75
Sheep	.3
Slave, adult	100
Slave, child	20
Slave, educated	500
Slave, skilled	250
Slave, youth	40
Travel (by coach)	.15 per mile
Travel (by post-horse)	.20 per mile
Travel (by ship)	.1 per mile
Travel (by wagon)	.5 per mile
Wagon	30

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