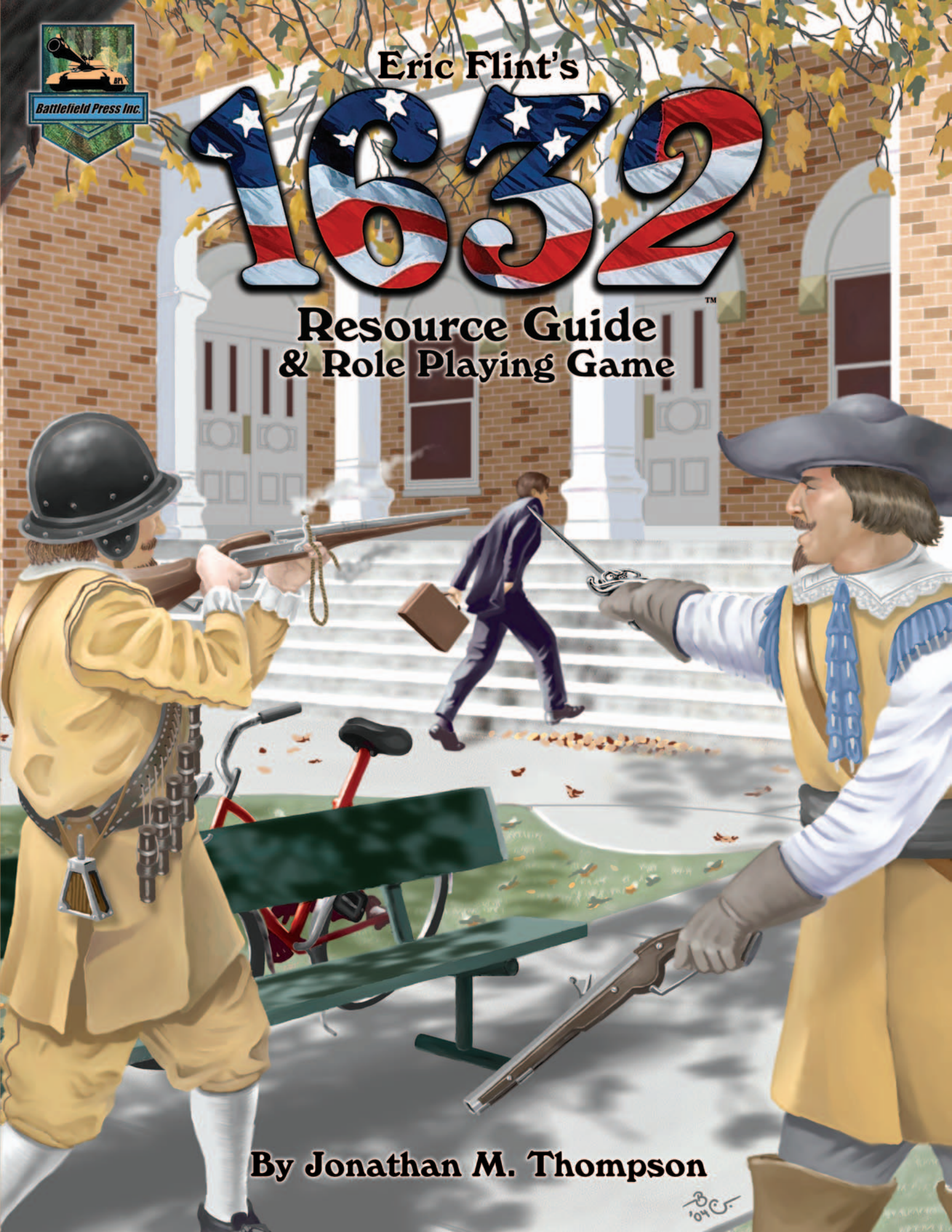
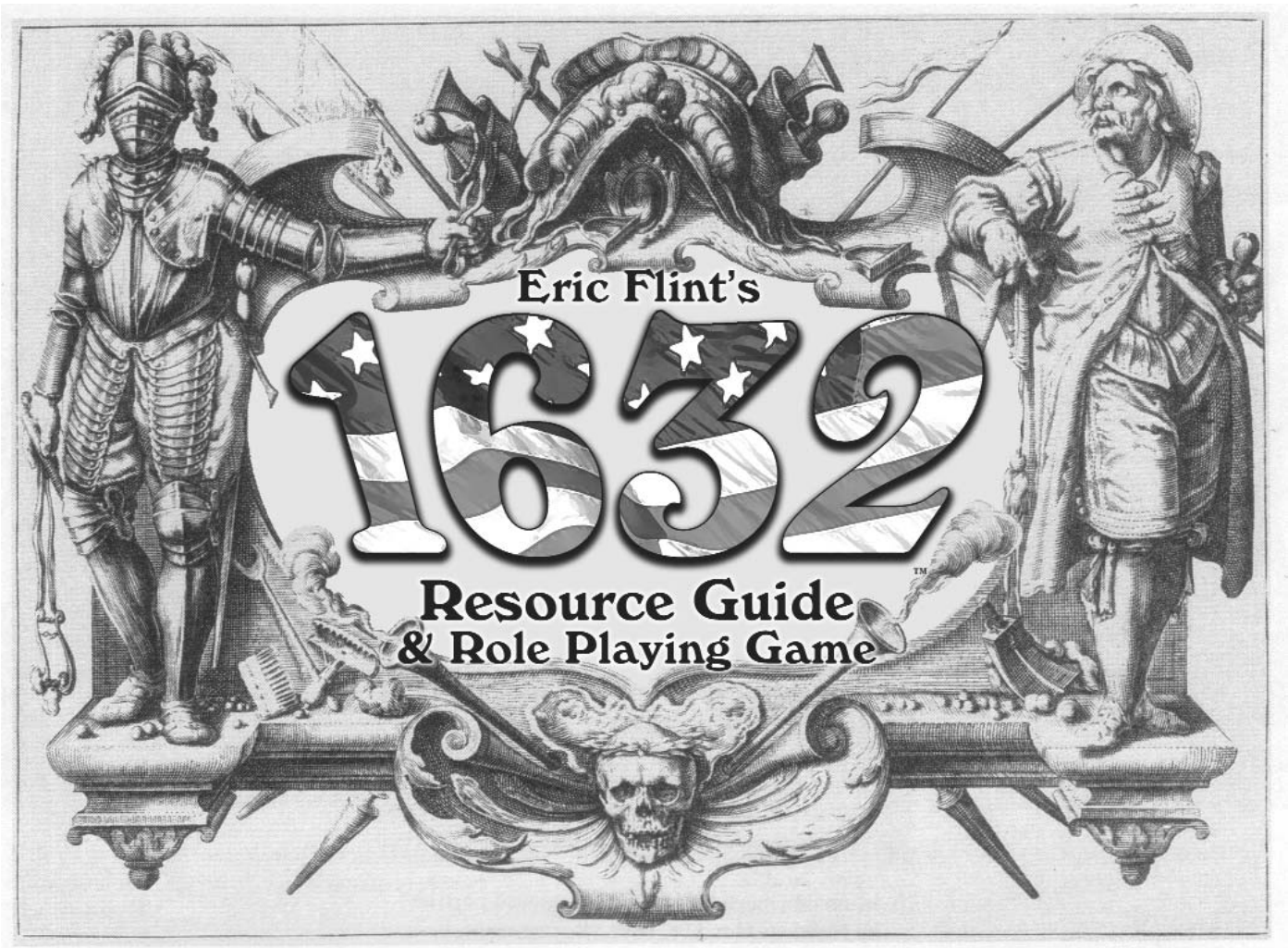

Battlefield Press Inc.
Eric Flint's
1632
Resource Guide
& Role Playing Game
By Jonathan M. Thompson



The Grantville Disaster was the result of what humans of the day would have called criminal negligence. Caused by a shard of cosmic garbage, a discarded fragment of what, for lack of a better term, could be called a work of art. A shaving, you might say, from a sculpture. The Assiti fancied their solipsist amusements with the fabric of spacetime. They were quite oblivious to the impact of their "art" on the rest of the universe.

The Assiti would be exterminated, eighty-five million years later, by the Fta Tei. Ironically, the Fta Tei were a collateral branch of one of the human race's multitude of descendant species. Their motive, however, was not revenge. The Fta Tei knew nothing of their origins on a distant planet once called Earth, much less a minor disaster which had occurred there. The Fta Tei exterminated the Assiti simply because, after many stern warnings, they persisted in practicing their dangerous and irresponsible art.

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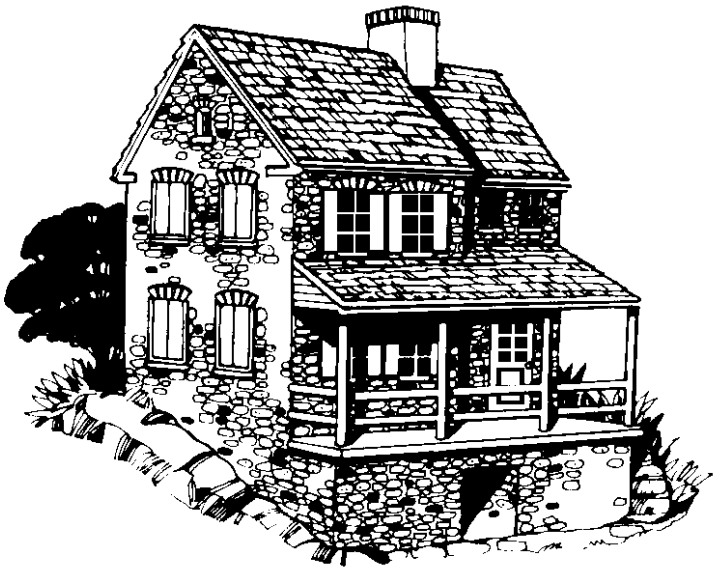


Forward

By Eric Flint

When Battlefield Press approached me last year with a proposal to develop a role playing game from my novel 1632, I was intrigued by the idea. My own RPG days were then some fifteen years in the past, since after my daughter and her friends went off to college we stopped playing the Dungeons & Dragons games that used to be a constant at our house. (AD&D, to be precise, for those who are purists about such matters.) But, after thinking the matter over, it seemed to me that 1632 might well provide the basis for a good role-playing game.

It would be radically different from any Dungeons & Dragons game I'd ever played, of course. Not only is there no fantasy element in 1632, but the nature of the setting is different also. In most role-playing games, the setting is fairly minimal and the emphasis is on the characters and their abilities. But the setting for 1632 is immensely complex, and goes far beyond anything I established in the novel itself-it is that decade in real history. I didn't invent characters like Cardinal Richelieu, King Gustavus Adolphus of Sweden, Emperor Ferdinand II of the Holy Roman Empire, Pope Urban VIII, and the mercenary leaders Tilly and Wallenstein. The real world did, several centuries ago.

In that sense, any game based on 1632 would have much in common with historical games such as the popular Civilization or any one of a multitude of historical war games. The difference, obviously, is that this would be a role playing game.

In short, an unusual hybrid. If it was developed properly-and, now that the results are in, I think Battlefield Press has done an excellent job-I decided it would make for a very good role playing game, and one that was in many respects unique.

If there was one thing I learned very thoroughly-and very quickly-from my experience with Dungeons & Dragons, it was that in the real world game players will take a game and do whatever they damn well please with it. You can pass as many rules as you want, and yap at them about not violating any of them till the cows come home, and it won't make any difference.

Nor should it. I figure if people pay for a game, they've certainly got the right to enjoy it. And if doing so is improved, for them, by modifying this or changing that or scrapping altogether Pain-in-the-Butt Rule 512a, who cares? One day after we started playing Dungeons & Dragons-I was almost always the dungeon master, and soon enough started developing my own scenarios-I unilaterally announced that we would henceforth ignore all encumbrance rules unless someone did something absurd that I just couldn't swallow.

("No, Lizzie, your tame dire wolf will not fit in your satchel. Neither will your Giant Pyramid of Demon Avoidance.")

("No, you can't change your character's strength to 47 either.")

My announcement was greeted with wild applause from my daughter and her friends. (Well, once Lizzie stopped sulking about the dire wolf. She didn't care about the pyramid because she liked fighting demons anyway.) Teenagers enjoy lots of things. Keeping track of petty details like how much their baggage weighs is not one of them. I have found that middle-aged people aren't much different.

So, I will simply say this. Play this game as you wish, and I hope you enjoy it. Do try to remember, though, that I wrote 1632-and all the volumes which have come since in the series-with the purpose of making ordinary people the heroes and heroines. Yes, they are in many ways exceptional people. But that mainly shows through simply in the fact that they are smart, courageous, flexible, and fundamentally decent. The kind of people, in short, who are depicted quite well in the short story that is contained in this book, John Zeek's "Family."

Battlefield Press designed the game to reflect that. Your heroes are more likely to win by applying those virtues than by using a super weapon or developing martial skills unseen on the planet since the days of Achilles and Hector.

Yes, I know you'll still do what you damn well please, and ignore my nattering. But I suspect you'll discover that my nattering is shrewder than it looks.

Eric Flint
May 13, 2004

Family

A Short Story by John Zeek

Anse Hatfield sat eating his sandwich, thinking about his wife and son again.

Why didn't I go with them?

Just a quick shopping trip to Morgantown, he could have put up with the mall for a few hours. But he'd stayed home instead. And now Jo and little Ted were in another universe, lost forever.

Rousing himself from his gloom, Anse looked around and for the first time noticed the man standing in the sun just outside the tent which served the men working for the power plant as a break area. Anse was a big man, but this guy looked huge. Anse wondered why he wasn't sitting down.

"Hey, want a seat?" Anse waved toward the bench beside him.

The big man looked a little frightened as he came toward Anse.

"Kann ich hier sitzen? Uh, I okay sitzen hier?"

"Sure," Anse assured him.

"Dieses ist nicht für Soldaten reserviert?"

If Anse had gotten that right, the guy thought the bench was for soldiers only. What the hell was this?

"Nein. Ist a public bench. Frei, free, open." That took care of half of his German vocabulary.

As the man sat, Anse stuck out his hand. "Andersen Hatfield, call me Anse." At least, for once, he probably wouldn't have to put up with jokes about "Devil Anse" Hatfield.

Still seeming unsure of himself, the big man took his hand. "Mein name ist Wilfried Schultz."

"No need to stand in the sunlight when you can rest in the shade. Why did you think I was a soldaten?"

"Wenn Sie nicht ein Soldat sind, warum Sie eine Pistole tragend sind." Schultz pointed to the .45 on Anse's belt.

A wave of understanding went through Anse. This guy wasn't one of the fellows taken prisoner after the Battle of the Crapper, but one of the refugees that had come into town. He'd probably had some bad experiences with mercenary soldiers before he made it to Grantville. Now he thought everyone with a gun was a soldier-which, in a town like Grantville, was a laugh. No wonder he was acting like a long-tailed cat in a room full of rocking chairs.

"Nein, I am not a soldier." Not full time, anyway, but Anse wasn't going to try to explain militia with his pitiful German. "Just a working stiff. Ein Arbeiter." At least, he thought that was the right word for worker.

Schultz took his time absorbing that. Then, softly: "Jedermann kann eine Pistole tragen? Ich könnte eine Gewehr tragen? Würde das zugelassen sein?"

"Whoa, slow down! I got two words in that, Gewehr and pistole. I don't understand. Sorry."

"Kann I ein pistole have?"

For Anse, a life member in the NRA, there was only one answer to that. "Ja, sure. Every citizen has the right to be armed. In times like these it is a damned fool who isn't."

Just then, the foreman started ringing the work bell and it was time to go back to work.

* * *

As the shift ended and Anse was walking his way out of the refugee complex they were building at the power plant, he saw Schultz waiting for him.

"Hallo, Herr Hatfield. Konnen wir mehr sprechen? Ah, kann we talk again?"

Anse was half-amused and half-irritated. "Herr" meant mister, and no one called him mister. Even when he'd been a foreman for Ford the boys all called him Anse. This guy still thought he was one of the local toughs.

"Ja, Herr Schultz, we talk. But a beer would be nice." Anse pointed toward a little tavern that some enterprising German had set up on the road to town.

"Ich habe kein Geld. No money." Schultz shrugged. "You drink, we talk."

The notion of not being able to afford a beer after work offended Anse about as much as the notion of gun control. "Hell with that, Herr Schultz. We drink, and I buy."

* * *

That night, Anse cornered his father-in-law Henry Johnson after the movie they were watching on the VCR finished.

"Hank, I was talking to one of those German guys over at the power plant today. Did you know they are not citizens?"

Henry looked at him with a surprised look on his face. "You don't pay much attention to politics, do you? What do you think all the ruckus over the new constitution has been about?"

"I know everyone has been talking about putting in a permanent government, but I haven't been following it. If it ain't broke, don't fix it. Stearns and his group are doing an okay job, from what I can see, even if they are union people."

His father-in-law shook his head. "Most of the ruckus is over the citizenship issue. Simpson wants to keep the franchise restricted to Americans."

"Hank, that is pure damn foolish, and besides it won't work. There are more Germans arriving every day and no more Americans coming, except for the kids. Sounds like that book you got me to read about the Greeks in Egypt, bunch of foreign soldiers in charge of millions of local slaves. Piss on that, my great grand-daddy fought in the 2nd West Virginia to end slavery and there is no way I am going to be a part of putting it in here."

"Well, not quite slavery..."

"Yes, it is, dammit. If they don't have a voice in the government, the government can do anything it wants to them. Hell, Hank, you taught Civics in school and I have heard you say the same thing. Is that refugee camp going to be the start of a slave labor camp?"

"Not if Stearns gets his way, and not if we pass this constitution they are talking about. Anse, we're on the same side on this, though I sometimes wonder who taught you your history."

"History in school was boring, I got mine from reading. In school you teachers leave out the good stuff," Anse said smiling.

* * *

Anse was sitting on the same bench at lunchtime the next day when he saw Schultz approaching.

Schultz held out a bag. "Geschenk, a present, zum Sie fur das Bier."

Looking in the bag, Anse saw a small knife and some wooden beads. A necklace, apparently.

"Hey, Schultz. What is this? What for?"

"You take fur bier."

"Nein, no, I bought you the beer because you are a friend, comrade." He placed his hand on Schultz's shoulder. "Friend, understand."

"Freund?"

Close enough, thought Anse. "Yes freund, Ja. Here I brought an extra sandwich, you take it."

Schultz took the sandwich, but held out the bag to Anse. "You take present fur freund."

It suddenly dawned on Anse that Schultz was trying to save his pride. He didn't want charity.

Anse took the bag. "Friend to friend, then, freund to freund."

Anse took the knife out of the bag. It was a typical farmer's knife: a heavy short blade with a bone handle in a leather sheath. The beads were nicely made, too. A thought struck him. Holding up the beads he said, "For Bier, Ja?"

"Ja, fur bier."

Anse held up the knife. "For, friend, Ja?"

"Ja, freund."

Anse reached in his pocket and got his Al Mar folder and held it out to Schultz. "Fur, freund. And my friends call me Anse."

"Anse, mein Freund. Ich bin Willi."

"Hatfield, you dumb hillbilly. You just gave that kraut a $160 knife for a bag of junk. 'Devil Anse' oughta be dumbass Anse."

Anse turned to see G. C. Cooper standing near by. Cooper, who was at the plant to help install a conveyor belt, had never been one of Anse's favorite people.

"Ain't none of your business, G. C.," Anse answered curtly.

But Cooper wasn't going to let it go. "Hatfield, some dumb kraut gives you a junky knife and here you are ready to be butt buddies with him. You got to remember what an American is, boy, and keep this kraut trash in its place."

"Step back, G. C., or we'll see how junky this knife is," Anse growled. "Better yet, you should get yourself back to your friends down at the 250 Club."

"Whoa, Anse, I didn't mean nothing by it," Cooper back peddled. "I just hate to see an American get taken advantage of by some sneaky kraut."

Anse rose from his seat, now really angry. "G. C., you're as worthless as they come."

Two other men in the yard added their comments.

"Git, Cooper. You good for nothing."

"If you were doing your job instead of loafing, Cooper, this coal would be easier to move."

Cooper, seeing he had no one on his side, backed to the door of the power plant, then turned and hurried inside.

As Anse and Willi watched Cooper's rapid retreat, Willi placed his hand on Anse's shoulder. "Danke, Anse mein Freund."

Anse shrugged. "He's nothing but a stupid redneck. But watch out for him, he'll be out to get back at you."

"Anse, wille treffen Sie meine Frau?" Willi asked.

"Willi, are you asking me to meet your wife?" Anse asked.

"Ja," Willi answered. "Meine frau, Dora, und meine kinder."

"Sure, Willi, after work I'll go meet your family," Anse answered.

* * *

Later that evening Anse's father-in-law sat listening to him after supper.

"You wouldn't believe it," Anse said. "You know those tents and rinky-dink lean-tos we put up by the power plant?"

"What about them?"

"Well, Schultz and his whole family are crowded into one tent with only a lean-to to cook in. In fact, I think Willi sleeps in the lean-to."

Henry could see where this was going. Since the Ring of Fire, he and Anse had lived alone in this house that was meant for a bigger family. Sure, his son Pat and the two Baker boys lived out in the garage apartment, but it was not the same.

"Anse, just what do you mean by his whole family? Wife, kids, what are we talking about here? Four-five people?"

"Hank, would you believe Willi, his wife, his sister and six kids all in one tent? And the sister is in the family way."

"Anse, are you sure? That's nine people in one tent. There must have been some of the neighbors' kids mixed in there. How old is this Schultz fellow?"

"Schultz is around forty, I think. And, no, there ain't no neighbor kids. Hank, this man and his family are stuck in the middle of those soldiers we took prisoner after the battle of the crapper, and Willi is scared of soldiers, though he has a couple of friends."

Henry winced at Anse's use of the word "ain't." He's been a schoolteacher for twenty-eight years. But he winced more at the thought of nine people stuck in one of those tents the community had put up by the power plant. Especially the kids...

You don't teach junior high school for almost three decades without liking kids. And a farmer stuck in the middle of a bunch of mercenaries, brrr.

"Well, what do you want to do about it, Anse?"

"Hank, this is your house and I thank you for taking me in after the Ring and all. But it is a big house. Pat and the Bakers could live here with us with just a little crowding, and you could rent the apartment to the Schultz family and get them out of that tent. I could move into the room where you had Florence's sewing room and let the Bakers have the guest room."

"The apartment is too small, they won't all fit."

"It's bigger than that tent and the living room can double as a bed room for the kids."

"Anse, if I do this-and I'm saying 'if'-what are we talking about? A year, six months, what?"

"I figure it might take a year or maybe a year and a half to get them on their feet. But that Schultz is a

hard worker, so he might do it in six months."

"And you said 'rent.' How much rent is a down-and-out refugee going to be able to pay?"

Anse grinned. "Well, he might pay the same as me."

"You don't pay rent," Henry snorted. "But you're family and work around the house to pay your way."

"Well, think of all the work nine more people could do. With you and the Bakers at the school and me at the power plant, and Pat working on the tractor for the community, this place is going to rack and ruin. Schultz's wife and sister could clean up around here and such. And the kids are a lively bunch. They could be a big help when we harvest the garden."

All Henry could do was shake his head. When Anse got going, there was no stopping him.

"I'll tell you what, Anse. Tomorrow when you get off work I'll meet you and Schultz at the power plant and we'll go see his family."

"One thing, Hank," Anse added. "Please call him Herr Schultz when you meet him. He's been down so long it looks like up to him."

* * *

The next day as Anse and Willi sat down for lunch Anse said, "Willi, after work I want you to meet my father-in-law, Hank Johnson. He might be able to help you find a place to live."

"Was ist father-in-law?" Willi asked.

"My wife's father, I live with him."

"Ah, Vater Ihrer Frau, your Schwiegervater, und your frau, she is gut?"

"Willi, I don't know. My wife and son, my kinder, were not brought back in the Ring of Fire."

"They not here? Ach, wie schrecklich traurig bin." Then, realizing Anse did not understand, Willi placed his hand on Anse's shoulder. "Meine freund, Ich bin sorry."

"Not your fault, Willi. It is not anyone's fault, it just is." Anse pulled his wallet out to show the pictures of Johanna and Ted he always carried. "All I have left is their pictures."

They spent the entire lunch break comparing notes of their sons. It was only the bell calling them back to work that reminded Anse of what he wanted to say. "Willi, meet me after work, I'll introduce you to Hank, he will want to meet your family. And maybe we can move you into an apartment over his garage.

"Gut, Anse," Willi answered as he headed for the plant, "We meet here."

* * *

Henry Johnson was outside the power plant when the day shift ended. As he watched Anse walk toward him, he studied the man with him. Anse was a bit taller than Schultz, but the German was twice as wide through the shoulders. Well, he thought, I bet Anse is right about that much, anyway. Schultz didn't get those shoulders sitting on his butt.

"Hi, Hank!" Anse called. "This is my friend Wilfried Schultz; Willi, this is my father-in-law Hank Johnson."

"Allo, Herr Johnson," Willi greeted Henry.

"Good evening, Herr Schultz"

Shifting his cane to his left hand, Henry held out his right to Schultz. "Herr Schultz, you can call me Henry-or Hank, if you want to copy Anse here."

"Ich heibe Wilfried," Willi answered, "Anse says Willi, you also."

"Well, Willi, let's go meet your family. Maybe we can get you out of the tent and into a house."

Willi led the way toward the refugee tents that had sprung up around the power plant.

Anse kept talking to Henry in a low voice. "What do you think, Hank? Wait till you meet the family. You'll like them. Willi's wife Dora is a good cook. I had some of a stew she made when I visited yesterday, that's with an open fire. Think what she can do with the range in the house."

Anse was almost acting like a kid, running ahead and having to stop and wait for us. If this didn't work out, Henry knew he'd never hear the end of it.

Finally they reached the Schultz tent and Anse seemed to settle down a bit. Willi walked to the tent and called, "Dora, Ursel, holt die Kinder und Treffen

Herr Johnson und Anse."

As Henry watched, two women and six children almost erupted from the tent.

"Herr Johnson, dieses ist meine Frau und meine sister, Dora und Ursula Eckhard." Willi pointed to the head of the line the family had assumed.

Henry saw two women in their late twenties or early thirties. The younger looked a lot like Willi, tall and blond. The elder was smaller and had darker hair. Both had firm grips as he shook their hands. The younger was obviously expecting.

Anse was almost bouncing as he walked down the line introducing the children. "These two young men are Willi's sons Wendel and Gerd."

Henry looked at the boys, nodding. "Gerd, Wendel. Anse, I already know them. Gerd is in my class at school, and Wendel is in junior R.O.T.C." Henry patted Wendel on the shoulder. Then he spotted another familiar face. "And there is Susanna, she is in my class also. Hi, Suse."

Suse gave a small curtsey with a smile on her face.

Anse continued down the line. "Here are Talle and Esther, Willi's two daughters, and little Heinz, Ursula's boy."

The three were holding hands with young Heinz in the middle. Henry remembered seeing Talle in one of the lower grades at the school.

Looking over the family, Henry realized that the Schultzes had to be working extra hard, what with the kids being in school. While the children's clothing was old, it was in good repair. And they seemed well fed and happy, which means a lot.

"Herr Schultz, Frau Schultz and Frau Eckhard, I know Anse has told you about the apartment we have over my garage." Henry cleared his throat. "I think it is too small for your whole family, myself. But if you want to come out and look at it you would be more than welcome to move in if you want."

Turning to Anse, Henry said, "Walk down to the front of the camp. I told Pat to run by here with the tractor and wagon on his way home from work. If he is there, show him how to get to the Schultz's tent and we can ride out to our place and let them look it over. I don't think the city is going to miss the ethanol Pat will burn bringing them back either."

II

"Willi, we need to get the cow out of the garage," Pat Johnson said, "the smell is driving me nuts."

"Gertrude smells like a cow, she is a cow. What problem?" Willi asked.

Pat shook his head. "Willi, I'm a city boy. I'm not used to living over a cow."

The problem was caused by the sleeping arrangements. When the Schultz family had moved to the Johnson place, it was decided to keep Pat and the Bakers in the apartment. In fact, Wendel had become their roommate. Willi and Dora now occupied the guest room. The younger children had the former master bedroom. Henry had moved to the bedroom that had been Pat's. And Ursula and Heinz had the former home office. Anse, as he had suggested, was in the former sewing room. Anse and Willi had quickly knocked together a stall for Gertrude, the cow, from scrap lumber. Now Pat was discovering the joys of sharing a roof with a cow.

"I can live with the smell, but the stall is in the way," Jim Bob Baker added. "Now don't get us wrong, Willi, Wendel does a good job of cleaning the stall. But I need space in the garage to pull two cars in if we are going to stay in the mechanic business."

The three men were standing near the door of the large two-car garage that had become the center of Jim Bob's part-time business of converting tractors and cars to run on ethanol. It had started small with Henry's two gravely tractors and grown as Jim Bob gained experience. Now it was a major factor in the group's income, with Pat and Billy Joe being roped in to help when they had time.

"Look," Pat said pointing across the plowed field beside the garage, "over there is Anse's shed. Would it be safe to put Gertrude there? If not, we could build a new shed closer."

Willi looked at the shed. It was less than thirty yards from the house and looked rainproof from where he was standing. There was even some clear ground around it where they could build a fence. "Ja, Gertrude ist dort fein, the little barn is fine."

"Well, let's go talk to Anse. It's his shed after all."

Pat starting walking toward the front of the house.

The three found Anse sitting on the side porch, near the door to his room.

"Hey, Anse, we need your shed for the cow," Pat said without any preamble. "Jim Bob needs the room its stall takes in the garage. And the smell coming up the stairs is bothering me."

Anse hesitated. The shed was all that remained of his former life.

Finally he said, "If Willi is willing to put Gertrude in the shed, it's okay with me. But there is a lot of stuff stored there. It's going to take all of us to move it."

"No problem," Jim Bob answered, "I'll hook the gravely to the wagon and we can bring a load back on it."

"Jim Bob, if you can scare up a couple of gallons of gasoline, there's another lawn tractor in the shed. If we could fire it up, we could drive it over. In fact, that is the only way we are going to move all of my stuff."

"Anse, just how much stuff do you have in that shed?" Pat asked.

"Well, besides the tractor the biggest things are the two gun safes and a tool box. The guns are in with your dad's, I brought them over right after the Ring of Fire, but the tools are still there. Oh, yeah, there's also fifty pounds of bar lead."

When the four men got to Anse's shed, Pat and Jim Bob were surprised by how much of a pack rat Anse really was. Who in their right mind keeps a fifty-five gallon drum full of gravel? And who needs a ten-gallon drum of wheel weights? And why have enough camping gear for five people?

As the others unloaded the shed, Anse walked to the side and stood staring at the wall of dirt that marked the Ring of Fire.

Willi, noticing Anse was not with them, walked over to join him. "Anse, was is trouble?"

"Just remembering, Willi," Anse said, pointing at the wall of dirt. "Ten feet from where the Ring hit was my house. It's still there, I guess, some where or when."

"Du miss them?" Willi knew Anse was thinking of his wife and son, not his house.

"Ja, my friend, I do." Then Anse turned and walked to the shed. "Come on, Willi, I'll show you how to drive a gravely hooked to a wagon."

* * *

"Herr Johnson, danke," Suse said as she took the plate from Henry. The two were setting the table for dinner. It was Suse's job, but Henry had stopped to help on his way to the kitchen to get a glass of water before dinner.

"Suse, you should call me Herr Johnson at school, but you don't have to here at home."

Ursula, who was bringing some potatoes from the kitchen, broke in. "Nein, Herr Johnson. To show respect, the children should call you Herr Johnson."

"Not you too, Ursula! You need to start calling me Henry, at least."

"Nein, Herr Johnson. You are-how do you say it?-our landlord, und you are the head of your family. I could not." Ursula headed back to the kitchen.

Henry followed her. In the kitchen, he found that Ursula and Dora were almost finished preparing the meal and were getting ready to serve it.

"Dora, what is my name?" Henry asked.

"Your name?" Dora had a somewhat befuddled look. "You are Henry, Herr Johnson, you know that."

"Dora, I insist that you call me Henry from now on. It is not right for me to be Herr Johnson to you or Ursula. You both should call me Henry, or even Hank like Willi does."

Dora and Ursula put their heads together and whispered to each other too fast for Henry to follow.

"Ja, I call you Henry," Ursula finally answered. "But children will show respect und say Herr Johnson."

"Ja," Dora agreed. "Kinder must show respect."

As the three walked back into the dining room they found the rest of the household gathered waiting for dinner.

Anse jumped up to help Dora with the platter of venison. "Danke, Anse," Dora responded.

Henry had to ask. "Dora, why do you call me Herr Johnson and call Anse by his first name?"

Dora leaned close, "Willi und Anse are Blutbrüder. They did a Zeremonie."

Henry looked at Anse and whispered, "Blood brothers? You didn't?"

Anse whispered back, "Yep, it was the only way he would let me buy new clothes for the kids. We are Indian blood brothers, cut palms and all, just like a couple of kids. He saw it in one of the old movies you have for the VCR."

"Anse, you aren't an Indian."

"Shhh, Willi doesn't know that."

Suse, who had been waiting as Henry and Anse talked asked, "Herr Hatfield, may I have the potatoes?"

"Fraulein, as your uncle's brother you must call me Uncle Anse."

"Uncle?" Suse looked at her mother.

"Ja, Anse you may call onkel," Ursula responded.

Henry just shook his head.

III

"Hey, Anse, got a minute?"

Anse looked up from the book he was reading and saw his brother-in-law Patrick Henry Johnson, Jr., at the door.

"Sure, Pat, what do you need?"

"Anse, I got something on my mind. I don't want to take it to Dad right off, and you are the closest thing I have to a brother. It's the kind of thing Dad would get carried away with."

"With a build up like that, it must be big. Have a seat and we'll talk it out."

As Pat sat on the bed Anse could see, he was nervous. He was looking around the room, studying Anse's bookcase and gun rack-in fact, doing everything but talking.

"I see you've made a lot of changes in the room since you moved in here. I don't think I've been in here since it was Mom's sewing room."

"Come on, Pat. You didn't stop by to talk about how Florence's and my ideas on decorating are different. What's on your mind?"

"Anse, what do you think of the idea of me dating Ursula?" Pat blurted out.

Anse was taken aback. He had noticed the looks Pat had been giving Ursula and the time he spent with her, but the woman was a widow of less than a year, pregnant with her third child and Willi's sister besides. But...

Now that he came to think of it, Pat and Ursula were close in age and she seemed happy with Pat's company. And all of them living on the same place had thrown them together a lot.

"Pat, when your sister Jo and me were living in Cleveland, how many times did you come to visit us?" Anse asked.

"A couple of dozen times, for baseball and football games, and to go to the Rock and Roll Museum. But what's that got to do with Ursula and me?"

"And in those couple of dozen times, how many women did you bring with you?"

"Maybe a dozen, I don't remember. Come on, Anse! You and Jo were there for almost ten years, You can't expect me to remember them all."

"My point is that Ursula is not like the bimbos you normally ran around with. She's a lady. Maybe not what they call a 'lady' here, but a lady nonetheless. You treat her like you did those women and Willi will castrate you. This isn't the twentieth century, you know."

"Hey, Anse!" Pat protested. "I think I am in love with her, and I would never treat her with anything less than respect. Besides this is the real thing. I want to marry her."

"That's not all, Pat. There are the kids. You ready to take on being a daddy to another man's kids, one of them not even born yet? You know if you marry her, you marry the kids too."

"I know that the kids are part of the deal. So what? I like kids, and Suse and Heinz are great kids and when the baby is born, he or she will be a great kid too. Ursula is a good mother. Look, Anse, I'm thirty-six years old. If I started a family now I would be too old to enjoy them. This way I get the best years of parenthood right off the bat."

Anse knew that feeling. He had been forty-one when his son Ted was born, and had sometimes wondered what it was going to be like when Ted hit high school.

"Okay, then. It looks like your only problem is getting the wherewithal to get married. You know the Germans set a great store by being economically sound before marriage. And right now, you are not all that well off. I know back home you had your own store and were pretty well to do, but here and now all you

have is your Jeep and a job driving a tractor for the town."

"Anse, I thought about that. You know what I would like to do is start making guns. When I was over in Suhl, I came up with the perfect idea for a weapons factory. All I need is a little capital and some partners. I met one man, a clock maker from Nürnberg named Josef Boseck, and we think we can make flintlock rifles using local methods and labor as cheap as a matchlock. Suhl is perfect for that. There's no gun makers guild to slow us down and they do make guns, lots of guns."

"Pat, let's take a walk." Anse headed for the door.

"Where we going?"

"Let's walk over to the shed and check on the cow. Grab a spade. We might want to do some digging."

As they walked across the field to the shed that was all that remained of Anse's farm, Pat continued to tell Anse about his plans for the gun factory and about the life he wanted to build for his and Ursula's family.

When they got to the shed, Anse paced off a few steps from the corner. "Dig here, Pat."

"What am I digging for?"

"About two foot down there's a piece of PVC pipe, with two .45 pistols and about $4000 in old silver coins in it. I figure you might want to sell me some of the stock in your new company. The rest is a loan to get it started. And in the basement at your dad's place are a couple of flintlock rifles you can use for models for you first rifles."

"Anse... $4000 in old silver... that's a fortune around here."

Anse shook his head. "Don't exaggerate. It's not a fortune, but it is enough to start a pretty large business. I checked. It's around twelve thousand guilders."

Anse pointed. "By the way, over on the other side of the shed, ten paces out, is another piece of PVC. It has two hundred gold Krugerrands, two hundred-ounce silver bars, and two SKS rifles in it. If anything were to happen to me, I want you and Willi to split that. He knows about it and so does your dad."

As they walked back to the house, Pat asked, "Anse, you wouldn't really let Willi castrate me, would you?"

"Pat, I love you like a brother. But if you screw around on Ursula and... well, I won't help Willi snip you, but I will keep anyone from stopping him while he does it. Think about that, old son." Anse managed to keep a straight face all the way through.

* * *

Anse walked into the basement room that held the reloading shop and saw his father-in-law was alone working at the bench. "Hey, Hank. Looks like Billy Joe ducked out and left you with a bit of work to finish. Mind if I talk to you while you work?"

Henry Johnson waved Anse to a seat at the reloading bench and continued with his work. "Anse, this isn't business; this is for me. This is the last bunch of .223 I am ever going to load. Tomorrow the dies and 55 grain .22 caliber bullets all go to Santee. He's going to be the only one reloading .223 from now on. Sort of reserving it for Army use, same as .308. I just wanted to load up fifty rounds to pack away with my groundhog gun. It's the odd calibers from now on for all of us. Santee is sending me his 8mm and .303 dies so we can keep loading hunting rounds. Bolt action rifles should give us no problems with black powder and lead bullets as long as the primers hold out."

"That brings me to what I wanted to talk to you about." Anse was a little hesitant to bring up anything about guns with Hank in this mood. A lifelong collector, Hank was seeing his collection shrink to a few oddball rifles and shotguns. The need for arming the growing military forces protecting Grantville had seen Hank donate a major portion of his guns to the town. "I want to give Willi a pistol on election day. He will consider himself a full citizen then and I don't want someone unloading some piece of trash on him."

"I don't see any problem with that. But why did you want to talk to me about it?"

"Well, Hank, I don't want to give him one of the .45 automatics I own. It's not that I don't trust him with one. But as much as I like John Browning's best design, it's hard for someone just starting out to learn to use safely."

"Let me guess. You want one of my pistols to give to Willi."

"Yeah, Hank. I want to trade one of my Colts for a nice revolver for Willi. Something easy to shoot, but

with a man sized punch. Willi can handle the recoil of a full sized gun."

"How is he doing?" Henry asked. "I haven't been able to shoot with you lately."

"Willi's a pretty good shot with a pistol and doing great with a shotgun. It's not like he had never handled a gun before. Did you know all these little towns and villages around here had militias? Willi was in his village militia."

"As a matter of fact, I did know that. I would have told you earlier but I thought you knew. Shooting and owning guns is as much a tradition here as it was in West Virginia. Willi must have lost his gun when his village was burned."

"Well, it was news to me," Anse admitted. "I thought that no one but the big boys had guns. Willi surprised me when he told me about it. And Willi said his matchlock was taken when his village was raided. He and Wendel were in the fields."

"Let's go pick him a pistol." Henry unlocked the door of the storeroom built off the reloading shop.

When Henry turned on the lights, Anse was surprised to see how many empty spaces there were in the gun racks that lined the walls of the room. More than half of the collection was gone. There weren't more than fifty long guns left, and most of those were .22's and muzzle loaders.

"Hmm... big calibers," Henry mused. "I'm going to keep reloading .41 Mag, .44 Special, .45 auto and .45 Colt. So how about one of those calibers?" Henry asked.

"Sounds good to me. If it's in .45 auto, Willi and me can share ammo and that will save on making reloads."

Henry moved to the back of the room. "I only have three revolvers that take .45 auto: a Smith and Wesson Mod. 25, a Smith 1917, and a Ruger Blackhawk. The two Smiths need half-moon clips for fast reloading, but I have a bunch of them. And the Ruger is a convertible with two cylinders. one in .45 colt and one in .45 auto. Which do you think Willi would like best?"

"The Ruger. I know it's a single action and a bit slower than the Smiths, but Willi's not a snap shot anyway. He aims every time and the Ruger has a six and a half inch barrel. Better for aiming."

Anse smiled. "Besides, Willi likes John Wayne movies. With the old ivory grips, that looks something like 'the Duke's' gun."

As Henry walked toward the door, he plucked a small revolver off a rack. "Give him this one too, Anse. He can give it to Dora. Besides, your Colt is worth more than the Ruger alone."

Anse stared at the little gun Henry had handed him. "What is it, Hank? It's as light as a plastic toy."

"That, Anse, was the last gun I bought before the Ring of Fire. It's a Smith and Wesson 317 AirLite. Almost entirely titanium, eight shots of .22 rim fire. It's not a hunting pistol, but it will spoil the entire day of anyone who bothers Dora."

Henry stopped Anse as they were walking toward the door. "Anse, I want you to teach Dora and Ursula to shoot too. I worry about them when we men are all at work."

Anse chuckled. "Hank, they're both fair shots with a shotgun, and Ursula has that little Smith .38 that Pat used to carry under his coat."

Henry just stood and looked at Anse. "I have got to make time to practice shooting with you all."

IV

Willi heard it first. Anse and Willi, along with Willi's son, Wendel, were dragging a deer out of the woods.

It had been a good hunt, and the deer, Wendel's first, was a good-sized six-pointer that was going to be welcome in the larder.

Anse was complaining. "Willi, I am not too old. I should have gone with the Army to meet these Spanish troops. But, no, the power plant workers are declared vital. They should have taken me. I could have driven a truck, like I did at the Battle of the Crapper."

Willi motioned with his finger to his lips. "Du hörst das, You hear?"

In the distance, Anse could now hear shots; a lot of shots, it sounded like, coming from town.

"Something is wrong," Anse whispered. "Nobody wastes that much powder."

"Es ist ein Angriff, ein Schlacht, a battle," suggested Willi.

"Could be. Let's get to the road and head for town. You want to take Wendel with us? Could be some fighting." Wendel was a good shot, but he was only armed with a muzzleloader.

Willi must have had the same thought because he turned to his son and spoke too rapidly for Anse to follow, thought the meaning became clear when Wendel sat down next to the deer.

Anse could tell Wendel was not happy to be left behind. "Hey, young'un. It might be nothing, and there will be other fights if it isn't. Besides, we need that deer. So you watch it close and don't let anyone steal it."

With Wendel and the deer safely hidden on the hillside, the two men made their way down the hill. They had just reached the road when around a nearby curve came a group of seven mounted men.

The two parties were both surprised, but Willi responded first. "Imperiale Kavallerie!" he yelled, raising his shotgun. "Croats!"

The seven riders spurred their horses toward the two men.

Anse, reacting more to Willi's actions than the threat of the cavalry, brought his rifle to his shoulder and worked the bolt to chamber a round. They're too close, he thought as Willi fired, I'll never get a second shot.

Willi's first shot dropped one of the riders from his horse. The other six seemed to charge even faster.

Anse fired without a good sight picture, the rider completely filling the scope. One more down. Anse dropped the rifle and reached for his pistol. Willi had abandoned his own shotgun after his first shot and drawn and fired his revolver, much like the heroes in the Western movies he liked so well.

He was a good shot with a pistol, too. Three down.

The remaining cavalrymen had drawn swords and were barreling down on the two when Anse and Willi fired almost together. Two more riders were down.

Anse just had time to think, too close as he aimed at one of the remaining riders. Just then Wendel rose from his hiding place and fired, hitting the horse of one cavalryman. Its reaction threw it into the horse of the other rider, giving Anse time to fire two shots. One for each man, from less than three feet. He didn't miss.

As fast as that, it was over. The six riderless horses were running past them and seven dead or wounded men were lying in the road. The seventh horse was down, its neck broken by Wendel's shot.

"Into the ditch, Willi! Cover the road, there may be more." Anse suited action to words, diving into the roadside ditch after recovering his rifle. Then, he looked down toward the curve in the road where the riders had appeared.

Looking across the road, he saw Willi was reloading his revolver, and had his shotgun propped on the edge of the ditch.

"Vater! Onkel Anse!" looking up the hill he saw Wendel starting to come down.

"Wendel, stay put and reload!" he yelled. "It might not be over!" he yelled.

Damn, he thought, that was fast. First men I've shot at since Vietnam.

He hoped Willi had identified the men correctly. He'd hate to have shot some of Gustav's boys by mistake.

Just then, a pick-up truck loaded with armed men came around the curve slowly. Anse recognized the driver as G. W. Torbert and he knew a couple of the people in the back.

The men in the truck were scanning the hills along the side of the road and seemed surprised to see the bodies lying in the road. As the truck swerved to miss the body of the horse, Anse yelled from the ditch without rising. There was no sense getting shot after the battle. "Hey, you guys lose something, like some cavalry?"

No one in the truck fired, but Anse could see a couple jump.

"Hatfield, is that you?" G. W. yelled. "These dead bodies all yours?'

"Yes, it's me. Some of them are mine and some are Willi's and Wendel's. And I think at least two of them are still alive. Maybe three. We're coming out now, so don't no one get nervous."

The men in the truck couldn't wait to tell their news. There'd been a raid on Grantville and the high

school. The Swedish king Gustav was at the high school. He and his escort had saved the students, according to the stories. The cavalrymen Anse and Willi had encountered had been running away, defeated by the people in town. Stearns and the army were headed back from Eisenach.

As the men were climbing back in the truck, leaving two behind to make room for the three Croats who were badly injured but still alive, Willi and Anse had a quick conference.

"Hey, G. W!" Anse called out, "Can you run by Hank's place and drop Willi off? His wife and sister are there with only the kids."

"Sure, we can squeeze him in. Anse, we can make room for you and the boy too. To hell with these damn wounded Croats. We'll pitch 'em back on the road."

That idea rubbed Anse the wrong way. "No, get them some medical treatment. Besides, we have a deer up on the hill we need to get."

As the truck drove off, Anse turned to Wendel. "Run up and get the deer. I'm going to strip the tack off that horse. Your dad is bringing a wagon and we'll haul the horse back for the larder."

When Wendel had dragged the deer down to the road he found Anse cutting the belt pouches off the dead cavalrymen. "Gather up any of their equipment you think we can use. No sense letting it go to waste. I just wish we could have caught a couple of those horses that ran off."

"Onkel Anse, were you frightened? I was so frightened."

Anse turned and looked at Wendel. "Sure, I was. First thing I did when I hit the ditch, was check my pants. Nothing wrong with being scared. You came through when you had to. Nice shot and-thanks. You saved me and your dad from getting cut up."

"I wasn't aiming at the horse. I missed."

"Well, you didn't freeze. And dropping the horse worked out for the best anyway." Anse grinned. "So if you don't tell, I won't."

V

Anse looked up from the chess game he was losing to his father-in-law. Now that winter had arrived, they were playing a lot of chess again. Anse had a style of playing that sometimes allowed him to beat Henry, but not tonight. His typical knight attack supported with his rooks had failed.

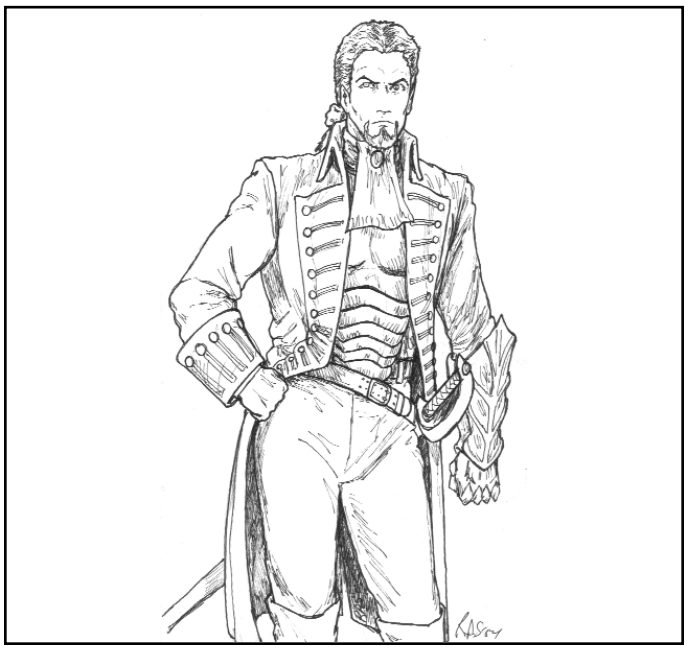
While Henry was studying his next move, Anse looked around the large living room and studied the inhabitants. There was Willi and his sons Wendel and Gerd watching the last few minutes of an old movie. Old to Anse, at least, if not to them. Dora and Ursula had their heads together over the crib in the dining nook, discussing names for the baby. Pat and the two Baker boys were teaching the younger children the finer points of chutes and ladders and improving their own German. He suddenly realized that he felt like he was in the middle of his family again. Not that he was ever going to forget Johanna and Ted, but these were his people now.

"Hank," he said quietly, "look around."

Henry looked up from the game and studied the room. "What should I be seeing, Anse? Everything is normal."

"Well, I see a family. A pretty extended family, but a family nonetheless."

Henry smiled. "Anse, I worry about you sometimes. You're normally a bit quicker than that. I knew we were a family the day you told Suse to call you Uncle Anse. Now she is going to be calling me granddad."



What's A Role-Playing Game?

Many people think they don't know what a role-playing game is. We have all taken part in interactive storytelling in one way or another. As children we role-played "Cops and Robbers" and "Cowboys and Indians" along with other make-believe games. Sometimes a dispute would arise as to who could do what. As children, many of these issues worked themselves out. Adults are often exposed to role-playing in improvisational theater, corporate and technical training classes, counseling sessions, and so on. In fact, most law enforcement academies use role-playing to evaluate the performance of recruits as part of their "final exams," before they are allowed to graduate.

Simply put, a role-playing game (RPG) is a form of interactive storytelling with rules. The rules guide play, gauge the performance of our fictional characters, and provide a sense of "fairness."

During a game session, all of the players act, or "play," the roles of characters in the story. These roles are called Player Characters (or PCs for short). One player acts as a moderator or "referee" and is called the Game Master (or GM for short). The GM generally prepares the basic elements of the story ahead of time, describes the scenes and events of the story as they unfold, and tells the other players the results of their characters' actions.

In ERIC FLINT'S 1632 RESOURCE GUIDE AND ROLE PLAYING GAME, dice are used to generate random numbers to resolve certain events, such as whether a character can successfully navigate a car through an obstacle course or jump over a rolling barrel without falling.

The following section gives an overview of the rules. If you are new to role-playing, you should read this section first.

What Do I Need To Play?

The only things you need to play ERIC FLINT'S 1632 RESOURCE GUIDE AND ROLE PLAYING GAME are this book and three six-sided dice.

About The ACTION! System™

The ACTION! SYSTEM is a set of rules for role-playing adventure games developed by Gold Rush Games. It is designed to be easy to both learn and play, while offering flexibility for all types of players and genres. The ACTION! SYSTEM is written to emulate the same kinds of stories you might read in books or comics, or watch on television and movies. Using the ACTION! SYSTEM you can create characters and stories as fun and exciting as any you have seen, heard, or read. We think the most fun of Action! is to create wholly new stories, but no one kind of interactive storytelling is favored over another. With the ACTION! SYSTEM rules you can create characters and play games in nearly any setting, creating exciting adventures and interactive stories. You can play an honorable samurai, brave Musketeer, superhero, Wild West gunslinger, or just about anything else you can imagine. If you can imagine it, ACTION! SYSTEM gives you the tools to tell your story interactively.

About BATTLEFIELD PRESS

Battlefield Press is the publisher of the Cityscape, Trius Fantasy Campaign, Sherwood: The Legend of Robin Hood, Pulp Fantasy and Fantastic World Settings for the d20 system and the Luftwaffe: 1946 Role Playing Game for the Action! System. They are also the publishers of the Big Bang Universe Role Playing Game and Resource Guide written in the Open Core System. The company has plans to publish several other supporting products for all role-playing game systems that it publishes. Battlefield Press is a privately held company with corporate offices in Shreveport, Louisiana.

About The Author

Jonathan M. Thompson began his gaming career in 1980 with friends at his elementary school as a way to eliminate the boredom that was called the "lunch break." He reads enough to own his own library (at least according to others) and is interested in many genres and systems owning at this time more than fifty individual core systems (which doesn't count supplemental material for those systems). He is the author of Cityscape: Corporate Supers, Trius Fantasy Campaign Setting also a contributor to Eden Studios Waysides: Book of Inns and Taverns and the Sean K. Reynolds project Hungry Little Monsters. He also co-authored the book Cityscape: City on the Nexus of the Omniverse (for the d20 System) with B. L. Sisemore and the Luftwaffe 1946 Role Playing Game (also for the Action! System) with Michael Scott. Jonathan currently resides in Shreveport, Louisiana with his beautiful wife and eight year old son.

This Book

The rules of the game are found throughout this book. They describe everything from creating your

character through how to resolve combat to the effects of falling. All of the essential tools you need to play a role-playing game are here. You should read the rules to become familiar with them and knowledgeable about how to play, especially if you are going to be the GM.

You can always refer to the book during the game if you have a question.

Dice

You will need at least three regular six-sided dice to play the game. It is best if all of the players have their own set of three dice. Only one person will need to roll dice at a time, however, so if you don't have enough for everyone you can just use one set and share them.

Other Items

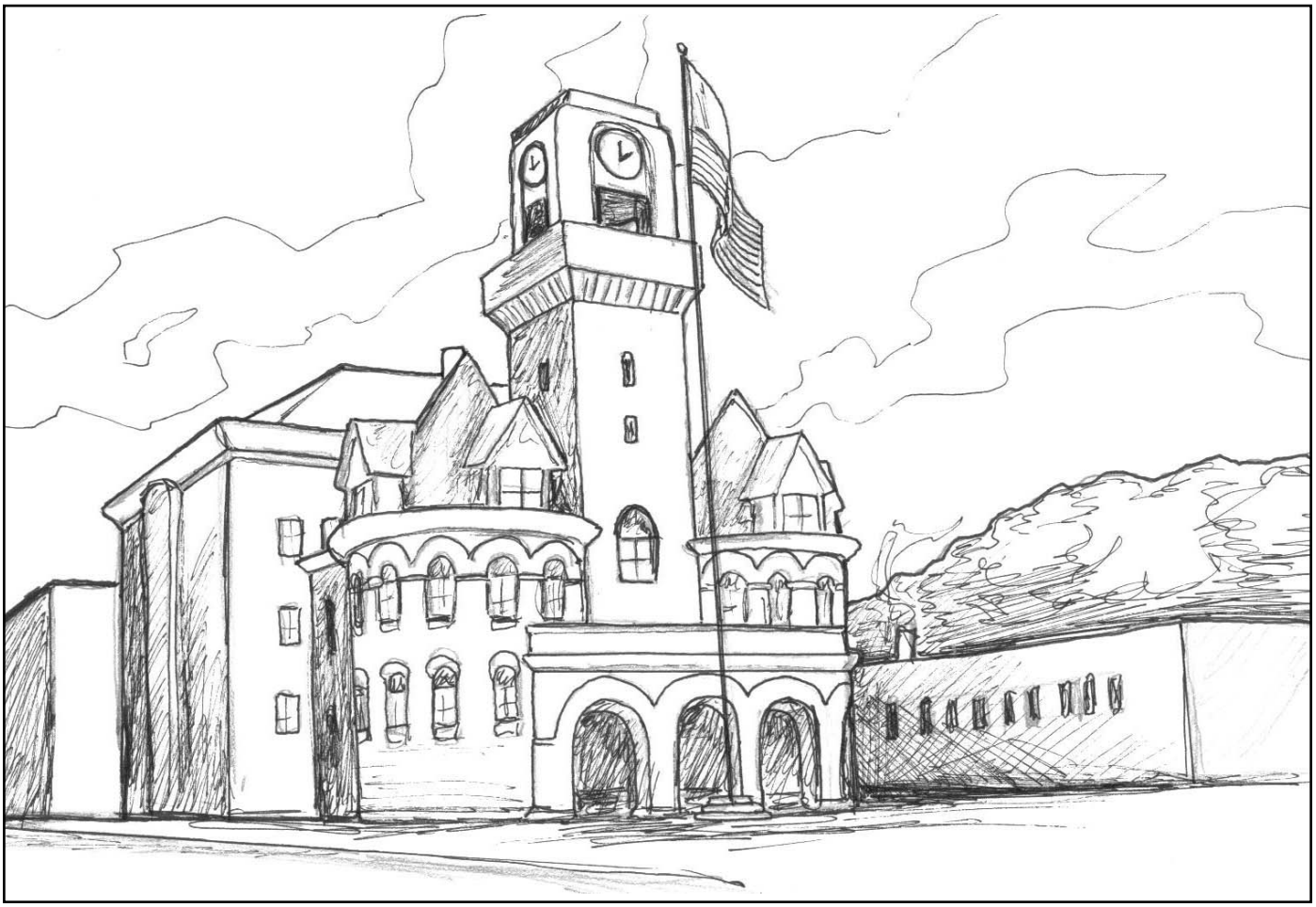
You will find a character record sheet at the back of this manual. You have permission to copy this sheet for you and your players. You will also find pencils and scratch paper useful.

How Does the ACTION! System™ Work?

In this section, we present a quick overview of the most basic rules of the game.

Dice

The game rules use three six-sided dice. It is traditional to abbreviate "three six-sided dice" by writing "3d6." In this custom, the first number is the number of dice being used (in this case 3) and the second num-



ber represents the type of dice being used (specifically, number of sides they possess), so "d6" means "six-sided dice."

Six-sided dice are the common, square-shaped dice that can be found in many board games. They can also be purchased in many general department stores, but chances are you have at least three of these dice somewhere in your house, in other games.

There are options to use other numbers and kinds of dice, which are discussed later and in other optional rules. For now all you need to play the game using the core rules are 3d6-three six-sided dice.

The GM

One member of the group assumes the role of moderator and controls the Non-Player Characters ("NPCs" for short). This player is known as the Game Master, or GM.

In situations when the rules are unclear or need to be applied in a new or unique way, the GM uses his or her best judgment. The GM also constructs the basics of the game. Basics include the setting, theme, NPCs, and some goals for the players' group, normally called a Party, but also referred to as a Team, Troupe, Group, or Cabal. We will talk more about what makes a good Game Master later in this book.

Players and Characters

Each player has a fictional character, called a Player Character (or "PC"), a made-up person that the player will use during the game. The player chooses what his character does and says during the game.

Players are in no way assumed to actually be their characters. Players are real people. Characters are pretend. Think of the player as an actor, and the PC as a role that the actor is playing in a movie or play, and you will begin to get the idea.

Attributes & Skills

Each character has attributes and skills that represent the character's personal ability or aptitude in various areas or for performing certain tasks.

Each attribute and skill has a numerical score. This score tells you how strong or proficient the character is in that area. Most characters will have scores from 1 to 10, which represents the normal human range of ability.

Attributes

There are six attributes, which are arranged in two groups: Body and Mind.

Each group contains a Power Attribute, an Aptitude Attribute, and a Resistance Attribute.

New attribute groups can be added, providing more variety and additional attributes for characters, but the core rules use only these two.

Skills

Each character also has skills, which represent the character's general ability or aptitude in various tasks. There are skills for arts and crafts, using weapons, and even diplomacy. Skills reflect how good your character is at what he knows.

Skills are also arranged into groups. Each group contains from 5 to 8 related skills. Each skill is associated with a specific Attribute Group. Persuasion, for example, is associated with the Mind Group, whereas the Swords skill is associated with the Body Group.

When a character attempts a simple task, such as walking or opening an unlocked door, the player doesn't need to roll dice. When a character attempts an action that has a chance of failure, however, such as attacking an opponent or maneuvering a car through an obstacle course, the player must make a skill roll.

Skill Rolls

Skill rolls are used to determine if a character is successful at some attempted action or task.

Players decide if they want their character to perform an action. An action can be as simple as walking through a door, which would not require a skill roll. Sometimes there is a level of skill involved in performing the action, however, so the player may need to make a skill roll for his character. The GM decides whether an action requires a skill roll.

Attribute + Skill

If the GM determines that a player's chosen action requires a skill roll, the GM determines which Skill and which Attribute (from the Attribute Group associated with the skill) apply to the task.

If a character attempts to shoot an opponent with a revolver, the player must make a Pistols skill roll. Because the Pistols skill is associated with the Body Group, the GM must choose Strength, Reflexes, or Health as the attribute that the player uses with the Pistols skill. The logical choice is Reflexes, the Aptitude Attribute for the Body Group.

Difficulty Levels and Target Numbers

The GM then determines the Difficulty Level (or "DL") of the action being attempted. Each Difficulty Level has an associated Target Number (abbreviated as "TN"; see the Difficulty and Target Number Chart). The more difficult the action being attempted is, the greater the Difficulty Level and the higher the Target Number.

The Target Number is the number that the player must meet or beat when making a dice roll in order for the task to be successful. A Target Number of 18 would be shown as "(TN 18)."

Making the Roll

To make a skill roll, a player rolls 3d6 and adds his character's attribute and skill scores to the number rolled on the dice. If this new total is equal to or more than the Target Number, the attempted action is successful. If the total is lower than the Target Number, the attempt fails.

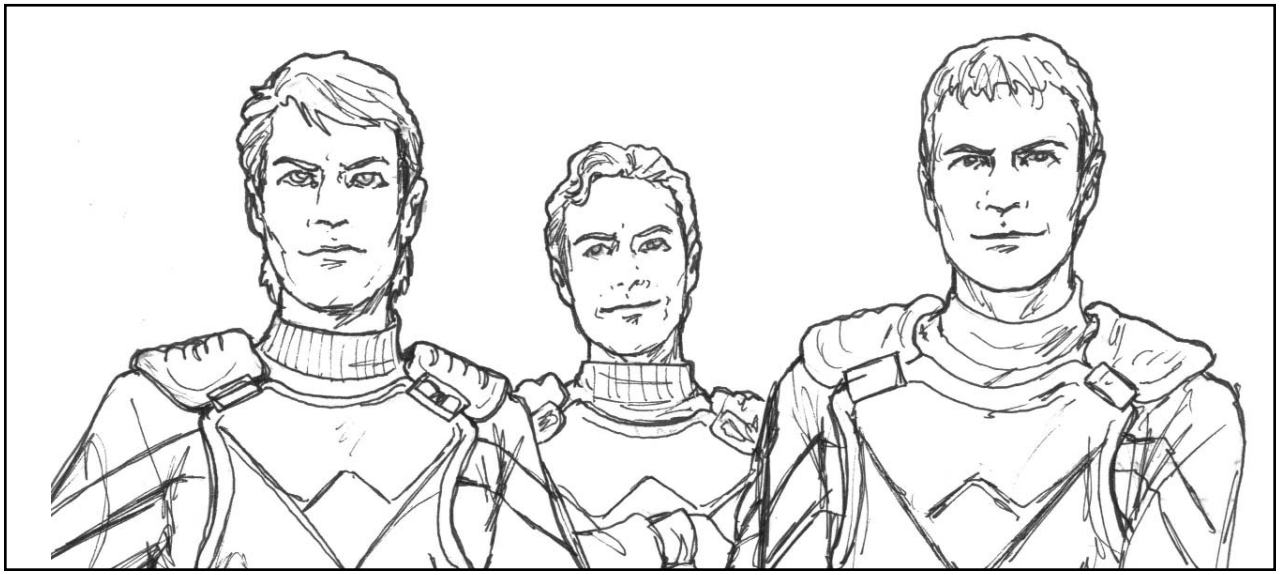
Attribute Rolls

Attribute rolls are made much the same as skill rolls, with the GM determining a Difficulty Level and assigning a Target Number. The difference is that instead of adding an attribute score to a skill score, the player simply doubles the character's attribute score and then adds that number to the dice roll.

John's character has a Reflexes score of 4. The GM tells John to make a Difficult attribute roll (TN 21) using his character's Reflexes. John doubles his character's Reflexes score (4) for a total of 8. He then rolls 3d6, and gets 13. Because 13 plus 8 equals 21, John's character's attribute roll is successful.

Damage

If a character suffers injury, such as from being hit by a weapon or falling into a pit, the injury is represented by damage points. Damage points are subtracted from the character's Life Points. When a character's Life Points are reduced to 0, the character is dying.



Chapter One: Attributes

Campaign Level

Eric Flint's 1632 is a Realistic campaign setting. Realistic games typically involve real-world situations (and their aftereffects) faced by everyday heroes. Because characters are not as capable of physically handling devastating encounters and traumatic events as cinematic or heroic characters, Realistic games tend to involve more role-playing than combat and action, though this needn't be the case for all games. If elements of the fantastic are present in the game setting, they are usually obscure and mysterious and beyond the grasp of the PCs. All characters in this campaign setting get 25 points to buy attributes, and no attribute can start more than 5.

Attributes are scores that reflect the character's basic physical and mental abilities. In short, the core attributes define the character's "body and mind."

BODY Group

The three attributes that define a character's "body" or physical being are Health, Strength, and Reflexes.

Strength (STR)

Strength (abbreviated STR) is the "Power" attribute for the Body Group. STR represents raw physical prowess, including the ability to lift, push, and otherwise exert force.

The total weight that a character can lift to waist level without moving (i.e., dead lift) is shown on the Basic STR Table. A character is able to carry (lift and move) weight equal to half his lift capacity. A character can drag or pull twice his lift capacity.

Eric's character has a STR of 7. He can dead lift 250 kilograms (about 550 pounds), he can carry 125 kilograms (275 pounds), and he can drag or pull up to 500 kilograms (1,100 pounds)!

Basic STR Table

Score	Drag	Dead Lift	Carry	Damage
0	0	0	0	0
1	10 kg	5 kg	2.5 kg	1d3
2	50 kg	25 kg	12.5 kg	1d6
3	100 kg	50 kg	25 kg	ld6+2
4	200 kg	100 kg	50 kg	2d6
5	300 kg	150 kg	75 kg	2d6+2
6	400 kg	200 kg	100 kg	3d6
7	500 kg	250 kg	125 kg	3d6+2
8	600 kg	300 kg	150 kg	4d6
9	700kg	350kg	175kg	4d6+2
10	800kg	400kg	200kg	5d6

Reflexes (REF)

Reflexes (abbreviated REF) is the "Aptitude" attribute for the Body Group. REF covers the character's agility, coordination, reaction, and overall speed. The higher a character's REF, the more dexterous and agile he is, and the better his sense of balance is. A REF of 0 represents total lack of control over one's muscles and movement (e.g., severe palsy or total paralysis).

Health (HLT)

Health (abbreviated HLT) is the "Resistance" attribute for the Body Group. HLT reflects the character's overall constitution, general health, resistance to disease, and overall fitness. The higher a character's health, the more resistant he is to illness and physiological degradation and injury. A HLT of 0 represents an absence of life (i.e., death).

MIND Group

The three attributes that define the character's "mind" or mental and emotional being are Presence, Intellect, and Will.

Presence (PRE)

Presence (abbreviated PRE) is the "Power" attribute for the Mind Group. PRE represents the character's general personality, charm, charisma, and innate persuasiveness. The higher a character's PRE, the more influential he can be. A PRE of 0 represents a total lack of personality, charisma, and emotion (e.g., a brick or a wall).

Intellect (INT)

Intellect (abbreviated INT) is the "Aptitude" attribute for the Mind Group. INT represents the sharpness of the character's mind, clarity of thought and overall alertness. The higher a character's INT, the brighter and more perceptive he is. An INT of 0 represents a complete lack of intelligence and thought (e.g., brain death or an inanimate object).

Will (WIL)

Will (abbreviated WIL) is the "Resistance" attribute for the Mind Group. WIL reflects the character's mental strength, ego, and force of conviction. The higher a character's Will, the greater his resolve, focus, and level of concentration. A WIL of 0 represents no resistance to emotional influence and/or a complete lack of self-awareness (e.g., an automaton, robot or zombie).

Attribute Scores

All attributes are based on a scale of one to ten (1-10), denoting the normal human levels of possibility. Characters in certain types of games may have attributes with scores higher or lower than humanly possible.

The higher an attribute score the better the character is in that area. For example, a character with a Strength of 3 is average, whereas a character with a Strength of 1 is roughly equivalent to an infant or small animal.

A score of 9 or 10 represents the pinnacle of human achievement. It should be rare to encounter someone with an attribute or skill at this level (at least among NPCs), and such a person may be well-known for his ability.

For example, a strength score of 9 could represent the strength of an Olympic weight lifter and an Intellect of 10 could represent Hawking-like genius.

A score of 0 means the character has absolutely no capability in that area. Generally, if a character's attribute drops to 0 for any reason, the character is completely impotent in that area.

Using a Single Point Pool

GMs who wish to use a single pool of points for character creation may do so. Simply multiply the number of Attribute Points allotted times 10 and then add those points to the Character Points to form one pool of points used for character creation. The cost of attributes is also multiplied by 10. Thus, when creating a new character, it costs 10 Character Points to buy 1 level in any

Buying Attributes

Characters have numerical scores that define their basic capabilities, called Attributes. Each character can also have traits, benefits, and skills. These are described in detail later in their own sections.

Attributes cost 1 Attribute Point for each level in an attribute. Buying a STR of 5 for a starting character, for instance, has a cost of 5 Attribute Points.

Each player gets 25 points to divide among the character's attributes. This number is usually equal to the average attribute score used by characters in the game multiplied by the number of attributes used, rounded to the nearest 5. (See the table below.)

Attributes can be improved after character creation by spending Experience Points (see Experience, page 86). To increase an attribute by one level costs 5 times the new level in experience points.

Eric wants to increase his character's current STR from 3 to 4. It will cost 4 x 5 = 20 experience points to increase Eric's character's STR to 4.

Maximum Attribute Scores

The recommended maximum score of any attribute for a beginning character is 5, representing the real-

istic level of play in Eric Flint's 1632. Players may purchase up to the maximum score for any primary attribute. This limit does not include any bonuses for applicable Advantages (see the chapter on Traits) and may be exceeded as the character gains Experience Points over a number of game sessions. (Also, see the Wild Card option that allows players to give their characters one extraordinary aspect or possession during character creation.)

Unspent Attribute Points

Any unspent Attribute Points may be converted to Character Points at a rate of 10:1. Character Points are used to buy advantages, benefits, or skills. This means that for every 1 Attribute Point that a player wishes to spend on something besides his character's attributes, the player can "exchange" the Attribute Point for 10 Character Points. Character Points cannot be used to increase a character's attributes, however.

Derived Attributes

There are also a few special attributes. They are not assigned points during character creation like the core attributes. Instead, the following attributes are derived from attributes in the Body or Mind Group.

Derived attributes in the core rules are Defensive Target Number, Initiative, Toughness, Life, Move, and Cool. You can create new derived attributes in addition to these.

Some special attributes can have scores higher than 10; derived attributes are not necessarily scaled the same as a character's attributes, such as STR, INT or REF.

Derived attributes can be increased using Character Points (but not Attribute Points). The cost for increasing each Derived Attribute above its base score is given in the description.

Defensive Target Number (DEF)

A character's Defensive Target Number (abbreviated DEF) represents how difficult it is to successfully hit the character in combat. DEF becomes the base Target Number (TN) needed for any skill rolls made to hit the character in combat, for hand-to-hand, melee and ranged attacks. A character's DEF score may be modified up or down for variables such as distance, armor (heavy armor lowers a character's effective REF) and so on.

A character's DEF equals his REF + 10.

The Defensive Target Number may be increased at a cost of 5 Character Points for each additional point of DEF. A character's DEF score may not exceed 20.

Initiative (INI)

Initiative (abbreviated INI) represents how quickly a character can act in a turn.

A character's Initiative equals his (REF + INT)/2, rounding up. At the beginning of each turn of combat (or any other time the GM calls for the players to determine initiative), each player rolls 1d6 and adds the number rolled to his character's INI score.

The character with the highest INI total acts first in a turn. In cases of a tie, the character with the higher INT goes first. If both characters have the same INT, then the characters act simultaneously.

For more information about how Initiative works, see the section on Combat.

Initiative may be increased at a cost of 3 Character Points for each additional point of Initiative. A character's Initiative score may not exceed 10.

Toughness (TGH)

Toughness (abbreviated as TGH) represents a character's resistance to blunt force damage, such as from a punch, a baseball bat, or auto collision.

A character's starting TGH equals (STR + WIL)/2, rounding up.

When a character suffers damage from a pummeling, bashing, or blunt attack, subtract the character's TGH score from the damage, and then subtract the remaining damage (if any) from the character's Life points (see Life, below). If a character suffers an amount of damage that does not exceed his TGH score, he suffers no loss of Life; he has completely shrugged off the attack.

Toughness may also be used to decrease the damage suffered from some forms of Special Damage at the GM's discretion (see Damage, page XX).

Toughness may be increased at a cost of 5 Character Points for each additional point of Toughness. A character's Toughness score may not exceed 10.

Life (LIF)

Life (abbreviated as LIF) points are used to keep track of damage a character suffers during an adventure. Any time a character suffers damage, he temporarily loses a number of Life points equal to the points of damage inflicted.

A character's LIF points equal (HLT x 3) + (WIL x 2).

Stunning and deadly damage are both subtracted from a character's LIF (see Damage, page 97). When a character reaches 0 LIF from lethal damage, they are dying. If a character suffers combined stunning and deadly damage that exceeds the character's LIF, the character is unconscious but not dying.

Attribute Values

Score	Description	PRE	INT	WIL	STR	REF	HLT
0	Null	Autistic	Brain dead	Automaton	Paralyzed	Severe palsy	Dead
1	Invalid	Dull	Handicapped	Indecisive	Infant	Trembling	Infirm
2	Weak	Impressionable	Slow	Gullible	Adolescent	Clumsy	Sensitive
3	Average	Average	Average	Normal	Adult	Average	Average
4	Good	Bright	Self-assured	Amateur athlete	Fit		
5	Very Good	Personable	Cunning	Confident	Boxer	Nimble	Healthy
6	Impressive	Charismatic	Gifted	Motivated	Football linemen		
7	Great	Charming		Driven			
8	Outstanding	Enticing		Power-lifter	Olympic Gymnast		
9	Amazing	Enthralling	Brilliant			Martial arts star	
10	Legendary	Beyond words	Genius				Peak of health

A character may also be stunned or knocked unconscious by one mighty blow. Any time characters suffer an amount of damage from a single event or attack that exceeds half their LIF score (round up), after subtracting TGH (if applicable), they are stunned. A stunned character's STR, REF, PRE, and INT all drop to 0 for as long as the character is stunned. In addition, stunned characters lose their next action, which is spent "recovering from being stunned." On the subsequent turn, the character has recovered and may act normally.

If a character has not yet acted in the turn in which he is stunned, he loses his action for that turn but may act normally on the next (second) turn. If a character has acted in the turn in which he is stunned, he loses his action for the next (second) turn and may act normally on the following (third) turn.

At the GM's discretion, a stunned character may go completely limp, fall down, or otherwise lose the ability to maintain his current action (for example, hold a rope, stay in the saddle, etc). A stunned character has a base DEF of 10, with no bonus for REF.

Life may be increased at a cost of 2 Character Points for each additional point of Life. A character's Life score may not exceed 50.

Move (MOV)

Move (abbreviated as MOV) represents the distance a character can move in a single action. A character may move up to his MOV in meters each turn, as a normal Move action or, if running, up to 2x his MOV in meters per turn. A character may also sprint, moving up to 3x his MOV in meters per turn, but a character can only sprint for a maximum number of turns equal to his HLT, after which time he must rest for one minute for each turn spent sprinting (see Taking Actions).

A character's MOV is REF + (STR+HLT)/2, rounding up.

Move may be increased at a cost of 5 Character Points for each additional point of MOV. A character's MOV score may not exceed 10.

Basic MOV Table

Speed (m/turn)	Kph	Mph	Example
1	1.2	0.7	
2	2.4	1.4	Leisurely walk
3	3.6	2.1	
4	4.8	2.8	Average walking speed
5	6.0	3.5	M113 APC (water speed)
6	7.2	4.2	Brisk walk
7	8.4	4.9	Power-walk
8	9.6	5.6	Jog
9	10.8	6.4	Running a 9-minute mile
10	12.0	7.1	
11	13.2	7.8	
12	14.4	8.5	
13	15.6	9.2	
14	16.8	9.9	Running a 6-minute mile
15	18.0	10.6	
16	19.2	11.3	
17	20.4	12.0	Running a 5-minute mile
18	21.6	12.7	
19	22.8	13.4	
20	24.0	14.1	
21	25.2	14.8	
22	26.4	15.5	Running a 4-minute mile
23	27.6	16.2	
24	28.8	16.9	
25	30.0	17.6	

Cool (Cool)

Cool (abbreviated as COOL) represents your courage under fire. In a crisis, inevitably there are people who freeze and panic. This ability represents your ability to operate under pressure. The GM can require you to make a save versus your cool to determine how you act in a hostile situation when you are first exposed to such a situation. On later exposures, you either would not make a Cool check or you would make one

with a positive modifier of the GM's choosing (probably +2 per exposure) reflecting your experience. If you fail a Cool check, there are two possible results. One result is that you freeze in place, and not move until you do make a successful Cool check. If you fail the Cool check by 4 or more, you will break and run in panic at twice your MOV score towards the nearest cover, until you make a successful Cool check. Cool is rolled by rolling 3d6 and adding the Cool score to the end result. The total needs to beat a TN of 10, 15, or 20 depending on the severity of the possibility of failing the roll. The player rolls against the character's Cool and if the roll is a failure, the character "loses his cool" and freezes up during a combat situation. This paralysis lasts for 1d6 Turns. Further, after failing a Cool Roll, the character is at -3 for all rolls until his "nerve" has been regained by a full night's worth of sleep or some similar method as determined by the GM.

Any character that repeatedly fails Cool Rolls in a session risks the danger of developing a Psychological Disadvantage at the Inconvenience or Hardship level.

A characters COOL is (REF + PRE + WIL)/3, rounding up.

Cool may be increased at a cost of 8 character points for each additional point of COOL.

Chapter Two: Traits

About TRAITS

Any time a situation occurs in a game that is covered by a character's trait, it automatically comes into play and will affect the character, influencing his behavior or actions, or otherwise limiting or expanding that character's choice of actions.

It is important to note that not all Traits may be appropriate for all game settings. The GM should decide which Traits will be allowed in his or her game before the players create their characters.

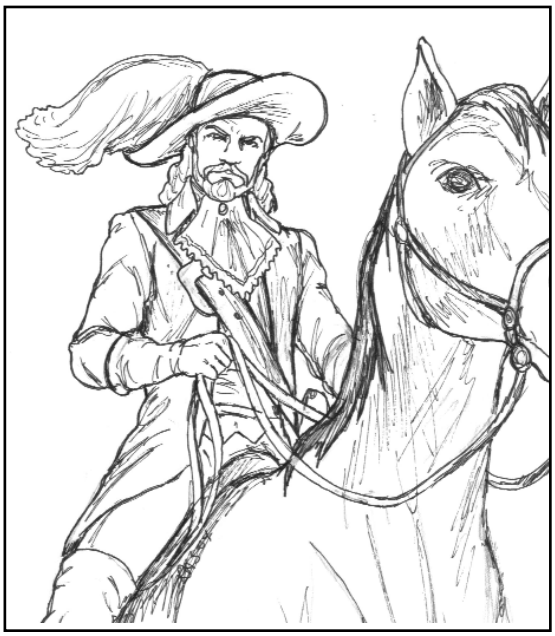
There are two basic types of traits: Advantages and Disadvantages.

Advantages

Advantages provide some benefit to the character in the game and thus cost points to "purchase" when the character is created.

Most Advantages have a related and opposite Disadvantage. A player may not buy an Advantage the opposite of a Disadvantage that his character already possesses, without special permission from the GM.

Many Advantages have a mixture of positive and negative effects on the character, and this should be reflected in game play. For example, a character that is wealthy and well-connected can enjoy those benefits easily enough, but he is likely to attract bandits and thieves, who might want some (or all) of that money for their own. It is up to the GM to weigh the pros and cons of each benefit and, in the appropriate game circumstances, introduce them to the game.



Advantages cost 2, 5, or 10 points. These are bought during character creation when an Advantage is selected, using Character Points. The point cost of an Advantage is determined by its usefulness or level of benefit to the character in the game. A convenience, affecting or benefiting the character slightly or providing a bonus of +3 to one or more skill rolls (see Using Skills, page 33), costs 2 points. An edge, having a moderate to strong impact on a character or providing a bonus of +6 to one or more skill rolls, costs 5 points. A gift, which has a significant positive impact on the character or provides a bonus of +9 to one or more skill rolls, costs 10 points.

Description	Cost	Effect
Convenience	2 points	Slight; +1 on one or more skill rolls
Edge	5 points	Moderate-strong; +2 on one or more skill rolls
Gift	10 points	Significant; +3 to one or more skill rolls

Disadvantages

Disadvantages are situations or conditions-psychological, physical, social or spiritual-that present obstacles or hindrances to the character. Most Disadvantages have a related and opposite Advantage. A player may not take a Disadvantage the opposite of an Advantage that his character already possesses, without special permission from the GM.

Like Advantages, many Disadvantages have a mixture of positive and negative effects on the character, and this should be reflected in game play. It is up to the GM to weigh the pros and cons of each Disadvantage and, under the appropriate game circumstances, introduce them to the game.

Because Disadvantages provide obstacles or hindrances to the character during play, they provide points rather than costing points. Disadvantages are worth 2, 5, or 10 points to the character. These are gained during character creation when a challenging trait is selected. These extra points may be spent just like regular character points-to buy or increase skills, buy Advantages or to increase an attribute (as long as the rules for maximum starting levels are adhered to).

Severity or impact on the character in the game determines the number of points gained for a challenging trait. An inconvenience, affecting or hindering the character slightly or incurring a penalty of -3 to one or more skill rolls (see Using Skills, page 33), is worth 2 points. A hardship, having a moderate to strong impact on a character or incurring a penalty of -6 to one or more skill rolls, is worth 5 points. A peril, which has a significant or severe impact on the character or incurs a penalty of -9 to one or more skill rolls, is worth 10 points.

Description	Value	Effect
Inconvenience	2 points	Slight; CS 5; -1 to one or more skill rolls
Hardship	5 points	Moderate-strong; CS 10; -2 to one or more skill rolls
Peril	10 points	Significant (e.g., impossible task); CS 15; -3 to one or more skill rolls

Control Rolls

Some Disadvantages (such as mental and some social traits) have a score associated with them. This is the Control Score (or CS) for the trait. This is the target number that the player must match for the character to overcome the trait if/when it comes up during play. If a player wants his character to do something that contradicts the limits described for the trait, the player must make a control roll for the trait. The higher the control number, the more difficult it is for the character to control or overcome the trait.

To make a control roll, the player rolls 3d6. The roll must be equal to or greater than the control score for the trait.

The control score for inconveniences is 5. The control score for hardships is 10. The control score for perils is 15.

Level of Disadvantage	Control Score
Inconvenience	5
Hardship	10
Peril	15

Buying Traits

Advantages are purchased with the pool of Character Points available for skills (see Buying Skills) or with Experience Points (with GM's permission). The cost (for Advantages) or the value (points gained for Disadvantages) is listed in the description of each.

Characters can buy innate traits only during character creation, except with the permission of the GM.

Detailed descriptions of each trait are listed below. Guidelines for creating new Traits for your game are outlined at the end of the trait descriptions.

Advantages

Able Drinker

There are those that can hold their liquor, and then there is you. You can drink anyone under the table, which can easily aid you in impressing certain people ... as well as making money on tavern bets. If anyone can be impressed by such a display (such as pirates, mercenaries, etc.) they will be. This advantage includes a bonus to saving versus poisoning as well.

Convenience (2): +1 to Social based checks for social situations involving drinking, +1 to all HTH checks involving poisoning.

Edge (5): +2 to Social based checks for social situations involving drinking, +2 to all HTH checks involving poisoning.

Gift (10): +3 to Social based checks for social situations involving drinking, +3 to all HTH checks involving poisoning.

Acute Sense

One of the character's senses is sharper than normal and receives a bonus on all Awareness skill rolls, as

well as other skill rolls involving that sense (GM's discretion). This Trait may be purchased for each of the following senses - hearing, sight, smell/taste (counts as one sense), and touch.

The opposite of this trait is the Impaired Sense disadvantage.

The character's bonus to skill rolls involving the acute sense is:

Convenience (2): +1
Edge (5): +2
Gift (10): +3

Advanced

The character hails from a technologically advanced society by the standards of the dominant civilizations of the setting. The character will have access to technology superior to most cultures (in some cases vastly superior). The character receives a bonus to appropriate skill rolls when he has access to tools or equipment incorporating advanced technology.

The character's native culture may have a poor attitude and low tolerance for those from less advanced cultures, and/or may be unfamiliar with primitive technology and skills.

All up-time characters must take Advanced as an advantage to show they are more advanced than the down-time characters in knowledge and technology. All down-time characters have a -6 to use any up-time equipment without training in its use.

The opposite of this trait is the Primitive disadvantage.

Compared to the majority of the cultures in the game setting, the character's native culture is:

Convenience (2): slightly advanced; +3 bonus to appropriate skill rolls by up-timers when using up-time technology.

Ally

Allies are people or forces that are willing to aid, defend or otherwise assist the character. An ally can be an individual (such as a contact within an organization, confidential informant, and so on), a small group, or even an entire nation. The ally should make sense for the game campaign or story, however. The player should also define the origin or basis for the ally, even if the character himself is unaware of it (role-playing a "surprise discovery" of one's ally and/or the reasons for them being the character's ally can make for a dramatic moment in a game).

An ally should show up only when requested or when needed (GM's discretion). If the character calls upon the ally in advance, the ally will provide whatever assistance he can. No roll is necessary; if aid is requested and the ally can provide it, he will. This aid may be in the form of financial assistance, special equipment, or direct assistance from the ally personally.

The opposite of this trait is the Enemy disadvantage.

Overall, your ally is:

Convenience (2): less powerful than you, able to provide minor assistance, or is limited to a relatively small geographic area
Edge (5): as powerful as you, able to provide moderate assistance, or is limited to a county, province, or region
Gift (10): more powerful than you, able to provide major assistance, or has access to powerful weapons, supernatural abilities, or other resources

Ambidextrous

Using your off hand normally incurs a -3 penalty to the character's skill roll (see Off Handed). Ambidextrous characters can use the off hand with a reduced penalty or no penalty at all, depending on the level of the trait.

The opposite of this trait is the Bad Hands disadvantage.

The character is able to use his off hand at:

Convenience (2): only a -1 penalty
Edge (5): no penalty

Athletic

The character is a natural athlete, gaining a bonus to all skill rolls involving sports, athletic pursuits, or personal physical exertion (GM's discretion).

The opposite of this trait is the Out of Shape disadvantage.

The character's bonus to skill rolls involving sports or athletic pursuits is:

Convenience (2): +1 with all Athletic Group skills
Edge (5): +2 with all Athletic Group skills
Gift (10): +3 with all Athletic Group skills

Attractive

The character is exceptionally attractive and others take notice, to the character's advantage. An attractive person receives a bonus on all skill rolls involving situations in which his or her feature is important (GM's discretion).

This is a developed trait by default, because people can alter their features through their life (losing weight if obese, undergoing cosmetic surgery, chemically altering their smell, getting rid of a bad skin condition, and the like), either through surgery, hard work, etc. This Trait may also could be ruled an innate trait in some settings or genres, at the GM's discretion. In addition, this trait could impose a penalty to skill rolls in certain situations, such as interaction with individuals or races that find the feature unappealing, at the GM's discretion.

The opposite of this trait is the Unattractive disadvantage.

The character's bonus to skill rolls involving situations in which his/her appearance is important is:

Convenience (2): +1
Edge (5): +2
Gift (10): +3

Clerical Rank

Clerical Rank is a Variant form of the Membership Advantage. The character is a member of a religious organization. The character has the perks and responsibilities commensurate with his rank. Religions can have one or many ranks of clerics, representing levels of investment, forming a hierarchy that determines the levels of rank possible for that church. Ranks may have associated prerequisites, such as skills that must be learned, oaths that must be sworn, and so forth. Theology and/or Leadership skills are appropriate prerequisites, as are other skills associated with the church. Minimum attribute scores, certain advantages or disadvantages (or lack thereof), race, sex, social status and so on, may also apply. Each rank in the hierarchy will probably bear a title, as determined by the GM, in addition to particular duties and responsibilities within the church

Clerical Rank is rated 1 to 10, with 10 being the highest attainable rank within the group. This rule is intended to allow some flexibility in the use of skills and to allow players with Clerical Rank to use it instead of a normal skill to influence others, when appropriate. Players and GMs should note that, while making it easier to get other people to do things, using (or abusing) one's Clerical Rank may still have its consequences.

The opposite of this trait is the Excommunicated disadvantage.

Several Clerical Ranks are provided on the table below.

Level	Cost	Rank
10	30	Inquisitor
9	27	Cardinal
8	24	Archbishop
7	21	-
6	18	Bishop
5	15	-
4	12	Priest
3	9	Monk
2	6	Novice
1	3	Layman associate

Con Artist

The character is very believable and is an effective confidence man, gaining a bonus to all skill rolls involving persuasion, misleading, bluffing, or convincing others of something (whether true or not). It does not provide a bonus for forgery or other similar acts.

The opposite of this trait is the Honest disadvantage.

The character's skill rolls are at:

Convenience (2): +1
Edge (5): +2
Gift (10): +3

Cool Headed

The character keeps a cool head under moments of stress or intense emotion. Under such circumstances, the character receives a bonus to offset any penalties or increased difficulty for any skill rolls due to stress, distraction, or intense emotions such as anger or fear. The level of the trait dictates the bonus provided the character. This modifier also applies to the Cool Attribute.

The opposite of this trait is the Bad Tempered disadvantage.

The bonus the character receives is:

Convenience (2):	+1
Edge (5):	+2
Gift (10):	+3

Danger Sense

The character has a preternatural sense of danger to themselves only. This can represent a mystic sense, street smarts, zanshin, or whatever the player wants it to represent. Whenever that character is in immediate danger, the GM makes a secret WIL + Intuition roll for that character. The difficulty of the roll depends on the level of the trait. If the roll is successful, the character becomes aware of the danger, though some details may remain a mystery. Once aware of the danger, the character gets one free turn to perform one or more actions and has no penalty for surprise.

If the effect number of the character's WIL+ Intuition roll is 6 or higher, the character knows the precise direction and the general distance of the threat. If the effect number is 12 or more, the character knows the precise distance and nature of the threat.

The opposite of this trait is the Oblivious to Danger disadvantage.

The difficulty and target number needed for the character to sense danger is:

Convenience (2):	Challenging (TN 18)
Edge (5):	Tricky (TN 15)
Gift (10):	Average (TN 12)

Eidetic Memory

The character has a near-"photographic memory" and retains much more information than the average person. The character rarely forgets anything he sees, hears, or reads. In addition, the character receives a bonus on any skill rolls involving memory (at GM's discretion).

The opposite of this trait is the Forgetful disadvantage.

The character can recall:

Convenience (2):	important details; +1 bonus to appropriate skill rolls
Edge (5):	minor details; +2 bonus to appropriate skill rolls
Gift (10):	trivial details; +3 bonus to appropriate skill rolls

Famous

The character has gained fame for some notable deed or deeds. People tend to recognize any famous person when they see him or when they hear the name. Most people go out of their way to curry favor with the famous or to avoid getting on their bad side.

A character may be famous for something he did or did not do. A reputation, once earned, can be difficult to shed, regardless of its accuracy.

The level and effects of the character's fame depend on the level of the trait. The chance of someone not recognizing the character on sight (or upon hearing his name) is equal to the Control Score.

Note that this is a reputation for the individual character, not for their association with a notable group.

The player should jot down (or at least have in mind) the reason for the character's fame. The specific effects of Famous are open to interpretation by the GM, and require some discretion.

The Famous trait can be a double-edged sword, but as a rule, it is predominantly positive.

The opposite of this trait is the Infamous disadvantage.

The character is:

Convenience (2): a local celebrity, gaining a +1 bonus (or a -1 penalty, depending on the circumstances) to Social skill rolls when he is recognized
Edge (5): a national celebrity, gaining a +2 bonus (or a -2 penalty) to Social skill rolls when he is recognized
Gift (10): an international celebrity, gaining a +3 bonus (or a -3 penalty) to Social skill rolls when he is recognized

Fast Healer

The character heals more quickly than normal. Determine the normal rate of healing for the game (see Healing), and then apply the modifier listed for the appropriate level of the trait. For example, if characters normally heal a number of points of damage equal to their HLT every month, then a character with this trait at the Edge level would heal the same amount of damage every day. The opposite of this trait is the Slow Healer disadvantage.

The character heals:

Convenience (2): one step faster on the time chart; skill rolls to aid the character are normal.
Edge (5): two steps faster on the time chart; skill rolls to aid the character are at +1.
Gift (10): 3 steps faster on the time chart; skill rolls to aid the character are at +2.

Fast Learner (Skill Group)

The character is a quick learner, and is able to retain knowledge more readily than the average person. A fast learner can improve any skills from a specific skill group at -1 EP from the normal cost, and receives a bonus to skill rolls involving research, study, or instruction on a topic relating to that skill group.

The player must choose the skill group to which this advantage applies when the trait is purchased. This trait may be purchased multiple times, once for each skill group. The opposite of this trait is the Slow Learner disadvantage.

The character's bonuses to skill rolls involving research, study, or instruction are:

Convenience (2): +1
Edge (5): +2
Gift (10): +3

Fast Reflexes

The character has a natural gift for reacting quickly and gains a bonus to INI (see Initiative) and to any Awareness rolls to avoid surprise. Characters with a low REF score may take this trait, to reflect generally poor coordination and agility but a fast response time to unexpected events.

The opposite of this trait is the Slow Reflexes disadvantage.

The character receives:

Convenience (2): +2 to INI and +3 to Awareness rolls to avoid surprise.
Edge (5): +4 to INI and +6 to Awareness rolls to avoid surprise.
Gift (10): +6 to INI and +9 to Awareness rolls to avoid surprise.

Follower

A follower is someone who works with or in some way assists the character. The character need not want the follower or even like him, but they do work together regularly. A follower may be played by the player or the GM, and should adventure along side the character in most, if not all, adventures. The follower may be an assigned partner, co-worker, a sidekick, an unwanted tag-along, a loyal animal partner or familiar, and the like.

The opposite of this trait is the Dependent disadvantage. Note that characters can take both the Follower and Dependent traits, but they cannot apply to the same person or animal.

Compared to the character, the sidekick:

Convenience (2): is incompetent or is a minor hindrance to the character, but has his uses
Edge (5): is less competent or skilled or is a minor help to the character
Gift (10): is roughly equal in ability and skill or is a major help to the character

Good Sense of Direction

The character has an instinctive ability to tell direction, even if he cannot see. In addition, the character receives a bonus to all Acrobatics, Focus, and

Education skill rolls involving navigation or direction (GM's discretion).

The opposite of this trait is the Poor Sense of Direction disadvantage.

The character always knows:

Convenience (2): specific direction (e.g., magnetic North by Northwest) and +3 to skill rolls involving direction
Edge (5): precise azimuth (e.g., 137 degrees) and +6 to skill rolls involving direction

Good Sense of Time

The character has an innate ability to tell time, even without a clock. The character always knows what time it is with incredible accuracy.

The opposite of this trait is the Poor Sense of Time disadvantage.

The character can innately sense the time of day or night to:

Convenience (2): the minute
Edge (5): the second
Gift (10): thousandths of a second

Hard to Kill

The character is extremely hard to kill. This can represent the character's exceptional will to survive, dedication to a cause, use of chi (or ki), a tough body, resistance to wounds, or anything else that the player wishes. The character can apply some of his Toughness to piercing damage (such as from an arrow, gunshot, or sword wound). The amount of TGH that is "resistant" to lethal damage depends on the level of the trait. The amount of resistant TGH cannot exceed the character's normal TGH score. The character's resistant TGH cannot reduce piercing damage below 1 point. That is, a character that suffers piercing damage and who has the Hard to Kill advantage but who has no other armor, will suffer a minimum of 1 point of damage from piercing attacks.

The opposite of this trait is the Easy to Kill disadvantage.

The amount of TGH that applies to piercing damage is:

Convenience (2): 2 TGH
Edge (5): 4 TGH
Gift (10): 6 TGH

High Pain Threshold

The character is able to withstand pain exceptionally well, and receives a bonus to skill rolls to resist torture or extreme pain, and suffers reduced penalties due to wounds (see Wounds and Effects of Damage). The opposite of this trait is Low Pain Threshold.

The character has:

Convenience (2): +1 to Concentration skill rolls to resist pain and to offset penalties due to wounds.
Edge (5): +2 to Concentration skill rolls to resist pain and to offset penalties due to wounds.
Gift (10): +3 to Concentration skill rolls to resist pain and to offset penalties due to wounds.

Immunity

The character has immunity to some substance, disease, or condition. The immunity is defined by the player when the trait is taken, and must be for one specific substance (e.g., a character can have an immunity to sea snake venom but not an immunity to fire or bullets). Characters may take this trait multiple times, each time for a different immunity.

The level of the trait is based on how common and how dangerous the substance is in the game setting. Check with your GM to make sure that you purchase the appropriate level of the trait for the concept.

The opposite of this trait is the Addiction disadvantage. Note that characters can take both the Immunity and Addiction traits, as long as the condition or substance is not the same for both.

The character is immune to:

Convenience (2): a rare and/or extremely dangerous substance.
Edge (5): an uncommon, moderately dangerous legal or mildly dangerous illegal substance (methamphetamine).
Gift (10): a common or mildly dangerous legal substance (alcohol, tobacco).

Indistinct

The character has a plain or "average" appearance and is completely unremarkable in most respects. A character with this trait is not easily remembered (e.g., witnesses have a hard time providing a detailed description or provide conflicting information). As a result, any skill rolls involving identification of the character are at a penalty and the character receives a +3 bonus to any Stealth rolls to avoid being shadowed and to Awareness rolls to spot someone shadowing him. This trait is particularly useful for covert operatives, shady criminals, and anyone else desiring to remain anonymous.

The opposite of this trait is Distinctive Features.

Skill rolls involving identification of the character are at:

Convenience (2): -1
Edge (5): -2
Gift (10): -3

Knows a Secret

The character knows a secret that, if revealed, would cause problems for the person (or people) whom the secret involves. The higher the point value the direr the consequences of the secret's exposure. A secret may be a criminal past, a secret identity or double life, a love affair, or anything that would be poorly received by others if discovered.

The subject of the secret may or may not know that the character knows the secret (player's option). If the subject knows, it may be that the character is blackmailing the person, protecting him, or simply that they share a common (but unknown) history.

If the secret is exposed, the character should receive another disadvantage of equal value, such as an Enemy, unless the player spends Experience Points to "buy off" the disadvantage (see Character Improvement Costs).

The opposite of this trait is the Secret disadvantage. Note that characters may have both the Secret and Knows a Secret traits, as long as they do not logically contradict each other. For instance, a super hero may have a Secret (a secret identity) and Knows a Secret (teammate is an alien).

If revealed, the secret would expose the person or group to:

Convenience (2): ostracism or embarrassment
Edge (5): arrest, harm, or financial or social ruin
Gift (10): death

Life Experience

The character has a broad and varied background and has accumulated a wealth of personal knowledge and experience. Because of this life experience, the character gains a bonus to all skill rolls involving information that can be likely recalled from literature, cultural knowledge, or personal experience (GM's discretion).

The opposite of this trait is the Naïve disadvantage.

The character's bonus to appropriate skill rolls is:

Convenience (2): +1
Edge (5): +2
Gift (10): +3

Light Sleeper

The character is able to awaken from even a deep sleep, with no skill roll required. The slightest noise may awaken the character, at the player's option.

Any attempts to sneak up on or past a character with this trait must make a contested Stealth roll, as normal, against the sleeping character's Awareness roll; if the effect number of the sleeping character's Awareness roll is greater than the other character's Stealth roll, the sleeping character has been awakened by a sound (if the player so chooses).

The sleeping character gains a bonus to his Awareness roll to awaken, based on the level of the trait.

The opposite of this trait is the Heavy Sleeper disadvantage.

The character's bonus to Awareness rolls to awaken is:

Convenience (2): +1
Edge (5): +2
Gift (10): +3

Long Lived

The character has a longer than average life-span.

The opposite of this trait is the Short Lived disadvantage.

Barring an unnatural death, the character can expect to live:

Convenience (2): 50% longer than average

Lucky

The character is luckier than most. Even small misfortunes have a way of turning into advantages for the character. This trait can reflect a divine blessing, good karma, plain old-fashioned luck, or anything the player wishes.

In game terms, the character receives extra Action Points at the start of each game session. These extra Action Points do not count against the normal 3 AP starting limit for game sessions (see Action Points).

The opposite of this trait is the Unlucky disadvantage.

At the start of each game session, the character receives:

Edge (5): 1 extra Action Point
Gift (10): 2 extra Action Points

Membership

The character is a member of some group or organization. The character has the perks and responsibilities commensurate with his rank in the organization. For example, police officers can carry guns and make arrests but they also must obey laws and department policies, answer to the chief, are watched by the public and the media, etc.

Membership rank (MR) is rated 1 to 10, with 10 being the highest attainable rank within the group. When a character buys Membership in a group or organization, he pays 1 to 5 points for each rank within that group, depending on the importance or influence of the group in the campaign (see the table below).

Importance	Cost/Lvl	Levels
Trivial	1	Local/civil
Minor	2	City
Moderate	3	County/state
Major	4	National
Supreme	5	International

What each rank means, in terms of seniority, authority, and privilege, depends on the organization in question. GMs are encouraged to develop Rank lists for groups and organizations specific to their campaign.

Campaign limits on the maximum starting score for attributes and skills also apply to Membership rank (i.e., starting characters in a Realistic level game cannot buy a rank higher than 5 and those in a Cinematic level game cannot buy a rank higher than 8).

Characters may substitute their Membership Rank for a skill in appropriate situations, at the GM's discretion. The GM should impose penalties and bonuses to a NPCs' effect number to reflect special circumstances.

Likewise, GMs may also allow characters with a Membership in groups with higher importance than the opposing character to receive a bonus to their effect number. For each level of difference of importance of each character's Membership, the character belonging to the group with the higher importance adds +5 to his effect number.

This rule is intended to allow some flexibility in the use of skills and to allow players with Membership and rank to use them instead of a normal skill to influence others, when appropriate. Players and GMs should note that, while making it easier to get other people to do things, using (or abusing) one's Membership and rank may still have its consequences.

The opposite of this trait is the Outsider disadvantage.

Military Rank

Military Rank is a Variant form of the Membership Advantage. The character is a member of a military organization, such as the U.S. Army. The character has the perks and responsibilities commensurate with his rank.

Military Rank (MR) is rated 1 to 10, with 10 being the highest attainable rank within the group. When a character buys Military Rank in a group or organization, he pays 1 to 2 points for each level or "grade" within that group (see the table below).

Importance	Cost/Lvl	Example
Trivial	1	Enlisted ranks
Minor	2	Commissioned officer

In cases where a military rank is not indicated for a particular grade, it should be considered a higher seniority position of the next lowest stated rank. For example, an E-7 in the Army is listed as a Sergeant Major. A character with a MR 8 in the US Army would also be a Sergeant Major but would have more "seniority" than one with a MR 7.

The value of Military Rank may be adjusted based on the importance of the military organization within the campaign. If the military organization is the predominant feature of the campaign in which most if not all of the PCs are a part, then the suggested values below should be sufficient. If the organization is less accessible to most people in the setting but of an elevated importance within the setting, then the GM should consider increasing the importance of the Membership Rank by 1, 2, or even 3 points (see the example lists below).

Characters may substitute their Military Rank for a skill in appropriate situations, at the GM's discretion. The GM should impose penalties and bonuses to a NPCs' effect number to reflect special circumstances.

Likewise, GMs may also allow characters with Military Rank in a group with higher "importance" than the opposing character to receive a bonus to their effect number. For each level of difference of importance of each character's Military Rank, the character belonging to the group with the higher importance adds +5 to his effect number.

This rule is intended to allow some flexibility in the use of skills and to allow players with Military Rank to use it instead of a normal skill to influence

Ranks

Enlisted Grades (1 Point/level)

MR	Cost	Grade	Rank (United States Army)	Rank (Sweden)	Rank (Other Armies)
10	10	E-9	Sergeant Major of the Army	-	-
9	9	E-9 **†	Command Sergeant Major -	-	
8	8	E-8 †	-	-	-
7	7	E-7 **†	Sergeant Major	Sergeant Major	Sergeant Major
6	6	E-6 †	First Sergeant	Sergeant	Sergeant
5	5	E-5 †	Sergeant	-	-
4	4	E-4	Corporal	Corporal	Corporal
3	3	E-3	Private 1st Class (PFC)	-	-
2	2	E-2	Private 2nd Class	-	-
1	1	E-1	Private	Private	Private

Commissioned Officers (2 Points/level)

MR	Cost	Grade	Rank (United States Army)	Rank (Sweden)	Rank (Other Armies)
10	20	O-10	General (of the Army)*	General af Armén*	Captain General*
9	18	O-9	Lieutenant General	Generalleutnant	-
8	16	O-8	Major General	Fältmarskalk	Major General
7	14	O-7	Brigadier General	Generalmajor	General
6	12	O-6	Colonel	Överste	Colonel
5	10	O-5	Lieutenant Colonel	Övestelöjnant	Lieutenant Colonel
4	8	O-4	Major	Major	-
3	6	O-3	Captain	Kapten	Captain
2	4	O-2	First Lieutenant	-	-
1	2	O-1	Second Lieutenant	Lieutenant	Lieutenant

** There is only one such position within the organization.*
*** These grades may correspond to two or more ranks; the rank depends on the duty/position of the individual.*
† These grades correspond with Non-commissioned Officer (NCO) ranks, as a rule.

others, when appropriate. Players and GMs should note that, while making it easier to get other people to do things, using (or abusing) one's Military Rank may still have its consequences.

The opposite of this trait is the Outsider disadvantage.

Several suggested Military Rank tables are provided below. The GM is encouraged to create such a list for the campaign if none of the examples below are sufficient. Keep in mind that most officer ranks in armies of the 17th Century were appointed by the nobility and were usually only temporary, while enlisted personal held their ranks permanently. Check the ranks in the table below.

Natural (Skill)

The character is born with an innate understanding of a particular skill this makes the character a prodigy and is subject to several limitations in life. A Natural can improve any skill at -3 EP from the normal cost, and receives a bonus to skill rolls involving research, study, or instruction on a topic relating to that skill group.

The skill used with this advantage must be picked at the time this advantage is purchased.

The opposite of this trait is the Inept disadvantage.

The character's bonuses to skill rolls involving research, study, or instruction are:

Convenience (2): +1
Edge (5): +2
Gift (10): +3

Night Vision

The character is accustomed to seeing in low light or even no light at all (depending on the level of the trait), and suffers no penalties to sight-based Awareness rolls in these conditions.

The character can see normally in:

Convenience (2): starlight and/or moonlight (cat's vision)
Edge (5): near-total darkness with ambient ultraviolet light (e.g., infrared vision, night vision goggles)
Gift (10): absolute total darkness, such as in a sensory deprivation tank (e.g., true thermal or "heat" vision)

Nobility

Nobility is a Variant form of the Membership Advantage. The German nobility is divided into two major divisions, that of the lower and the high. It is further divided into the ancient nobility (Uradel) and the newer nobility (commonly known as Briefadel, or literally nobility by letter-cachet, but also including other groups.) The Uradel may be of either the lower or high nobility, but the Briefadel is always of the lower.

Noble Ranks

MR	Cost	German	Swedish
10	50	-	-
9	45	Prinz/Prinzessin	Hertig
8	40	-	-
7	35	Hurzog/Hurzogin	Furste
6	30	-	-
5	25	Markgraf/Markgrafin	Markis
4	20	-	-
3	15	Graf/Grafin	Greve
2	10	Landgraff/Landgraffin	-
1	5	Baron/Baronin	Friherre

Perk

The character has some minor perk, such as an employee discount, free legal advice, or a license to do something that would normally be considered illegal (a right to collect taxes, hunt criminals, fire upon and loot foreign merchant ships and colonies, etc.). The exact nature of the perk is up to the player, and subject to the GM's approval.

Perks that are conferred to members of a group are given to those with the Membership advantage, and need not be purchased separately. For example, a police officer has powers of arrest, the right to carry a badge and gun, and so on, all as part of his Membership in the police department.

The cost for a Perk depends on its importance or significance in the campaign (GM's discretion).

The opposite of this trait is the Duty disadvan-

tage. Note that a character may have both a Perk and a Duty, and they may be related or not.

The perk is of:

Convenience (2): minor importance (e.g., a press pass, Confidential security clearance).
Edge (5): moderate importance (e.g., concealed weapon permit, Secret security clearance).
Gift (10): major importance (Letters of Marque, Top Secret security clearance).

Physical Advantage

The character has some physical condition or enhancement that enhances his life or otherwise provides a benefit to his ability to function. The condition or enhancement may be minor, moderate, or extreme. The player defines the condition or benefit when the trait is bought. Characters may take this trait multiple times, each time for a different condition or benefit.

The level of the trait is based on the frequency and intensity of the condition.

At Convenience level, this advantage benefits the character infrequently (once every two game sessions, on average) or in a minor way (provides a +3 bonus on related skill rolls, partially boosts a primary attribute by 1 point, or provides some other minor benefit).

At Edge level, this advantage benefits the character frequently (once per game session, on average) or in a moderate way (provides a +6 bonus on related skill rolls, boosts a primary attribute by 2 points, or provides some other moderate benefit).

At Gift level, this advantage benefits the character constantly or in a major way (provides a +9 bonus on related skill rolls, boosts a primary attribute by 3 points, or provides some other extreme benefit).

The positive effects of the trait may be countered or lessened with the application of medicine, a ritual or some other means, at the GM's discretion.

The opposite of this trait is the Physical Disadvantage trait. Note that characters can take both the Physical Advantage and Physical Disadvantage traits, as long as the condition is not the same for both.

The character's condition affects the character:

Convenience (2): infrequently or benefits the character in a minor way (e.g., +1 to skill rolls).
Edge (5): frequently and benefits the character in a moderate way (e.g., +2 to skill rolls).
Gift (10): very frequently or constantly and benefits the character in a major way (e.g., +3 to skill rolls).

Sample Physical Advantages

Listed below are a number of suggested Physical Advantages. You are free to make up your own, use these, or both for your game.

Booming Voice; Double-Jointed; Extra Limbs; Extra Move; Flexible; Increased Strength; Increased Flexibility

Psychological Advantage

This is some psychological condition or strength that benefits the character, or enhances his abilities in some way during the game. The player defines the condition as well as the circumstances that will trigger the condition (if any).

Psychological advantages always come into play in the appropriate situation. If a situation occurs that triggers the condition, the character receives the benefit of the advantage immediately.

The opposite of this trait is the Psychological Disadvantage trait. Note that characters can take both the Psychological Advantage and Psychological Disadvantage traits, as long as the condition or subject of the trait is not the same for both.

The level of the trait is based on the frequency and intensity of the condition, and how difficult the condition is to overcome.

Convenience (2): The condition affects the character infrequently (once every two game sessions, on average) and benefits the character in a minor way (the condition may influence the character's choice of actions, provides a bonus of +1 on related skill rolls). Examples include a slight affinity for a certain class or group of skills (such as animal-related skills, outdoor skills, or education and research-based skills), a mild resistance to fear or shock, or a mild passion that, when triggered, provides a bonus to skill rolls for actions that reinforce or support the character's passion.

Edge (5): The condition affects the character frequently (once per game session, on average) and benefits the character in a moderate way (the condition may limit the character's choice of actions, provides a bonus of +2 on related skill rolls). Examples include a moderate affinity for a certain class or group of skills (such as animal-related skills, outdoor skills, or education and research-based skills), a moderate resistance to fear or shock, or a strong passion that, when triggered, provides a bonus to skill rolls for appropriate actions.

Gift (10): The condition affects the character very frequently (twice or more per game session) and benefits the character in a major way (the condition may dictate the character's actions, provides a bonus of +3 on related skill rolls). Examples include an extreme affinity for a certain class or group of skills (such as animal-related skills, outdoor skills, or education and research-based skills), a strong resistance to fear or shock, or an extreme passion that, when triggered, provides a bonus to skill rolls for appropriate actions.

Sample Psychological Advantages

Listed below are a number of suggested Psychological Advantages. You are free to make up your own, use these, or both for your game.

Artistic; Calculating (or Methodical); Compassionate; Control of Emotions; Cooperative; Courage; Creative; Decisive; Focused Attention; Generous; Good Memory; Head for Numbers (Good at Math); Loves Someone; Motivated/Energetic; Outgoing; Patriotic; Pessimist; Realistic; Subtle/Low Profile.

Social Advantage

The character is at an advantage in social situations and dealings with other people. This trait may be defined as the character being charming, smooth-tongued, exceptionally considerate, chivalrous, well-bred, courteous, or well-mannered. Alternatively, the advantage may be due to a particularly disarming personal habit that the character has, a "gift for gab," general charisma, or any other explanation that the player thinks up (with the GM's permission).

While it might seem minor at first glance, this trait can have very positive or beneficial consequences, depending on the culture. Wooing a wealthy patron, impressing His Majesty the King and gaining the favor of an influential member of an organization are all good examples of where this trait might come into play.

The opposite of this trait is the Social Disadvantage trait.

Skill rolls involving social interaction are at:

Convenience (2): +1
Edge (5): +2
Gift (10): +3

Speed Reader

The character can read at a faster than normal rate and retain as much information as someone who reads at a "normal" rate.

The opposite of this trait is the Illiterate disadvantage.

The character reads:

Convenience (2): 10x normal speed (e.g., can read a novel in an hour)
Edge (5): 100x normal speed (e.g., can read a novel in a minute)

Strong Willed

The character has a stronger than normal will and is very capable of asserting himself. He is less easily influenced by others. This may represent high self-esteem or a desire for confrontation. The character receives a bonus to skill rolls to resist temptation, overcome fear, and the like.

The opposite of this trait is the Weak Willed disadvantage.

The character is:

Convenience (2): very self-assured; attempts to persuade him are at -1
Edge (5): extremely self-assured; attempts to persuade him are at -2
Gift (10): virtually unshakeable; attempts to persuade him are -3

Tall

The character is noticeably taller than the average human. This trait has benefits as well as drawbacks, but should only be used in campaigns or game settings in which it is more the former than the latter. For instance, in a campaign in which there are no humans and all the PCs are tall, this advantage would be inappropriate. The effects of this trait are explained below.

Being tall can also be a Distinctive Feature. It may not be purchased with the Indistinct disadvantage without the GM's permission. The opposite of this trait is the Short disadvantage.

The character is:

Convenience (2): tall, about 7 feet.
Edge (5): remarkably tall, about 8 feet tall.
Gift (10): a veritable giant, up to 12 feet tall. Counts as Large size (see Target Size).

Wealthy

The cost or value for Wealth depends on the level a character takes (see the table below). The default level is 4 for starting characters. Characters may purchase additional levels using the costs listed in the table below. Some suggested annual income levels (as well as alternate costs/values for those levels) are listed below. GMs are encouraged to determine the "average income" for their own campaign.

Characters may substitute their Wealth level for an attribute or skill in appropriate situations, at the GM's discretion. Such skill rolls could include those in social situations where the character's wealth is likely to influence the outcome or the opposing character's attitude or decision.

GMs may also use a simple skill roll to determine a character's ability to purchase an item, treating the character's Wealth as a sort of "credit rating" or "financial resource meter," of sorts. To make the roll, use the character's Wealth level in place of the normal Attribute + Skill. The GM should set the difficulty of the roll based on the value or cost of the item being sought, using the following guideline.

The opposite of this trait is the Poverty disadvantage.

Wealth Table

Lvl	Cost	Description	Starting Income
1	0	Middle class	+0 Wealth
2	1	Above average	+2 Wealth
3	2	Upper-middle	+3 Wealth
4	4	Well to do	+4 Wealth
5	6	Upper class	+5 Wealth
6	8	Rich	+6 Wealth
7	10	Filthy rich	+7 Wealth

Well Rested

The character can get to sleep more quickly and easily than the average person, even in adverse or unusual conditions. In addition, any rest the character gets is deep and refreshing, allowing the character to avoid the effects of fatigue from lack of rest. Characters with this trait can get the equivalent of a full night's rest in a much shorter time than normal (normally 12-HLT hours of sleep). Any time that the character spends in deep rest or sleep throughout a day is added together for purposes of determining if the character is "well rested."

The opposite of this trait is the Insomnia disadvantage.

The character can get the equivalent of a full night's rest with:

Convenience (2): 5 total hours or more of sleep in a day.
Edge (5): 2 total hours or more of sleep in a day.
Gift (10): no rest at all (doesn't need to sleep).

Disadvantages

Addiction

The character must have a particular substance or situation or he will suffer severe mental or physical distress. The exact effects vary widely depending on the addiction, but should result in a -3 to one or more Skill Groups or -1 to one or more attributes per level. For example, a character addicted to tobacco might suffer jitters, and -1 REF, after going too long without a smoke.

The opposite of this trait is the Immunity advantage.

The substance or situation the character needs is:

Inconvenience (-2):common (e.g., tobacco, Catholic Mass)
Hardship (-5): uncommon (e.g., an herb, imported food)
Peril (-10): rare (e.g., feather of a mystical bird)

Bad Hands

Using your off hand normally incurs a -3 penalty to the character's skill roll (see Off Handed). Characters with this Trait suffer a greater penalty than normal or cannot make any skill roll at all when using their off hand.

The opposite of this trait is the Ambidextrous advantage.

Any skill rolls made when the character uses his off hand are:

Inconvenience (-2):a -2 penalty
Hardship (-5): a -3 penalty
Peril (-10): impossible (not allowed)

Bad Tempered

The character has an extremely bad temper. Little things can set the character off, especially when things seem to go against the character's wants or desires. Disagreements over policy may be perceived as personal attacks, good-natured kidding as infuriating insults, sincere appeals for aid as self-righteous mocking and so on. The character may become verbally abusive, flail about, and even break things.

The opposite of this trait is the Cool Headed advantage.

When his temper flares, he will carry on, even at the risk of:

Inconvenience (-2):ostracism or embarrassment
Hardship (-5): arrest, harm, or financial or social ruin
Peril (-10): death

Dependent

A dependent is someone who needs the character's protection and help, and whom the character feels obligated to look after. The character will go out of his way to protect or nurture the dependent, and must make a control roll to overcome such compulsions. Dependents can include children, family, friends and comrades, or even strangers.

The opposite of this trait is the Follower advantage. Note that characters can take both the Follower and Dependent traits, but they cannot apply to the same person or animal.

Compared to the character, the dependent:

Inconvenience (-2):is roughly equal in ability and skill
Hardship (-5): is challenged or otherwise weaker in ability and skill (e.g., a child, an elderly relative)
Peril (-10): has special problems, requirements, or associated dangers (e.g., dying relative, wanted fugitive)

Distinctive Features

The character stands out and is noticed in a crowd because of some distinctive feature, be it some aspect of his appearance, a style of dress, accent, or a combination. A distinctive feature should be role-played by the character and can be an important, fun (and even humorous) aspect of the character.

The opposite of this trait is the Indistinct advantage.

His distinctive features are:

Inconvenience (-2):easily concealed (e.g., a scar, tattoo or attire)
Hardship (-5): concealed only with some effort, such as using Disguise or performance skills (e.g., mannerism, hair color, speech impediment or accent)
Peril (-10): not possible to conceal (e.g., a giant or dwarf, different race)

Drunk

The character cannot hold his liquor and easily becomes inebriated, much to the disgust of his companions. This is a psychological condition with a physical basis and is a variant of addiction. A drunk has a bad reputation and cannot be depended upon if alcohol is available.

Inconvenience (-2): Controllable, but not dependable, -1 to any skill attempts or WIL roll to avoid drink
Hardship (-5): Character is occasionally reliable, but cannot be depended on, -2 to any skill attempts or WIL roll to avoid drink

Peril (-10): Character is out of control and completely untrustworthy, -3 to any skill attempts or WIL roll to avoid drink

Duty

The character has an obligation to some person or organization. Such an obligation is usually undertaken voluntarily, though it may be involuntary. Examples of duties include: service in the modern U.S. Armed Forces, an officer's commission in the Interstellar Fleet, a vocation as a full-time priest, or a knight's service to his liege. The character must meet this obligations or risk censure, expulsion, or even imprisonment, depending on the nature of the Duty (as defined by the player, with the GM's permission).

A Duty can be used to represent any job, but it is recommended that GMs not allow it for trivial obligations or "duties" which the character (or player) doesn't mind losing. A voluntary Duty should involve something the character wants or needs to maintain (e.g., the character needs the job to pay bills and rent) rather than something selected merely for the point value. Involuntary Duties or those requiring a term of service (such as U.S. military service) should involve some type of punishment if violated by the character (e.g., an Article 15 non-judicial punishment for a service member violating the Uniform Code of Military Justice).

The opposite of this trait is the Perk advantage. Note that a character may have both a Perk and a Duty, and they may be related or not.

The character's duty affects his life:

Inconvenience (-2): Rarely (once a month or less; e.g., a military reservist)
Hardship (-5): Occasionally (once a week or more; e.g., active duty military service, a police officer)
Peril (-10): Constantly (every day, once or more times a day; e.g., a soldier in a combat zone)

Easy to Kill

The character has little ability to resist the effects of deadly damage. This can represent the character's lack of will to survive, apathy, use of chi (or ki), a weakened body, or anything else that the player wishes. The character suffers additional damage from piercing attacks (such as wounds from gunshots, arrows, or swords). The amount of extra damage suffered depends on the level of the trait. The amount of total damage cannot exceed two times the initial damage rolled for the injury. This trait is appropriate for minor NPCs, such as henchmen, "mooks," and other cannon fodder.

The opposite of this trait is the Hard to Kill advantage.

The amount of additional damage the character suffers from deadly attacks is:

Inconvenience (-2): +1 point per wound
Hardship (-5): double (2x) any lethal damage
Peril (-10): 1 point of lethal damage causes death

Enemy

Enemies are forces that are actively seeking to harm, imprison, or otherwise plague the character. An enemy should show up in some way in most, if not all, adventures in which the character participates. An Enemy can be a single person, a small group, or even an entire nation. The enemy should make sense for the game campaign or story, however. The player should also define the origin or basis for the enemy, even if the character himself is unaware of it (role-playing a "surprise discovery" of one's enemy and/or the reasons for him being the character's enemy can make for a dramatic encounter).

The opposite of this trait is the Ally advantage.

Overall, your enemy is:

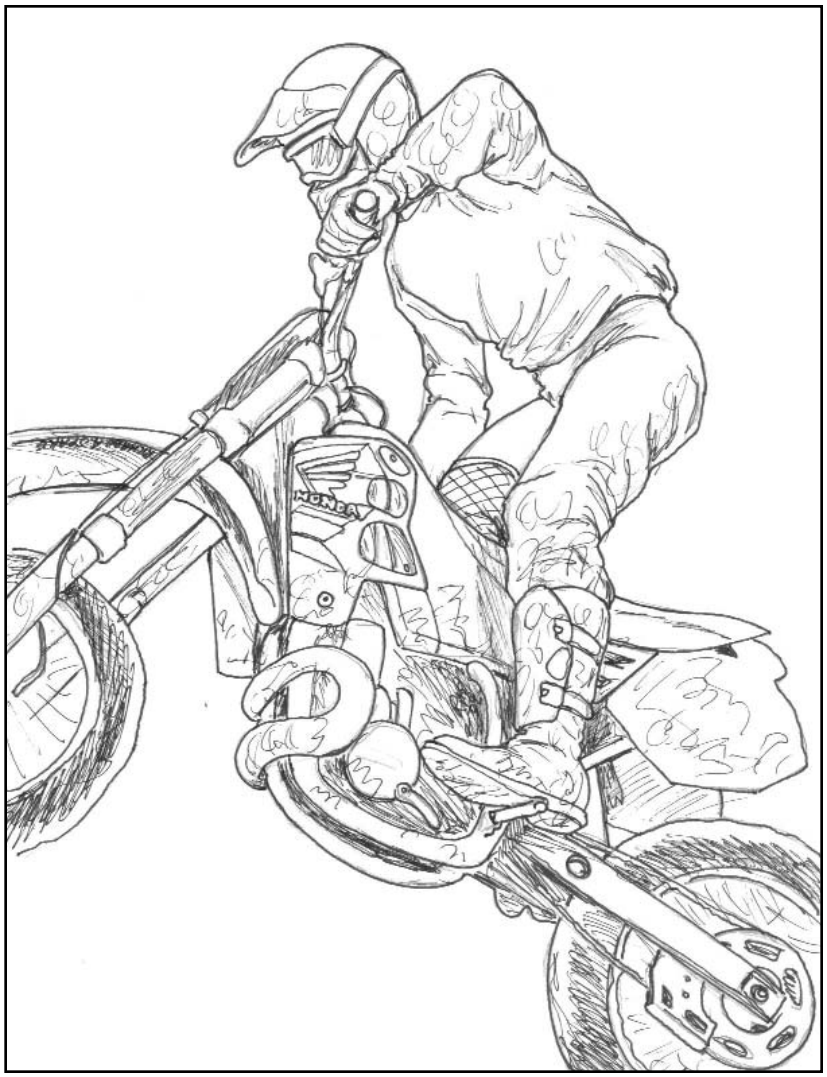
Inconvenience (-2): less powerful than you, merely watching you, or limited to a relatively small geographic area
Hardship (-5): as powerful as you, seeking to capture you, or limited to a county, province, or region
Peril (-10): more powerful than you, wants to kill you, able to hound you to the corners of the Earth, or has access to powerful weapons, supernatural abilities, or other resources

Excommunicated

You have been excommunicated from your religion. Once recognized, an excommunicated person

has a reaction penalty from all followers of the religion.

Edge (-5): -1 reaction penalty from others of your religion
Peril (-10): -2 reaction penalty from others of your religion; banned from association with others of your religion



Flashbacks

In a stressful situation, you may experience a flashback. These can be vivid hallucinations, full-participation replays of memories, or anything similar. The player has full control, at the time of character creation, what type of flashback will be experienced, but the content of each episode is up to the GM.

The severity of the flashback is:

Inconvenience (-2): You realize you are having a flashback and are able to continue with your action, but at a -1
Hardship (-5): You have a flashback that impairs your ability to work; your actions are now at a -2
Peril (-10): Your flashbacks are so bad that they can be fatal, you can not do any actions until the flashback is over. You receive no sensory input from the outside world.

Forgetful

The character has trouble remembering things. The severity of the character's memory loss is dependent upon the level of the trait.

The opposite of this trait is the Eidetic Memory advantage.

The character:

Inconvenience (-2): has difficulty remembering names and faces and generally known facts (-1 to relevant skill rolls).
Hardship (-5): has very poor memory and forgets details easily, even friends and family; skill rolls involving recollection are at -2.
Peril (-10): is suffering from bouts of virtual senility with inability to recall simple facts, including his own identity, and any skill rolls involving recollection are at -3.

Heavy Sleeper

The character has a hard time awakening from even a short nap, requiring an Awareness roll to do so. Even very loud noises may not awaken the character, at the GM's option. The difficulty level of the sleeping character's Awareness roll depends on the level of the trait. The sleeping character may use one or more free Action Points to boost the Awareness roll in appropriate circumstances (GM's discretion).

The opposite of this trait is the Light Sleeper advantage.

The character must make a successful:

Inconvenience (-2): Challenging Awareness roll (TN 18) to awaken from loud noises (shouting, slamming door, etc.).
Hardship (-5): Demanding Awareness roll (TN 24) to awaken from very loud noises (car horn, gunshot, loud stereo, etc.).
Peril (-10): Legendary Awareness roll (TN 30) to awaken from extremely loud noises (jet flying overhead, explosion, concert, etc.).

Honest

The character is compelled to tell the truth, even in situations that will result in negative consequences.

The opposite of this trait is the Con Artist advantage.

The character:

Inconvenience (-2): is uncomfortable being dishonest (CS 5).
Hardship (-5): must struggle even to exaggerate or omit an important detail (CS 10).
Peril (-10): must tell the truth, the whole truth and nothing but the truth, even in the most extreme of circumstances (CS 15).

Illiterate

The character is not as well-schooled in reading and writing as some. (This may be normal in some cultures.)

The opposite of this trait is the Speed Reader advantage.

The character:

Inconvenience (-2): reads and writes half as fast as the average person
Hardship (-5): cannot read or write at all

Impaired Sense

One of the character's senses is duller than normal and receives a penalty on all Awareness skill rolls, as well as other skill rolls involving that sense (GM's discretion). This Trait may be purchased for each of the following senses-hearing, sight, smell/taste (counts as one sense), and touch.

The opposite of this trait is the Acute Sense advantage.

The character:

Inconvenience (-2): suffers -1 to any skill rolls based on this sense.
Hardship (-5): requires medicinal or technological intervention to use this sense and suffers -2 to any skill rolls based on this sense.
Peril (-10): has no use of this sense whatsoever (e.g., totally deaf or blind); no skill rolls based on this sense are allowed (or are at -3, with GM's permission).

Inept (Group)

The character is particularly unsuited for a particular group of skills. They may learn one of these skills, but have a penalty when attempting them.

The opposite of this trait is Natural (Skill). The character is:

Inconvenience (-2): At a -1 to attempt the use of any skill in this group.
Hardship (-5): At a -2 to attempt the use of any skill in this group.
Peril (-10): At a -3 to attempt the use of any skill in this group with severe penalties should a critical failure occur (GM's discretion).

Infamous

The character has gained infamy for some deed or deeds. People tend to recognize any infamous person when they see him or when they hear his name. Most people go out of their way to curry favor with the infamous and to avoid getting on their bad side.

A character may be known for something he did or did not do. A reputation, once earned, can be difficult to shed, regardless of its accuracy.

The level and effects of the character's infamy depend on the level of the trait. The chance of someone not recognizing the character on sight (or upon hearing his name) is equal to the Control Score.

Like Famous, this is a reputation for the individual character, not for his association with a notable group.

The player should jot down (or at last have in mind) the reason for the character's infamy. The specific effects of Infamous are open to interpretation by the GM, and require some discretion.

Infamy can be a double-edged sword, but as a rule, it is predominantly negative.

The opposite of this trait is the Famous advantage. The character is:

Inconvenience (-2): a local figure, incurring a -1 penalty (or +1 bonus, depending on the circumstances) to social skill rolls when he is recognized
Hardship (-5): a national figure, incurring a -2 penalty (or +2 bonus) to social skill rolls when he is recognized
Peril (-10): an international figure, incurring a -3 penalty (or +3 bonus) to social skill rolls when he is recognized

Insomnia

The character is unable to get a good night's rest. This may be due to a chemical imbalance, frequent nightmares, or some other reason. Characters without adequate rest (normally 12-HLT hours of sleep) each night suffer a penalty (-3 or -6) to all skill rolls requiring concentration and alertness (GM's discretion) due to fatigue.

The opposite of this trait is the Well Rested advantage.

The character:

Inconvenience (-2): has difficulty sleeping and getting to sleep (loses an average of 1 hour of sleep each night)
Hardship (-5): cannot sleep without some form of natural aid, such as wine or sleeping powder (loses an average of 2 hour of sleep each night)
Peril (-10): cannot sleep around any noise or movement whatsoever (loses an average of 4 hours of sleep each night)

Low Pain Threshold

The character has a low tolerance for pain. He has a penalty to Concentration rolls to resist torture or extreme pain, and suffers increased penalties due to wounds (see Wounds and Effects of Damage). The opposite of this trait is the High Pain Threshold advantage.

The character has:

Inconvenience (-2): -1 to skill rolls to resist pain and an additional -1 penalty from wounds.
Hardship (-5): -2 to skill rolls to resist pain and an additional -2 penalty from wounds.
Peril (-10): -3 to skill rolls to resist pain and an additional -3 penalty from wounds.

Minor

The character is not yet an adult in the game setting (at least legally), which poses a variety of physical, social, and legal problems. His parents or guardians still bear legal responsibility and authority for him. Most adults treat him as an inferior, and he may face restrictions such as curfews, drinking ages, and driving limitations. He also grapples with various physical difficulties; a young child has problems reaching countertops, for example, while a teenager may experience trouble with acne or embarrassing voice changes. Note that the age at which a character becomes an adult, at least socially and legally if not physically, varies from setting to setting.

While most disadvantages have an Advantage as their opposing trait, the opposite of this trait is the Senior disadvantage.

The character is a:

Inconvenience (-2): teenager (13-17 years old)
Hardship (-5): adolescent (7-12 years old)
Peril (-10): young child (6 years old or younger)

Naïve

The character has led a sheltered life, is generally gullible, and easily misled or fooled. Skill rolls made by others to persuade or convince the character with this disadvantage receive a bonus due the character's naïveté. The bonus is dependent on the level of the trait.

The opposite of this trait is the Life Experience advantage.

The character is:

Inconvenience (-2): mildly naïve and disbelieving of "really bad" things (+1 bonus to any skill roll made by others to persuade the character)
Hardship (-5): generally naïve and disbelieving of "bad" things (+2 bonus to any skill roll made by others to persuade the character)

Peril (-10): severely naïve and disbelieving of anything "bad" (attempts by others automatically succeed against the character, or are at +3, at GM's option)

Oblivious to Danger

The character has little or no sense of danger to themselves. This can represent ignorance, a death wish, or whatever the player wants it to represent. Whenever that character is allowed an Awareness roll to detect a threat (such as a booby trap, ambush, and the like), the character suffers a penalty to the roll. The severity of the penalty depends on the level of the trait. If a character does become aware of a threat, how the character reacts is still up to the player.

The opposite of this trait is the Danger Sense advantage.

Any skill rolls to perceive or otherwise detect a threat are at:

Inconvenience (-2): -1
Hardship (-5): -2
Peril (-10): -3

Out of Shape

The character is not in good physical shape. Due to the character's relatively poor fitness, he gains a penalty to all skill rolls involving sports, athletic pursuits, or personal physical exertion (GM's discretion).

The opposite of this trait is the Athletic advantage.

The character's penalty to skill rolls involving sports or athletic pursuits is:

Inconvenience (-2): -1 to all Athletic Group skills
Hardship (-5): -2 to all skill rolls involving physical exertion.
Peril (-10): -3 to all skill rolls involving physical exertion.

Outsider

The character is not part of the dominant group, culture, or organization in the campaign and, as a result, is treated differently. The character may be may be merely distrusted by most people, snubbed in social situations, ignored altogether, subject to restrictive laws (mandating where the character may or may not live, how he travels, civil rights, and so on), or even hunted, threatened with imprisonment or death.

The opposite of this trait is the Membership advantage.

An outsider is subject to:

Inconvenience (-2): mild prejudice with few or no legal restrictions; -1 penalty to all skill rolls involving social interaction
Hardship (-5): strong prejudice with numerous or severe legal restrictions; -2 penalty to all skill rolls involving social interaction
Peril (-10): extreme prejudice or treated as inferior with few or no legal rights; -3 penalty to all skill rolls involving social interaction

Physical Disadvantage

The character has some physiological illness or condition that affects his life or otherwise limits his ability to function. The condition may be mild, moderate, or severe. The player defines the ailment when the trait is taken. Characters may take this trait multiple times, each time for a different ailment.

The level of the trait is based on the frequency and intensity of the condition.

At Inconvenience level, this disadvantage affects the character infrequently (once every two game sessions, on average) and affects the character in a minor way (the condition slightly affects the character's actions, causes -3 on related skill rolls, partially incapacitates the character for hours at a time or completely incapacitates the character for minutes at a time).

Examples include a moderate allergy that causes a bad rash or sneezing, severe dyslexia, muteness, a missing finger, arthritis, a petit mal seizure that causes loss of muscle control or mild paralysis.

At Hardship level, affects the character frequently (once per game session, on average) and affects the character in a moderate way (the condition moderately affects the character's actions, causes -6 to related skill rolls, partially incapacitates the character for days at a time or completely incapacitates the character for hours at a time).

Examples include Type I (insulin-dependent) Diabetes resulting in insulin shock if taken without food or unconsciousness if food is eaten without taking insulin, a missing limb, an early case of Cerebral

Palsy or Parkinson's Disease causing mild tremors or a severe allergic reaction to common substances.

At the Peril level, the condition severely affects the character's actions, causes -9 penalty on related skill rolls or prohibits skill rolls altogether at the GM's discretion, or completely incapacitates the character for days at a time or permanently.

Examples include grand mal epileptic seizures, advanced cases of Cerebral Palsy, two or more missing limbs, or paralysis below the waist.

The negative effects of the trait may be curtailed or lessened with the application of medicine, a ritual or some other means, reflecting an addiction or need for regular medication. No Control Roll is allowed for physical disadvantages.

The opposite of this trait is the Physical Advantage trait. Note that characters can take both the Physical Advantage and Physical Disadvantage traits, as long as the condition is not the same for both traits.

The character's condition:

Inconvenience (-2): affects the character infrequently and affects the character in a minor way.

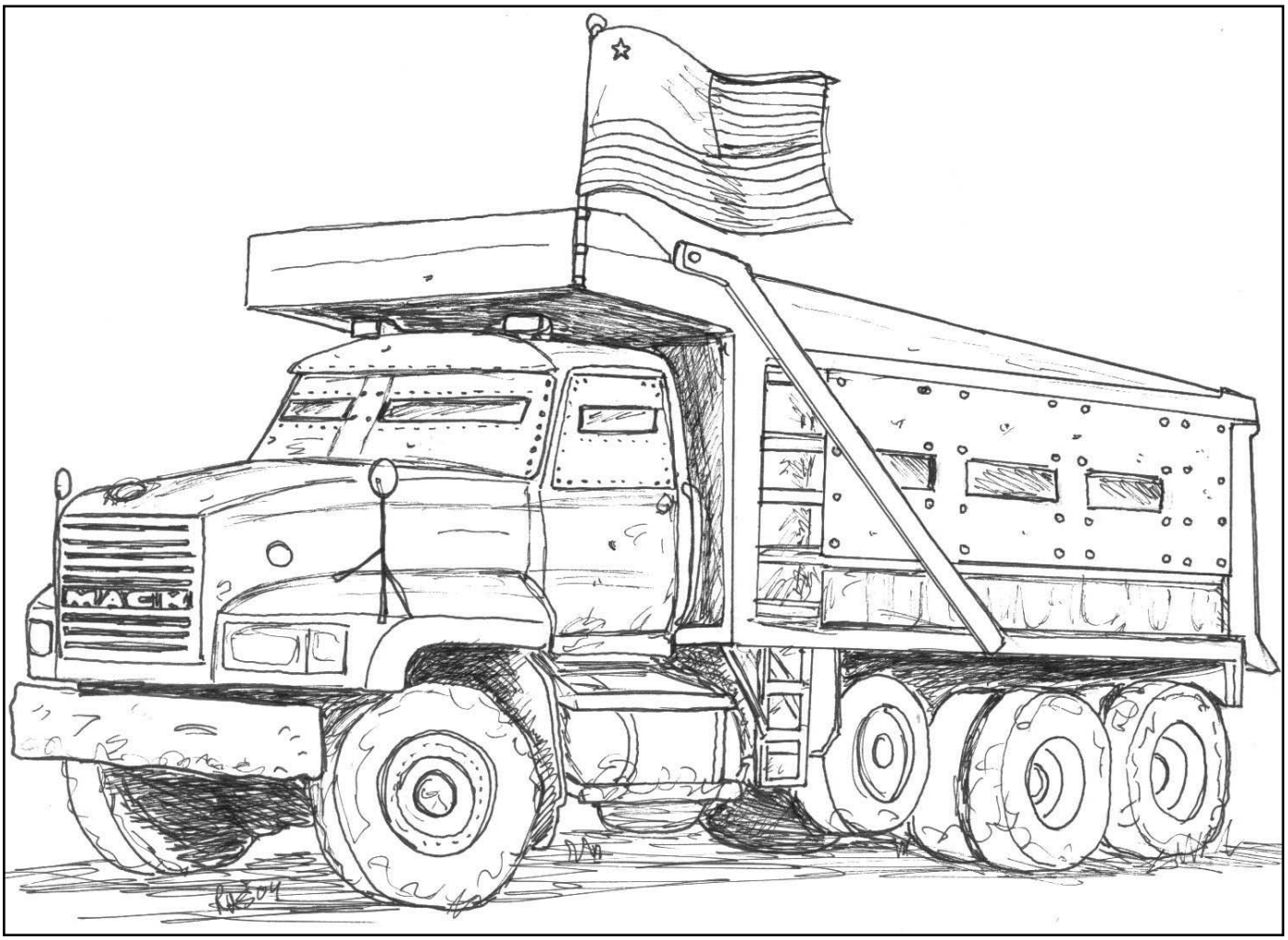
Hardship (-5): affects the character frequently and affects the character in a moderate way.

Peril (-10): affects the character very frequently or constantly and affects the character in a major way.

Sample Physical Disadvantages

Listed below are a number of suggested Physical Disadvantages. You are free to make up your own, use these, or both for your game.

Diabetes; Dyslexia; Epilepsy; Illness; Inflexible (Stiff); Lame; Mute; Overweight; Vertigo.



Poor Sense of Direction

The character has a poor sense of direction, even to the point of doubting a compass. As a result, the character incurs a penalty to skill rolls involving navigation or direction (GM's discretion).

The opposite of this trait is the Good Sense of Direction advantage.

On skill rolls involving direction or navigation, the character suffers a penalty of:

Inconvenience (-2): -1
Hardship (-5): -2
Peril (-10): -3

Poor Sense of Time

The character has a poor sense of time. The character never knows what time it is with any accuracy without a clock.

The opposite of this trait is the Good Sense of Time advantage.

Without a watch or some other obvious clues, the character can barely distinguish:

Inconvenience (-2): the time more accurately than the hour
Hardship (-5): day from night

Poverty

Poor characters earn substantially less money than average and must endure related hardships. Characters living in poverty may have low-wage jobs or be unemployed.

This disadvantage may also describe characters that own nothing of value or those with millions of dollars tied up in a trust account that they cannot get to. It is up to the player to define the reasons and circumstances for his character's financial situation.

The opposite of this trait is the Wealth advantage.

Financially the character is:

Wealth Table

Lvl	Cost	Description	Starting Income
-1	-2	Below average	-2 Wealth
-2	-5	Poor	-4 Wealth
-3	-10	Destitute	-6 Wealth

Psychological Disadvantage

This is some psychological condition or disorder that affects the character and limits his abilities in some way during the game. The player defines the condition as well as the circumstances that will trigger the condition (if any).

Psychological disadvantages always come into play in the appropriate situation. If a situation occurs that triggers the condition, the character must endure the effects for at least one turn. On a successful Control Roll, however, the character may act normally on the next turn and thereafter, until another situation occurs that triggers the condition.

The opposite of this trait is the Psychological Advantage trait. Note that characters can take both the Psychological Advantage and Psychological Disadvantage traits, as long as the condition or subject of the trait is not the same for both.

The level of the trait is based on the frequency and intensity of the condition, and how difficult the condition is to overcome.

Inconvenience (-2): The condition affects the character infrequently (once every two game sessions, on average) and affects the character in a minor way (the condition influences the character's choice of actions, causes -1 on related skill rolls). Examples include a mild phobia resulting in anxiety, a dislike for someone resulting in irritation or tension when he is encountered, or a code of conduct that the character prefers but is not compelled to follow. (CS 5)

Hardship (-5): The condition affects the character frequently (once per game session, on average) and affects the character in a moderate way (the condition limits the character's choice of actions, causes -2 TN on related skill rolls). Examples include a strong phobia resulting in avoidance of the object of the character's fear, a mild hatred for someone resulting in threats or hostility when he is encountered, or a code of conduct that the character will risk much to follow. (CS 10)

Peril (-10): The condition affects the character very frequently (twice or more per game session) and affects the character in a major way (the condition dictates the character's actions, causes -3 to related skill rolls). Examples

include a severe phobia resulting in catatonic shock, a severe hatred for someone resulting in a fit of rage when he is encountered, or a code of conduct that the character will choose even over death. (CS 15)

Sample Psychological Disadvantages

Listed below are a number of suggested Psychological Disadvantages. You are free to make up your own, use these, or both for your game.

Battle Lust; Bipolar; Code of Honor; Compulsive; Coward; Credit Seeker; Cruel; Decadent; Delusional; Dishonest; Flashbacks; Greedy; Hopeless Romantic; Humorless; Impatient; Impulsive; Indecisive; Intimidating; Jealous; Lazy; Lecherous; Miserly; Obsessed; Optimist; Paranoid; Patriot; Pessimist; Phobia; Power-hungry; Prejudiced; Reckless; Schizophrenia; Sense of Duty; Shy; Stubborn; Uncreative; Uninspiring; Vain; Vow.

Secret

The character has a secret that, if revealed, would cause problems for him. The higher the point value the direr the consequences of the secret's exposure. A secret may be a criminal past, a secret identity or double life, a love affair, or anything that would be poorly received by others if discovered.

The opposite of this trait is the Knows a Secret advantage. Note that characters may have both the Secret and Knows a Secret traits, as long as they do not logically contradict each other. For instance, a super hero may have a Secret (a secret identity) and Knows a Secret (teammate is an alien).

If revealed, the secret would expose the character to:

Inconvenience (-2): ostracism or embarrassment
Hardship (-5): arrest, bodily harm. Financial or social ruin
Peril (-10): death

Senior

The character is advanced in years, which poses a variety of physical, social and legal problems. His children or other relatives may bear legal responsibility and authority for him. Some adults may treat him as an inferior, and he may face restrictions such as driving limitations. He also grapples with various physical difficulties; an elderly person may have arthritis, for example.

Note that the age at which a character becomes a senior (at least socially and legally if not physically) varies from setting to setting and possibly from race to race (e.g., elves live much longer than humans). The following ratings of this trait are expressed in modern human terms. While most disadvantages have an Advantage as their opposing trait, the opposite of this trait is the Minor disadvantage

The character is a:

Inconvenience (-2): senior adult (60-75 years old); Body attributes may not exceed 7.
Hardship (-5): elderly (75-90 years old); Body attributes may not exceed 5.
Peril (-10): venerable (90+ years old or younger); Body attributes may not exceed 3.

Short

The character is noticeably shorter than the average human. This trait has benefits as well as drawbacks, but should only be used in a campaign or game setting in which it is more the latter than the former. For instance, in a campaign in which there are no humans and all the PCs are short, this disadvantage would be inappropriate. The effects of this trait are explained below.

Being short can also be a Distinctive Feature (in the right setting). It may not be purchased with the Indistinct advantage without the GM's permission.

The opposite of this trait is the Tall advantage.

The character is:

Inconvenience (-2): short, about 4 feet tall (e.g., human children), with a maximum MOV of 6.
Hardship (-5): a dwarf, about 3 feet tall (e.g., dwarves) with a maximum MOV of 4.
Peril (-10): a midget, about 2 feet tall, with a maximum MOV of 2. Counts as Small size (see Target Size).

Short Lived

The character has a shorter-than-average life-span. This might represent the life-span of a different species

or race, or it could reflect a terminal illness or other medical problem, such as a congenital heart defect, incurable cancer, or the final stages of AIDS.

The opposite of this trait is the Long Lived advantage.

Barring a miracle, the character will only live for:

Inconvenience (-2): 50% shorter than average, or less than 50 years
Hardship (-5): 75% shorter than average, or less than 10 years
Peril (-10): 90% shorter than average, or less than 1 year

Slow Healer

The character heals damage caused by physical injuries more slowly than normal and skill rolls involving attempts to heal the character suffer a penalty. Determine the normal rate of healing for the game (see Healing), and then apply the modifier listed for the appropriate level of the trait. For example, if characters normally heal a number of points of damage equal to their HLT each day, then a character with this trait at the Inconvenience level would heal the same amount of damage each month.

This trait can represent a condition or illness, such as hemophilia, complications from diabetes, a mystical curse, or some other effect.

The opposite of this trait is the Fast Healer advantage.

The character heals:

Inconvenience (-2): one step slower on the time chart and skill rolls made to heal him are at -1
Hardship (-5): two steps slower on the time chart and skill rolls made to heal him are at -2
Peril (-10): three steps slower on the time chart and skill rolls made to heal him are at -3

Slow Learner

The character must work harder than or learns more slowly than the average person. A slow learner may improve any skills at double the normal cost. In addition, the character receives a penalty to all skill rolls involving research, study, or instruction. The disadvantage may be defined as the character having a mental block, a learning disability, or whatever the character wishes (with GM's approval).

The opposite of this trait is the Fast Learner advantage.

The character's penalty to skill rolls involving research, study, or instruction is:

Inconvenience (-2): -1
Hardship (-5): -2
Peril (-10): -3

Slow Reflexes

The character is slow to react and incurs a penalty to his Initiative in combat (see Initiative) and to Awareness rolls to avoid surprise. Characters with a high REF score may take this trait, to reflect good coordination and agility but poor response time to unexpected events.

The opposite of this trait is the Fast Reflexes advantage.

The character suffers:

Inconvenience (-2): -2 to INI and -1 to Awareness rolls to avoid surprise.
Hardship (-5): -4 to INI and -2 to Awareness rolls to avoid surprise.
Peril (-10): -6 to INI and -3 to Awareness rolls to avoid surprise.

Social Disadvantage

The character lacks social graces is at a disadvantage in social situations and dealings with other people.

This trait may be defined as the character being pompous, whiny, opinionated, bossy, discourteous, crude, tongue-tied, air-headed, or childish. Alternatively, the disadvantage may be due to a distasteful personal habit that the character has (such as picking his nose, belching, or flatulence at inappropriate moments), a speech impediment (stuttering, a bad lisp) or any other explanation that the player thinks up (with the GM's permission).

While it might seem minor at first glance, this trait can have potentially serious consequences, depending on the rules governing behavior in the culture in which the character is interacting.

The opposite of this trait is the Social Advantage trait.

The character's slip-ups risk:

Inconvenience (-2): minor embarrassment; skill rolls involving social interactions are at -1
Hardship (-5): major embarrassment, ostracism or injury; skill rolls involving social interaction are at -2
Peril (-10): arrest, severe injury (or death), or financial ruin; skill rolls involving social interaction are at -3

Sample Social Disadvantages

Antisocial; Bad Reputation; Offensive Habit; Oppressed; Poor hygiene; Socially Inept; Unapproachable.

Unattractive

The character is exceptionally unattractive and others take notice, to the character's disadvantage. An unattractive person receives a penalty on all skill rolls involving situations in which his or her appearance is important (GM's discretion).

This is a developed trait by default, because one's features can be altered through life (gaining weight, suffering severe burns, developing stone-like skin, and the like), either through an accident, or other mutation. This Trait may also be ruled an innate trait in some settings or genres, at the GM's discretion. In addition, this trait could allow a bonus to skill rolls in certain situations, such as interaction with races or creatures that find the feature attractive, at the GM's discretion.

The opposite of this trait is the Attractive advantage.

The character's penalty to skill rolls to which his/her appearance is important is:

Inconvenience (-2): -1
Hardship (-5): -2
Peril (-10): -3

Unlucky

Accidents and freak mishaps plague the character for some reason. Things just seem to go wrong for him, regardless of any precautions he may take (from carrying a lucky charm to making thorough preparations far in advance). The trait might reflect a character who is inattentive, reckless, cursed, or just plain, well...unlucky.

The opposite of this trait is the Lucky advantage.

The character is prone to:

Inconvenience (-2): inconvenient misfortunes in unusual circumstances (e.g., trivial accidents, spilling a drink on someone)
Hardship (-5): a costly or dangerous misfortune in common circumstances (e.g., he misses his flight, or it's late)
Peril (-10): deadly, life-threatening dangers often and seemingly everywhere (e.g., a blown tire during a high-speed chase)

Weak Willed

The character is reluctant to assert himself. He tends to follow the instructions and advice of others. This may stem from lack of self-esteem or fear of confrontation.

The opposite of this trait is the Strong Willed advantage.

The character is:

Inconvenience (-2): reluctant to assert himself (max WIL: 3; attempts to persuade him are at +1)
Hardship (-5): easily persuaded (max WIL: 2; attempts to persuade him are at +2)
Peril (-10): putty in the hands of others (max WIL: 1; attempts to persuade him are automatic, or at +3 at GM's discretion)

Advantages

Advantage	Type	Opposite Trait
Able Drinker	Developed	Drunk
Acute Sense	Innate	Impaired Sense
Advanced	Innate	Primitive
Ally	Developed	Enemy
Ambidextrous	Innate	Bad Hands
Athletic	Developed	Out of Shape
Attractive	Developed	Unattractive
Con Artist	Developed	Honest
Cool Headed	Developed	Bad Tempered
Clerical Rank	Developed	Excommunicated
Danger Sense	Developed	Oblivious to Danger
Eidetic Memory	Innate	Forgetful
Famous	Developed	Infamous
Fast Healer	Innate	Slow Healer
Fast Learner	Innate	Slow Learner
Fast Reflexes	Developed	Slow Reflexes
Follower	Developed	Dependent
Good Sense of Direction	Innate	Poor Sense of Direction
Good Sense of Time	Innate	Poor Sense of Time
Hard to Kill	Innate	Easy to Kill
High Pain Threshold	Developed	Low Pain Threshold
Immunity	Developed	Addiction
Indistinct	Developed	Distinctive Features
Knows a Secret	Developed	Secret
Life Experience	Developed	Naïve
Light Sleeper	Developed	Heavy Sleeper
Long Lived	Innate	Short Lived
Lucky	Innate	Unlucky
Membership	Developed	Outsider
Military Rank	Developed	Outsider
Natural	Innate	Inept
Night Vision	Innate	None
Nobility	Developed	Outsider
Perk	Developed	Duty
Physical Advantage	Developed	Physical Disadvantage
Psychological Advantage	Developed	Psychological Disadvantage
Social Advantage	Developed	Social Disadvantage
Speed Reader	Developed	Illiterate
Strong Willed	Developed	Weak Willed
Tall	Innate	Short
Wealthy	Developed	Poverty
Well Rested	Developed	Insomnia

Disadvantages

Advantage	Type	Opposite Trait
Addiction	Developed	Immunity
Bad Hands	Innate	Ambidextrous
Bad Tempered	Developed	Cool Headed
Dependent	Developed	Follower
Distinctive Features	Developed	Indistinct
Drunk	Developed	Able Drinker
Duty	Developed	Perk
Easy to Kill	Innate	Hard to Kill
Enemy	Developed	Ally
Excommunicated	Developed	Clerical Rank
Flashbacks	Developed	None
Forgetful	Developed	Eidetic Memory
Heavy Sleeper	Developed	Light Sleeper
Honest	Developed	Con Artist
Illiterate	Innate	Speed Reader
Impaired Sense	Developed	Acute Sense
Inept	Innate	Natural
Infamous	Developed	Famous
Insomnia	Developed	Well Rested
Low Pain Threshold	Developed	High Pain Threshold
Minor	Innate	Senior (Disadvantage)
Naïve	Innate	Life Experience
Oblivious to Danger	Developed	Danger Sense
Out of Shape	Developed	Athletic
Outsider	Developed	Membership
Physical Disadvantage	Developed	Physical Advantage
Poor Sense of Direction	Innate	Good Sense of Direction
Poor Sense of Time	Innate	Good Sense of Time
Poverty	Developed	Wealth
Primitive	Innate	Advanced
Psychological Disadvantage	Developed	Psychological Advantage
Secret	Developed	Knows a Secret
Senior	Developed	Minor (Disadvantage)
Short	Innate	Tall
Short Lived	Innate	Long Lived
Slow Healer	Innate	Fast Healer
Slow Learner	Innate	Fast Learner
Slow Reflexes	Innate	Fast Reflexes
Social Disadvantage	Developed	Social Advantage
Unattractive	Developed	Attractive
Unlucky	Innate	Lucky
Weak Willed	Developed	Strong Willed

Chapter Three: Skills

Skill Groups

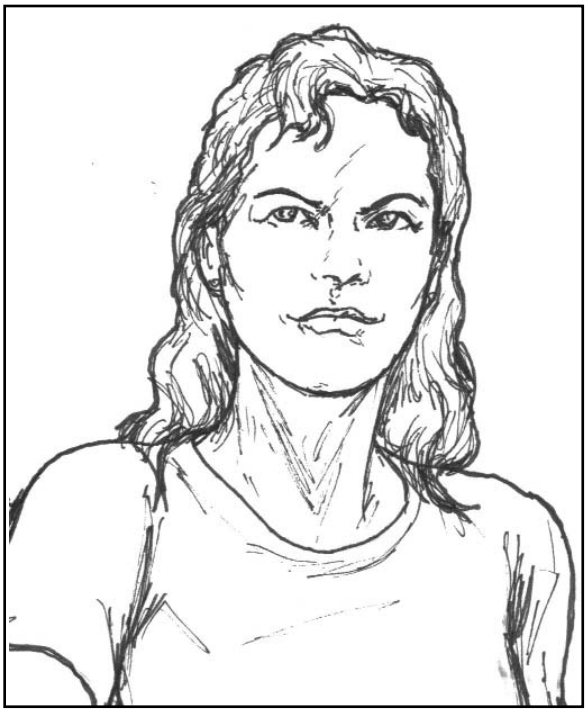
Skills are organized into Skill Groups, representing collections of skills with a logical common theme. Think of it in terms of a "skill tree," in which Groups are the "branches," with individual Skills being the "leaves."

In simpler, "rules-light" games, only Groups are used. In many games, however, Groups and specific Skills (as well as sub-categories, called Specialties and Types) are used. Whether you use some or all of these in your game is up to you.

Game Type	Groups	Skills	Spec/Type
Very simple	X		
Moderate		X	
Detailed	X	X	
Very detailed	X	X	X

Why Skill Groups?

Buying levels in Skill Groups is a cost-effective way of increasing the character's proficiency with all the skills in the Skill Group. The cost is generally less (and at most the same) as buying levels with each individual skill, presenting a "discount" to players who wish to increase their character's scores for a group of related skills.



Skill Group Scores

A score in one level is applied to the score for all other levels below it, but does not add to the score of any higher level. Therefore, a score of 1 in a Group adds +1 to the score for any Skill or Specialty in that Group. This is called a "cascade bonus," and is written as a second score, with any cascade bonus added in, in parenthesis after the basic score for that level. A score of 4 in a Skill does not add +4 to the score of the governing Group, however; Cascade bonuses only apply downward, not upward.

When a character buys levels in a Skill Group, any skills within that group that require a "Type" must be defined when the group's levels are purchased. Skill Group levels apply only to the specific Skill "Type" selected by the character, not to all possible "Types" for that skill.

Mike buys two levels in the Arts & Craft Skill Group. Because the specific skills Art and Craft both require a Type, Mike selects Art (Painting) and Craft (Silk-screening).

Skill Levels

The score reflects the level of competence or knowledge a character possesses for that skill. Skills are listed on the character sheet only if the character has levels in them. These are written on the character sheet as "Skill +#," where "#" is the level of skill.

The definitions below are not absolute, but meant as a guideline for players and GMs. To see the proficiency each level of skill represents, comparatively speaking, consult the Skill Levels table (next page).

Instruction & Study

Finding A Teacher

This is the easiest way to learn. The teacher must be at least two levels higher than the character in the

desired skill. In other words, a PC with a skill level of 5 in Swords must find a teacher with a Swords skill of at least 7.

There comes a point in studying where no more education will suffice, and one must simply practice, practice, practice, and do, do, do. This is why the level difference is required; at extremely high levels of skill (9 or higher) one cannot find more skilled teachers; one must become one's own master. In game terms, the character continues to study as normal, but he uses his INT alone to determine the length of study/training time required to improve a level.

A teacher must also have the time to teach and the student the time to learn, and even the most knowledgeable teachers may not be any good at transferring their knowledge. That is where the Instruction skill comes in. The teacher averages his score of the skill to be taught with his Instruction skill (skill being taught + Instruction, divided by 2); he may then teach the student up to that level of skill.

Study Hindrances

The simple gaining of ability (indicated by an increased skill level) from study is not automatic. Several things may make studying more difficult and may hinder the PC's ability to advance. Some of the hindrances are listed here, but the GM and players will have to decide what other matters might affect study. The problems are cumulative.

- Student undertakes other duties or activities, including studying other skills, in the period of study: required training time is multiplied by 1 plus 1 point per other activity (e.g., studying two skills takes three times as long to advance in each)
- Student is recovering from injuries or is ill: study of any physical skill is either totally impossible or his required training time is doubled (or even tripled; GM's discretion, based on the nature of the wounds or illness)
- Student is forced to interrupt his study (e.g., to perform some duty for his lord or undertake a mission): student resumes study from the point he left off with an effective loss of (10 - INT) weeks of study due to the interruption.
- Student has the Slow Learner complication: student's effective INT is halved (round up).

Study Benefits

There are a few issues that may bring benefits to study. Like hindrances, they are cumulative. The student gains the indicated bonus for that circumstance when calculating the required training time:

- Teacher has a score of 10 or greater in skill being taught
- Student studies at an institution devoted to teaching that skill (e.g., a dôjô or temple): +1 to student's effective INT
- Skill being studied is common for the character or is one of the skills in the profession template for that character (e.g., Swords for a samurai, or Buddhism for a Buddhist priest): +1 to student's effective INT
- Student is the only one for the teacher for the duration of study: +5 to teacher's effective IL
- Student has the Fast Learner advantage, add +2 to his effective INT for calculating training time
- If the student has the Natural advantage for the skill being taught: double student's effective INT for calculating the required training time.

Study Time

Consult the chart below to determine the number of weeks of study needed to increase the character's skill level (SL). Cross-reference the desired skill level (the horizontal, bold numbers) and the student's INT + the teacher's Instruction Level (abbreviated "IL"; the vertical numbers). The resulting number is the number of weeks required for the student to gain 1 level in the skill. The teacher's IL is equal to the average of his Instruction skill score and the score in the skill being taught.

The student must spend the required time or no increase in the skill is gained. In other words, time

Required Time to Improve SL

Student's	Desired Skill Level									
INT + IL	1	2	3	4	5	6	7	8	9	10
1	11	13	15	17	19	21	23	25	27	29
2	10	12	14	16	18	20	22	24	26	28
3	9	11	13	15	17	19	21	23	25	27
4	8	10	12	14	16	18	20	22	24	26
5	7	9	11	13	15	17	19	21	23	25
6	6	8	10	12	14	16	18	20	22	24
7	5	7	9	11	13	15	17	19	21	23
8	4	6	8	10	12	14	16	18	20	22
9	3	5	7	9	11	13	15	17	19	21
10	2	4	6	8	10	12	14	16	18	20
11	1	3	5	7	9	11	13	15	17	19
12	1	2	4	6	8	10	12	14	16	18
13	1	1	3	5	7	9	11	13	15	17
14	1	1	2	4	6	8	10	12	14	16
15	1	1	1	3	5	7	9	11	13	15
16	1	1	1	2	4	6	8	10	12	14
17	1	1	1	1	3	5	7	9	11	13
18	1	1	1	1	2	4	6	8	10	12
19	1	1	1	1	1	3	5	7	9	11
20	1	1	1	1	1	2	4	6	8	10
21+	1	1	1	1	1	1	3	5	7	9

must be spent as well as Experience Points in order for characters to improve a skill. The formula for determining how long a student must study in order to achieve a new skill level is:

Time in weeks = ((2 x DL) + 10) - (INT + IL)

In other words, the time in weeks it takes to achieve a new level equals two times the desired skill level (DL) plus 10, minus the sum of the student's INT plus the teacher's IL. For example, a student with an INT of 5 desiring to achieve a skill level of 6 in Driving by studying with a teacher who has a Instruction Level of 8 would be: (12 + 10) - (5 +8) = 9 weeks.

If there is no teacher available, then use 0 for IL in the formula.

Specialties

Some skill names are followed by "(Spec)." These skills include a number of related specialties within the skill.

Players may buy additional levels with one of the specialties when purchasing the skill (see Buying Skills). The character pays 1 point for every 2 levels in a specialty. These levels are added to the basic skill score when making skill rolls involving the specialty.

Specialties are listed on the character sheet only if the character has levels in them. These are written on

the character sheet as "Skill +# (Specialty +#)," where "#" is the level of the skill or the bonus in that specialty. Otherwise, only the base skill is listed.

Types

Some skill names are followed by "(Type)." These skills cover several sub-categories that may or may not be inter-related.

Players must select a specific "type" or category when purchasing the skill. The character's score for that skill applies only to skill rolls involving that specific category or Type (i.e., each "Type" represents a separate skill).

Group Skill levels apply only to those "Types" that the character possesses, which must be chosen by the player when the Skill Group levels are purchased.

Types are listed in parenthesis following the skill name, as "Skill (Type) +#," where "#" is the level of the skill.

Paradise wants to buy the Craft skill for her character. Because Craft requires the selection of a specific "type" of craft, Paradise selects Sculpting, and buys 2 levels in the skill. Paradise writes the skill on her character sheet as "Craft (Sculpting) +2."

Skill Levels Table

Score **Description**

0 Clueless (Non-existent): Characters with a rating of 0 in a skill have absolutely no idea about that Skill or how it works. They may have never even had heard of it before, much less know where to begin trying to accomplish an action with that skill. All skills are rated 0 until the Player uses his Character Points or Experience Points to purchase at least 1 level in that skill.

1 Novice: The character is familiar with the field, having done moderate reading on the subject or watched the skill being performed by others, but has no actual hands-on experience of any significance. The character is new to the particular field or activity, essentially an apprentice or beginner (e.g., a hobby, a police academy recruit, a soldier in boot camp).

2 Amateur: This level of knowledge indicates the character has become more familiar with the field, having read extensively on the subject with little or no formal training (e.g., an apprentice, fresh academy graduate, probationer or rookie). (Basic)

3 Trained: This level of knowledge indicates the character has a general, working understanding of that field, having received instruction from someone of Experienced level (a skill score of 5) or above. The character has obtained hands-on experience and practiced extensively under the tutelage of his mentor (e.g., an Associate's degree, an experienced cadet, AIT or tech school graduate).

4 Competent: This level of knowledge indicates the character possesses a good grasp on the details and theories of his chosen field or is capable of performing the action on his own without supervision (e.g., a Bachelor's degree, 2-year cop, junior NCO, college athlete). (Professional)

5 Experienced: This level of knowledge indicates the character is well qualified and informed in his chosen field, having used his knowledge or completed the action on several occasions in actual situations (e.g., a veteran professional, a senior NCO, veteran cop, professional athlete, a Master's degree).

6 Specialist: This level of knowledge indicates the character has become highly trained or informed in his chosen field or skill to the point he practices his skills on a regular or daily basis, even able to earn his living using skills in an occupation. Others may come to the character for training (e.g., Army Ranger, black belt, Olympic athlete, a Doctorate degree).

7 Expert: This level of knowledge indicates the character has become an authority in his chosen field or skill, having honed his skills to perfection after continuous practice and use (e.g., a 10-year Special Forces veteran). Without regular training and active use of the skill, it is nigh impossible for a character to exceed a score of 7 in most skills.

8 Master: This level of knowledge indicates the character has excelled in his field, surpassing others of lesser dedication to become superior in quality, skill, or achievement. There is very little the character does not know about this skill (e.g., a pioneer in the field).

9 Genius: This level of knowledge indicates the character has risen to a level where he is using his great mental capacity, physical prowess, and inventive ability to make unique breakthroughs in his field, creating his own original styles and theories and setting new standards (e.g., Nobel Prize winning scientist).

10 Legendary: This level of knowledge indicates the character has achieved the most rare and highest level of skill or knowledge possible, becoming a revolutionary figure in his field. He has become so talented that he inspires wonder, and is capable of creating, theorizing or performing any most related action with minimum effort (e.g., noted physicist Stephen Hawking, martial arts master Bruce Lee, child prodigy chess master). (Normal human max.)

11+ Supernatural: This level of skill surpasses normal human thresholds and enters into the realms of the augmented, enhanced, or metaphysical (e.g., computers may demonstrate this level of skill).

Buying Skills

You get fifty points to divide among the character's skills. No skill may have a starting score above 5. Groups cost 5 points per level. Skills (including Skills requiring a specific "Type") cost 1 point per level. A Specialty costs 1 point for 2 levels. Levels in a specialty may only be purchased in pairs (i.e., a character cannot purchase 1 level in a Specialty). The Skill Specialty score for starting characters may not exceed 7, purchasing 5 levels of the skill and 2 levels of the specialty.

The cost for each level of skill is shown below.

Level	Cost
Group	5 Pts./Lv
Skill	1 Pt./Lv
Skill (Type)	1 Pt./Lv
Skill (Specialty)	2 Lv/1 Pt.

Here is an example of how you might record some of your character's skills on your character sheet. We will just use one Skill Group-the Arts & Crafts Group-in this example. In this example, the player has purchased 2 levels in the Arts & Crafts Skill Group, 2 levels in the Cooking skill, plus 2 additional levels in the cooking Specialty "Fast Food" (total cost: 13 CPs).

Name	Level	Total
Arts & Crafts	2	+2
Art (Painting)		+2
Cooking	2	+4
Fast Food	2	+6
Craft (Silk-screening)		+2
Jeweler		+2
Photography		+2
Smith		+2

Using Skills

Skills are used in conjunction with attributes to resolve actions. When characters attempt an action in the game that has an uncertain outcome, the player tells the GM which skill his character is using and how he is using it. The GM sets a difficulty level for the task (see Difficulty Levels and Target Numbers, below).

When to Roll

The most important thing to remember is that no skill rolls are needed for characters to accomplish everyday tasks related to their skill. Rolls are required only for tasks that are out of the ordinary for characters with that skill-no matter how hard they might seem to those without the skill.

Obviously, if everyone had to make a Driving skill roll just to drive to work, no one would survive the commute! In addition, excess skill rolls only slow down the game. Save the rolls for amazing tasks or exciting action sequences involving great risks and daring acts.

Difficulty Levels and Target Numbers

If the task or action that the character is attempting is a simple one (such as opening a door, climbing a ladder, starting a car, and so on), no skill roll is required-the character simply succeeds at the action. If the action has a possibility of failure, the GM should require the player to make a skill roll and set the appropriate difficulty level for the task.

As a rule, only tasks of "average" difficulty or higher (i.e., more difficult) require a skill roll.

The GM assigns a difficulty level based on how difficult he believes the task would be for an average person. Use the Difficulty Levels & Target Numbers table, below, to help you decide what kind of difficulty level to assign the task, if any. The Target Number (TN) is the difficulty target of a task that must be beaten by Attribute + Skill + 3d6, taking into account any modifiers.

Difficulty Levels & Target Numbers

Description	TN
Average/Easy	12
Tricky	15
Challenging	18
Difficult	21
Demanding	24
Extreme	27
Legendary	30

Target Numbers in Combat

In cases where a character is trying to attack another character, such as in melee or ranged combat, use the target's DEF as the base TN instead of the table above. If the character is actively defending himself, add the appropriate skill to the target's DEF score. In addition, the GM can then add any other modifiers, as appropriate. (See Combat Modifiers).

Making Sense of Difficulty Levels

While this may seem a little confusing, it is really very simple. Here is an example.

Automatic Success & Failure

If the Target Number for any task is lower than the character's combined (attribute + skill score + 3), no skill roll is required-it's an automatic success for the character.

If the Target Number (TN) is greater than the character's combined attribute + skill score + 18, the player may still make a skill roll. In such cases, a natural roll of 18 on the dice (i.e., three sixes) indicates success.

Characters can also use Action Points to turn a failed roll into a successful one, allowing even untrained characters to succeed at nigh-impossible tasks, thus reflecting a more cinematic approach. The player characters are assumed to be heroes in most settings-there should always be some chance for heroes to succeed, no matter how difficult the task. (See Action Points.)

Which Attribute to Use?

All skills are associated with a primary attribute group-either the Body or Mind group. This group contains the attributes associated with the common applications of the skill. The primary attribute group is indicated for each skill after the skill name.

In addition, suggested uses of specific attributes are also given (in parenthesis) in the skill description.

Governing Attribute

Which attribute is used with the skill (called the "governing attribute") depends on how the skill is being used. The most appropriate attribute used depends upon what the player says he wants to do. If

Expanded Target Number Table

The following table indicates the modified target number based on the assigned difficulty of the task.

To use the table, simply add the character's attribute + skill scores (for skill rolls) or use 2x the attribute (for attribute rolls). Find that number on the left column, and then read across until you find the number in the column for the assigned difficulty level of the task. For a skill roll to be successful, the player must roll the indicated number or higher on the dice.

Bold italicized numbers indicate that the minimum roll needed is not obtainable with a simple dice roll, and that additional bonuses (such as the use of Action Points) may be required for the task to possibly succeed.

"No roll" indicates that the player does not need to roll the dice; the task is automatically successful.

Target Numbers (Roll needed, or more)

Attribute +Skill	Avg (TN 12)	Tricky (TN 15)	Chall (TN 18)	Diff (TN 21)	Deman (TN 24)	Extr (TN 27)	Leg (TN 30)
1	11	14	17	20	23	26	29
2	10	13	16	19	22	25	28
3	9	12	15	18	21	24	27
4	8	11	14	17	20	23	26
5	7	10	13	16	19	22	25
6	6	9	12	15	18	21	24
7	5	8	11	14	17	20	23
8	4	7	10	13	16	19	22
9	No roll	6	9	12	15	18	21
10	No roll	5	8	11	14	17	20
11	No roll	4	7	10	13	16	19
12	No roll	No roll	6	9	12	15	18
13	No roll	No roll	5	8	11	14	17
14	No roll	No roll	4	7	10	13	16
15	No roll	No roll	No roll	6	9	12	15
16	No roll	No roll	No roll	5	8	11	14
17	No roll	No roll	No roll	4	7	10	13
18	No roll	No roll	No roll	No roll	6	9	12
19	No roll	No roll	No roll	No roll	5	8	11
20	No roll	No roll	No roll	No roll	4	7	10

the task involves exerting force, overbearing, or general power, the GM should assign the group's Power attribute (PRE for the Mind group, STR for the Body group). If the task involves subtlety, finesse, accuracy, or aptitude, the GM should assign the group's Aptitude attribute (INT for the Mind group, REF for the Body group). If the task involves endurance, stamina, or resistance, the GM should assign the group's Resistance attribute (WIL for the Mind group, HLT for the Body group).

Unusual Applications of Skills

In most cases, the logical governing attribute will be obvious. For instance, knowledge- and memory-based skills will most often use the INT attribute.

Occasionally, however, characters will use skills in such a way that using a different attribute makes sense. The GM should consider which attribute is the most applicable and assign it as the governing attribute for the skill roll. Which attribute from the primary group is used with the skill to resolve actions depends on how the skill is used, as described by the player.

Example 1: *a player tells the GM "My character is going to stay awake and drive all night if he has to." The GM decides that knows that this requires the Driving skill. Ordinarily, a Driving roll would use REF, but using the REF attribute just does not make as much sense as using HLT in this case. HLT deals with stamina and fatigue, whereas REF deals with reaction and coordination. The GM decides to require the player to make a skill roll using the character's HLT + Driving, and decides that "driving all night" is a Challenging task. The player must make a Challenging Driving roll using HLT (HLT + Driving + 3d6).*

Example 2: *Eric's character has the Conversation skill, allowing him to unobtrusively gain information in casual discussion. Conversation affixes to the Mind group. If the character tries to gain information by flattering or charming someone, he uses PRE + Conversation. If he tries to trick someone into revealing information, he uses INT + Conversation. And if he tries to keep a woman talking until she does not know what she is saying anymore, he uses WIL + Conversation.*

Both Body and Mind

Some skills can be used with both groups, depending on the specific application of the skill. This is perfectly acceptable, as long as it is plausible and the GM agrees to it.

Skills that are the most likely candidates for using either attribute group are indicated by both icons.

Making the Roll

The player rolls three six-sided dice (3d6) and adds the result to his character's skill score plus the governing attribute score. If the total meets or exceeds the target number (as indicated by difficulty level), the character has successfully used the skill.

Here is a summary of the steps of using a skill in the game.

Using a Skill-Summary

1. [Player] Choose a skill for the task
2. [Player] Tell the GM how the skill is being used
3. [GM] Determine difficulty level (and Target Number) for the task
4. [GM] Determine governing attribute for the skill roll
5. [Player] Roll 3d6 + attribute score + skill score
6. If total meets or exceeds the Target Number, task is successful

Any time a skill roll is required or suggested, it is written as "a [Difficulty] [Skill name] roll (TN)." For instance, if Nathan's earlier escape into the trees were presented as part of a published scenario, it might read "diving off the road into the woods requires a Challenging Leaping roll (TN 18)."

Effect Numbers

The Effect Number (EN) of a roll is simply the number of points by which a skill roll (i.e., attribute + skill + 3d6) exceeds the Target Number. If the dice roll is exactly the target number, the effect number is 0. If the TN is 14 and the skill roll total is 19, the Effect Number is 5.

Effect numbers can be used in several helpful ways in the game. They are used to determine the outcome of contested skill rolls, to determine the winner of a contest (whose arrow is closest to the bull's-eye?), to determine the progress of a long task (such as complex repairs, a masterful work of art, ongoing research), and so on.

Contested Skill Rolls

When two characters are attempting to outdo each other using skills, it's called a contested roll. In a contested roll, both characters make their skill rolls, using any difficulty modifiers assigned by the GM. The character whose player achieves the higher adjusted skill roll total is the "winner." Examples of contested skill rolls include trying to sneak past a guard unseen (Stealth versus the guard's Awareness), an arm wrestling contest, and so on.

In situations in which each character must achieve a minimum level of effect in order to be partially successful (e.g., an archery contest to see who can hit the target closest to the center), the GM may assign a TN to each player's skill roll. The player who achieves the higher effect number succeeds. In effect, the total of the first character's roll becomes the TN for the second character's skill roll. If both players' effect number is 0 (i.e., if the rolls are tied) there is no winner, because both characters failed at their respective attempts. (See Effect Numbers, above).

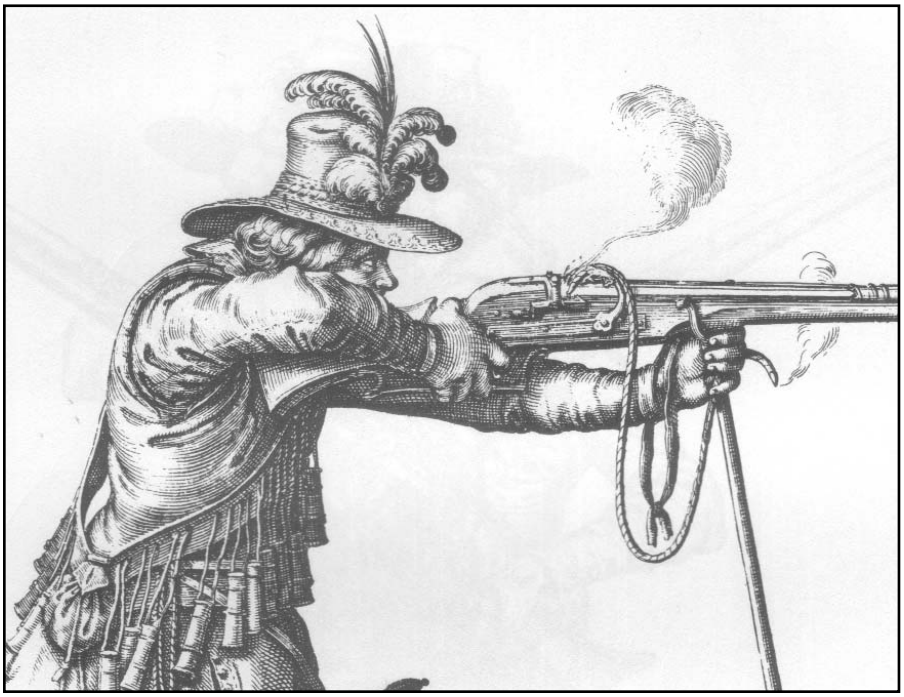
Skill Roll Modifiers

Complementary Skills

Sometimes a character's knowledge of a particular subject can help with a skill roll for another skill. For instance, any character with the Appraisal skill can appraise an antique vase. But a character with specific knowledge of antique vases, knowledge of the culture from which the vase originated, of glazing techniques, or of the family that owned the vase may have particular insights into the history of the vase, thus allowing the character to more accurately determine its value.

When one skill can be used to help with a task that uses a different skill, it is called a Complementary Skill. When a skill is Complementary to another skill, the player receives a bonus to the skill roll equal to one half of the Complementary Skill's score, rounding down.

At the GM's option, the bonus from a complementary skill can remain in effect for the duration of an event or task.



Off-handed

Characters are either right- or left-hand dominant (player's choice) by default. The character's non-dominant hand is his "off hand." Using your off hand incurs a -3 penalty to any skill rolls requiring manual dexterity, such as shooting a gun, throwing, writing, and so on.

Characters with the Ambidexterity trait suffer a reduced penalty or no penalty at all, depending on the level of the trait.

Time

Every task requires a certain amount of time to complete, as deter-

mined by the GM. If a character takes more or less time than usual to perform a task, he receives a bonus or penalty to the Target Number, respectively.

When determining the bonus or penalty for more or less time taken on a task, refer to the Time Chart, below. Simply find the level on the Time Chart that is closest to the amount of time the task normally takes. The GM should determine the average length of time normally required to perform the task, and then consult the Time Chart. If the time required to perform a task is longer than the closest level on the Time Chart, then use the next greater time increment as the default level.

Time Chart

1 turn (3 seconds)
30 seconds
5 minutes
1 hour
1 day
1 week
1 month
1 quarter (3 mos.)
1 year
1 decade
1 century
1 millennium

Taking Extra Time

Characters can take more time than normal to perform a task in order to improve their chance of success. By taking more time than normal, the task becomes easier. For each lower level down the Time Chart (i.e., for each larger period of time taken), the skill roll receives a +3 bonus.

Eric's character needs to pick a lock that he knows to be very tough. The GM has decided that picking the lock is a Challenging task (TN 18). Since there is no immediate danger and his companions are watching the passageway, Eric decides to take his time and concentrate. The referee decides that If Eric spends 1 hour on the task he will get a +6 bonus to his skill roll because "1 hour" is two steps lower on the Time Chart than 30 seconds. Not wanting to take quite that long, Eric decides to take 5 minutes and gets a bonus of +3, making it equivalent to a Tricky task (TN 15).

Rushing

Characters can attempt to perform a task more quickly than normal. By taking less time than the "base time" for a task, the task becomes more difficult. For each higher level up the Time Chart (i.e., for each smaller period of time taken), the skill roll incurs a -3 penalty.

Pat's character picks the lock and makes his way into a stable where he finds a horse. Pat decides his character is going to try to ride the horse out of the city. Unfortunately for Pat the horse is not saddled and his character is not very knowledgeable about horses and riding gear, so the GM tells Pat that he will need to spend 5 minutes and make a Challenging Riding roll (18) using INT in order to properly saddle the horse.

The city guards can also be heard nearby. Pat does not want his character to be found and captured, so he decided his character will rush the saddling of the horse, taking only 30 seconds to throw the saddle on and secure it as well as he can before riding off. Pat will suffer a -3 penalty for rushing, making the task a Difficult one (TN 21)!

Repeated Attempts

Characters who fail at a skill roll may make another attempt, with conditions.

A character that attempts a task again after failing it once may make a new skill roll, but is at -3 for each successive attempt. This penalty is cumulative and is in addition to any other modifiers for taking extra time or rushing (see Taking Extra Time, page 36).

Eric fails his skill roll to saddle the horse. But he really wants to get the task accomplished and soon, so Eric tells the GM that even though his character failed the first time, he is going to try again. The GM tells Eric that he can try another skill roll but this time at a -3 penalty. Eric decides to go for it, and he chooses to rush yet again. His character spends another 30 seconds on the task, the same as last time. Eric can make another skill roll, but this time with a -3 penalty for a

repeated attempt, plus an additional -3 penalty for rushing, making the normally Challenging (TN 18) skill roll equivalent to a Demanding one (TN 24)!

Tools & Equipment

Some skills do not require equipment for their use. The use of specialized equipment with these skills may provide a +3 bonus to the skill roll, at the GM's discretion.

Some skills, on the other hand, require the character to have access to specific equipment in order to use the skill at all. Examples include a forge, for Blacksmith, or a weapon, for a weapon skill. If the character does not have the necessary items, he cannot use the skill.

Other skills normally require tools of some kind but can be used with improvised tools. If a skill can be used with improvised tools, at GM's discretion, the character may attempt the task but suffers a -3 penalty.

Skill List

Skill	Tools	Governing Attribute
Arts & Crafts Skill Group		
Art (Type)	I	Body/Mind
Cooking (Spec)	I	Mind
Craft (Type)	I	Body
Illumination	I	Body/Mind
Jeweler	I	Body
Photography	R	Body
Smith (Spec)	I	Body
Athletic Skill Group		
Acrobatics		Body
Climbing		Body
Contortionist		Body
Para (Spec)	R	Body
Sport (Type)	I	Body/Mind
Swimming		Body
Throwing (Spec)		Body
Unarmed Combat (Type)		Body
Communication Skill Group		
Instruction		Mind
Negotiation (Spec)		Mind
Orate (Spec)		Mind
Persuasion (Spec)		Mind
Poetry		Mind
Writing (Spec)		Mind
Covert Skills		
Disguise	I	Body
Forgery (Spec)	I	Body
Gambling		Body/Mind
Lockpicking	I	Body
Shadowing		Mind
Sleight of Hand		Body
Stealth		Body
Education Skill Group		
Geography (Spec)		Mind
History (Spec)		Mind
Knowledge (Type)		Body/Mind
Language (Type)		Mind
Research (Spec)		Mind
Religion (Type)		Mind
Enterprise Skill Group		
Accounting		Mind
Appraisal		Mind
Professional (Type)		Body/Mind
Bureaucracy		Mind
Business		Mind
Economics (Spec)		Mind
Trading		Mind
Focus Skill Group		
Area Knowledge (Type)		Mind
Awareness (Spec)		Mind
Concentration		Mind
Deduction		Mind
Intuition		Mind
Lip Reading		Mind

Skill	Tools	Governing Attribute
Heavy Weapons		
Artillery (Spec)	R	Body
Hvy. Machine Guns (Spec)	R	Body
Missile Launchers (Spec)	R	Mind
Portable Launchers (Spec)	R	Body
Vehicle Weapons (Spec)	R	Body
Investigation		
Cryptography		Mind
Deduction		Mind
Forensics	R	Mind
Intel Analysis		Mind
Interrogation		Mind
Surveillance (Spec)		Mind
Medicine		
Dentistry	I	Mind
First Aid (Spec)	I	Mind
Physician (Spec)	I	Mind
Pharmacology		Mind
Surgery (Spec)	I	Body/Mind
Melee Weapons Skill Group		
Axes (Spec)	I	Body
Bayonets	I	Body
Flexible Weapons (Spec)	I	Body
Knives	I	Body
Maces/Clubs (Spec)	I	Body
Polearms (Spec)	I	Body
Swords (Spec)	I	Body
Military Sciences Skill Group		
Combat Engineer (Spec)	I	Mind
Demolitions (Spec)	I	Mind
Drill/ March		Body
Gunsmith (Type)	I	Mind
Strategy (Spec)		Mind
Tactics (Spec)		Mind

Skill	Tools	Governing Attribute
Nature/Outdoor		
Animal Handling (Spec)	I	Mind
Fish and Game (Spec)	I	Body/Mind
Navigation (Spec)		Mind
Riding (Spec)	I	Body
Survival (Spec)		Mind
Teamster (Spec)	I	Body
Tracking		Mind
Performance Skill Group		
Acting		Mind
Dancing (Spec)		Body
Instrument (Type)	I	Body
Juggling		Body
Mimicry		Mind
Singing		Body/Mind
Simple Missile Weapons		
Boomerangs	R	Body
Bows (Spec)	I	Body
Crossbows (Spec)	R	Body
Sling Weapons (Spec)	I	Body
Slingshots	I	Body
Spearguns	I	Body
Sciences Skill Group		
Astronomy	I	Mind
Biology (Spec)		Mind
Chemistry (Spec)		Mind
Mathematics		Mind
Physics (Spec)		Mind
Social Skill Group		
Conversation		Mind
Intrigue		Mind
Society (Type)		Mind
Style		Mind
Symbols		Mind
Small Arms Skill Group		
Black Powder W. (Spec)	I	Body
Pistols (Spec)	R	Body

Skill	Tools	Governing Attribute
Rifles (Spec)	R	Body
Shotguns (Spec)	R	Body
Submachine Guns (Spec)	R	Body
Social Sciences Skill Group		
Anthropology (Spec)		Mind
Archaeology (Spec)		Mind
Criminology		Body/Mind
Politics		Mind
Psychology (Spec)		Mind
Technical Skill Group		
Computers (Spec)		Mind
Electrician	I	Mind
Electronics (Spec)	I	Mind
Engineering (Type)		Mind
Mechanic (Spec)	I	Mind
Operate Electronics (Spec)		Mind
Transportation Skill Group		
Driving (Spec)	R	Body
Piloting (Spec)	R	Body
Sailing (Spec)	I	Body/Mind
Tracked (Spec)	R	Body
Watercraft (Spec)	I	Body

R = Requires specialized tools.
I = Usable with improvised tools.

Universal Skills

The below skill names indicate a Universal skill. All characters receive these skills at level +2 at for no cost. Characters with no points spent on a universal skill still receive the +2 bonus. Any points spent on a universal skill add to this default level.

When skill is a universal skill for one group, that does not mean that the other group cannot take that skill. However, Down-timers are more limited in what skills that they cannot take in the year 1632. In later years, Up-timers can give training to down-timers in up-time skills.

Up-Timer Universal Skills

Awareness
Area Knowledge (Home)
Concentration
Climbing
Computer (Use)
Instruction
Maces/Clubs
Persuasion
Professional (Type)
Stealth
Throwing
Unarmed Combat (Brawling)

Down-Timer Universal Skills

Area Knowledge (Home)
Awareness
Climbing
Concentration
Craft (Type)*
First Aid (Herbalism)***
Instruction
Maces / Clubs
Professional (Type)
Society
Stealth
Symbols (Heraldry)**
Throwing
Unarmed Combat (Brawling)
**Only if in a trade*
*** Only if male Nobility*
**** Only if female*

Skill Descriptions

The following section provides descriptions for the skills listed on the Sample Skill List in the previous section.

Arts & Crafts Skill Group

Arts & Crafts skills are those primarily concerned with the creation of tools and knickknacks, entertainment and pleasurable pursuits.

Art (Type)

Characters with this skill are adept at creating works of art in a particular medium (REF). They also understand the finer points of artistic expression (INT) and can appreciate works of art more than the average person (PRE).

A type must be selected when this skill is bought. This skill may be purchased more than once, each time for a different type of Art.

Successful use of this skill means the character creates a quality work of art, recognizes the creator of the work, or appraises the quality or value of such works created by others. The effect number of the roll determines the quality of the work; the higher the effect number the better the quality, and, thus, the better the viewer's impression of the work.

This skill may also be used as a complementary skill to Social skills in the appropriate circumstances, such as if the character is giving a work of art as a gift (at the GM's discretion).

Types: Painting, Pottery, Sculpting, Sketching.

Cooking (Spec)

The skill of creating meals, from simple edible dishes to elaborate, gourmet meals (INT) including even artistic presentations of food (PRE).

Specialties: Cuisine, Ethnicity (e.g., Chinese, Italian), Fast Food, Gourmet.

Craft (Type)

Characters with this skill are adept at some craft, as defined by the player, and understand the finer points of their craft, including common tools, patterns, and methods associated with it (INT). The character is able to create attractive and/or functional items (depending upon the defined craft) and earn a living with his craft (REF). Craft(type) is a Universal Skill for selected Down-timers only; they receive it at level 2 at no cost.

Types: Candle-making, Glazing (i.e., lacquering), Cobbling, Shipwright, Tanning, or any other reasonable craft that the player and GM agree upon.

Illumination

The skill of decorating written text with miniature paintings and poetry. Use of this skill is usually limited to cloistered monks.

Jeweler

The skill of creating fine jewelry from precious metals (silver, gold, platinum, etc.), stones and gems (REF). Characters can also appraise the quality and value of such items, create rings, necklaces, brooches, set stones, and so on (INT).

Photography

The skill of taking photographs of various subjects (REF) and developing them from film to print (INT). Use of this skill to take pictures requires a camera, and developing film requires access to a film lab, with the proper chemicals, photosensitive paper, and possibly other equipment. This skill is not initially available to down-timer characters, they may learn this skill later.

Smith (Spec)

The skill of forging and creating items from metal (bronze, iron or steel, depending on the period and technology level of the setting or culture).

Weaponsmith is the skill of creating bladed weapons, such as knives, swords, spearheads, arrowheads, and the like. The creation of handles and shafts requires woodworking (a specialty of the Craft skill), although if the character has access to these finished items he can complete the weapon in question.

Blacksmith is the skill of creating metal tools (such as hammers), blunt weapons, horseshoes, and the like.

Specialties: Armorer, Blacksmith, Weaponsmith.

Athletic Skill Group

Athletic skills are those involving physical pursuits, exertion, and sport. The Athleticism Skills group includes the following skills.

Acrobatics

Characters with this skill are very agile and able to perform flips, tumble, and swing in exciting, swashbuckling fashion (REF). Acrobatics is very useful for sailors who spend a lot of time up in the rigging, balancing on swaying masts, and so on. While any character can attempt such actions by making a REF check (see Attribute Rolls), characters with this skill do so in a much more flamboyant and impressive manner.

A successful use of this skill also allows a prone character to regain his feet as a free action, to "roll with a punch" (halving any damage received from a blunt blow), reduce damage from a fall (subtract the skill level in meters from the distance fallen before determining damage) or impose a -3 to skill rolls for attacks made against him that phase, due to his incredible dodging ability (may be added to any bonuses for the Dodge maneuver).

Acrobatics may be used as a complementary skill to Climbing and Jumping (GM's discretion).

Climbing

Characters use this skill when climbing difficult surfaces or items, such as cliffs, walls, or ropes (STR). A successful check allows the character to move a number of meters equal to one half his MOV score or equal to his Climbing score (whichever is greater). Failure means the character has lost but regained his grip or footing, and has made no progress that turn. A serious failure (two or more levels below the difficulty of the roll) means the character has fallen (see Falling, page).

Climbing is a Universal Skill; all characters receive it at level 2 at no cost.

Contortionist

Characters with this skill can contort their body into difficult or unusual positions (REF), and remain in such positions for long periods of time (HLT). Contortionists often also have a complementary Physical Advantage, such as "double-jointed."

Para (Spec)

Characters with this skill can use various types of paraflight apparatus, including hang gliders, parachutes, and paragliders (REF).

Specialties: Hang Glider, Parachute, Paraglider. This skill is not initially available to down-timer characters.

Sport (Type)

Characters with this skill are adept at organized athletic activities not already covered by other skills. Skills not covered by this ability include Archery and Swimming. The character knows the rules of the game (INT) and can compete in the sport. Some sports involve primarily stamina, such as long distance running (HLT), or strength, such as power lifting (STR). Most sports are predominantly agility-based, however, such as bowling, baseball, cricket, and similar sports (REF).

A Type must be selected when the skill is purchased. This skill may be purchased more than once, each time for a different type.

Types: Baseball, Basketball, Bowling, Cricket, Football (American), Hockey, Soccer (i.e., European football), or other sports allowed by the GM.

Swimming

Characters with this skill are able to swim in water deeper than waist-level (REF) and can stay afloat for long periods of time (HLT). No skill roll is needed to tread calm water. Rough water, however, requires the character to make a skill roll to keep his head above water each turn (STR). Failure means the character has gone under and may be subject to drowning if a character cannot resurface on the subsequent turn by making a successful Swimming roll (see Asphyxiation and Drowning).

This is an important skill for sailors, competition swimmers, Navy SEALs, and the like.

Throwing (Spec)

Characters use this skill to throw objects, such as rocks and stones, for accuracy (REF) or distance

(STR). (See Combat for rules on making attacks, damage, and so on). It can be used to throw a grappling hook, toss a weapon to a friend, to play darts, or to hurl a spear at an opponent.

Throwing is a Universal Skill; all characters receive it at level 2 at no cost.

Specialties: Darts, Football, Javelin, Knives, Stones, et al.

Unarmed Combat (Type)

The skill of unarmed, hand-to-hand fighting. Characters must choose a type or style of unarmed combat when this skill is purchased. This skill may be purchased multiple times, each time for a different type of unarmed combat. Down-timers are limited to Brawling only, but are allowed to learn other types of Unarmed Combat after character creation. All other types may be picked by up-timer characters.

Unarmed Combat (Brawling) is a Universal Skill; all characters receive it at level 2 at no cost.

Types: Aikido, Brawling, Judo, Karate, Kung Fu, Sumo, Wrestling, et al.

Communication Skill Group

Instruction

Characters with this skill are able to teach others, imparting wisdom and knowledge to their charges (PRE). Characters may instruct others in those areas which the teacher himself is trained. The maximum skill level a student may obtain from study is equal to the average of the teacher's Instruction skill and the skill being taught.

Rourke has an Instruction skill of +4 and a Swords skill of +6. The average score of these two skills is 5, so the highest level he can train any student in Swords is a 5.

Instruction is a Universal Skill; all characters receive it at level 2 at no cost.

Negotiation (Spec)

Characters with this skill are adept at reaching compromises and relaying information without offending the recipient. Negotiation is an important skill for envoys, diplomats, politicians, and police crisis negotiators.

When engaged in negotiations, the character states his goal (or demand) and makes a Negotiation roll against a Target Number set by the GM. The difficulty number is based on the other party's general reaction to the character's stated goal (see the table below).

Reaction to Demand/Goal	Base Difficulty
Adamantly opposed (e.g., to the death)	Legendary (TN 30)
Generally opposed	Extreme (TN 27)
Somewhat opposed	Demanding (TN 24)
Apathetic, unimpressed	Difficult (TN 21)
Somewhat agreeable	Challenging (TN 18)
Generally agreeable	Tricky (TN 15)
Enthusiastically agreeable	Average (TN 12)

The target number represents the difficulty for the negotiator to achieve his stated goal while also making several concessions to the other party.

If the effect number of the Negotiation roll is 3 or higher, then the negotiator need make only one concession. If the effect number of the Negotiation roll is 6 or higher, the negotiator achieves his goal without making any concessions.

Effect Number	Agreement with...
0-2	Several concessions
3-5	Only one concession
6+	No concessions

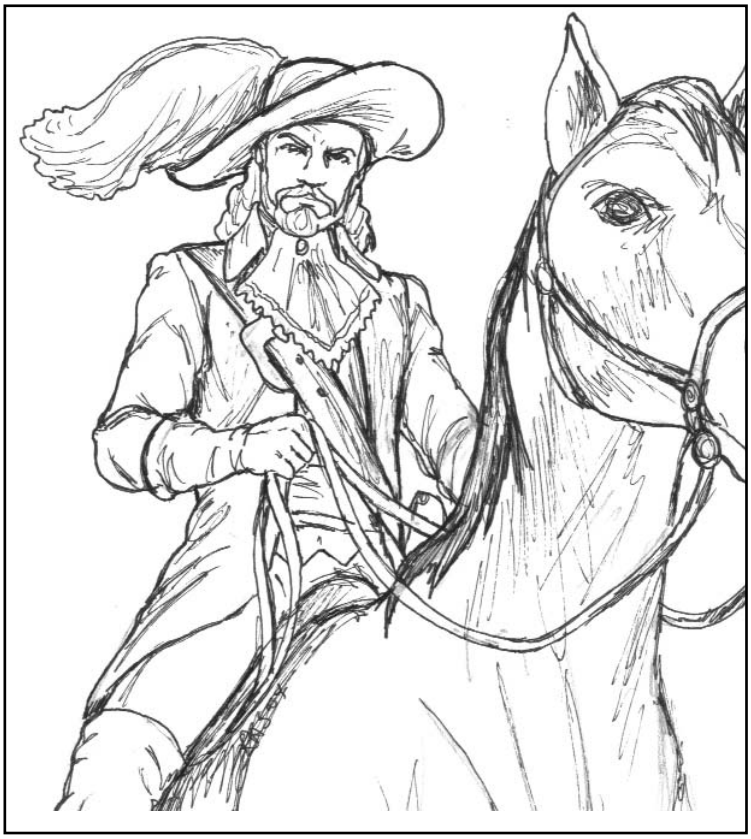
It is up to the negotiator (or perhaps his superior) to decide if the final offer is acceptable. If so, the agreement is made and the deal struck. If not, then the negotiations are called off, at least for this round.

Negotiations may last from several minutes to several months, depending on their nature and other factors, including the method of communication, and so on. It is up to the GM and the players to determine how much of the negotiations are covered by the skill roll. A Negotiation skill roll can represent the entirety of the negotiations, a single round of negotiations, or each individual "point" of a negotiation.

This resolution system is intentionally abstract. A "concession" represents any reasonable demand or condition made by the other party that the negotiator could meet. If it is important to know the exact nature of the concessions, the GM should consider forgoing the skill roll altogether and simply role-play the negotiations in the game.

This skill represents negotiation between nations or large organizations, Hostage negotiation is the skill of negotiating with hostage-takers, and Political negotiation is the skill of negotiation among or between politicians.

Specialties: Diplomacy, Hostage, Political.



Orate (Spec)

This is the skill of effectively communicating ideas and inspiring or moving an audience's emotions with the spoken word. Characters with the Orate skill know how to tell stories, issue commands, present information (such as news), give speeches, tell tales and otherwise inform (INT), entertain or motivate (PRE) listeners. Orate could also be used to kill time or bore someone to death (WIL).

Orate can be used as a complementary skill to Acting and Poetry (for monologues and one-person performances), Strategy (for leading and inspiring troops in battle) and Persuasion.

Specialties: Bard, Command (i.e., leadership), News Reporter,, Speeches.

Persuasion (Spec)

This is the skill of using one's voice, logic, expression, body language, or some combination, to influence others. Persuasion can be in the form of an intimidating glare, a boastful challenge, batting one's eyes (seduction), stroking a cheek (consolation), grasping the handle of one's sword in a threatening manner, or invoking the name of one's superior (or even God).

The character makes a contested Persuasion roll against the subject's WIL + Concentration roll. If the character's roll is higher than the person he is trying to persuade, then he is successful. The other person sees things the persuader's way (at least to some degree) and will act accordingly.

The GM should allow skills appropriate to the situation to be used as complementary to the Persuasion roll. A character may also add one half of his Fame or Infamy score to the roll, if appropriate (GM's discretion). The GM may also award a bonus of +1 to +3 to the player's roll for good role-playing. Persuasion is a Universal Skill for Uptimers only; they receive it at level 2 at no cost.

Specialties: Bribery, Fast Talk, Flirtation, Intimidation, Propaganda, Romance, Seduction.

Poetry

Characters with this skill are adept at composing (INT) and reciting poetry (PRE). They also understand the finer points of poetic expression and can appreciate poetic recitals more than the average person (PRE).

Successful use of this skill means the character performs in a manner that moves the audience (PRE), or appraises the quality of such writing or performances by others (INT). The effect number of the roll

determines the quality of the performance; the higher the effect number the better the performance, and, thus, the better the audience's reaction.

This skill may also be used as a complementary skill to Persuasion in the appropriate circumstances (at the GM's discretion).

Writing (Spec)

Characters with this skill are capable of composing creative written works (INT). They also understand the finer points of written expression and can appreciate compositions within their specialty more than the average person (PRE). It is an important skill for bards and anyone wishing to create original songs. The appropriate performance skill is required to actually perform the composition.

A specialty must be selected when this skill is bought.

Successful use of this skill means the character composes a quality work, or appraises the value or quality of such compositions by others. The effect number of the roll determines the quality of the composition; the higher the effect number the better the writing, and, thus, the better the audience or reader's reaction and impression.

This skill may be used as a complementary skill to the appropriate skill when the composition is performed. For example, Writing (Music) is complementary to the Instrument skill, Writing (Speeches) is complementary to Orate, and so on.

Specialties: Comedy, Journalist, Literature, Music, Playwright, Screenwriter, Speeches.

Covert Skill Group

Disguise

This is the skill of assuming another identity. It is usually accomplished by changing one's clothes, putting on a wig, applying makeup, and so on (REF). The GM should make the skill roll for the player in secret, noting the total of the roll and using it as the difficulty number for Awareness rolls for anyone who scrutinizes the disguise.

Forgery (Spec)

Characters with this skill are able to create remarkable forgeries of documents, seals, and the like (REF). The total of the character's Forgery roll is used as the target number for Awareness checks made by anyone scrutinizing the forgery to detect its true nature.

The original being copied must be available to the character for an accurate copy to be made. If the original is not available, the character uses INT with the skill (because he is working from memory) and suffers a -6 penalty to the skill roll.

Specialties: Crests & Seals, Documents, Handwriting.

Gambling

Characters with this skill know how to play common games of skill, such as cards, backgammon, and the like (INT). In addition, characters can use this skill to cheat at games of chance (REF), such as dice and roulette.

If used for games of skill, use a simple contested Gambling roll for each player; the person with the best roll wins the game. If used to cheat at a game of chance, the total of the character's Gambling roll is used as the difficulty number for Awareness checks made by the other players to spot the cheat (i.e., to catch him in the act). If not caught, the cheater automatically wins. If both players are cheating, use a simple contested Gambling roll for each player; the person with the best roll wins the game), and allow both players an Awareness roll to try to catch the other cheating.

Lockpicking

Characters with this skill are proficient with picking locks and bypassing other simple mechanical security measures (REF). This skill requires a set of lockpicking tools to be effective; -3 if only improvised tools are available.

Shadowing

The skill of following others without being seen (INT). Characters with this skill are able to keep a target within site while walking or driving behind him, while remaining inconspicuous and remaining unnoticed. The GM should require characters using this skill to make periodic skill checks, with the frequency and difficulty based on the environment and the shadowing character's chances of "blending in."

If the skill roll fails, then the subject gets a Tricky Awareness roll to notice the character. If the character being followed is actively watching for anyone following him, have both characters make a contested Shadowing versus Awareness roll. The character with the higher effect number wins the contest.

Sleight of Hand

Characters with this skill can lift items from others, misdirect viewers' eyes, and conceal items or cut purses, and the like (REF). When a character uses Sleight of Hand against another, use a simple contested skill roll of the character's Sleight of Hand versus the subject's Awareness. If the subject's Awareness roll beats the Sleight of Hand roll, the other person has caught him in the act, knows which shell the ball is under, or otherwise wins the contest.

Stealth

This skill is used to hide oneself in shadows and move silently. The total of the Stealth roll is used as the difficulty number for Awareness checks made by anyone who may spot the character (whether actively searching or otherwise, as the situation dictates).

This skill can also be used to hide items up to and including large animals, such as horses. The GM makes a single roll. The effect number of the roll is used as the difficulty number for Awareness checks made by anyone searching for it.

Stealth is a Universal Skill; all characters receive it at level 2 at no cost.

Education Skills Group

Education skills are those skills gained primarily from formal study, whether at a university, monastery or other institute. Most Education skills are associated with the Mind attribute group. The Education skill group includes the following skills.

Geography (Spec)

This skill covers knowledge of natural features of the earth, landmarks, climate, political, as well as cursory knowledge of the borders and inhabitants of the nations of the world. Characters with this skill can identify internationally known landmarks, the location of major bodies of water, the average climate and rainfall of a given country, and so on.

Specialties: Specific region or continent.

History (Spec)

Characters with this skill know a great deal about history and can recall general or specific details with a successful skill check (INT). The more obscure the detail or more distant the subject from the character's locality, the higher the required difficulty of the roll is.

Specialties: Locality, National, Organizational, World.

Knowledge (Type)

Characters with this skill are knowledgeable about some specific subject. The player chooses the subject when the skill is purchased. The subject can be trivial or important in its scope. Most Knowledge skills are attached to the Mind group.

If knowledge skills involve the practical application of a skill, the character is also able to perform the task associated with it. A character may hold a job requiring the skill if the skill score is 3 or higher. Skill rolls for such skills may be associated with the BODY group or both the Body and Mind groups.

The GM is encouraged to develop different Knowledge skills, and to separate them as new, unique skills for his game or setting. Depending on the specific topic covered, a Knowledge skill may be considered

as being a Type, a Specialty, or neither, at the GM's discretion. Knowledge skills can be renamed and even moved to a more appropriate Skill Group (or a newly created Skill Group), based on the GM's discretion and the setting or genre of the game. Knowledge skills should not be created that duplicate other existing skills, however.

Suggested Types: Civil Science, Cuisine, Family History, Humanities, Military Traditions, Mythology, Navy Ships, Wines, or any other general or specific topic that the GM approves.

Language (Type)

Characters with this skill understand and can speak a foreign language. If the character is literate, he can also read and write the language (does not apply to languages for which there is no writing system, such as traditional Navaho).

This skill much be purchased separately for each language "branch" that the character understands. Specialties are specific languages within the branch. In order for a character to have an understanding of all languages within a given language "family," the character must purchase a minimum of one level in each branch within that family.

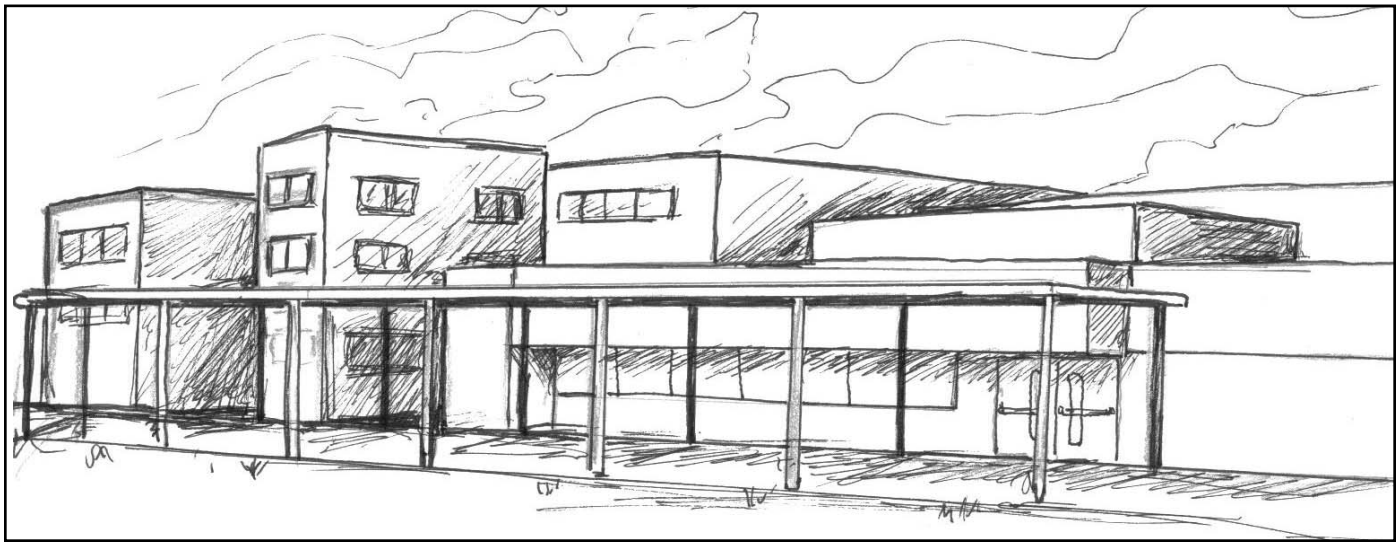
All characters start with a score of 3 in their native language (unless they have a trait which limits their starting score) and a score of 1 in the parent branch. The character's native language should be noted on the character sheet.

In addition to being used in skill rolls, the skill score represents the character's fluency with languages within the chosen group, as shown on the table below.

Level	Fluency
1	Rudimentary; simple words and phrases only. Thick, noticeable accent (obviously not a local).
2	Basic; simple conversations. Moderate accent (requires Average Awareness roll to detect).
3	Conversational fluency. Minor accent or regional dialect (requires Challenging Awareness roll to detect).
4	Fluent; complex dialogue and expressions. No accent.
6	Expert; speaks perfectly, better than most natives.
8	Master; command of the language rivals the most learned scholar (a rarity!).

Available language groups and the Specialties (individual languages) available are shown on the following page.

Languages and language branches in italics (such as Luwian and Anatolian) are archaic or "dead" languages. Those indicated by an asterisk are languages with no written component.



Language Families/Branches

Afro-Asiatic Family

Berber*	Shluh, Tamazight, Riffian, Kabyle, Shawia, Tuareg, Guanch
Chadic	Hausa
Cushitic	Somali, Galla, Sidamo, Beja, Afar, Saho
Egyptian	Coptic, Egyptian, Hieroglyphics
Semitic	Arabic, Maltese, Hebrew, Amharic, Tigrinya, Tigre, Aramaic, Gurage, Harari, Geez, Syriac, Akkadian, Phoenician, Punic, Ugaritic, Nabatean

Altaic Family

Japonic	Japanese, Ryukyuan
Korean	Korean
Mongolian	Buryat, Kalmyk, Mongolian
Tungusic	Evenki, Lamut, Manchu, Nanai, Sibo
Turkic	Azeri, Balkar, Bashkir, Chuvash, Kazakh, Kirghiz, Nogai, Salar, Shor, Tatar, Turkish, Turkmen, Uigur, Uzbek

Athapascan Family

Apache, Navajo*

Austro-Asiatic Family

Mon-Khmer	Khmer, Mon, Palaung, Wa, Bahnar, Sedang, Khasi, Nicobarese, So, Nancowry, Sengoi, Temiar
Munda	Santali, Mundari, Ho, Savara, Korku
Viet-Muong	Vietnamese, Muong

Dravidian Family

Central	Brahui, Gondi, Kurukh, Kui, (Elamite)
Southern	Telugu, Tamil, Kannada, Malayalam, Tulu

Eskimo-Aleut Family

Aleut, Intuit

*Gestures Family**

Gestures	Deaf Sign Language (by country), Hand & Arm Signals* (military)

Indo-European Family

Anatolian	Hittite, Lycian, Lydian, Luwian, Palaic
Armenian	Armenian, Lomavren
Baltic	Latvian, Lithuanian, Prussian
Celtic	Breton, Cornish, Cumbrian, Galatian, Gaulish, Irish Gaelic, Manx, Scottish Gaelic, Pictish, Welsh
Germanic	Afrikaans, Anglo Saxon, Dutch, English, Flemish, Frankish, Frisian, German, Gothic, Lombardo, Old English, Old Norse, Norwegian, Scots, Swedish, Vandal, Visigoth, Yiddish
Hellenic	Byzantine Greek, Classical Greek (Attic), Modern Greek (Deotic, Katharevoussa), Koine, Mycenaean
Illyric	Albanian
Indic	Ardhamagadhi, Assamese, Bengali, Gujerati, Hindi, Kashmiri, Konkani, Maldivian, Marathi, Nepali, Oriya, Pali, Punjabi, Romany (gypsy language) , Sanskrit, Sindhi, Singhalese, Urdu
International	Esperanto, Ido (improved Esperanto), Intal, Interglossa, Interlingua, Novial, Romanova, Unish, Volapük
Iranian	Avestan, Baluchi, Farsi, Kurdish, Ossetian, Pashto, Persian, Tadzhik
Romance (Latin)	Corsican, Dalmation, French, Italian, Italo-Dalmation, Latin, Oscan, Portuguese, Romanian, Sabine, Sardinian, Spanish, Umbrian
Slavic	Bosnian, Bulgarian, Byelorussian, Czech, Kashubian, Kashubian, Knaanic, Macedonian, Old Church Slavic, Polabian, Polish, Romano-Serbian, Russian, Serbo-Croatian, Slovak, Slovene, Serbian, Ukrainian

Malayo-Polynesian Family

Formosan	Amis, Atayal, Paiwan, Tsou
Melanesian	Fijian, Motu, Yabim
Micronesian	Chamorro, Gilbertese, Marshallese, Nauruan, Palau, Ponapean, Trukese, Yapese
Polynesian Branch	Hawaiian, Maori, Marquesan, Niuean, Rapa Nui, Rarotongan, Samoan, Tahitian, Tongan, Tuamotu, Uvea
Western Malayo	Achinese, Balinese, Batak, Bikol, Buginese, Cham, Igorot, Ilocano, Jarai, Javanese, Madurese, Malagasy, Malay / Indonesian, Maranao, Pampangan, Pangasinan, Rhade Sundanese, Tagalog, Visayan

Niger-Congo Family

Adamawan	Mbum
Bantu	Ambo, Bemba, Bubi, Bulu, Chagga, Chiga, Chokwe, Duala, Fang, Ganda, Gisu, Hehe, Herero, Kamba, Kikuyu, Kongo, Lingala, Lozi, Luba, Lunda, Lwena, Makonde, Makua, Matebele, Mbundu, Mongo, Nkole, Nyamwezi, Nyanja, Nyoro, Pedi, Rwanda, Rundi, Shona, Sotho, Sukuma, Swahili, Swazi, Thonga, Tonga, Toro, Tswana, Tumbuka, Venda, Xhosa, Yao, Yaundé, Zulu
Eastern	Banda, Gbaya, Sango, Zande
Efik	Efik, Ibibio, Tiv
Ijo	Ijo
Kwa	Adangme, Agni, Baule, Bassa, Ibo, Edo, Ewe, Fanti, Fon, Ga, Grebo, Idoma, Kru, Nupe, Twi, Urhobo, Yoruba
Mande	Bambara, Dyula, Kpelle, Loma, Malinke, Mende, Soninke, Susu, Vai
Voltaic	Bariba, Dagomba, Gurma, Kabre, Mossi, Senufo
West Atlantic	Balante, Dyola, Fulani, Gola, Kissi, Serer, Temne, Wolof

Sino-Tibetan Family

Sinitic	Cantonese, Dungan, Fukienese, Gan, Hakka, Huizhou, Jinyu, Mandarin, Min, Min Bei, Min Dong, Min Nan, Min Zhong, Pu-Xian, Wu, Xiang, Yue
Southern Branch	Miao, She, Yao
Tai	Be, Chuang, Kam-Sui, Lao, Li, Nung, Puyi, Shan, Thai, Tung, Zhuang
Tibeto-Burman	Bodo, Burmese, Chin, Garo, Jonkha, Kachin, Karen, Lahu, Lepcha, Lisu, Lushei, Manipuri, Meithei, Mizo, Moso, Murmi, Newari, Tibetan, Yi

Religion (Type)

Characters with this skill are knowledgeable in the history, traditions, tenets and ceremony of major religions (INT). When this skill is purchased, the character must specify one primary religion to which the skill score applies.

Sir Thomas has the skill Religion (Christianity) +5. He has a skill of +5 with his specialty (Christianity) but no practical knowledge of other major religions.

Religion may be used as a complementary skill to other applicable skill rolls (GM's discretion). For example, the GM should allow Religion to be used as complementary to a Philosophy roll if the character is involved in a religious debate.

Types: Christianity, Islam, Judaism, Paganism, Wicca or any other religion allowed by the GM.

Research (Spec)

The skill of researching a topic (a person, place or thing, such as a rare artifact, an event or a ship) to discover clues, evidence or general or detailed facts about it. Sometimes research is simply a matter of locating where something is supposed to be, such as when looking for a known book in the library (INT). In other instances, one must perform tedious research to find "the answer," such as when looking for an obscure passage in a huge tome with no index (WIL).

Research can be accomplished on the Internet, in a library, a laboratory, in a newspaper morgue, a corporate Human Resources office, floating city computer network, or wherever the GM thinks is reasonable and appropriate for the character to conduct the research. Remember, too, that sometimes getting into the place can be a task in and of itself!

The higher the effect number, the more information is gleaned about the topic.

Specialties: Internet, Library, Medical, Publications, Records, Scientific.

Enterprise Skill Group

Accounting

The skill of keeping track of the money in any venture. This includes, but is not limited to, receipts, supply expense, rent, and all other areas of a profit and loss statement.

Appraisal

Characters with this skill can appraise the approximate value of items, including items for which the character does not possess a relative skill. Appraising an item requires a Challenging Appraisal skill roll (TN 18).

The skill roll may be modified depending on the following conditions. All modifiers are cumulative.

-3	Character has no training in or knowledge of the item
-3	Item is a rare or obscure specimen
-3	Unable to inspect or examine the item closely

Characters may use appropriate skills as complementary to Appraisal (GM's discretion). For instance, a character appraising a sword could use Smith (Weaponsmith) as a complementary skill to the Appraisal skill roll.

Bureaucracy

The skill of dealing with bureaucracies and "cutting through red tape." Characters with this skill know what to expect from bureaucracies, how long things will take to get done and why (INT). In addition (and more beneficially), they also know how to get things done more quickly than normal, how to get in to see the "right people," and so on (PRE). Conversely, characters with this skill also know how to and how to slow projects down and impede requests to see people (WIL).

Business

The knowledge and skill of running a business, from a lemonade stand to a multinational corporation. Business focuses on the day-to-day running of the business, including inventory, customer service, public relations and sales, but also covers broader topics, such as supply and demand, marketing, taxes, and business laws (INT). Business can also be used for skill rolls

involving customer service and public relations (PRE).

Specialties: Marketing, Operations, Personnel, Public Relations.

Economics (Spec)

The study and knowledge of the production, distribution and consumption of goods. Characters with this skill understand the basics, such as the law of supply and demand, as well as advanced economic theory. This skill is more the science of economics than the knowledge of running a business. Characters with the Economics skill can act as advisors, researchers, and the like, though they may have no practical experience running a company (that would require the Business skill, above).

Specialties: Business, National, World.

Professional (Type)

This skill represents a skill (or set of skills) for a specific profession not otherwise represented in the skill list. Characters with the Professional skill are able to do the job and operate any equipment normally associated with the profession. As with all skills, the higher the skill score the better the character is at his job.

Some professions may require special tools or equipment to perform adequately. The GM should determine if a given profession requires tools or not.

Professional (Type) is a Universal Skill; all characters receive it at level 2 at no cost. A Type must be selected for the skill.

Types: Specific career (attorney, farmer, fire-fighter, fisherman, page, police officer, rancher, soldier, student, weaver, etc.)

Trading

Characters with this skill are adept at negotiating a mutually agreeable price for a service or goods. Trading is an important skill for merchants, traders, service providers, and business owners of all kinds.

Either the buyer or seller can initiate a negotiation. When negotiating a price, the buyer and the seller make contested Trading rolls (use just WIL + 3d6 if a character does not possess the Trading skill). The winner gains a 5% advantage to the base (list) price for each point of difference between the winner's and loser's effect number. This represents the "best, final offer." It is up to the loser to decide if this "final offer" is acceptable. If so, the agreement is made and the sale made. If not, then the transaction is called off.

This resolution system is intentionally abstract. The base price is the standard list price for an item (as determined by the GM or published price list). The initial price from each person isn't actually stated, and the "final price" resulting from the negotiations represents the best offer that the loser can get from the winner.

Focus Skill Group

Area Knowledge (Type)

Characters with this skill are familiar with the geography and popular culture of a certain area, be it a single street, a neighborhood, a shire, a city, a terrain type (mountains, caverns) or an entire planet or star system. With a successful skill roll, characters with an Area Knowledge know the lay of the area, and can locate major and minor landmarks, major businesses or organizations, utilities, transportation centers (e.g., bus stations, ship ports and airports), and even knows notable people in the area, such as local celebrities and other popular folk.

The TN is determined by the level of detail sought by the character. On a successful roll, divide the effect number of the roll by three, dropping any fractions. This is the number of additional pieces of information the GM should provide to the player.

Conversely, if a character is trying to recall as much detail as possible but has no specific information he is seeking, simply have the player attempt the skill roll and compare the total of the roll to the table below to determine how much detail the character is able to recall about the area.

Area Knowledge can be used as a complementary skill to any appropriate skill rolls. A character with Area Knowledge of a city could use it as complementary to Driving skill rolls during a car chase through the city, a character with an Area Knowledge of a ter-

rain type could use it as complementary to a Survival skill roll, and so on. Area Knowledge (home) is a universal skill; all characters receive it at level 2 at no cost.

Difficulty	Level of Detail
-	Very minor detail
Average (TN 12)	Minor detail (e.g., location of the nearest convenience store)
Tricky (TN 15)	Moderate detail (e.g., names of prominent citizens/local celebrities)
Challenging (TN 18)	Good detail (e.g., names of local leaders)
Difficult (TN 21)	Much detail
Demanding (TN 24)	Great detail
Extreme (TN 27)	Incredible detail
Legendary (TN 30)	Down to the last detail

Size of Area	Modifier
Apartment complex, street	+6
Neighborhood, village, town (Grantville)	+3
Large city (Berlin)	+0
State, small country	-3
Large country, continent	-6
Planet	-9

Types: Specific locale or terrain.

Awareness (Spec)

This represents the character's ability to spot, smell, hear, or taste things that may otherwise escape attention (INT). The GM should call for an Awareness check any time a character may encounter a potential clue, may spot a shadowy figure in an alley, or any other appropriate situation. A success means the character has perceived the person or thing (a slight breeze, a shadowy figure, a minor detail, or what have you). An effect number of 6 or higher means the character has perceived the item in detail; the GM should provide additional information about the person or thing in question that will assist the character.

Awareness is a Universal Skill; all characters receive it at level 2 at no cost.

Specialties: Hearing, Sight, Smell/Taste, Touch.

Concentration

This is the character's ability to focus his concentration on some task (WIL), as well as his general memory (INT). Concentration rolls can be assigned by the GM when a character is picking a lock in the middle of a huge brawl, laying still on a battlefield while cannonballs explode around him, keeping an eye on someone from hiding during a distraction, recalling the name of the man who gave you a coin two months ago, and so on. Success means that the character is able to concentrate on the task at hand, despite any distractions for that turn, including skill roll penalties due to wounds (see Wounds and Effects of Damage).

Concentration is a Universal Skill; all characters receive it at level 2 at no cost.

Intuition

This is the character's ability to know or understand something without conscious reasoning. Intuition can tell a character when someone is being dishonest or deceptive, whether a door is safe to open or not, or whether to go out on a date with someone he has just met. In short, Intuition can help a character decide what choice to make when logic or perception fails him.

A successful roll should result in the player gleaning some vague direction from the GM about the person or thing in question. Responses such as "Something doesn't feel right" are appropriate but responses such as "You think the car will explode if you turn the ignition" are not. Intuition should not be used as a replacement for the Danger Sense advantage.

The GM should prompt the player to make an Intuition roll any time he must make a choice that could have detrimental consequences. In addition, when the situation warrants it, the player may ask the GM "What does my character's intuition tell him?" The GM has the final discretion whether or not to allow the Intuition roll.

Lip Reading

The ability to discern what someone is saying by watching his mouth move, without hearing what he is saying (INT). A successful Lip Reading roll means the character using this skill understands most of what has been said, though not necessarily the context nor any emotion (or sarcasm). The character will have to determine the context of the message based on the circumstances (who is speaking to whom, what is being discussed, and so on). An effect number of 3 or higher than required, the character understands everything said.

Heavy Weapons Skill Group

Artillery (Spec)

Characters with this skill are adept at the use (REF) and maintenance (INT) of land-based, crew-served, artillery weapons, such as Howitzers, MLRS systems, and the like. This skill covers both towed and self-propelled artillery. This skill also contains the knowledge of how to use black powder cannons, including both horse-drawn and stationary artillery, such as coastal batteries and tower cannons found in some forts. Most common cannons are the 6- and 12-pounder field guns, 12- and 24-pounder iron siege guns, and the 32-pounder seacoast gun.

Reloading a canon takes 12 turns and requires a crew of 2 or 3 people. Reloading a cannon alone takes twice as long. With a successful Challenging Artillery skill roll (TN 18), the time required is halved in either case.

Down-timers cannot learn AAA or other modern artillery specialties to start.

Specialties: AAA, Black Powder Cannon, Siege Cannon, Cannon

Machine Guns (Spec)

Characters with this skill are adept at the use (REF) and maintenance (INT) of machine-guns and other automatic weapons (REF). The character selects a specialty for which the full skill level applies; all other types use the skill at one half level (rounding up). Heavy machine-guns include the Browning .30 cal., M2 .50 cal., and the Mk-19 grenade launcher. Light machine-guns include squad support weapons such as the M60, and M249 Squad Automatic Weapon (SAW). This skill is not initially available to down-timer characters.

Specialties: Heavy, Medium, Light.

Missile Launchers (Spec)

Characters with this skill are adept at the use (REF) and maintenance (INT) of large guided missiles and missile launching systems (INT). The character selects a specialty for which the full skill level applies; all other types use the skill at one half level (rounding up). This skill is not initially available to down-timer characters.

(Note: Although some modern anti-tank weapons are guided by radio or wire controls, these are governed by the Portable Launchers skill.)

Specialties: Anti-aircraft, Cruise Missiles, ICBMs.

Portable Launchers (Spec)

Characters with this skill are adept at the use (REF) and maintenance (INT) of portable grenade, anti-tank weapons (such as the TOW, Dragon, and M-72 LAW), grenade launchers (such as the M-79, M-203), and mortars (REF). This skill is not initially available to down-timer characters.

Types: Grenade launchers, Anti-tank Weapons, Mortars.

Vehicle Weapons (Type)

Characters with this skill are adept at the use (REF) and maintenance (INT) of modern, heavy, vehicle-mounted weapons. Characters using very simple weapons that have no guidance or "aiming" systems other than the aircraft itself, such as machine guns on a WWI bi-plane, can use the Piloting skill instead. This skill is not initially available to down-timer characters.

Specialties: Bombs, Cannon, Missiles, Rockets.

Investigation Skills Group

Cryptography

The skill of ciphering and deciphering data, including text, digital image files, and others (INT). The technology level of the setting will determine the kinds of equipment available to the character, if any, and the complexity of the ciphers and codes the character is likely to deal with.

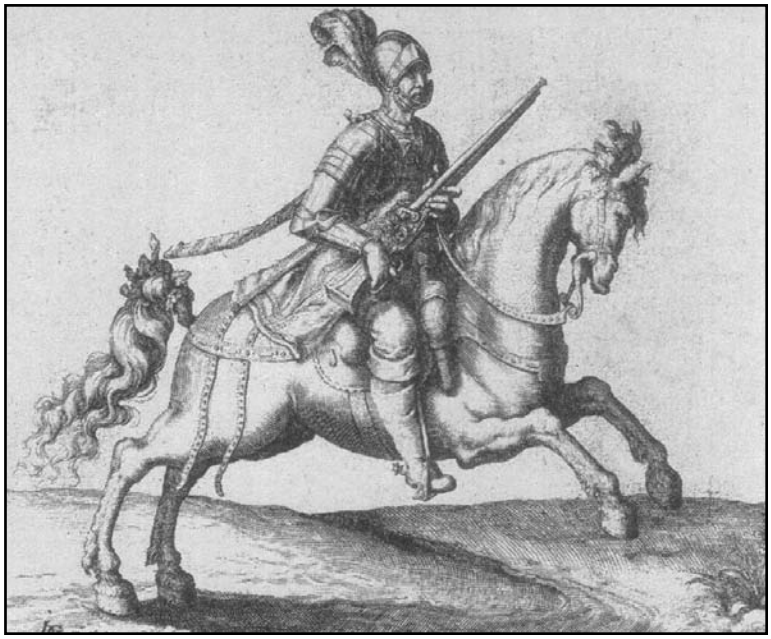
A number of skills can be used as a complementary to Cryptography, depending on the circumstances and the GM's discretion. Characters deciphering a code that uses or involves a foreign language should be able to use their language skill as complementary, for instance. Likewise, Computer Programming could be used as complementary to Cryptography, for designing and running decryption software.

Deduction

Characters with this skill are able to take a few known facts and leap to a usually (at least partially) correct conclusion (INT). Successful use of this skill can reveal the names of likely conspirators, anticipate an ambush, or determine the likely motivation behind any unexpected action.

The player may ask to make use of this skill at any time. If granted, the GM should reward a successful Deduction check with some bit of information about the current adventure that the character does not currently have. Success means the character has gained one answer or several potential "right answers." Failure means the character has gained no insight or possibly bad "insight," suspecting an innocent, or some other misleading information that could result in an embarrassing (or deadly) confrontation if acted upon.

The GM should make the skill roll for the player in secret, telling the player only that which his character would "know," based on the outcome of the roll.



Forensics

The skill of handling (REF) and analyzing (INT) evidence. Evidence can include fingerprints, hair, fibers from clothing and carpet, and imprints (such as shoe and boot prints, tire tracks, and the like). Characters with this skill are able to identify the nature and origin of samples they analyze.

The higher the effect number of the skill roll the more information is gleaned from the analysis. Consult the table below for suggested results of successful Forensics skill rolls:

EN	Results
0-2	Trivial details about the item (size and style of footwear, content of a fiber, caliber of a bullet, etc.)
3-5	Minor details about the item (manufacturer of an item, the source of a fiber-vehicle carpet, wool jacket, etc.; make of weapon)
6-8	Important details about the item (manufactured at a factory in Korea, custom made, made exclusively for Ford, specific model number of a firearm, etc.)
9-11	Crucial details about the item (date of manufacture, lot number, city where item was originally purchased, and so on)
12+	Every detail about the item (serial number, exact store where item was originally purchased, VIN number, all known owners of the item)

Intel Analysis

Characters with this skill are able to analyze intelligence and determine the significance (if any) of details gleaned from it (INT).

An agent could use Intel Analysis to examine a satellite photograph of an airfield to determine if any aircraft were loaded with nuclear warheads or had been recently moved. A soldier could examine a reconnaissance report from a scout to determine the quality of troops at an enemy base.

The quality and quantity of the data that the character has to work with determines the difficulty of the task.

A high-resolution satellite photo of a military base would provide a relatively low difficulty to determine what sort of base it was, whereas a smudged, rough sketch drawn by a child overlooking the base from a nearby hill would provide a very high difficulty for the skill roll.

Interrogation

The skill of obtaining information from an unwilling subject. The interrogator may attempt to use subtlety, confusion, or mental trickery (INT), sympathy or intimidation techniques (PRE), or simply try to "wear down" the subject through repetition and extended duration (WIL). Physically beating a confession out of a subject is also possible (STR), though not legal in most civilized nations.

When interrogating a subject, a contested roll is made against the subject's WIL attribute roll. If the interrogator's effect number is greater than the subject's, then the subject has been broken and reveals the desired information.

Surveillance (Spec)

The skill of watching and gathering information about a target (INT). Characters with this skill know how to set up an observation point, observe a subject and record information concerning the subject's movements and actions, without being themselves observed (it is similar to the Shadowing skill, but does not involve moving and following the subject).

Police detectives, private investigators, covert intelligence operatives, snipers, and soldiers assigned to reconnaissance missions or observation posts, most often possess this skill.

Can be used as complementary to Awareness skill rolls in appropriate circumstances (GM's discretion).

Specialties: Bugging, Reconnaissance, Stakeouts, Stalking.

Medical Skill Group

Dentistry

Dentistry is the skill of cleaning and maintaining teeth. Successful use of this skill allows the character to diagnose symptoms (INT), treat minor and major dental problems (INT), perform procedures such as filling cavities, root canals, and the like (REF), and common procedures relating to dentistry, such as teeth cleanings. Dentists cannot prescribe medications, however. This skill is not initially available to down-timer characters.

First Aid (Spec)

Characters with this skill know the basics of treating injuries, from scrapes and cuts to compound fractures (INT). The character knows how to reduce pain, stabilize broken limbs, and when not to move someone to avoid risk of paralysis, etc.

Note that this skill may reflect different knowledge, based on the particular setting and technology level of the game. A down-time will not know CPR, for instance, but he can still use herbal remedies to heal minor burns, leeches to remove "bad blood," and so on. GMs may wish to rename this skill to better fit the setting (e.g., Chirurgery).

Successful use of this skill restores 1 Life point to the victim and stabilizes him, so that no further Life points are lost due to bleeding or other continued damage (see Stabilizing).

First Aid (Herbalism) is a Universal Skill for selected Down-timers only; they receive it at level 2 at no cost.

Specialties: Primitive, Modern, Herbalism.

Physician (Spec)

Characters with this skill are proficient in the arts of healing the body. Successful use of this skill allows the character to diagnose symptoms (INT), treat minor and major wounds (INT), perform minor, outpatient surgeries (REF) and common procedures relating to his specialty, as well as identify and prescribe drugs and remedies available in the campaign (INT).

To perform complex and major surgeries the character should buy the Surgery skill.

This skill is common among physicians, EMTs, combat medics, and corpsmen.

Specialties: General, Neurology, Oncology, Pediatrics, Podiatry, Psychiatry, or any other specialty approved by the GM.

Pharmacology

Pharmacology is the science of drugs, especially as they relate to medicinal use. Characters with this skill are able to identify drugs and their medicinal effects, reactions, and properties (INT).

Surgery (Spec)

Characters with this skill are able to perform surgical procedures. It includes knowledge of barbery and chirurgery in low-tech settings (INT). Successful use of this skill allows the character to perform minor to complex surgeries.

This skill is common among surgeons and paramedics.

Specialties: Cosmetic, Emergency, Neuro/Brain, Oral, or any other specialty approved by the GM.

Melee Weapon Skill Group

Axes (Spec)

Characters with this skill are adept at the use and care of hand axes (includes tomahawks, hatchets, and other one-handed axes) and battle axes (includes two-handed axes or "great axes") (REF). This skill is used when making attacks with such weapons (REF). (See Combat for rules on making attacks, damage, and so on).

Specialties: Battle Axes, Great Axes, Hand Axes.

Bayonets

Characters with this skill are adept at the use and care of rifle-mounted blades (REF). This skill is used when making attacks with such weapons. (See Combat for rules on making attacks, damage, and so on).

Flexible Weapons (Spec)

Characters with this skill are adept at the use of chains, ropes (including lassos), and whips (including cat-o-nine-tails) as weapons. This skill is used when making attacks with such weapons, with or without a weapon attached to the end (REF). (See Combat for rules on making attacks, damage, and so on).

Specialties: Chains, Flails, Ropes, Whips.

Knives

Characters with this skill are adept at the use and care of knives, dirks, and other small blades (REF). This skill is used when making attacks with such weapons. (See Combat for rules on making attacks, damage, and so on).

Maces/Clubs (Spec)

Characters with this skill are adept at the use and care of maces and war hammers. This skill is used when making attacks with such weapons (REF). (See Combat for rules on making attacks, damage, and so on).

Maces/Clubs is a Universal Skill; all characters receive it at level 2 at no cost.

Specialties: Clubs/Bats, Maces, Mauls, War hammers.

Polearms (Spec)

Characters with this skill are adept at the use and care of polearms, including spears, lances, halberds, and glaives (REF). This skill is used when making attacks with such weapons. (See Combat for rules on making attacks, damage, and so on).

Specialties: Halberds, Pikes, Lance/Great Spear.

Specialties: Glaives/Halberds, Spears, Lances, Pikes, Staves.

Swords (Spec)

Characters with this skill are adept at the use and care of swords, including cutlasses, sabers, epee, foils, and other medium-length bladed weapons (REF). This skill is used when making attacks with such weapons. (See Combat for rules on making attacks, damage, and so on).

Specialties: Foils/Epee, Long swords, Machetes, Rapiers, Sabers, Short swords, Two-handed Swords

Military Science Skill Group

Combat Engineering (Spec)

Characters with this skill know how to construct buildings, make fortified defenses, dig foxholes, lay (and remove) anti-personnel and anti-vehicle mines, create roads and airstrips, breach barriers, construct bridges, etc., in a military environment or operation.

Specialties: Bridges, Defenses, Mines, Roads.

Demolitions (Spec)

The skill of assembling explosive devices, placing them for best effect, and also disassembling and defusing them (INT). Characters with this skill can also identify types of explosive compounds, triggers and other related devices on inspection.

With a successful Demolitions skill roll, characters may increase the effectiveness of an explosive. For every 2 levels with the skill, the character may opt not to roll 1d6 of damage, instead making that die an automatic 6 for purposes of calculating damage. Alternatively, a character may instead convert each such die to an "automatic 1," reducing the overall effectiveness of the explosive, if he is able to tamper with or move the device without triggering it. Downtimers are limited to the primitive specialization.

Specialties: Bombs, C4, Mines, Primitive, Warheads.

Drill/March

Drill: Military "Drill" is an exercise in concentration and discipline. Used exhaustively at field training, knowing how to stand at attention and learning how to march are skills that every cadet will need to practice and master.

March: Marching is the act of getting a group of people from one place to another in the most efficient and orderly way possible. The nuances of marching a flight can be quite complicated (and are covered in the D&C manual), but the basics are easy to learn. Marching in a flight is much like walking, albeit very structured. When marching, one should be standing up straight with eyes caged, putting on a very professional appearance. Cup your hands and rotate your arms at your shoulders (not your elbows!) while stepping forward with the heels of your feet. Try to stay "in step" with the rest of your flight mates, and make sure you are paying attention to your commander's instructions.

Gunsmith (Type)

Characters with this skill are able properly maintain and effect repairs to firearms. In addition, the character can make minor modifications to the weapon, such as installing a custom mount or modifying the capacity of an ammunition magazine. The player must select a specialty when this skill is purchased. Knowledge of energy weapons allows the character to affect repairs to various energy weapons, including blasters, lasers, energy swords, and other high-tech or sci-fi weapons (Electronics may be used as complementary to this skill). Heavy weapons include all of the weapons in the Heavy Weapons skill group. Small arms include all of the weapons in the Small Arms skill group.

Types: Heavy Weapons, Small Arms.

Strategy (Spec)

Characters with this skill are skilled at managing multiple units in large, battle-sized engagements (usually of more than 100 soldiers per side). They can assess a battle, locate advantageous routes of advance (or retreat), determine the best place to establish a defense, and so on (INT). Successful use of this skill by the leader of an army gives his side an Initiative bonus of +1 for every two points of Effect Number. The bonus lasts for the duration of the battle (PRE). GMs

Firearm type	Reload time
Loose Black Powder	
Muzzle loaded Rifle, smoothbore, shotgun (per barrel)	10 turns (1 minute)
Muzzle loaded Pistol (per barrel)	10 turns (1 minute)
Revolver (cap and ball)	38 turns (114 seconds)
Cartridge	
Derringer, 2-shot	6 turns (18 seconds)
Revolver (paper cartridge)	26 turns (78 seconds)
Revolver (metal cartridge)	3 turns (9 seconds)
Rifle/ shotgun, tube magazine	1 turn (3 seconds) per cartridge loaded
Rifle/ shotgun, single barrel	3 turns (9 seconds)
Shotgun, double barrel	5 turns (15 seconds)
Magazine (Enblock reload)	
Revolver (replace cylinder)	3 turns (9 seconds)
Revolver (Speed Loader)	1 turn (3 seconds)
Pistol (Clip)	3 turns (9 seconds) (e.g., Mauser C-96)
Pistol (Magazine)	1 turn (3 seconds)
Rifle/ Shotgun (Clip)	3 turns (9 seconds) (e.g., SMLE, Mauser 98)
Rifle/ Shotgun (Magazine)	1 turn (3 seconds)
Sub Machine Guns	1 turn (3 seconds)

Notes on above:

Most lever action rifles have tube magazines. Also auto and pump shotguns... These can usually be reloaded with little effort. .22LR and .22 WMR however. You have to fiddle with the tube magazine rod. Pull it back to open the loading hole, then add ammo... Usually .22s are reloaded fully in one go. Meanwhile center fire weapons (rifles and

shotguns) are reloaded via the breech mechanism and can be kept in action .... You can easily reload one round, fire, reload one round... .22 tube magazines should have a delay before going back into action of say, 1 turn. While the spring rod is put back... So its.. Load, load .... Load. Miss a turn, fire. For more information on reloading quickly and under pressure, see the Reload action.

may also wish to use this skill as a contested skill roll between commanders.

Specialties: Land Battles, Logistics, Sea Battles, Sieges.

Tactics (Spec)

Characters with this skill are skilled tacticians and are able to lead small units with 100 soldiers or fewer. The character can assess an engagement, locate advantageous positions, determine the best place to establish a defense or execute an ambush, and so on (INT). Successful use of this skill by the leader of a group of combatants also affords an Initiative bonus to that side for the duration of the battle (PRE). GMs may also wish to use this skill as an opposed test between commanders.

Specialties: Ambushes, Cavalry, Close Quarter Battle (CQB), Defensive Positions, Infantry, Patrolling, Skirmishes.

Nature/Outdoor Skill Group

Animal Handling (Spec)

Characters with this skill are proficient at working with animals, including care, feeding and grooming (INT), as well as training (WIL) and controlling them (PRE).

Specialties: Birds, Camels, Dogs, Horses, Reptiles, et al.

Fish and Game (Spec)

Characters with this skill are able to track and catch game and fowl, fish, and set traps. Depending on the prey, Fish and Game may involve cunning and wits to locate and trap one's prey (INT) or simple patience to wait for a bite (WIL).

Specialties: Hunting, Fishing, Trapping.

Navigation (Spec)

Characters with this skill are able to determine their approximate position on a map, tell the time of day or night (by the sun or stars), and plot a course between two known points (INT). Navigation may be used as a complementary skill to Survival, Fish and Game, Sailing, Water Craft and other skills with GM's permission. This skill is common among professional trackers, rangers, scouts, soldiers and sailors.

Specialties: Land, Sea.

Riding (Spec)

Characters with this skill are able to ride domesticated beasts, manage tack and bridle, and perform simple care and grooming of their animals. A specialty must be selected when the skill is purchased. This skill may be purchased more than once, each time for a different specialty.

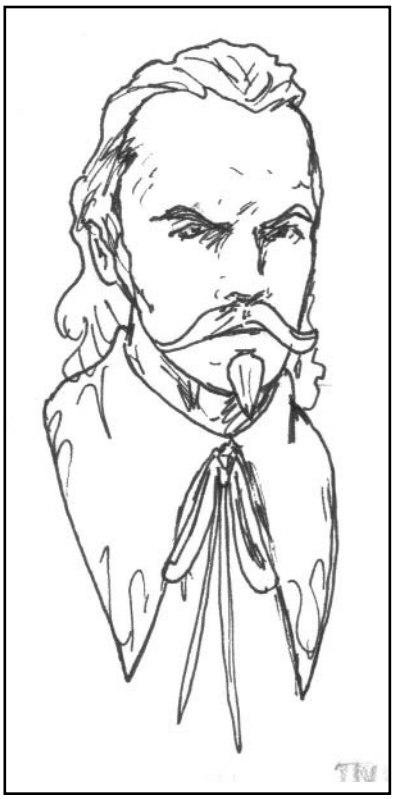
Specialties: Camels, Horses, or other beasts allowed by the GM (such as dragons, wolves, giant bugs, and so on).

Survival (Spec)

Characters with this skill are able to survive off the land (INT). They know which plants are edible, how to construct shelter, where to find fresh water, and the like. Even recreational campers may have some measure of this skill (e.g., a score of 1 or 2, or even higher for an avid camper).

A successful check means the character is able to survive in the wilds for a day, with food, water and shelter. A critical success extends this time to a week. A failed check means the character's efforts are insufficient for the day; he goes hungry and thirsty, is exposed to the elements, or what have you. A roll that fails by 6 points worse (i.e., an EN of -6 or lower) means the character has suffered some mishap. The mishap could be an accidental poisoning, an injury inflicting 1d6 damage, frostbite, or any other situation at the GM's discretion.

Specialties: Arctic, Desert, Temperate, Tropical, Water.



Teamster (Spec)

The skill of driving teams of domestic beasts, usually to pull a wagon. The character also knows how to manage harness and bridle, and so on. A specialty must be selected when the skill is purchased. This skill may be purchased more than once, each time for a different specialty.

Specialties: Camels, Horses, or other beasts allowed by the GM.

Tracking

Characters with this skill are able to track both man and beast (INT). Unlike Fish and Game, which allows one to locate fresh game and fowl, Tracking is used to follow prints made by man or beast, either fresh or old. Successful use of the skill means the character is able to identify the maker of the tracks and to follow them for one day or to a point at which the conditions have changed (e.g., tracks leading through a forest and to a river). If at this point the subject has not been found, then a new Tracking roll must be made to continue.

Performance Skills

Acting

Characters with this skill are adept at acting-more simply, feigning emotion and portraying roles that differ significantly from themselves (PRE). Actors also understand the finer points of dramatic expression and can appreciate theatrical performances from a more scholarly viewpoint than the average spectator (INT).

Successful use of this skill means the character performs in a manner that moves the audience, or appraises the quality of theatrical performances by others. The effect number of the roll determines the quality of the performance; the higher the effect number the better the performance, and, thus, the better the audience's reaction. This skill may also be used as a complementary skill to Persuasion or Orate in the appropriate circumstances (at the GM's discretion). This skill is an important one for stage and screen actors, undercover police officers, shinobi (ninja), and any character to whom misleading others is important.

Dancing (Spec)

This is the skill of dancing with grace and/or style (REF). Ballroom dancing is performed at large, formal balls, such as those thrown by royalty or the wealthy, and (in some cultures) is one of the skills expected of any cultured gentleman or lady. Dancing can also be part of important ceremonies, contests and other situations calling for stamina more than style or skill (HLT).

Successful use of this skill means the character is able to dance competently, following the steps and keeping time with the music. The character may be noticed as an accomplished and graceful dancer that evening, perhaps gaining the special attention of his partner, another suitor, or another person of note or repute.

Dancing may be used as a complementary skill for all appropriate Social skill checks, at the GM's discretion.

Specialties: Ballet, Ballroom, Break, Disco, Popular, Tap, Tribal, or any other reasonable kind of dance that the player and GM agree upon.

Instrument (Type)

Characters with this skill are adept at playing a musical instrument (REF). They also understand the finer points of musical expression (INT) and can appreciate instrumental performances more than the average person (PRE).

The specific instrument (or family of instruments, with the GM's permission) must be chosen when the skill is purchased.

Successful use of this skill means the character performs in a manner that moves or entertains the audience, or appraises the quality of instrumental performances by others. The effect number of the roll determines the quality of the performance; the higher the effect number the better the performance, and, thus, the better the audience's reaction.

This skill may also be used as a complementary skill to Persuasion in the appropriate circumstances (at the GM's discretion).

Types: Drums, Banjos, Flutes, Guitars, Harps, Horns, Keyboards, Violins, etc.

Juggling

Characters with this skill are adept at juggling and balancing objects (REF), including heavy and unbalanced objects (STR). They also understand the finer points of these physical forms of entertainment (INT) and can appreciate such performances more than the average person (PRE).

Successful use of this skill means the character performs in a manner that wows the audience, or appraises the quality of such performances by others. The quality of a performance is determined by the effect number of the roll; the higher the effect number the better the performance, and, thus, the better the audience's reaction.

Examples of people with this skill include: Chinese acrobats, street entertainers and James Ernest.

Mimicry

With this skill, characters can mimic voices and other sounds (PRE). Some common applications of this skill include impersonating another person's voice, making non-human sounds (such as bird songs, cars or machine-gun fire), and so on. Mimicry can be used either as a ruse or for entertainment.

Mimicry can be used as a complementary skill to Acting (for impersonating a specific person) and to other Social skills (at GM's discretion).

Singing

Characters with this skill are adept at singing (HLT). They also understand the finer points of artistic expression (INT) and can appreciate singing performances more than the average person (PRE).

Successful use of this skill means the character performs in a manner that moves or entertains the audience (HLT), or appraises the value of song writing or performances by others (INT). The effect number of the roll determines the quality of the performance; the higher the effect number the better the performance, and, thus, the better the audience's reaction.

This skill may also be used as a complementary skill to Persuasion in the appropriate circumstances (at the GM's discretion).

Ventriloquist

The skill of throwing one's voice. Characters with this skill can perform auditory illusions (HLT), making it sound as though their voice (or any sound they can make with their throat or mouth) is coming from some other location, such as another person, from behind someone, or even from an inanimate object. This skill can also be used as complementary to Mimicry.

Sciences Skill Group

Astronomy

The character has knowledge of the study of stars and planetary bodies (INT), and includes knowledge of astrometrics, black holes, and the like. The extent of the character's knowledge will depend on the era in which the game is set (e.g., an astronomer in 2000 would know a lot more about outer space, as a rule, than one in 1632). The skill score reflects the depth of knowledge possessed by the character relative to the whole body of knowledge available in the current era.

Biology (Spec)

The character has knowledge of biology (INT). The extent of the character's knowledge will depend on the era in which the game is set (e.g., a biologist in 2001 would know a lot more about biology, as a rule, than one in 1632). The skill score reflects the depth of knowledge possessed by the character relative to the whole body of knowledge available in the current era.

Specialties: Marine, Micro, or any other specialties approved by the GM.

Chemistry (Spec)

The character has knowledge of chemistry (INT). The extent of the character's knowledge will depend on the era in which the game is set (e.g., a chemist in 2001 would know a lot more about chemistry, as a rule, than one in 1632). The skill score reflects the depth of knowledge possessed by the character relative to the whole body of knowledge available in the current era.

Mathematics is usually a complimentary skill to Chemistry.

Specialties: Biochemistry, Inorganic, Organic, or any other specialties approved by the GM.

Mathematics

The character has knowledge of mathematics (INT), including calculus, geometry, statistics, trigonometry and so on. The character is able to calculate mathematical formulae without the aid of a calculator or computer, given enough time (and, typically, something to notations, such as a pen and paper or chalk and a chalkboard). The use of a calculator, abacus, or other calculating device will provide a +3 to +9 bonus to the skill roll.

Mathematics is usually a complimentary skill to Physics and Chemistry.

Physics (Spec)

The character has knowledge of physics and the laws of nature, including kinetic energy, the effects of gravity on mass, and so on (INT). The extent of the character's knowledge will depend on the era in which the game is set. The skill score reflects the depth of knowledge possessed by the character relative to the whole body of knowledge available in the current era.

Mathematics is usually a complimentary skill to Physics.

A specialty must be selected for this skill when it is bought. This skill may be bought more than once, each time for a different science.

Specialties: Astrophysics, General, Nuclear, Quantum, or any other specialty approved by the GM.

Simple Missile Weapon Skill Group

Boomerangs

Characters with this skill are adept at the use and care of boomerangs (REF). This skill is used when making attacks with such weapons (see Combat for rules on making attacks, damage, and so on). Some boomerangs are designed to return to the thrower if

they miss their intended target (takes 1d3 turns). Some boomerangs are heavy weapons with one "arm" longer than the other, which are designed to deliver a deadly blow. The latter, heavy varieties do not return in the same manner as their smaller, symmetrical cousins.

Bows (Spec)

Characters with this skill are adept at the use (REF) and maintenance (INT) of bows. This skill is used when making attacks with such weapons (see Combat for rules on making attacks, damage, and so on), or to string a bow in a hurry (STR).

Specialties: Longbows, Short bows, Composite bows.

Crossbows (Spec)

Characters with this skill are adept at the use (REF) and maintenance (INT) of crossbows. This skill is used when making attacks with such weapons (see Combat for rules on making attacks, damage, and so on), or to cock a crossbow in a hurry (STR).

Specialties: Hand crossbows, Heavy Crossbows, Light Crossbows, Spearguns.

Sling Weapons (Spec)

Characters with this skill are adept at the use (REF) and maintenance (INT) of sling weapons. This skill is used when making attacks with such weapons

(see Combat for rules on making attacks, damage, and so on), or to hurl missiles great distances (STR).

Specialties: Atlatl, Bolas, Simple Slings.

Slingshots

Characters with this skill are adept at the use (REF) and care (INT) of slingshots. This skill is used when making attacks with such weapons (see Combat for rules on making attacks, damage, and so on), or to fire small missiles great distances (STR).

Small Arms Skill Group

Characters with this skill are adept at the use (REF) and maintenance (INT) of modern handguns, regardless of the type of action of the weapon (i.e., revolver, semi-automatic). This skill is used when making attacks with such weapons. (See Combat for rules on making attacks, damage, and so on).

In addition to firing a weapon, this skill can be used to clear a jam or take care of a simple malfunction.

The normal rate (i.e., not under pressure) to fully reload a firearm is shown below.

Down-timers cannot initially start with any specialties or skills related to modern weapons.

Black Powder Weapons (Spec)

Characters with this skill are adept at the use (REF) and maintenance (INT) of primitive or low-tech firearms. This skill is used when making attacks with such weapons. (See Combat for rules on making attacks, damage, and so on).

In addition to firing a weapon, this skill can be used to reduce the time needed to reload one. The normal time required to reload a black powder weapon is 10 turns (about 1 minute). With a successful Challenging REF attribute roll (TN 18), the time required is reduced to 10 - EN turns (minimum time required is 1 turn).

Specialties: Blunderbuss, Pistols, Long Rifles or smoothbores.

Pistols

Characters with this skill are adept at the use (REF) and maintenance (INT) of modern handguns, regardless of the type of action of the weapon (i.e., revolver, semi-automatic). This skill is used when making attacks with such weapons. (See Combat for rules on making attacks, damage, and so on).

In addition to firing a weapon, this skill can be used to reduce the time needed to reload one or to clear a jam. The normal rate for reloading a revolver cylinder with loose rounds is 2 rounds per turn. Reloading a semi-automatic pistol (i.e., exchanging an empty magazine for a full one) or reloading a revolver using a speed-loader takes 1 turn. The standard rate for reloading an empty magazine is 1 round per turn. With a successful Challenging REF attribute roll (TN 18), the character can load a number of rounds into a magazine or cylinder per turn equal to his REF, or reload a semi-automatic weapon with a fresh magazine (or a revolver with a speed-loader) and fire the weapon in the same turn.

Specialties: Modern cartridge, Cap & Ball Black Powder revolver

Rifles

Characters with this skill are adept at the use (REF) and maintenance (INT) of modern rifles, regardless of the type of action of the weapon (i.e., lever-action, semi-automatic, bolt action). This skill is used when making attacks with such weapons. (See Combat for rules on making attacks, damage, and so on).

In addition to firing a weapon, this skill can be used to reduce the time needed to reload one or to clear a jam. The normal rate for reloading a bolt action or lever action rifle is 1 round per turn. Reloading a semi-automatic rifle (i.e., exchanging an empty magazine for a full one) takes 1 turn. The standard rate for reloading an empty magazine is 1 round per turn. With a successful Challenging REF attribute roll (TN 18), the character can load a number of rounds into a magazine or weapon per turn equal to his REF, or reload a semi-automatic weapon with a fresh magazine and fire the weapon in the same turn.

Specialties: Modern Cartridge rifle, Percussion cap Black Powder smoothbore or rifle.

Shotguns

Characters with this skill are adept at the use (REF) and maintenance (INT) of modern smoothbore shotguns, regardless of the type of action of the weapon (i.e., breech-loaded, pump-action, semi-automatic). This skill is used when making attacks with such weapons. (See Combat for rules on making attacks, damage, and so on).

In addition to firing a weapon, this skill can be used to reduce the time needed to reload one or to clear a jam. The normal rate for reloading a shotgun is 1 round per turn. With a successful Challenging REF attribute roll (TN 18), the character can load 2 rounds into a magazine per turn.

Specialties: Modern Cartridge, Percussion cap Black Powder

Sub-machineguns

Characters with this skill are adept at the use (REF) and maintenance (INT) of modern submachine-guns. This skill is used when making attacks with such weapons. (See Combat for rules on making attacks, damage, and so on).

In addition to firing a weapon, this skill can be used to reduce the time needed to reload one or to clear a jam. The normal rate for reloading a submachine-gun (i.e., exchanging an empty magazine for a full one) is 1 turn. The standard rate for reloading an empty magazine is 1 round per turn. With a successful Challenging REF attribute roll (TN 18), the character can load a number of rounds into a magazine or cylinder per turn equal to his REF, or reload a weapon with a fresh magazine and fire the weapon in the same turn.

Social Skills Group

Social skills are those relating primarily to social interaction with and the influencing of others. Social skills are generally governed by the Mind group, though some can be assisted by physical appearance or ability. The Social skill group includes the following skills.

Conversation

The skill of obtaining information from someone through conversation, without raising suspicion or, perhaps, without the subject even knowing he has been manipulated (INT). Conversation can also be used to make "small talk," to gain someone's trust or build a rapport with him (PRE). The difficulty of the skill roll depends on the reluctance or inability of the individual to provide the information and the circumstances under which the conversation takes place.

Intrigue

This skill is the art of uncovering (or covering up) secrets. A secret could be a love affair, a disreputable past, or a plot to overthrow the king. Intrigue can be used to oppose Deduction (but not Intuition) when trying to affect a "cover up" or otherwise conceal important or sensitive information from others, especially in a social setting (such as at the Royal Court, a meeting of Parliament or a formal ball or dinner thrown at an embassy). This skill may also be used as complementary to Conversation, Persuasion or other social skills (GM's discretion).

Philosophy

This is the skill of philosophical theories, discussion and debate, covering such topics as "What is the meaning of life?" "Is there a God?" "What is mankind's greatest error?" and the like (INT). Philosophy also includes knowledge of theology and thus can be complementary to the Religion skill.

Society (Type)

Characters with this skill are familiar with a particular sub-culture, whether through direct interaction or some vicarious experience. This knowledge extends to important or well-known personalities, tastes in music and fashion, language (slang and/or dialects), as well as popular social spots and important businesses, and the like. For example, characters with Society (Courtier) know the finer points of court etiquette and the proper behavior for ladies and gentlemen. This is a critical skill among courtiers, diplomats and nobility.

A specific sub-culture must be chosen when this skill is purchased. This skill may be bought more than once, each time for a different sub-culture.

A success means the character acts appropriately (+3 all social skill checks for the rest of the event) or gains one important piece of information from interaction with one or more members of the group. An effect number of 6 or higher means the character is noticed and gains the special attention of one or more important figures in the group (+3 to all social skill checks for the rest of the event, or the GM may roleplay some special result at his discretion).

A failed roll means the character has failed to gain any useful information or has made some simple, but forgivable, mistake (-3 to all social skill checks for the rest of the event). A roll that fails by 6 or more (i.e., a skill roll total that is less than TN-6) means the character has made some major gaffe, insulting the host or other dignitary at the function. The GM should determine an appropriate consequence of the character's faux pas. The character may have gained an enemy, been challenged to a duel, been captured by a press gang, or been mugged in an alley. In cases of a very low roll resulting in failure (e.g., 9 less than the TN), the GM can simply assign an amount of injury for the mishap (e.g., 1d6 B/S damage) or run the event as an encounter; perhaps with the intervention of the other PCs. The latter approach could easily lead to an adventure unto itself.

The GM is encouraged to modify the Target Number of the roll based on circumstances.

Society may be used as a complementary skill to most, if not all, social skills, including Persuasion, Politics, and Conversation.

Types: Commoner, Corporate, Courtier, High Society, Merchant, Military, Noble, Streetwise.

Style

This skill covers knowledge of the latest styles and fashions, fashion design, and presentation. Characters with this skill can keep up with the latest fashion trends, identify the origin (region or designer) of fashion styles, design new fashions and coordinate fashion shows.

Style can be used as complementary to certain social skill rolls (GM's discretion).

Symbols (Type)

This skill represents the study and recognition of symbols. Characters with this skill are familiar with the various family, governmental and corporate crests, banners and devices (INT). A character making a successful Symbols skill roll will recognize the owner (individual, family, organization or nation) to which a symbol or other device belongs. The GM may subject the roll to a +3 to -3 modifier, depending on how well known or obscure the symbol is in the local area. Symbols (Heraldry) is a Universal Skill for selected Down-timers only; they receive it at level 2 at no cost.

Types: Arcane & Occult Symbols, Corporate Logos, Heraldry, Naval Flags, Runes.

Social Sciences Skill Group

Anthropology (Spec)

Characters with this skill are familiar with the customs, traditions, and myth about a culture, nation, or region (INT).

Skill checks are not needed for "common knowledge," such as local holidays, the names of important local people, and so on.

A successful Anthropology roll provides the character with more obscure facts, such as the names of important persons or deities, methods of food preparation, and other details about the subject.

Note that this skill does not convey information about the local underworld or seedier side of the area. For that information, the character will need the Society (Streetwise) skill.

Specialties: Specific culture or civilization.

Archaeology (Spec)

Characters with this skill are trained in the systematic study of past (even prehistoric) human life and culture by the recovery and examination of remaining material evidence, such as graves, buildings, tools, and

pottery. Characters also have knowledge of the science or study of antiquities (especially prehistoric antiquities), such as the remains of buildings or monuments of an early epoch, inscriptions, implements, and other relics, written manuscripts, and so on.

Specialties: Artifacts, Early Civilizations, Excavation, Paleobotany, Paleontology, Prehistoric Civilizations.

Criminology

The skill of crime-scene investigation. Characters with this skill can identify a crime scene (INT), as well as identify, preserve (INT), and collect (REF) evidence. Some common procedures include collecting samples of latent fingerprints, taking photographs, taking measurements, and preparing evidentiary diagrams. Characters also understand the basics of criminal behavior and modus operandi of suspects (INT).

This skill can be used as complementary to Awareness (for knowing what to look for as well as likely places to look for them) and Deduction (figuring out who did it and why). This skill is not initially available to down-timer characters.

Politics

Politics is the study of the processes, principles, and structure of government and of political institutions. Characters with this skill are familiar with government and the governing of a political entity, such as a nation or municipality, as well as the administration and control of its internal and external affairs (INT). Characters with this skill understand the procedures and rules of government, how to conduct a government meeting, draft bills and pass them into law, and how to engage in political debate (PRE). Characters also know how to garner and maintain public support, how to manipulate public opinion (PRE) and how to present information in the best possible light or to misrepresent information to avoid a scandal (INT).

Politics is an important skill for members of government (politicians), lobbyists, and even some special operations forces (such as counter-insurgents) and CIA operatives.

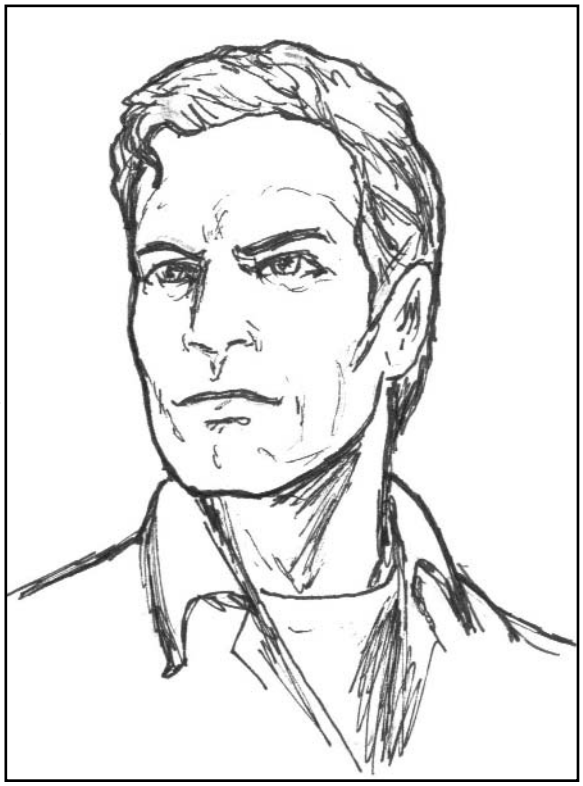
Orate can be used as complementary to this skill.

Psychology (Spec)

The character has knowledge of human behavior and the conscious and subconscious mind, including effects of abuse, the effects of mood disorders, and so on (INT). The extent of the character's knowledge will depend on the era in which the game is set. The skill score reflects the depth of knowledge possessed by the character relative to the whole of knowledge available in the current era.

A specialty must be selected for this skill when it is bought. This skill may be bought more than once, each time for a different science.

Specialties: Animal, Behavioral, Criminal, Counseling, Profiling, or any other specialty approved by the GM.



Technical Skills

Computers (Spec)

The knowledge and use of computer language code to create or alter software programs. Characters with this skill can create programs, hack computer networks, and so on (INT). This skill is not initially available to down-timer characters. Computers (Use) is a Universal Skill for Up-timers only; they receive it at level 2 at no cost.

Specialties: Hacking, Programming, Use.

Electrician

Electrician is the skill of building, installing, maintaining, and repairing electrical devices and systems, such as those in computers, vehicles, environmental systems, buildings, and the like. Characters with this skill are able to effect repairs on, maintain and even rebuild items within their specialty (INT). The types of devices or equipment that a specialty will apply to depend on the technology level available in the campaign. This skill is not initially available to down-timer characters.

Electronics (Spec)

Electronics is the skill of building, repairing and, maintaining electronic devices and equipment. Characters with this skill understand the principles of electronics and are able to diagnose problems occurring in electronic devices and fix them. This skill is not initially available to down-timer characters.

Specialties: Appliances, Comm, Security Systems, Weapons.

Engineering (Type)

Engineering is the skill of designing, building, maintaining, and repairing systems. Characters with this skill are able to effect repairs on, maintain, and even rebuild items within their specialty (INT). The kinds of devices or equipment that a specialty applies to depend on the technology level available in the campaign.

This skill must be purchased separately for each type of engineering the player wishes his character to possess. Note that this is not the same skill as Combat Engineering. Only architectural and structural engineering types are available to down-timer characters, and then they are limited to the seventeenth century level of knowledge.

Specialties: Architectural, Propulsion, Structural, Transportation.

Mechanics (Spec)

Mechanics is the skill of repairing and maintaining mechanical devices (INT), as well as diagnosing problems. When the skill is bought, the player must select a specialty. Characters with this skill can repair axles, motors, brakes, and so on. (INT). This skill is not initially available to down-timer characters. Instead, a down-timer would have Craft or Blacksmithing and other related skills.

Specialties: Specific part or system (e.g., brakes, transmission, jet engines).

Operate Electronics (Spec)

Characters with this skill can operate electronic communication and sensor equipment, including both military and civilian versions, and those aboard vessels, portable and stationary devices, and so on. Characters can also maintain and make minor, emergency repairs to such devices, though any complex repairs will require the Electronics skill.

A successful skill roll also allows the user to detect objects using sensor equipment, such as sonar and radar. Operate Electronics can also be used to try to jam sensors as with jamming communications.

An attempt to jam communication equipment requires a contested skill roll, with both sides using the Operate Electronics skill. If one side has more advanced or powerful technology, the GM may allow a bonus of +1 to +5 to that side's skill roll. The side with the higher Effect Number wins the contest. This skill is not initially available to down-timers.

Specialties: Communication, Sensors.

Transportation Skills

Driving (Spec)

Characters with this skill have practical experience operating ground vehicles, including performing maneuvers in difficult conditions, avoiding obstacles, performing routing maintenance and operating all common equipment normally associated with them (such as climate control, radio, checking gauges, and filling the gas tank). This skill is not initially available to down-timers.

Specialties: Big Rigs, Cars, Motorcycles, Vans.

Piloting (Spec)

Characters with this skill have practical experience piloting aircraft, including performing maneuvers in difficult conditions, dog fighting, aerial acrobatics, performing routing maintenance and pre-flight checks, and operating all common equipment normally associated with them (such as climate control, radio, radar, and so on). Because the methods of controlling ultralights are substantially different from other aircraft, a character must purchase Para (Spec) skill to effectively use these machines. This skill is not initially available to down-timer characters.

Specialties: Fighters, Gliders, Helicopters, Heavy Aircraft, Light Aircraft.

Sailing (Spec)

Characters with this skill have practical experience piloting sailing vessels, including performing maneuvers in difficult conditions, performing inspections for fitness and sea-worthiness, and operating all common equipment normally associated with them (such as securing sails and rigging, radio [if appropriate], signaling with flags, and so on). Any characters with this skill can perform as a crewman on a sailing ship. Seamanship is also important for ships' captains and masters, who must issue orders to the crew.

Specialties: Ironclads, Sailboats, Tall Ships.

Tracked (Spec)

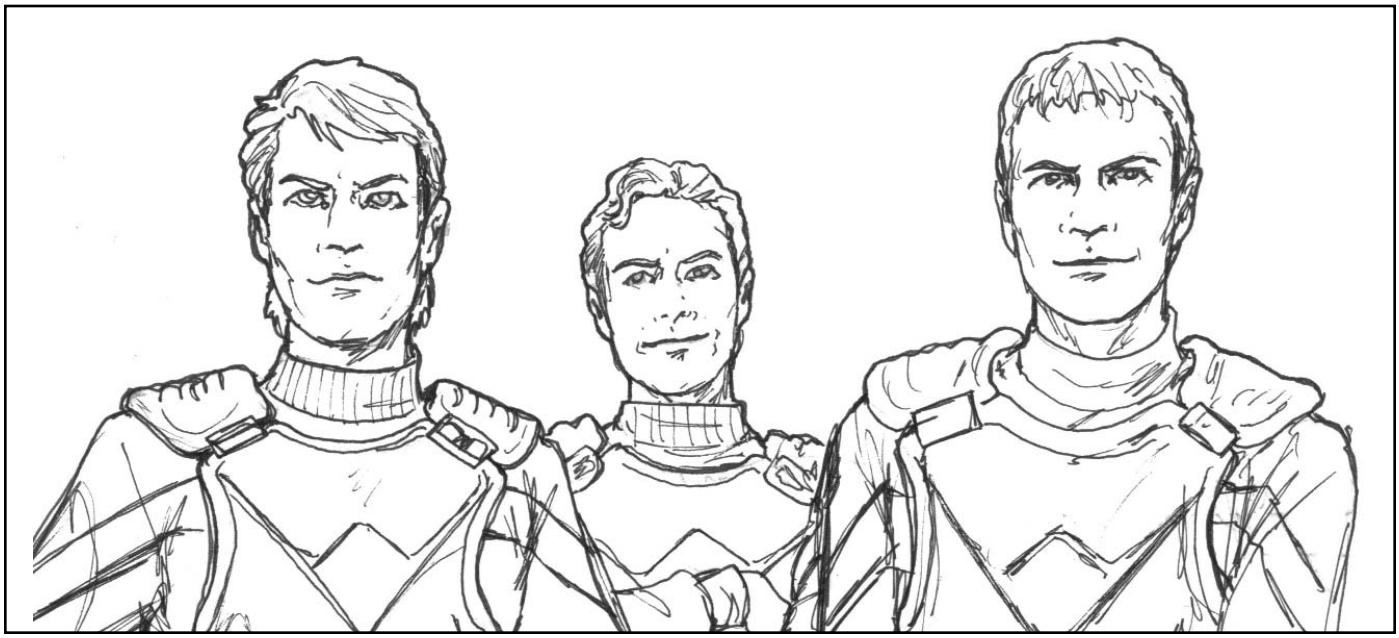
Characters with this skill have practical experience operating tracked vehicles such as bulldozers, tanks, cranes, and graders, including performing maneuvers in difficult conditions, avoiding obstacles, performing routine maintenance and operating all common equipment normally associated with them (such as road wheels, oil fill gauges, track sprocket maintenance, tightening loose track, and so on). This skill is not initially available to down-timers.

Specialties: Bulldozers, Cranes, Armored Fighting Vehicles.

Watercraft (Spec)

Characters with this skill have practical experience piloting powered, sea-going vessels, including performing maneuvers in difficult conditions, maneuvering and formations, performing inspections for fitness and sea-worthiness, and operating all common equipment normally associated with them (such as climate control, radio, radar or sonar, signaling with flags, and so on). Characters with this skill also know the basic workings of powered sea-going vessels and can perform as a crewman on one.

Specialties: Hovercraft, Large Vessels, Motorboats, Submarines.



Chapter Four: Economics & Wealth

Money

Throughout most of Europe, money means silver. The Abrabanel Family, one of the large banking houses of Europe, is currently providing the silver in Grantville. Silver coins were minted in most countries and conversion between currencies was by weight. Large transactions are often handled by bankers' notes, and governments might issue letters of credit.

For practicality all monetary units will be listed in dollars ($), even though the American dollar did not exist in the 17th century, except in areas limited to Grantville and the surrounding area.

Gold, silver, and copper coins were the currency of all nations, silver being the most common. Merchants took coins by metal type, not by national origin. They would weigh the lot and give value based on current local rates. Most merchants will accept a foreign coin, but weigh it carefully to determine its values and then subtract a small percentage for their trouble.

During the 17th century, $1,000 in silver weighs one pound and $32,000 in gold weighs one pound.

Wealth

Every character has a Wealth bonus that reflects his or her buying powers-a composite of income, credit rating, and savings. A character's Wealth bonus serves as the basis of the character's Wealth check, which is used to purchase equipment and services for the character.

Wealth Bonus

To determine a character's starting Wealth bonus, roll 2d4 and add the wealth bonus for the character's starting occupation, plus (if appropriate) the bonus from the Windfall feat, plus 1 if the character has ranks in Profession.

Over the course of play, the hero's Wealth bonus will decrease as the hero purchases expensive items and increase as the hero gains levels. A character's Wealth bonus can never fall below +0, and there is no limit to how high the Wealth bonus can climb.

Since Wealth is an abstract concept, it's sometimes difficult to determine how financially well off a character is. To get a general sense of how financially solvent a character is at any given time, check the table below.

Wealth Bonus	Financial Condition
+0	Impoverished or in debt
+1 to +4	Struggling
+5 to +10	Middle class
+11 to +15	Affluent
+16 to+20	Wealthy
+21 to +30	Rich
+31 or higher	Very rich

Purchasing Equipment

Wealth checks are used to determine what characters can afford and what gear they might reasonably have access to. Every character has a Wealth bonus that reflects his or her buying power. Every object and service has a purchase TN. To purchase an object, make a Wealth check against the purchase TN.

The Wealth Check

A Wealth check is a 3d6 roll plus a character's current Wealth bonus. The Wealth bonus is fluid. It increases as a character gains Wealth and decreases as the character makes purchases.

If the character succeeds on the Wealth check, the character gains the object. If the character fails, he or she can't afford the object at the time.

If the character's current Wealth bonus is equal to or greater than the TN, the character automatically succeeds.

If the character successfully purchases an object or service with a purchase TN that's higher than his or her current Wealth bonus, the character's Wealth bonus decreases.

Wealth And The Starting Character

A newly created character's Wealth bonus is +0 plus:

- Wealth provided by the character's starting template.
- Bonus from the Wealth advantage, if taken.
- 2d4 die roll.
- +1 for having 2 levels in the Profession skill.

Shopping And Time

Buying less common objects generally takes a number of hours equal to the purchase TN of the object or service, reflecting the time needed to locate the wanted materials and close the deal. Getting a license or buying an object with a restriction rating increases the time needed to make purchases.

Try Again?

A character can try again if he or she fails a Wealth check, but not until the character has spent an additional number of hours shopping equal to the purchase TN of the object or service.

Aid Another

One other character can make an aid another attempt to help a character purchase an object or service. If the attempt is successful, that character provides the purchaser with a +2 bonus on his or her Wealth check. The character who provides the aid reduces his or her Wealth bonus by +1.

Losing Wealth

Any time a character purchases an object or service with a purchase TN higher than his or her current Wealth bonus, or one with a purchase TN of 15 or higher, the character's Wealth bonus goes down. How much the Wealth bonus is reduced depends on how expensive the object is.

Along with this loss, any time a character buys an object or service with a purchase TN of 15 or higher, the character reduces his or her current Wealth bonus by an additional 1 point.

Object or Service Purchase TN	Wealth Bonus Decrease
15 or higher	+1 point*
1-10 pts higher than current Wealth bonus	1 point
11-15 pts higher than current Wealth bonus	1d6 points
16+ pts higher than current Wealth Bonus.	2d6 points

** This stacks with the loss from a Purchase TN above the character's current wealth bonus.*

A character's Wealth bonus only goes down if he or she successfully buys an object or service. If the character attempts to buy something and the check fails, his or her Wealth bonus is unaffected.

Wealth Bonus Of +0

A character's Wealth bonus can never decrease to less than +0. If a character's Wealth bonus is +0, the character doesn't have the buying power to purchase any object or service that has a purchase TN of 10 or higher. Also, it always takes a number of hours equal to the purchase TN of the object or service.

Regaining Wealth

A character's Wealth bonus recovers as the character advances.

Every time a character gains experience make a Profession check. (If the character has no ranks in the skill, this check is a Intellect check.) The TN is equal to the character's current Wealth bonus. If the character succeeds, his or her current Wealth bonus increases by +1. For every 5 points by which the character exceeds the TN, he or she gains an additional +1 to his or her Wealth bonus.

Wealth Awards

Adventuring may result in characters finding valuable items. In such cases, the benefit translates into a Wealth award.

Selling Stuff

To sell something, a character first needs to determine its sale value. Assuming the object is undamaged and in working condition, the sale value is equal to the

object's purchase TN (as if purchased new) minus 3.

Selling an object can provide an increase to a character's Wealth bonus. The increase is the same amount as the Wealth bonus loss the character would experience if the character purchased an object with a purchase TN equal to the sale value.

Regardless of the character's current Wealth bonus, he or she gains a Wealth bonus increase of 1 whenever the character sells an object with a sale value of 15 or higher. If A character sells an object with a sale value less than or equal to his or her current Wealth bonus, and that sale value is 14 or lower, the character gains nothing.

A character cannot legally sell restricted objects unless the character is licensed to own them. A character also cannot legally sell objects that have been reported as stolen. Selling objects illegally usually requires that the character have contacts in the black market, and reduces the sale value by an additional 3. Selling takes a number of hours equal to the normal purchase TN of the item.

On-Hand Objects

To account for the mundane and innocuous objects that most people have among their possessions-and not force every character to specifically purchase such objects in order to employ them-use the following rules.

With the GM's permission, a character can make a Wealth check to see if he or she has a mundane object on hand, as long as the object has a purchase TN of 10 or lower. (The GM determines the purchase TN for an object that's not mentioned in this chapter, using similarly priced objects as a guide.) The Wealth check works the same as for buying the object, except that the character takes a -10 penalty on the check, and he or she can't take 10 or take 20. Also, a character can't make a Wealth check to see if he or she has a mundane object on hand during character generation or between adventures-only during play. If the character succeeds, his or her Wealth bonus is unaffected, even if the object's purchase TN is higher than his or her Wealth bonus.

Depending on the situation, the GM can rule that a certain mundane object is not available; for an object to be obtainable, the character must be in a place where the object logically would be.

The Black Market

Sometimes a character wants to obtain an object without going through the hassle of going through legitimate or legal means. Almost anything is available on the black market. Knowledge (streetwise) checks can be used to locate a black market merchant. The TN is based on the location in question: 15 to find a black market merchant in a big city, or 20, 25, or higher in small towns and rural areas.

Living In Luxury

The purchase TNs given are for average-quality items. It's possible to purchase similar items with luxury features, generally by increasing the purchase TN by 1. Although such items are more expensive, they offer no additional features or game benefits.

Weapons

Weapon Attributes

Each weapon has several attributes that describe and rate its performance within the rules.

The attributes that describe melee weapons are Damage (abbreviated "Dmg"), Type, Size, Initiative modifier (abbreviated as "Init"-note that this is not the same as the INI derived attribute for characters), Accuracy modifier (abbreviated "Acc"), Strength minimum (abbreviated "STR"- note that this is not the same as the STR derived attribute for characters), Weight (abbreviated "Wt"), Cost, and Notes.

The attributes that describe ranged weapons are Damage (abbreviated "Dmg"), Type, Size, Accuracy modifier (abbreviated "Acc"), Strength minimum (abbreviated "STR Min"- note that this is not the same as the STR derived attribute for characters), Maximum effective range (abbreviated "Max"), Rate of fire (abbreviated "RoF"), Ammunition capacity (abbreviated "Amm"), Weight (abbreviated "Wt"), Cost, and Notes.

Damage (Dmg)

The damage rating for the weapon indicates the number of dice of damage the weapon inflicts when used by a character with STR equal to the minimum STR score required for the weapon.

Ray's character, Spike, has a STR of 3. Spike picks up a chain during a fight. The chain has a damage rating of 3d6 and a STR minimum of 3. Because Spike's STR is equal to the minimum STR required for the chain, Spike will inflict 3d6 when he strikes an opponent.

GMs wishing to use the "flat rate" method of determining damage can convert the listed weapon damage by multiplying the number of dice times 3 and then adding any bonuses

Spike normally does 3d6 of damage with his chain. To convert the damage to flat rate damage, Ray simply multiplies the number of dice times three. Spike does 9 points of damage when using the flat rate method.

Characters with more STR than the listed minimum strength for the a weapon will do extra damage with that weapon. Characters with less STR than the listed minimum strength for a weapon may do less damage with that weapon. (See STR Min, page 98).

Type

This describes the type of damage that the weapon inflicts. The letter before the slash represents:

B = Blunt (TGH & armor apply)

P = Penetrating (only armor applies)

Sp = Special (TGH and armor may not apply; see notes).

The letter after the slash represents:

S = Stunning damage

L = Lethal damage

Sp = Special damage (see notes for effect).

For example, "P/L" indicates the weapon does penetrating lethal damage, so armor but not TGH is subtracted from the damage before applying it to the character's LIF.

See Damage for more information about types and forms of damage and their effects in the game.

Size

Each weapon has an "optimal distance." This is the distance that the user must be from his opponent in order to effectively and properly wield the weapon.

The optimal distance is 1 meter for short weapons (such as knives, short swords, punches and grappling maneuvers), 2 meters for medium weapons (such as swords, clubs and kicks), and 3 meters for long weapons (such as most pole-arms).

When both characters are fighting with the same sized weapons, neither character receives a bonus, even if they are at the optimal distance for their weapon.

When characters are using weapons of different sizes, however, the character with the longer weapon receives a +3 INI and +3 DEF bonus. If the opponent successfully strikes with the shorter weapon, then the bonus is reversed, to simulate that the character with the shorter weapon "got inside" the other's defenses to his own optimal distance. If the character with the longer weapon retreats back to his optimal striking distance, he regains the advantage and respective bonuses.

Initiative Modifier (Init)

Some weapons are bulkier and more awkward to wield than others, and some are smaller or better balanced and easier to use. To reflect these differences in weapon design, weight and balance, each weapon has a base Initiative Modifier (abbreviated "Init"). This modifier is applied as a temporary modifier to the INI score of the character using the weapon. The Initiative Modifier may be a positive number (e.g., +1), a negative number (e.g., -1), or zero.

If the character stops using the weapon the modifier no longer applies. If the character switches to a different weapon, then the new weapon's Initiative Modifier is used.

The Initiative Modifier is in addition to any INI modifiers for STR (see STR Minimum, below) or any other INI modifiers that may be available in your game, such as from supernatural abilities, special traits, and so on.

Accuracy (Acc)

Accuracy reflects the inherent accuracy of the weapon. The Accuracy modifier (abbreviated "Acc") is added to the character's skill roll (not the TN) when using the weapon.

Range Modifier (RMod)

The Range Modifier reflects the inherent accuracy of the weapon at longer ranges. The Range Modifier (abbreviated "RMod") is a bonus usable only to offset or cancel negative modifiers due to range. For example, a Range Modifier of +2 means that a character using the weapon treats a -4 penalty for distance as only a -2 penalty. A weapon's Range Modifier may not decrease modifiers for distance below 0.

STR Minimum (STR Min)

Most weapons have a minimum STR score. This is the minimum STR score required to wield the weapon effectively. Large, bulky or unbalanced weapons will have a higher STR minimum than small, balanced weapons. A weapon with "Crew" listed in the STR Min. column requires two or more people working together to operate the weapon, and no bonus or penalty is afforded regardless of their STR scores.

If a character has a STR score lower than the listed STR minimum for the weapon he is using, the character will incur a penalty to both INI and to any skill rolls made for using the weapon. For every point below the STR minimum, the character suffers a -1 INI and -1 to all skill rolls involving that weapon. In the case of melee weapons and bows, the character also does 1d6 less than the listed damage for the weapon.

These penalties are in addition to any initiative (Init) and accuracy (Acc) modifiers listed for the weapon. If damage for a melee weapon is reduced to "0d6" due to insufficient STR, then the character cannot wield the weapon well enough to inflict damage with it in a fight.

If a character has a STR score higher than the listed STR minimum for a melee or simple missile weapon he is using, the character does extra damage (this only applies to muscle-propelled weapons- not to crossbows or spearguns). For every point of STR the

character possesses above the listed STR minimum of the weapon, the character does an extra 1d6 of damage, up to a total maximum of twice the listed damage for the weapon. Having a high STR does not allow a character to do extra damage with a bow, crossbow, firearm or energy weapon.

Maximum Effective Range (Max)

Maximum effective range (in meters) (abbreviated "Max") is the maximum range at which a ranged weapon, such as a bow or firearm, can reasonably hit a target at which it is aimed. Many simple missile weapons rely on the character's STR attribute to determine Max range, generally multiplying STRx5 (a character with a STR of 4 could throw a Bowie Knife up 20m). While weapons can fire a projectile (e.g., an arrow or bullet) beyond the listed maximum effective range, the chances of hitting a target at this range becomes a matter of sheer luck more so than skill. As a result, shots beyond Max range are not allowed.

Rate of Fire (RoF)

A weapon's rate of fire (abbreviated "RoF") indicates how often a ranged weapon may be fired and how many rounds are expended each turn. A whole number indicates the maximum number of rounds that may be fired per turn. A fraction indicates the number of turns required to reload the weapon between shots (e.g., "1/3" means the weapon can be fired once every three turns). More than one number separated by a colon indicates the weapon is capable of multiple rates of fire (e.g., 3:20 indicates the weapon is capable of firing either 3 shots per turn or 20 shots per turn). In such cases the player selects which rate of fire to use at the beginning of his character's action.

Ammunition (Amm)

Ammunition capacity (abbreviated "Amm") indicates how many rounds of ammunition or is contained in a ranged weapon or in an attached supply, such as a battery or magazine.

Simple missile weapons, such as crossbows and slings, have an Amm. Rating of 1 because they can't "hold ammo" (they can only fire a single arrow or stone that is loaded and readied for use).

COST

This is the purchase TN for a Wealth check to acquire the item. This number reflects the base price and doesn't include any modifier for purchasing the item anywhere else.

Weight (Wt)

The weight of the weapon, listed in kilograms.

For players wishing to convert to pounds, simply multiply the listed number by two. The actual conversion is 2.2 pounds to a kilogram, but multiplying by 2 is easier and still provides a good approximate conversion.

If you are not keeping track of the weight of equipment or other items carried by the characters in your game, then you can ignore this number.

Notes

Notes contain additional information about a weapon, such as examples of the type of weapon, special effects, and special uses of or exceptions to the basic rules.

The following annotations are used in the core rules:

AB: Auto-burst (the weapon may be fired using the autofire rules for Burst only; no Stream or Spray attacks are allowed with this weapon)

AF: Autofire (the weapon may be fired using the rules for autofire)

AP: Armor piercing (on a successful attack using this weapon, the AV of the target is halved before subtracting it from the damage caused by the attack)

BA: Bolt action

EX: Explosion (attacks using this weapon are made using the rules for Explosions)

PA: Pump action

LA: Lever action

SA: Semi-automatic

SS: Single Shot

RD: Revolver, double-action

RS: Revolver, single-action

Weapon Lists

Melee Weapons

Weapon	Dmg	Type	Size	Init	Acc	STR Min	Wt	Cost	Notes
Ax, battle	4d6	P/L	M	-2	-1	5	10	4	
Ax, hand	2d6	P/L	M	0	0	3	1	4	
Bat, aluminum	3d6	B/L	M	-1	0	3	1	8	
Bat, wood	3d6	B/L	M	-1	0	3	2	7	
Baton, police	2d6	B/L	M	0	0	2	.5	6	
Bayonet	2d6	P/L	M	-2	0	3	.5	7	Adds to rifle weight
Brass Knuckles	1d6	B/S	M	0	0	0	1	5	Does dmg in addition to STR.
Chain	3d6	B/L	M/L	-2	-1	3	1	5	
Club	3d6	B/L	M	-1	0	3	1	6	Tree limb, improvised weapon
Fencing foil	2d6	P/L	M	0	0	3	.5	10	
Flail	3d6	B/L	M	-1	-1	3	5	12	
Glaive	5d6	P/L	L	-2	-1	5	6	12	
Halberd	4d6	P/L	L	-2	-1	4	5	14	
Kick	Special	B/S	M	0	0	0	0	-	Does dmg for STR+1 (see STR Table)
Knife	1d6	P/L	S	0	0	2	.25	7	
Lance	3d6	B/L	L	-2	-1	4	10	6	
Long sword	3d6	P/L	M	0	0	3	3	10	
Mace	3d6	B/L	M	0	0	3	4	9	
Pike	4d6	P/L	L	-2	-1	3	4	11	
Punch	Special	B/S	S	0	0	0	0	-	Does damage based on STR (see STR Table)
Rapier	3d6	P/L	M	0	0	3	3	10	
Short sword	2d6	P/L	S	0	0	3	2	9	
Spear	3d6	P/L	L	-1	0	3	3	9	
Quarterstaff	3d6	B/L	M	0	-1	3	1	-	
2-handed sword	5d6	P/L	M	-1	-1	4	7	11	Claymore
Whip	1d6	B/L	L	-2	-1	3	.5	15	

Simple Missile Weapons

Weapon	Dmg	Type	Acc	Rmod	STR Min	Max	RoF	Amm	Wt	Cost	Notes
Atlatl	3d6	P/L	-2	0	3	x5	1/2	1	1	8	
Bola	3d6	B/L	-2	0	3	x5	-	1	.25	8	
Boomerang	3d6	B/L	-2	0	3	x10	-	1	.5	8	
Compound bow	4d6	P/L	0	+2	3	x20	1/2	1	2	10	
Crossbow, small	2d6	P/L	0	+2	3	50	1/3	1	2	9	
Crossbow, heavy	3d6	P/L	-1	+1	4	50	1/4	1	3.5	11	
Improvised	1d6	B/L	0	0	3	x5	1	-	1	-	Bottles, etc.
Knife, Bowie	2d6	P/L	0	0	3	x5	1	-	1	7	
Knife, hunting	1d6+2	P/L	0	0	3	x5	1	-	5	7	
Knife, kitchen	1d6	P/L	0	0	3	x5	1	-	.25	7	
Longbow	4d6	P/L	0	+2	4	150	1/2	1	3	8	
Short bow	3d6	P/L	0	+2	3	100	1/2	1	2	7	
Sling	2d6	B/L	-1	+1	3	100	1/3	1	.1	1	
Slingshot	1d6	B/L	0	+2	2	25	1	1	.1	1	

WeaponDmg	Type	Acc	Rmod	STR Min	Max	RoF	Amm	Wt	Cost	Notes
Speargun	4d6	P/L	0	+2	3	50	1/4	1	3	8	Stats for use out of water.
Spear, thrown	3d6	P/L	-1	0	3	x5	1	-	3	6	
Tomahawk	2d6	P/L	0	0	3	x5	1	-	1	5	
War hammer	3d6	B/L	-2	0	3	x5	1	-	4	6	

Small Arms

Up-Time Weapons

Weapon	Dmg	Type	Acc	Rmod	Str Min	Max Rng	RoF	Amm	Wt	Cost	Notes
Revolvers											
R&G Special .22 magnum	2d6	P/L	-1	+1	2	50	3	6	.5	8	RD
Taurus 76 .32 S&W	2d6	P/L	-1	+1	3	50	3	6	.5	10	RD
Colt Detective .38 Special	3d6	P/L	0	+2	3	50	3	6	.75	12	RD
S&W M60 .38 S&W	3d6	P/L	0	+1	3	50	3	6	.75	18	RD
Colt Peacemaker .45 (1865)	3d6	P/L	0	+2	3	50	2	6	1	15	RS
S&W 625 .45 ACP	3d6	P/L	0	+2	3	50	3	6	1.5	15	RD
Ruger Service 6 .357 magnum	4d6	P/L	-1	+1	3	50	3	6	.75	14	RD
Colt Python .357 magnum	4d6	P/L	0	+2	3	50	3	6	1	15	RD
S&W M57 .41 magnum	5d6	P/L	0	+2	4	50	3	6	1	13	RD
Colt Anaconda .44 magnum	5d6	P/L	0	+2	4	50	3	6	1.5	16	RD
Semi-Automatic Pistols											
Taurus PT-25 .25 ACP	1d6	P/L	-1	+1	2	50	4	9	.5	7	SA
Walther M-PP .22 short	1d6	P/L	-1	+2	2	50	4	7	.5	12	SA
Ruger Mk II .22 LR	2d6	P/L	-1	+1	2	50	4	10	.5	13	SA
SIG P-232 9mm short	2d6+2	P/L	0	+2	3	50	4	7	.75	14	SA
Beretta M92 9mm Para	3d6+2	P/L	0	+2	3	50	4	15	1	15	SA
Colt M1911A1 .45 ACP	3d6+2	P/L	0	+2	3	50	4	7	1	15	SA
Glock M-22 10mm auto	4d6	P/L	0	+2	3	50	4	15	1	17	SA
H&K USP .40 S&W	4d6	P/L	0	+2	3	50	4	13	1	16	SA
MR Jericho .41 AE	3d6+2	P/L	0	+2	4	50	4	11	1.5	17	SA
MR Desert Eagle .357 mag	4d6	P/L	0	+2	3	50	4	10	2	18	SA
MR Desert Eagle .44 mag	5d6	P/L	0	+2	4	50	4	9	2	19	SA
MR Desert Eagle .50 AE	6d6	P/L	0	+2	5	50	4	8	2.5	19	SA
Rifles											
Marlin M990L .22 LR	2d6	P/L	+1	+3	3	200	4	14	2.5	11	SA
Winchester 73 .44 W	3d6	P/L	0	+3	2	600	1	12	3.7	15	LA/BL
Sharps .45-90 .45 S	6d6	P/L	0	+4	3	1500	1	1	5.5	18	TB
Winchester M70 .30-06	5d6	P/L	+1	+4	4	600	3	3	4	14	BA
M-1 Carbine .30 carbine	4d6+2	P/L	+1	+3	4	200	4	5	1.5	15	SA
Springfield M1A .308	5d6	P/L	+1	+4	4	600	4	5	4	16	SA
Ruger Mini-14 NATO	5d6+2	P/L	+1	+3	4	500	4	10	3	16	SA
Colt AR-15 NATO	5d6+2	P/L	+1	+4	4	600	4	10	1.5	16	SA
Colt M-16A3 NATO	5d6+2	P/L	+1	+4	4	500	4:20	30	3.5	18	SA/AF/AB
Remington M700	6d6+2	P/L	+1	+4	4	600	3	5	3	15	BA
AK-47 7.62mm Soviet	6d6	P/L	+1	+4	4	500	4:20	30	4	18	SA/AF/AB
H&K G3 7.62 NATO	6d6+2	P/L	+1	+4	4	600	4:20	30	4	18	SA/AF/AB
Barrett M82A1 .50 BMG	9d6	P/L	+1	+4	6	1000	3	11	16	21	SA/AP

Shotguns (slug damage listed, refer to shotgun combat rules)

Weapon	Dmg	Type	Acc	Rmod	Str Min	Max Rng	RoF	Amm	Wt	Cost	Notes
Shotgun 16 Gauge	6d6	P/L	0	0	3	100	1	1	4	14	TB
Pedersoli 12 Gauge	6d6+2	P/L	0	0	3	100	2	2	3.2	11	TB
Remington 870 12 Gauge	6d6+2	P/L	0	0	3	100	2	5	4	13	PA
Benelli 121 12 Gauge	6d6+2	P/L	0	0	3	100	3	7	3	15	SA
Stevens 10 Gauge	7d6	P/L	0	0	4	100	1	1	3	15	TB

Sub Machine Guns

Beretta M93R 9mm Para	4d6	P/L	-1	0	3	50	4:30	15/20	1.5	10	SA/AB
H&K MP5 9mm Para	4d6	P/L	0	+1	3	100	4:20	15/30	3	19	SA/AF/AB
Thompson M1928 .45 ACP	3d6	P/L	+2	+2	4	100	4:20	20/30	5	19	SA/AF/AB

Black Powder and Down-Time Weapons

Matchlocks

Arquebus .65	4d6+2	P/L	-2	0	4	40	1/10	1	4	10	SS
Musket w/Rest .80	4d6+2	P/L	-1	0	3	50	1/10	1	9	15	SS
Caliver .75	4d6	P/L	-2	0	3	40	1/10	1	5	7	SS
Target Rifle .85	4d6+2	P/L	0	0	3	50	1/10	1	6	16	SS

Wheellocks

Pocket Pistol .50	3d6	P/L	-1	0	3	30	1/10	1	.5	12	SS
Belt Pistol .60	4d6	P/L	-1	0	3	30	1/10	1	1.5	17	SS
Horse Pistol .75	4d6	P/L	-1	0	3	40	1/10	1	2	19	SS
Double-Barrel Carbine .60	4d6	P/L	-1	0	3	50	2/10	2	5	18	SS
Jager Rifle .85	4d6+2	P/L	0	0	4	50	1/10	1	5	17	SS

Flintlocks (Not readily available in 1630's until the advent of the Americans)

Highland Pistol .50	3d6+2	P/L	0	0	3	40	1/10	1	1.5	15	SS
Durs Egg Holster Pistol .60	4d6+2	P/L	0	0	3	30	1/10	1	1.5	7	SS
Wogdon Dueller .45	3d6	P/L	0	+1	4	40	1/10	1	1.5	20	SS
Blunderbuss 8 Gauge	5d6	P/L	-2	0	4	30	1/10	1	5	7	SS
Charleville .69	4d6+2	P/L	0	+1	2	100	1/10	1	5	15	SS
Musketoon .69	4d6+2	P/L	0	0	3	30	1/10	1	4	10	SS
Brown Bess .75	4d6	P/L	0	+2	2	50	1/10	1	4.5	10	SS
Kentucky Rifle .50	5d6	P/L	+1	+2	3	100	1/10	1	4	15	SS

Caplocks (Not manufactured in 1630's until the advent of the Americans. Often retrofitted to Flintlock weapons.)

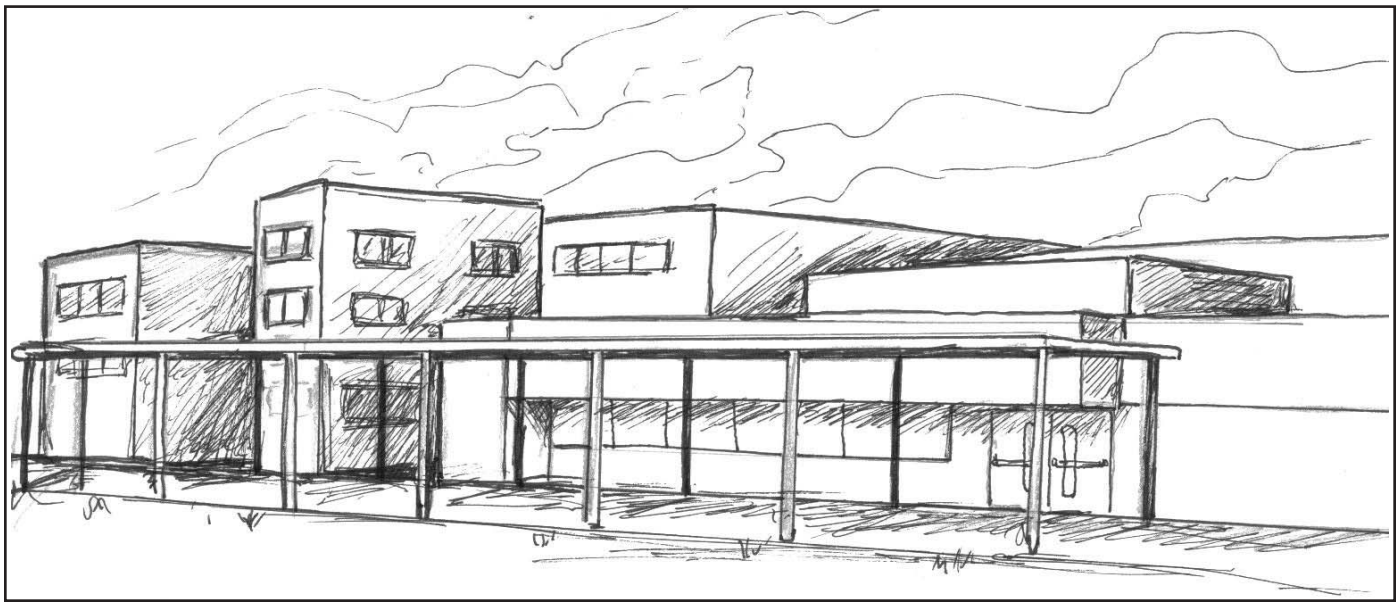
Colt Navy .36	2d6	P/L	0	+1	2	50	1/60	6	1.3	10	RS/CB
Colt Navy .44	3d6	P/L	0	+1	3	50	1/60	6	1.3	10	RS/CB
Derringer .44	2d6+2	P/L	-2	0	2	20	1/10	1	.2	7	SS/TB
Springfield 1863 Rifle .58	5d6	P/L	0	+2	3	400	1/6	1	4.6	13	SS/CB

Note: Weapons listed are representative of their type and caliber. Other weapons may have different weights, costs, and ammunition. Use this table as a guideline. Weapon Costs are extremely subjective and subject to appraisal and negotiation skills in the seventeenth century.

Heavy Weapons & Misc

Weapon	Dmg	Type	Acc	Rmod	Str Min	Max Rng	RoF	Amm	Wt	Cost	Notes
Machine Guns											
M60 Light MG 7.62 NATO											
Mounted Bipod/Tripod	7d6	P/L	+2	+5	N/A	1000	20	100	15	*	AF
Carried	7d6	P/L	+1	+4	4	1000	20	100	9	*	AF
Artillery											
Saker 3 lb.	9d6	B/L	0	+2	Crew	1000	1/3	1	400	-	SS
Saker 6 lb.	12d6	B/L	0	+2	Crew	1400	1/10	1	800	-	SS
Culverin 16 lb.	14d6	B/L	0	+3	Crew	1400	1/10	1	2500	-	SS
Cannon Perrier 24 lb.	16d6	B/L	0	+4	Crew	1200	1/10	1	3000	-	SS
Congreve-Type Rocket	10d6	B/L	-5	0	Crew	1400	1	1	100	-	SS/EX
Explosives											
Nitroglycerin, Vial	8d6	B/L	0	0	-	STRx5	1	-	.5	4	EX
Powder, Canister	10d6	B/L	0	0	-	STRx5	1	-	.5	6	EX
Powder, Keg	14d6	B/L	0	0	-	-	1	-	35	12	EX
Powder, Barrel	18d6	B/L	0	0	-	-	1	-	40	14	EX
Dynamite, 1 Stick	8d6	B/L	0	0	1	STRx10	1	-	.5	6	EX
Dynamite, 2 Sticks	10d6	B/L	0	0	1	STRx10	1	-	1	9	EX
Dynamite, 4 Sticks	12d6	B/L	0	0	1	STRx5	1	-	2	12	EX
Dynamite, 8 Sticks	14d6	B/L	0	0	1	STRx5	1	-	4	14	EX
Dynamite, 12 Sticks	15d6	B/L	0	0	1	STRx3	1	-	6	15	EX
Dynamite, 16 Sticks	16d6	B/L	0	0	1	STRx3	1	-	8	16	EX

*Only one of these weapons exists, and is limited strictly to the use of the military of the USA (however a player character can have one only if they wish to spend their Wild Card (see Wild Card page 180). The M-60 was brought to Grantville by Frank Jackson at the end of the Vietnam War (see the novel 1632 for details).



Armor

Armor Attributes

Like weapons, armor has several attributes that describe its performance within the rules. These are not the same kinds of attributes that characters have, but they serve a similar function.

The attributes that describe armor are Armor Value (AV), Locations covered (Loc), Strength minimum (abbreviated "STR Min"), Weight (abbreviated "Wt"), Cost, and Notes.

Armor Value (AV)

The Armor Value indicates the amount of points of protection that the armor affords. Each point of AV reduces damage inflicted upon the character by 1 point. For example, an AV of 10 would reduce a 16 point attack to a 6 point attack. The armor's AV protects from all forms of damage unless otherwise noted in the description (e.g., chainmail is flexible and does not protect as well against Blunt and piercing attacks as it does cutting attacks).

Locations Covered (Loc)

The numeric body locations (from the Random Hit location Table, on page 158) that the armor protects. The AV of the armor is applied to any attacks that strike one of the protected areas.

If the GM is not using Hit Locations in your game, you can ignore these numbers.

STR Minimum (STR Min)

The minimum STR score required to move about and fight unencumbered by the armor. Armor that is rigid, heavy and/or restricts air flow will have a higher STR Min than armor that is less cumbersome, allows air to circulate around the wearer's body (to "breathe" and release heat) and doesn't restrict the wearer's range of motion.

If a character has a STR score lower than the listed STR minimum for the armor he is wearing, the character will incur a penalty to his REF. For every point below the STR minimum, the character suffers a -1 to REF and MOV. This temporary reduction in REF also affects the character's INI, and of course, any REF-based skill rolls.

Bob has a STR 4 and REF 5. Bob puts on a suit of full samurai armor, which has a STR Min of 4. Because Bob's STR is 1 less than the STR Min of the armor, Bob suffers a temporary -1 to his REF and MOV for as long as he wears the armor.

If a character has a STR score higher than the listed STR minimum, there is no bonus.

Weight (Wt)

The weight of the armor, listed in kilograms.

If you are not keeping track of the weight of equipment or other items carried by the characters in your game, then you can ignore this number.

Cost

This is the purchase TN for a Wealth check to acquire the item. This number reflects the base price and does not include any modifier for purchasing the item anywhere else.

Notes

Notes contain additional information about the armor, such as "1/2 AV vs. Blunt damage."

Armor List

Item	AV	Loc	STR Min	Wt.	Cost	Notes
Clothing, light	1	Varies	0	1	8	Typical spring/summer garb
Clothing, heavy	2	Varies	1	4	10	Typical fall/winter garb
Brigandine	8	7-15	4	4	12	1/2 AV vs. Blunt damage
Chainmail	12	3, 5-15	5	10	13	1/2 AV vs. Blunt damage
Football helmet	10	3-4	2	2	8	American football (e.g., NFL)
Football pads	10	7-8				
		10-11				
		13-15	4	8	8	American football (e.g., NFL)
Motorcycle Helmet	12	3-4	2	1	15	Plastic helmet with visor
Helmet, Kevlar	14	3-4	2	1	18	Military/police helmet
Leather	6	7-15	3	2	18	1/2 AV vs. Blunt damage
Modern body armor					18	"Bullet proof vest"
Tactical	18	6-13	5	2	18	1/2 AV vs. pointed weapons
Leather Jacket	3	9-13	1	3	20	1/2 AV vs. Blunt damage
Plate armor, partial plate sections	16	3-4,7-13	6	20	20	1/2 AV vs. Blunt damage

Clothing

Item	Cost
One hat	2
One Monmouth cap	4
Three falling bands (cravats)	3
Shirt	2
One waist coat (vest)	5
One suit of frieze (fine woolen cloth)	7
One suit of cloth	8
One suit of canvas	3
Three pair of Irish stockings	4
Four pairs of shoes	4
Boots for men, one pair	5
Handkerchief, twelve	2
Clothing outfit	
Business	12
Casual	8
Formal	15
Fatigues	9
Uniform	9
Ghillie suit	6
Outerwear	
Coat	8
Fatigue jacket	7
Overcoat	9
Parka	9
Photojournalist's vest	9
Windbreaker	6
Tool belt	9

Computers and Consumer Electronics	Cost
Camera	
35mm	17
Digital	22
Disposable	4
Film	3
Film developing (roll)	3
Computer	
Desktop	22
Notebook	23
Modem	6
PDA	16
Portable satellite phone	17
Portable video camera	16
Printer	12
Scanner	12
Walkie-talkie	
Basic	7
Professional	15

General Equipment

The following list of Modern Equipment is by no means exhaustive. We urge GMs and Players to consult their local stores, newspapers, and catalogs for many other items. Remember, however, that there is no Cell Phone service. There are no GPS satellites. There is no Internet.

The following items are only available primarily to Up-timers, but will only be available with the agree-

General Equipment

The following list of Modern Equipment is by no means exhaustive. We urge GMs and Players to consult their local stores, newspapers, and catalogs for many other items. Remember, however, that there is no Cell Phone service. There are no GPS satellites. There is no Internet.

The following items are only available primarily to Up-timers, but will only be available with the agreement of the GM and, sometimes, the use of the Wild Card. The availability of a particular item in a game setting is up the GM.

Many modem items require a commercial manufacturing facility to create and are bought in stores. Thus, these items do not have notes creating them. Some equipment may be issued to a character by his employer, whereas others will have to be purchased by characters, either commercially or on the black market.

Backpack

Military: Sometimes called an "Alice pack," this is a large backpack, made of tough water-resistant material. It has one large central section, as well as a number of exterior pockets and straps for attaching or carrying bedrolls, entrenching tools, extra ammunition, rations, or other gear. It can carry up to 45 kilograms of gear. A standard backpack gives the user a +1 bonus to STR for determining carrying capacity (see the Core Rules). For example, if your character has a STR of 5, when using a backpack you determine your character's carrying capacity as if his or her STR is 6.

Standard: This is a good-sized backpack, made of tough water-resistant material. It has one or two central sections, as well as several exterior pockets and straps for attaching tents, bedrolls, or other gear. It can carry up to 30 kilograms of gear. A standard backpack gives the user a +l bonus to STR far the purpose of determining carrying capacity (see the Attributes Rules). For example, if your character has a STR of 5, when using a backpack you determine your character's carrying capacity as if his or her STR is 6. Cost: Military 10. Standard 8

Binoculars

Binoculars are useful for watching opponents, wild game, and sporting events from a long distance. Standard: Standard binoculars reduce the range penalty far Awareness skill rolls by 3 far every turn spent "aiming" the binoculars, up to a maximum reduction of 9. Electro-Optical: Electro-optical binoculars function the same as standard binoculars in normal light. In darkness, however, users looking through them see as if they had the Night Vision advantage (Edge level) granted by night vision gaggles.

Range finding: In addition to the benefit of standard binoculars, range finding binoculars include a digital readout that indicates the exact distance to the object on which they are focused. Cost: Standard 7, Electro-Optical 13, Rangefinding 12 to 15

Chemical Light Stick

This disposable plastic stick, when activated, uses a chemical reaction to create light for 6 hours. It illuminates an area 1 meter in radius and provides shadowy illumination out to a 3-meter radius. Once activated, it cannot be turned off (although it can be concealed, such as in an opaque plastic tube) or reused. Chemical light sticks are available in several different colors, including red. yellow, green, and blue. The listed purchase price is for a pack of 4 sticks. Cost: 2

Climbing Gear

All of the tools and equipment that climbing enthusiasts use to make climbing easier and, in some cases, possible, including ropes, pulleys, helmet and pads, gloves, spikes, chocks, ascenders, pitons, a hand ax, and a harness. It takes 10 minutes to remove the gear from its pack and outfit it for use. Use this gear with the Climbing skill. Cost: 13

Compass

A compass relies on the Earth's magnetic field to determine the direction of magnetic north. A compass grants its user a +3 bonus on Navigation skill rolls. Cost: 2

Day Pack

This is a small backpack, the sort often used by students to carry their books around, or by outdoor enthusiasts on short hikes. It holds 4 kilograms of gear and fits comfortably over one or both shoulders. Cost: 5

Fatigues

Called "battle dress uniforms" (or BDUs) in the United States Armed Forces, these are worn by military personnel and civilians alike. They are rugged, comfortable, and provide many pockets. They are also printed in camouflage patterns: woodland. desert, winter (primarily white), urban (gray patterned), and black are available. When worn in an appropriate setting, fatigues grant a +2 bonus on Stealth rolls to hide. Cost: 7

Fire Extinguisher

This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 3-meter-by-3-meter area as a special action. It contains enough material for two such uses. Cost: 5

First Aid Kit

Available at most drugstores and camping supply stores, this kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional. A first aid kit can be used to help an injured character by granting a +1 bonus to First Aid skill rolls. A first aid kit can be used only three times before it is used up. Cost: 3

Flash Goggles

These eye coverings provide total protection against blinding light. Cost: 9

Flashlight

Flashlights come in a wide variety of sizes and quality levels. Those covered here are professional, heavy-duty models, rugged enough to withstand the rigors of modern adventuring. Flashlights negate penalties for darkness within their illuminated areas.

Penlight: This small flashlight can be carried on a key ring. It projects a beam of light 3 meters long and 1 meter wide at its end.

Standard - This heavy plastic or metal flashlight projects a beam 10 meters long and 5 meters across at its end. Battery Flood: Practically a handheld spotlight, this item projects a bright beam 30 meters long and 15 meters across at its end.

Cost: Penlight 2, Standard 5, Battery Flood 7.

Gas Mask

This apparatus covers the face and connects to a chemical air filter canister to protect the lungs and eyes from toxic gases. It provides total protection from eve and lung irritants. The filter canister lasts for 12 hours of use. Changing a filter is a special action. A gas mask comes with two filter canisters (a primary and a spare), and may include a carrying pouch. The purchase price for one extra filter canister is one-quarter the cost of the gas mask. Cost: 11

Ghillie Suit

The ultimate in camouflage, a ghillie suit is a loose mesh overgarment covered in strips of burlap in woodland colors, to which other camouflaging elements can easily be added. A figure under a ghillie suit is nearly impossible to spot, even at close distances.

A character wearing a ghillie suit with appropriate coloration gains a +6 bonus on Stealth rolls to avoid being seen. The bulky suit imposes a penalty of -2 on the wearer's DEF, REF attributes rolls, and REF-based skill rolls (except Stealth). Cost: 13

Illuminator (firearm)

An illuminator is a small flashlight that mounts to a firearm, freeing up one of the user's hands. It functions as a standard flashlight. The list price includes mounting on the weapon, which otherwise requires a Gunsmith skill roll (TN 15). Cost: 7

Laser Sight (firearm)

This small laser mounts on a firearm, and projects a tiny red dot on the weapon's target. A laser sight grants a +1 bonus on all attack rolls made against targets no farther than 10 meters away. A laser sight cannot be used outdoors during the daytime or in heavy fog or smoke, however. Cost: 7

Map

While a compass can help you find your way through the wilderness, a map can tell you where you are going and what to expect when you get there. Unfortunately, in the seventeenth century, the maps are crude at best.

Create: Art (Cartography) TN 15, 4 hours.

Medical Kit

About the size of a large tackle box, this is the sort of kit commonly carried by military medics and civilian EMTs. It contains a wide variety of medical supplies and equipment, and provides a +3 bonus to First Aid and other medical skill rolls. A medical kit can be used to treat an injured character, to provide long-term care, to restore Life points, to treat a diseased or poisoned character, or to stabilize a dying character (see Healing in the Rules of Play). Cost: 14

Mesh Vest

This is a lightweight vest with a series of pockets for items such as a compass, spare ammunition magazines, pressure bandages, and a radio, along with loops for attaching grenades, knives, or tools. Mesh vests are popular with anglers and hunters, as well as police SWAT officers and tactical operatives. It can hold up to 15 kilograms of equipment.

A mesh vest provides a +1 bonus to STR for the purpose of determining the wearer's carrying capacity. For example, if a character has a STR of 5. when using a mesh vest you determine the character's carrying capacity as if his STR was 6. Cost: 8

Metal Detector

This handheld device provides a +9 bonus on all Awareness skill rolls when conducting a search for metal objects. Cost: 11

Night Vision Goggles

Night vision goggles (or "NVGs") use passive light gathering to improve vision in near-dark conditions. They grant the user the ability to see in darkness (also called Night Vision) but because of the restricted field of view and lack of depth perception these goggles provide, they impose a -2 penalty on all Spot and Search checks made by someone wearing them.

Night vision goggles must have at least a little light to operate. A cloudy night provides sufficient ambient light, but a pitch-black cave or a sealed room does not. For situations of total darkness, the goggles come with an infrared illuminator that, when switched on, operates like a flashlight whose light is visible only to the wearer (or anyone else wearing night vision goggles). Cost: 16

Parka

This winter coat grants the wearer a +1 bonus on HLT attribute rolls made to resist the effects of cold weather. Cost: 9

Portable Stove

This small stove works on kerosene or white gasoline, and can easily be broken down and carried for backpacking. Cost: 7

Range Pack

This lightweight black bag has a spacious inner compartment capable of holding roughly 4 kilograms of gear and can hold an additional 2 kilograms in six zippered external compartments. The larger version holds 6 kilograms of equipment in the internal compartment and another 3 kilograms in the zippered external pouches. A range pack easily holds several pistols and a submachine gum; and the larger version can hold disassembled rifles. Cost: 7

Rope

A nylon climbing rope. It can support up to 800 kilograms. The price listed is for each 10-meter length. Cost: 2

Scope

A scope is a sighting device that makes it easier to hit targets at long range. However; although a scope magnifies the image of the target, it has a very limited held of view, making it difficult to use.

Standard: A standard scope reduces the distance by one half for purposes of determining the distance penalty for a ranged weapon by one-half. However, to use a scope a character must spend an action acquiring his or her target. If the character changes targets or otherwise loses sight of the target, he or she must reacquire the target to gain the benefit of the scope.

Electro-Optical: An electro-optical scope functions the same as a standard scope in normal light. In darkness, however, the user sees through it as if he or she had the Night Vision advantage granted by night vision goggles. Cost: Standard 11, Electro-Optical 17

Search-and-Rescue Kit

This waist pack contains a first aid kit, a compass, waterproof matches, a lightweight "space" blanket, a standard flashlight, 20 meters of durable nylon rope, two smoke grenades, and one signal flare. Cost: 11

Sleeping Bag

This lightweight sleeping bag rolls up compactly. It can keep a character warm even in severe weather and can also double as a stretcher in an emergency. Cost: 5

Suppressor

A suppressor fits on the end of a firearm, capturing the gases traveling at supersonic speed that propel a bullet as it is fired. This eliminates the noise from the bullet's firing, dramatically reducing the sound the weapon makes when it is used. For semi-automatic handguns and sub-machineguns, the only sound is the mechanical action of the weapon (Awareness skill roll. TN 15, to notice). For longarms, the supersonic speed of the bullet itself still makes noise. However, it is difficult to tell where the sound is coming from requiring an Awareness skill roll ('TN 15) to locate the source of the gunfire.

Modifying a weapon to accept a suppressor requires a Gunsmith skill roll (TN 15). Once a weapon has been modified in this manner, a suppressor can be attached or removed as a special action.

Suppressors cannot be used on revolvers or shotguns, A suppressor purchased for one weapon can be used for any other weapon that fires the same caliber of ammunition if it has been modified to accept a suppressor (i.e., has had the barrel extended and screw threads engraved onto the barrel). Create: Gunsmith skill roll, TN 15" 1 hour. Cost: 11

Tent

A tent keeps you warm and dry in severe weather, providing a +2 bonus on HLT attribute rolls against the effects of cold weather.

Personal: A small, 1-person tent. Camping: A small, 6-person tent.

Military, Shelter Half.- One half of a two-person tent. Includes one half of the items necessary to construct a small tent (one of two canvas or nylon flaps, tent spikes and ties, etc.). Commonly issued to military personnel.

Military, Small: A small, 4-meter square tent, large enough to hold a table or sleeping cots and gear for up to 6 people.

Military, Large: A large tent, large enough to hold several tables or sleeping cots and gear for up to 24 people. May be combined with other large tents to create a larger tent, which can be used as a field hospital, eating area, and so forth.

Cost: Personal 7, Camping 11. Military Shelter Half 7, Small Military 15, Large Military 19

Trail Rations

Trail rations come in a number of commercial options. They all provide the necessary energy and nutrition for survival. Military versions are called

MREs ("Meals, Ready to Eat"). The purchase price given is for a case of 12 meals. Cost: 7

Clothing

The items described here represent special clothing types, or unusual outfits that a character might need to purchase.

For the most part, clothing choice is based on character concept. It is generally assumed that a hero owns a reasonable wardrobe of the sorts of clothes that fit his or her lifestyle. Sometimes, however, a character might need something out of the ordinary. When that is the case, he or she will have to purchase it like any other piece of gear. Clothes have two effects on game mechanics: one on Disguise checks, and one on Sleight of Hand checks.

First, clothing is part of a disguise. See the Disguise skill description for more on how appropriate dress affects Disguise checks.

Clothes also help to hide firearms, body armor, and small objects. Tightly tailored clothing imposes a penalty on an attempt to conceal an object; clothing purposely tailored to conceal objects provides a bonus.

Clothing Outfit

An outfit of clothing represents everything a character needs to dress a part: pants or skirt, shirt, undergarments, appropriate shoes or boots, socks or stockings, and any necessary belt or suspenders. The clothes a character wears does not count against the weight limit for encumbrance.

Business: A business outfit generally includes a jacket or blazer, and it tends to look sharp and well groomed without being overly formal.

Casual: Casual clothes range from cut-off jeans and a T-shirt to neatly pressed khakis and a hand-knit sweater.

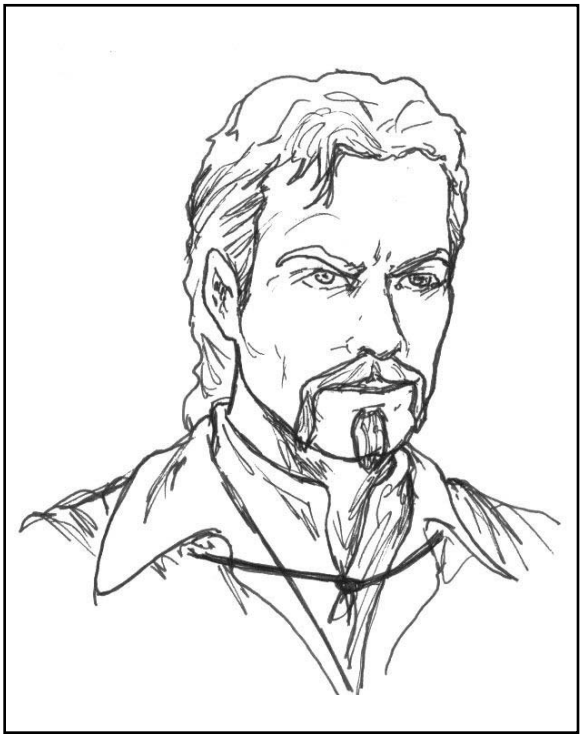
Formal: From a little black dress to a fully appointed tuxedo, formal clothes are appropriate for "black tie" occasions. Special designer creations can have purchase DCs much higher than shown on the table.

Fatigues: Called "battle dress uniforms" (or BDUs) in the United States Army, these are worn by hardened veterans and wannabes alike. They are rugged, comfortable, and provide many pockets. They are also printed in camouflage patterns: woodland, desert, winter (primarily white), urban (gray patterned), and black are available. When worn in an appropriate setting, fatigues grant a +2 bonus on Hide checks.

Uniform: From the cable guy to a senior Air Force officer, people on the job tend to wear uniforms-making such clothing an essential part of some disguises, since a uniform inclines people to trust the wearer.

Outerwear

In addition to keeping a character warm and dry, coats and jackets provide additional concealment for things a character is carrying (they often qualify as loose or bulky clothing; see Concealed Weapons and Objects).



Coat: An outer garment worn on the upper body. Its length and style vary according to fashion and use.

Fatigue Jacket: A lightweight outer garment fashioned after the fatigue uniforms worn by military personnel when performing their standard duties.

Overcoat: A warm coat worn over a suit jacket or indoor clothing.

Parka: This winter coat grants the wearer a +2 Toughness saves made to resist the effects of cold weather.

Photojournalist's Vest: Made of cotton with mesh

panels to keep the wearer cool, the photojournalist's vest has numerous obvious-and hidden-pockets. It counts as loose and bulky clothing when used to conceal Small or smaller weapons, and also grants the "specially modified to conceal object" bonus when used to conceal Tiny or smaller objects. See Concealed Weapons and Objects.

Windbreaker: This is a lightweight jacket made of wind-resistant material.

Tool Belt

This sturdy leather belt has numerous pockets and loops for tools, nails, pencils, and other necessities for repair and construction work, making it easy to keep about 10 pounds of items on hand. The pockets are open, however, and items can easily fall out if the belt is tipped.

Computers & Consumer Electronics

Rules for operating computers appear under the Computers skill. Some of the items in this section have monthly subscription costs as well as initial purchase costs. The purchase TN accounts for both costs; once a character has obtained the item, he or she does not have to worry about ongoing subscription costs.

Camera

Still cameras let a character capture a record of what he or she has seen.

35mm: The best choice for the professional photographer, this camera can accept different lenses and takes the highest-quality picture. A camera is needed to use the photography aspect of the Craft (visual art) skill. The film used in a camera must be developed.

Digital: A digital camera uses no film; instead, its pictures are simply downloaded to a computer as image files. No film developing is necessary.

Disposable: A 35mm camera with film built in can be purchased from vending machines, tourist traps, drugstores, and hundreds of other places. Once the film is used, the entire camera is turned in to have the film developed.

Film: The medium upon which photographs are stored, film comes in a variety of sizes and speeds. The purchase TN represents the cost of a roll of 24 exposures of high-speed (ASA 400) film.

Film Developing: In most areas, drugstores and photo shops provide 1-hour service; in others, it takes 24 hours. The purchase TN represents the cost of getting two prints of each shot on a roll of film, or one of each and any two also blown up to a larger size.

Computer

Whether a desktop or notebook model, a computer includes a keyboard, a mouse, a monitor, speakers, a CD-ROM drive, a dial-up modem, and the latest processor. A character needs a computer to make Computer Use checks.

Desktop: Bulky but powerful, these machines are common on desks everywhere.

Notebook: Slim, lightweight, and portable, notebook computers have most of the functions available on desktop computers.

Modem

A modem use to allow a character to connect a computer to the Internet, since the Ring of Fire there are plans to set up a localized Intranet in the town of Grantville. To use a modem, a character must have a computer and an appropriate data line. All computers come with dial-up modems. A dial-up modem uses a standard telephone line; while it is connected, that telephone line cannot be used for another purpose.

PDA

Personal data assistants are handy tools for storing data. They can be linked to a notebook or desktop computer to move files back and forth, but cannot be used for Computer Use or Research checks.

Portable Video Camera

Portable video cameras use some format of videotape to record activity. The tape can be played back through a VCR or via the camera eyepiece.

Printer

The color inkjet printer described here is suited for creating hard copies of text and image files from computers.

Scanner

A color flatbed scanner allows the user to transfer images and documents from hard copy into a computer in digital form.

Walkie-Talkie

This hand-held radio transceiver communicates with any similar device operating on the same frequency and within range.

Basic: This dime-store variety has only a few channels. Anyone else using a similar walkie-talkie within range can listen in on the character's conversations. It has a range of 2 kilometers (about 1 mile).

Professional: This high-end civilian model allows a character to program in twenty different frequencies from thousands of choices-making it likely that the character can find a frequency that's not being used by anyone else within range. The device can be used with or without a voice-activated headset (included). It has a range of 24 kilometers (15 miles).Cost: Basic 10, Professional 19.

Vehicles

Following is a list of sample vehicles from both up-timer and down-timer centuries. The list is by no means complete or exhaustive and is intended to convey an idea of how vehicles are used in the game. There are no listings for water or aircraft at this time. These machines will be covered in a future supplement to Eric Flint's 1632 (Rules concerning vehicle movement and combat will be found at page 144 in Chapter 8, Rules of Play).

Vehicle Statistics

All vehicles have the statistics listed below:

Speed: The listed Speed is the vehicle's Slow speed, equivalent to the MOV score and is in meters per turn.

MB: A vehicle's Maneuver Bonus reflects its size, maneuverability, and the general difficulty to hit in combat. DEF is a modifier to the driver's Driving skill.

Size: This is the relative size of the vehicle and is an important element of maneuvering and combat (see table below).

People: This is the total number of persons that the vehicle can carry. This number can vary widely between specific vehicles.

Cargo: This is the amount of cargo weight the vehicle is normally capable of carrying and still maintain its performance.

AV: In addition to Hits, vehicles also have an Armor Value rating

Hits: Vehicles have Hits much like people have LIF. Attacks against the vehicle cause normal damage, and when a vehicle runs out of Hits, it is effectively destroyed (see the Core Rules for more information).

.Skill: This is the typical skill required to safely operate the vehicle.

Vehicle Sizes

Vehicles use the same size categories as characters and creatures, as shown on Table: Vehicle Sizes. The vehicle's size modifier applies to its initiative modifier, maneuver modifier, and Defense. (The size modifier is already included in the vehicle statistics on Table: Vehicles)

Table: Vehicle Sizes

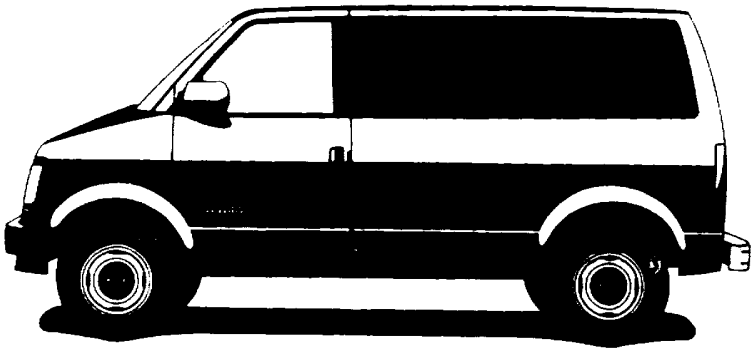
Vehicle Size	Size Modifier	Size Scale*	Examples
Colossal	-8	5	Yacht, Airliner
Gargantuan	-4	4	Tank, Big Rig, Coal Truck,, Light Aircraft
Huge	-2	3	Armored Car, Stretch Limo,, Heavy Truck
Large	-1	2	Passenger Car, Pick-up Truck, SUV, Van
Medium-size	+0	1	Racing bike, Dirt Bike, Motorcycle

**Size Scale: This column refers to the number used in the Size column in the Sample Vehicles Table below.*

Table: Sample Vehicles

Vehicle	Speed	MB	Size	People	Cargo	AV	Hits	Skill
Personal								
Bicycles	4	+2	0	1	10 kg	0	15	-
Wagons								
Cart	6	-1	2	2	100 kg	2*	15	Teamster
Buggy	10	+2	2	4	100 kg	3	24	Teamster
Wagon	6	-	3	10	300 kg	6*	32	Teamster
Large Wagon	6	-2	3	12	1500 kg	9*	42	Teamster
Coach	8	-1	3	8	200 kg	6	36	Teamster
Automobiles								
Compact Car	40	-	2	4	100 kg	4	50	Driving (Car)
Passenger Car	40	-	2	5	200 kg	5	60	Driving (Car)
Pickup Truck	40	-	2	3	1 ton	6	70	Driving (Car)
Race Car	75	+1	2	1	-	5	60	Driving (Car)
Sports Car	50	-	2	2	200 kg	4	50	Driving (Car)
Sport/Utility	40	-	2	6	400 kg	6	70	Driving (Car)
Stretched Limousine	40	-1	3	6	350 kg	5	60	Driving (Car)
Van	40	-1	2	2	1 ton **	7	80	Driving (Van)
Motorcycles								
All Terrain Vehicle	36	+0	1	2	30 kg	3*	50	Driving (Motorcycle)
Dirt Bike	36	+1	1	2	-	3*	40	Driving (Motorcycle)
Scooter	30	+1	1	1	20 kg	2*	30	Driving (Motorcycle)
Motorcycle	45	+1	2	2	40 kg	3*	40	Driving (Motorcycle)
Oversized Vehicles								
Big Rig	38	-2	4	2	10 tons**	10	110	Driving (Big Rig)
Bus	30	-2	4	30-50	1 ton	9	100	Driving (Big Rig)
Heavy Truck	38	-1	3	2	5 tons**	8	90	Driving (Van)
APC (Armored Truck)	25	-2	4	20	10 tons**	15	120	Driving (Big Rig)

**The armor only protects the vehicle, the riders are not protected.*
***Indicates that cargo area can be turned into passenger space at the rate of 5 persons per ton.*



Wagons

These are typical horse-drawn vehicles and include the harnesses and other gear. Animal-drawn vehicles of the seventeenth century were typically made of wood, canvas, and leather with some metal fittings and metal-shod wheels (though there are still plenty of small wagons with completely wooden, solid wheels). They had very poor suspensions, if any, and little protection against the weather. Another type of vehicle (not listed) is the servant-borne litter, primarily used in the larger cities. Litters were often elaborate with enclosures and drapery, and required roughly two bearers for each person carried.

Cart: This is a small, two-wheeled vehicle with accommodation for one or two persons and a modest cargo. Often used by commoners to carry fodder for animals, or to transport produce to market. A cart may be drawn by a donkey, mule, horse, or ox. Cost: 5

Buggy: This can either represent a small one- or two-horse private buggy or a horse-drawn cab commonly found in larger cities. It carries a driver plus one to three passengers. Cost: 5

Wagon: This is a small two-horse wagon with a single seat for a driver and one passenger. The back is open and it can carry 600 lbs. of cargo. Wagons may be drawn by pairs of mules, horses, or oxen. Cost: 15

Large Wagon: This is a very large vehicle used for carrying big loads. A bench in the front seats two and the cargo area is often covered with a canvas tarp. The large wagon can carry up to 4,500 lbs. of cargo and requires four to six horses or oxen to pull it Cost: 16

Coach: This is a two- or four-horse closed coach typically used to transport passengers. There is a single seat for a driver and one passenger. Coaches often have one or two footmen to assist the passengers on and off the coach and help them with their luggage.

Automobile

The basic motor vehicle of the 20th century. Automobiles have four wheels and are normally powered by a gasoline internal combustion engine. Standard features on modern vehicles include headlights, seat belts, air bags, and air conditioning.

Passenger Car

An ordinary compact or mid-sized automobile. Cars are available in coupe (two doors, often with a hatch back and extra cargo space), sedan (four door), or station wagon (extra room in back, but reduced rear visibility for driver) body styles. Year 2000 cost: 30

Sub-Compact Car

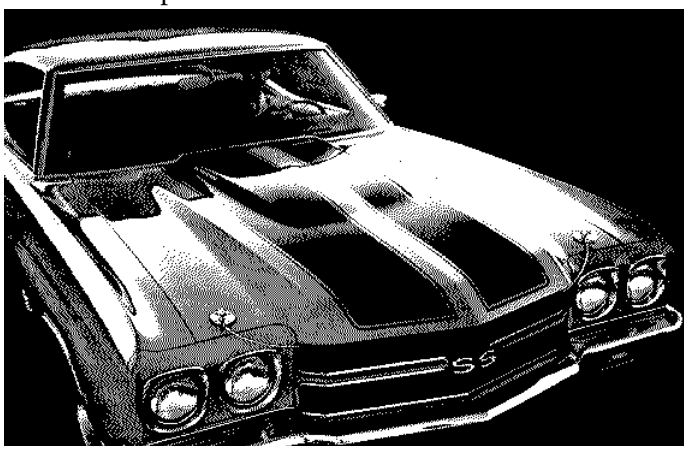
A small, somewhat cramped passenger car. It seats four, but with a lot less comfort than a comparable mid-sized vehicle. It is easier to park, but not as robust. Year 2000 cost: 25

Pickup Truck or Sport/Utility Vehicle

A light truck with cab seating (2-3 people), off-road suspension, and four-wheel drive and either an open cargo bed (pickup truck) or extra passenger capacity (sport/utility vehicle). Year 2000 cost: 28.

Sports Car

A car with good aerodynamics, a powerful engine, and superior transmission and suspension. Some sports cars carry two people, while others sacrifice already meager cargo space to carry an extra person or two in cramped back seats. Year 2000 cost: 36.



Stretched Limousine

An oversized passenger car. It will usually have a number of posh features, such as a luxury interior. Year 2000 cost: 40.

Van

A light panel truck or mini-van, with one or two big rear doors and sliding side doors. Use this template with appropriate customization for ambulances. Year 2000 cost: 27.

All Terrain Vehicle

A three or four-wheeled vehicle with a gasoline engine and large, balloon tires, headlights, and rear-view mirrors designed to operate in most types of terrain, including swamp, mud, sand, and snow. Often used by hunters to transport supplies. Year 2000 cost: 24.

Motorcycle

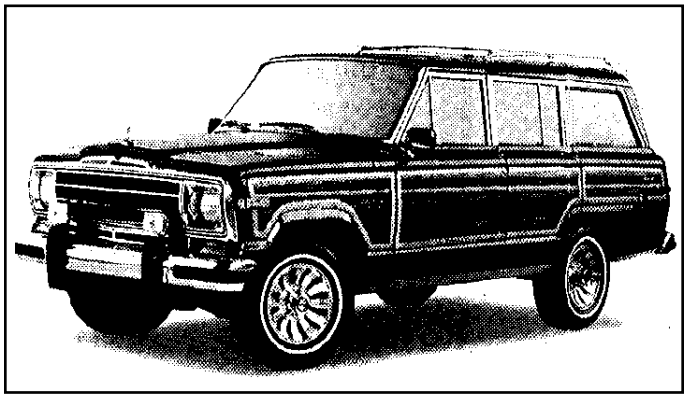
A two-wheeled vehicle powered by a gasoline engine. Standard features include headlights and rear-view mirrors. Year 2000 cost: 22 for the most basic machines; can cost 26 for more powerful and sophisticated models.

Scooter

A small bike with an anemic engine. Scooters are suitable for a single rider only. A minor gadget. Year 2000 cost: 16.

Dirt Bike

A motorbike designed for off-road operations. Dirt bikes include the Off-Road Suspension option at no extra cost. Year 2000 cost: 18.



Oversized Vehicles

A big ground vehicle with six or more wheels, usually powered by a diesel engine rather than a gasoline engine (diesel is cheaper and less flammable). Standard features include headlights, running lights, and seat belts.

Big Rig

An 18-wheel tractor-trailer combination with a powerful tractor cab designed to tow a big trailer. With trailer, a big rig may be 20 yards long. Pick one of these options for the cargo area: Flat bed (open cargo), van (enclosed cargo), refrigerated ("reefer"), tanker. If the trailer is unhooked from the "fifth wheel" (this takes at least two turns outside the vehicle to do this), the rig's speed can increase by 10-20 mph. Cost: 35

Bus

A city, school, or excursion bus. In Eric Flint's 1632 Resource Guide and Role Playing Game these would represent the fleet of yellow school buses belonging to the High School and the Elementary School. A typical bus seats 35-45 people (with plenty of standing and cargo room) and is about 10-15 yards long. Cost: 34

Heavy Truck

A large truck, bigger than an ordinary van. Pick one of these options for the cargo area: flat bed (open cargo), van (enclosed cargo), refrigerated ("reefer"), tanker. A heavy truck may also be a cement mixer, dump truck, street cleaner, fire engine, etc. Cost: 33

APC

In Eric Flint's 1632 Resource Guide and Role Playing Game an APC is a converted Coal Truck. This is a Heavy Truck normally used to haul coal ore. The US Army has modified several of these huge vehicles for use in warfare by welding and bolting armor plate across vulnerable areas such as windshields, side windows, radiator, etc. Firing slits have been cut in the sides of the cargo area to allow soldiers to engage the

enemy from behind safe cover. The APC is a striking symbol of Grantville's military power and is easily recognized and feared throughout Europe. The fame of the APC is so widespread that practically any up-time vehicle, of whatever size, can be mistaken for one by ignorant down-timers. Cost: 45

Mounts and Related Gear

Item	Cost	Weight
Bit and bridle	5	1 lb.
Dog, guard	5	-
Donkey or mule	8	-
Feed (per day)	5	10 lb.
Horse		
Horse, heavy	20	-
Horse, light	17	-
Pony 15	-	
Warhorse, heavy	25	-
Warhorse, light	22	-
Saddle		
Military	10	30 lb.
Pack	5	15 lb.
Riding	8	25 lb.
Saddlebags	4	8 lb.
Stabling (per day)	5	-

Donkey or Mule: Donkeys and mules are stolid in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or a mule is willing (though not eager) to enter dungeons and other strange or threatening places.

Feed: Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them is much better. If you have a riding dog, you have to feed it at least some meat.

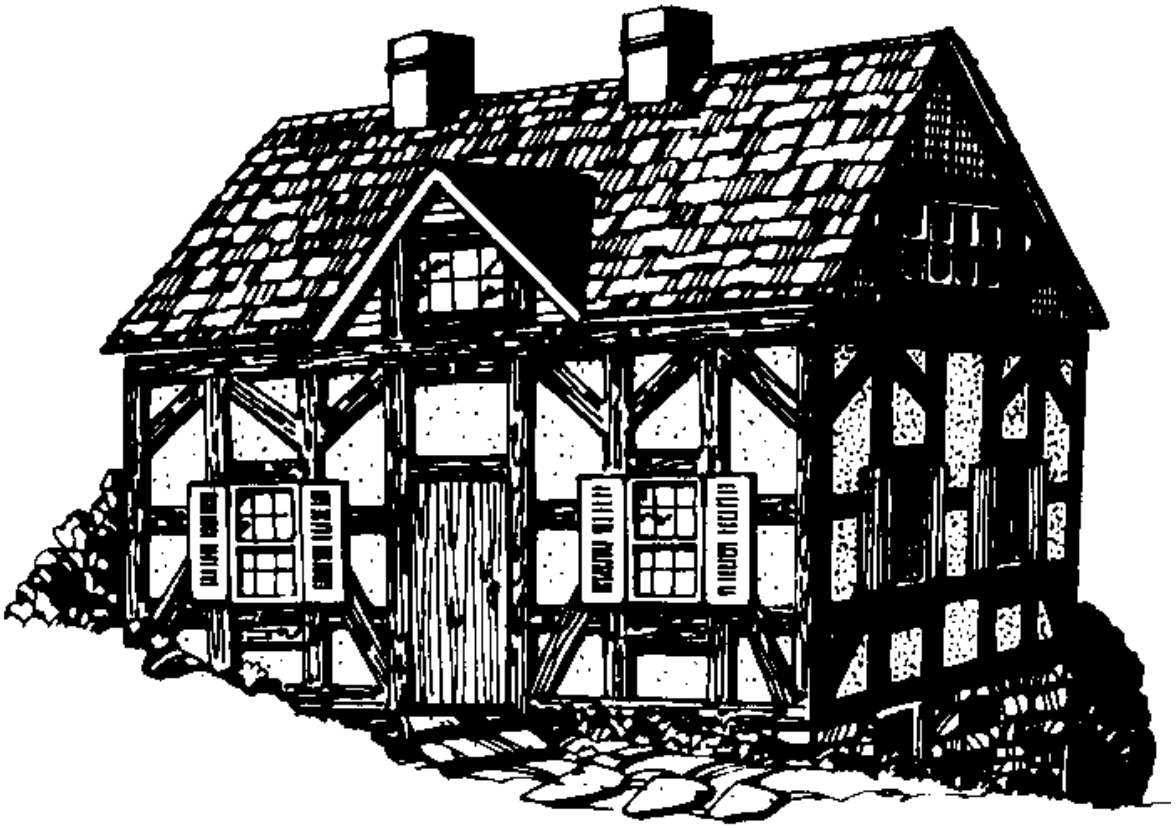
Horse: A horse (other than a pony) is suitable as a mount for most adults and teenagers. A pony is smaller than a horse and is a suitable mount for young children.

Warhorses and warponies can be ridden easily into combat. Light horses, ponies, and heavy horses are hard to control in combat.

Saddle, Military: A military saddle braces the rider, providing a +2 circumstance bonus on Ride checks related to staying in the saddle. If you are knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

Saddle, Pack: A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

Saddle, Riding: The standard riding saddle supports a rider.



Chapter Five: Cities of Note

Grantville

Earliest known white settler, John S Grant, who arrived there in the early 1770's and made his home at the Forks. The Forks of the Buffalo at the junction of Buffalo Creek and Pyles Fork, was the earliest name for the area.

Of course, during all this time, this was still the state of Virginia. The railroad provided the first boom of growth to the little community, and much of this early growth was in tanneries and leather working shops. The largest tannery after the Civil War was the Burt Tannery, which won numerous awards for their high quality leather.

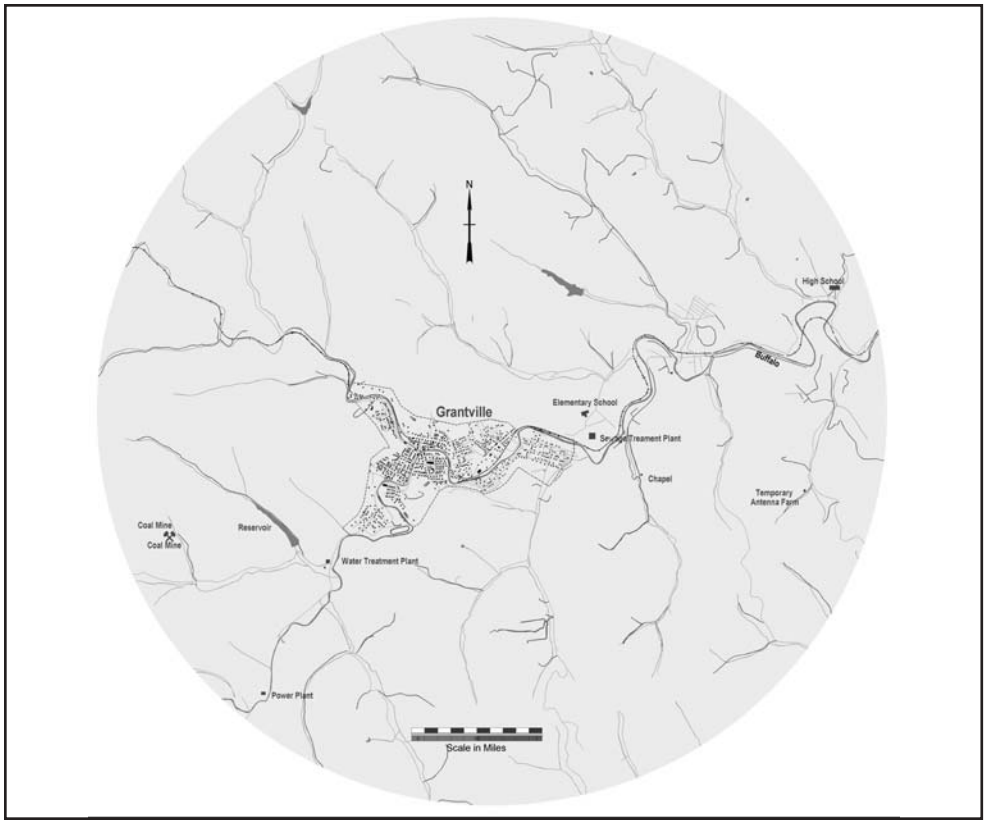
Water-powered mills, grain and saw, a marble works, a woolen mill and a Brick yard all contributed to the growth of the town in those years.

The town had an opera house beginning in the 1890's, which hosted many of the eras noted figures including Ignace Jan Paderewski, Madam Schumann-Heink, and George M. Cohen.

Schools also became a notable feature of the town. In 1906, the High School was one of only 3 in the state whose graduates could be admitted to WVU without examinations. The West Virginia teacher's certificates carried a picture of this school as the background for many years.

> As a base of operations in role playing Grantville is not likely to have a ton of people passing through it. There is very little through traffic of non-residents.... the chances of having someone just passing through" approaches zero. Remember it is a small town that was located in the backcountry of West Virginia. You need to ask yourself the question "Why was your character in Grantville?"

During the era of school superintendent, Perry McBee, from 1898 to 1909, many advances were made in schooling here. A lyceum series was started for adult continuing education. A standardized curriculum for all of the country schools was established, which permitted any eighth grader who saw fit to continue to high school with the same background as his classmates. Mr. McBee also began the practice of transporting rural students to the high school in town in carriages. In 1925, the school board used three buses to continue and expand the system.



The town may also have had the first community radio cable system in the United States. In 1923, Albert Guy Heck began sharing programs received on his homemade radio with his neighbors. In only a few years, Heck Radio System had cable line stretching many miles, piping radio into the

radios and in some cases simply loudspeakers of its customers.

Grantville was incorporated as a town by the state of Virginia in 1826, and it was reincorporated as a town in 1871. Then in 1923 it was incorporated as a city.

In April of 2000 the city was hit by something interesting, on the day that Tom Simpson and Mike's sister Rita were being married the whole town was transported to Germany in the year 1631, by an event now known as the Ring of Fire. Since that date, the citizens of Grantville have tried to live their lives the best way possible. In June, the fledgling American army faced Tilly's army at the Battle of Badenburg, and they saw the first wedding since the Ring of Fire as Jeff Higgins married Gretchen. In September, the army faces off against the Spanish at the Battle of Breitenfeld and the citizens of Grantville elect a committee to write a new constitution and establish a government for the new United States. In October they army fights again at the Battle of Jena.

By the end of the year 1632 there is a new constitution in place, general elections have been held and Mike Stearns is the President of the new United States (centered in Grantville). The future still has a lot in store for this new nation, surrounded by enemies on all sides.

Places of Interest

Club 250

The Club 250 is a rowdy bar across the street from the Thuringen Gardens. It has become a haven for those who believe prejudice is a way of life. It is smaller than the Gardens, but has no shortage of business.

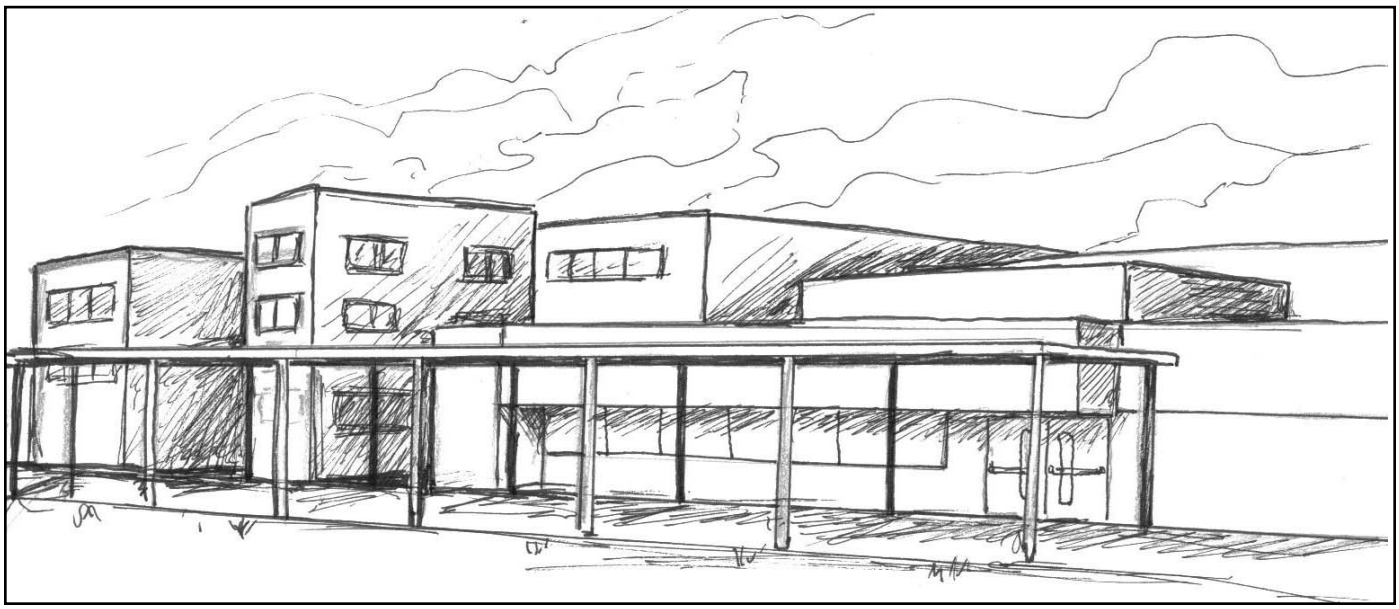
North Central High School

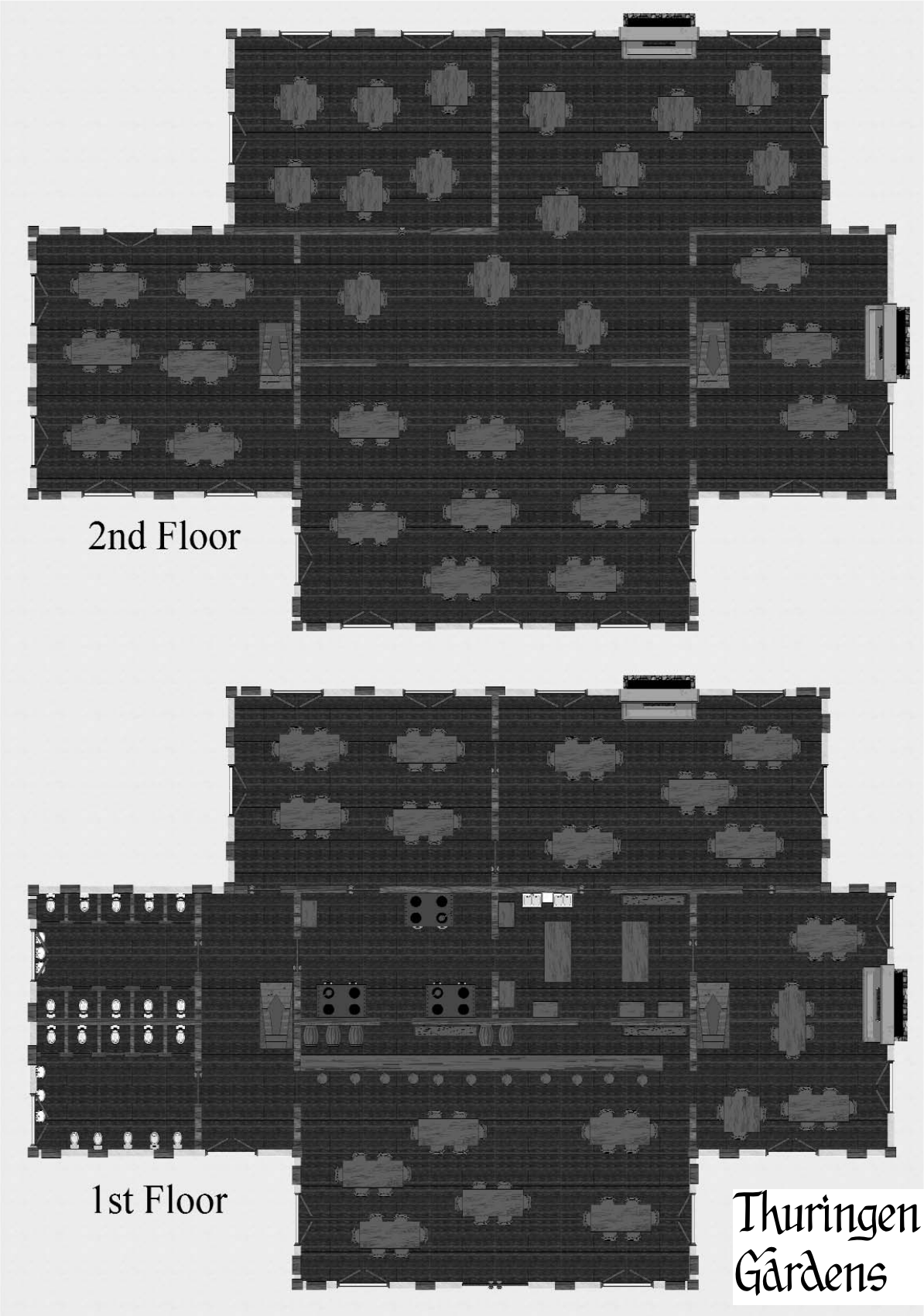
In August of 1979, students from all over the area's surrounding hillsides entered the doors of the new multiplex known today as North Central High School.

The school is nestled deep within the hills of Grantville along route 250 north of Fairmont. North Central's principal is Mr. Len Trout

The school was acknowledged throughout the region, prior to the Ring of Fire, for its competitive athletic teams. They had been distinguished for Football, Wrestling, and Cross-Country teams alongside with the high-spirited support of the Cheerleading squad. As with our numerous superior athletes, North Central is also credited for being a "National School of Excellence" and for its numerous National Merit Finals.

Most recently, it was the site of the battle during the Croat raid on Grantville.




2nd Floor
1st Floor
Thuringen
Gärdens

Thuringen Gardens

Responding to the discriminatory practices of the Club 250 the Thuringian Gardens opened across the road in direct competition. Other taverns soon followed. The Gardens, though, had been there first with the mix of up-and-down time comforts and customs, and has become something of an Official Institution in Grantville. In fact, from what anyone could tell it had become famous all over Germany. Now that central Germany had been politically stabilized-by seventeenth-century standards, anyway-and the armies which had ravaged it driven off, Grantville was not only a boom town but the central tourist attraction for anyone in Europe with the money and leisure time to afford to come there. And each and every one of those visitors, sooner or later, made a beeline for the Gardens.

The management of the Gardens had cheerfully- and haphazardly-kept expanding the establishment to match the clientele, to the despair of Grantville's more snooty citizens and the sheer outrage of anyone with any sense of proper architectural design. It had become a sprawling giant of a "building," growing up as well as out.

See the layout on the opposing page.

Jena

Jena lies in central Germany on the river Saale. Ruled by House of Wettin from 14th century, by dukes of Ernestine line from 1485; and is a noted academic center, long focus of liberal ideas in Germany. The city of Jena is about 30 miles northeast of Grantville, making it a prime location for the people of Grantville to show off their abilities. Jena was a university town, famed throughout Germany as a center of learning. Its Collegium Jenense had been founded in 1558 with the help of the Protestant reformer Melanchthon. Jena had a population numbering in the thousands but the town was unwalled, and essentially unprotected.

In late 1631 the Americans arrived at Jena with an offer of protection, only wanting the desire to trade and have commercial ties with the Jena in return. The Americans were successful in defeating the mercenary army that threatened Jena.

Places of Interest

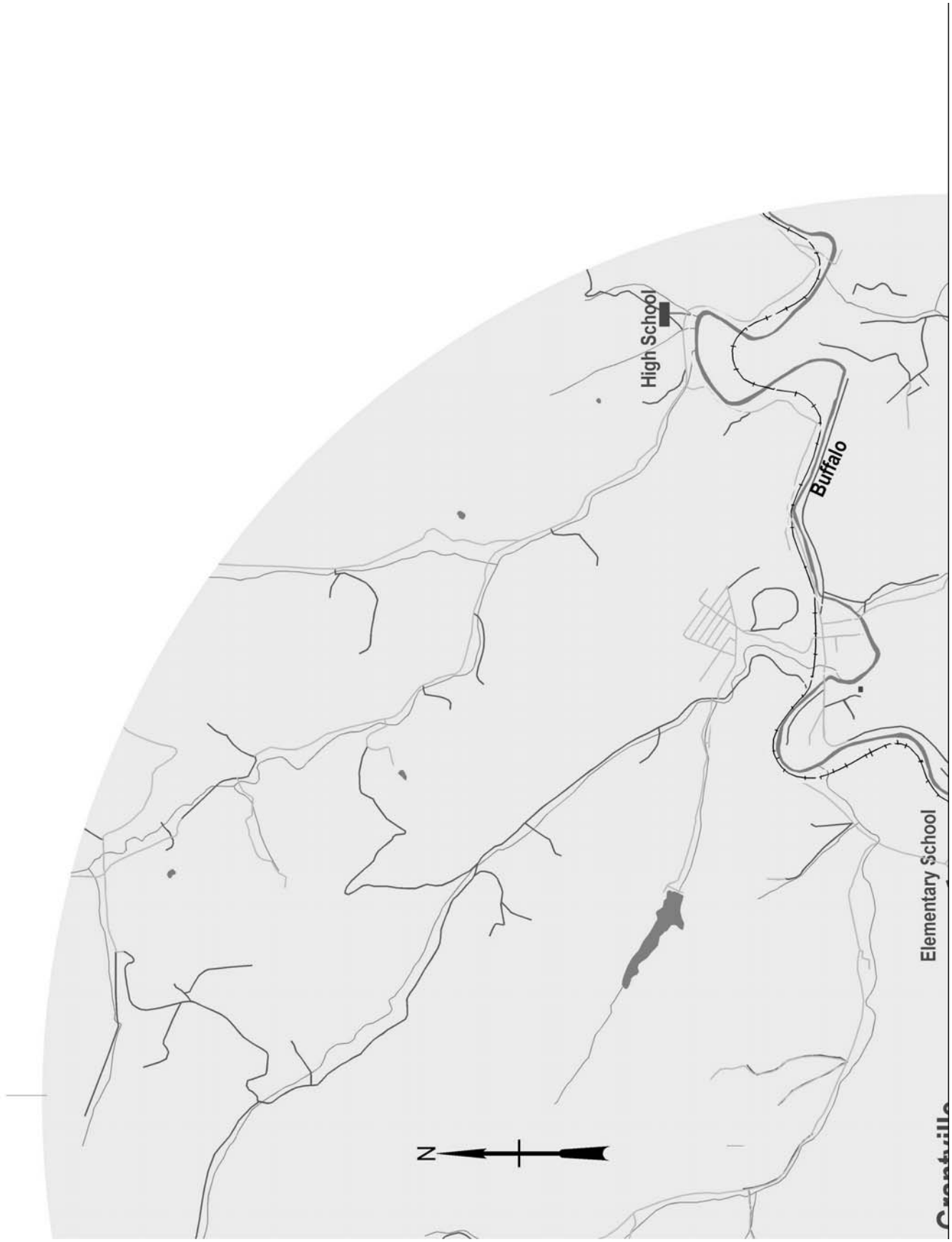
Collegium Jenense

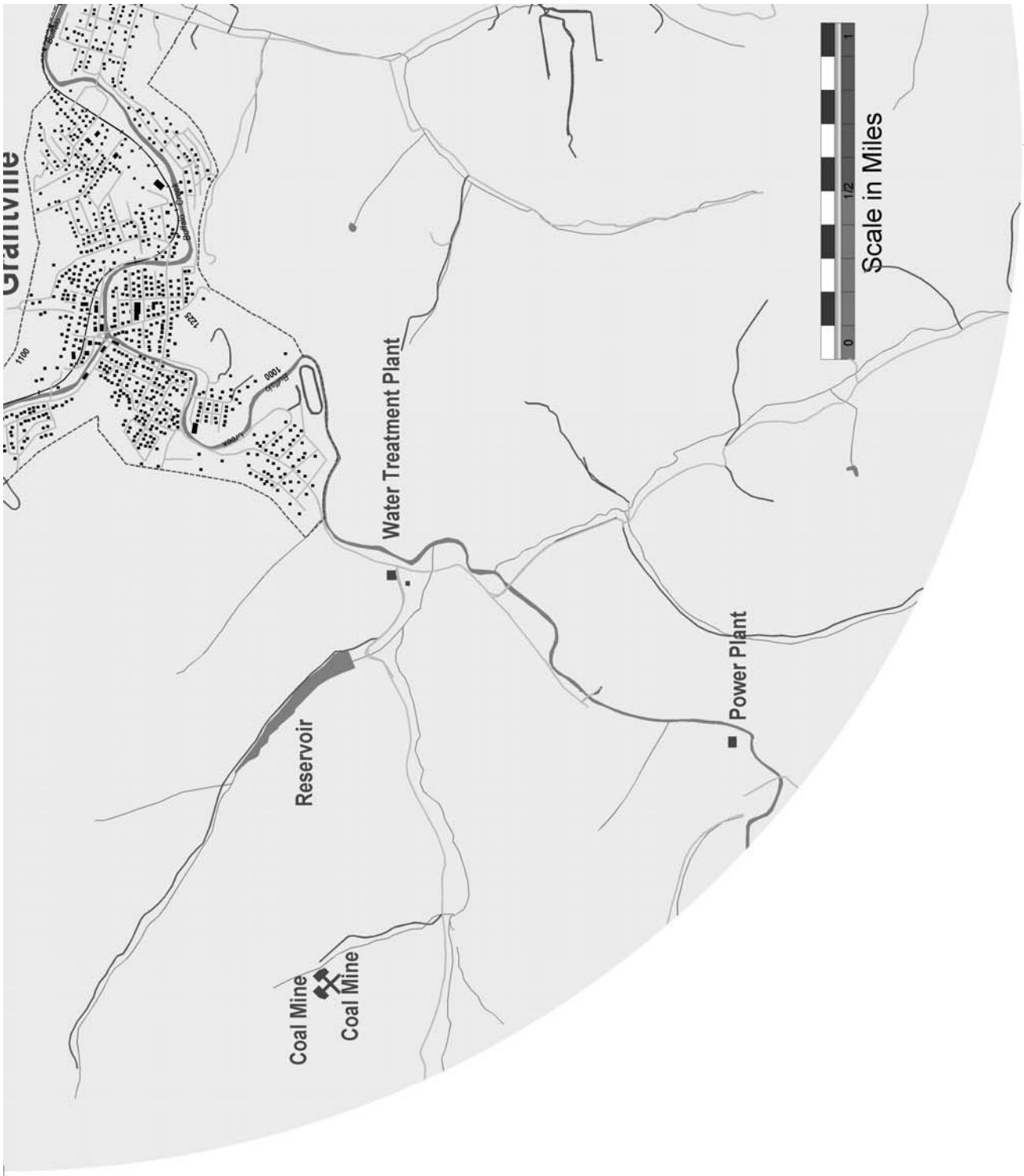
First founded in on June 30, 1503, Collegium Jenese has been a functioning university for the last 120 years. In mental regard however the education place oriented at humanistischen reform concepts made rapid development jumps; already in the middle of the 1550er years was considered it as prominent center of the reformation, the Jenaer expenditure for Luther ran off to the Wittenbergi competition project rank. But only 1558 received the Jenaer "Hohe Schule" the imperial university privilege awarded. The secret advice Johann Wolfgang Goethe obligated in a well-planned manner meaning philosophers and researchers into the small province duchy and created systematically for their working ideal conditions. Libraries, Botani garden, naturkundliche archives and laboratories were subject to its - come-realistic - sense of order, mechanisms like the observatory or the mineralogical collection decrease/go back on its initiative. Goethe with own scientific ambitions profited at the same time from this infrastructure. He worked closely with the chemist Doebereiner, the founder of the periodic system, or with the Anatomen Justus blaze together.

Badenburg

Badenburg is on the opposite side of the Ring of Fire from the exit that takes people to Saalfeld and Rudolstadt: i.e., one accesses Badenburg from somewhere in the west hemisphere of the Ring of Fire rather than from somewhere in the east hemisphere of the Ring of Fire. The Imperial city of Badenburg has a population of about six thousand; it was up near eight thousand before the war. The reduction in population is primarily from trade disruptions damaging the economy. People moving away in the hopes of something better or being forced out because they could not pay their debts.

N


High School
Buffalo
Elementary School
N


Grantville
Water Treatment Plant
Reservoir
Power Plant
Coal Mine
Coal Mine
Scale in Miles
0
1/2
1

Granville
Sewage Treament Plant
Chapel
Temporary
Antenna Farm
Scale in Miles
1/2
1

The six seats on the council are, at the time of the Ring of Fire, divided evenly among the six families, but that has not always been the case. The "Patrician" families are the Feierabend, Bachmeier, Fuchs, Junker, Kunze, and Ritter families. It should probably be noted that the Junker and Ritter families like each other almost as much as the Montagues and Capulets did just before Romeo met Juliet. They have however in the last few decades limited them selves to cutting each others throats financially open fighting is rare. But if the Junker votes aye the Ritter votes no. There are about fifty pseudo patricians including men women and children plus about a hundred servants and retainers.

Saalfeld

1485 came to the Ernestine line of the Wettin family (the rulers of Saxony); in 1572 to Saxe-Weimar; in 1603 to Saxe-Altenburg; in 1673 to Saxe-Gotha.

There was a settlement, Old Market, that didn't get added to the rest of the city until 1863; several suburbs; the "Broad Street" was already a suburb in 1389; the "New Freedom" was a miners' settlement that got its own citizenship law in 1549 and was another suburb. The old city hall burned in 1519 and a new one was built. In addition to the ducal castle, there were two others, Kitzerstein and Hoher Schwarm, which were rented out.

The importance of the city was as a mercantile entrecote for the nearby mines (silver, copper, iron, vitriol, cobalt), which were the main sources of wealth for the rulers.

Rudolstadt

A final division of the Schwarzburg lands, which remained firm until the modern period, took place after the death of Count Guenther XL (yes, the 40th) in 1552, into Schwarzburg-Sondershausen and Schwarzburg-Rudolstadt. Until 1918, Rudolstadt was the capital city and administrative center.

The oldest village settlement at Rudolstadt was probably in the region of the "lower castle," that is on the land between the Ludwigsburg and the lower city bridge. The part of the town called the "old city" had the nature of a separate village community with its old mayor until 1829. Only then did it become the fourth

quarter of the city proper. The rest of the city was founded in the 13th or 14th century by the counts of Orlamuende, between the Schlossberg and the Saale River, as a planned market town (there were two annual markets in Rudoltadt before 1404). It is marked by a design with square corners and a street network in the form of a ladder.

In 1404, Rudolstadt received a law code (statutes) from the Counts of Schwarzburg, based on the city code of Saalfeld. These were expanded in 1488 and at some time after 1533; then fully reworked in 1594 and republished.

The city council as it had existed since the 14th century consisted of three "middle" and four "upper" representatives; since the early 15th century, there were two councilmasters, who in 1494 started to be called mayors (Burgermeister) and two treasurers. In addition, since the 16th century, there were also four "Viermaennern" as representatives of the town as a whole.

Ecclesiastically, in the middle ages, it belonged to the Remda district. Remains of the medieval church are in the basement of the parochial offices near the Andreas church. The gothic guilding was in bad shape in the 17th century and was rebuilt in 1634; rededicated in 1636. The tower is from the 16th century. The Counts of Schwarzburg have a crypt on the north side.

It was a farm town with artisans; in 1496 it had 95 citizens with property and fourteen citizens without property; probably about 500 inhabitants. In 1540, the documents concerning the partition of Schwarzburg counted by name 257 resident citizens, including 70 renters.

Chapter Six: Europe in 1632

Prologue

The pieces that would form the year 1632 began to be assembled in the 15th century, Charles' dukedom included most of what is now northern France, and all of what is now The Netherlands. On January 5, 1477, Charles was killed in battle outside Nancy, France and his army was destroyed. His achievements in both politics and culture melted away quickly. Charles left only a young daughter, Mary, as his heir.

Later in 1477, Mary married the Archduke Maximilian of Habsburg, and had a son, called Philip the Handsome, who became the last Duke of independent Burgundy. Philip married the Spanish princess, Joanna, who was the daughter of Ferdinand and Isabella, the unifiers of Spain. Joanna, although history refers to her as Joanna the Mad, appears to have had a bipolar illness, rather than schizophrenia, or some other mental illness. She gave birth to a son, Charles, who became Charles V, Holy Roman Emperor and King of Spain and the Netherlands, and the greatest European monarch since Charlemagne. Because of her illness, Charles became ruler, first of the Netherlands, and then Spain, and then the Holy Roman Empire, in his teens.

Charles V thus ruled most of Europe, with the exception of France itself, England, and the Scandinavian countries. He controlled the Germanies, both by allegiance and because he controlled the Spanish army, whose tercios were the finest in the world. After his teacher and mentor became Pope Adrian VI, he controlled Italy as well. In 1525, he defeated and captured the King of France, forcing him to sign an unfavorable peace treaty, which King Francis, of course, repudiated as soon as he had been ransomed and freed. Throughout his reign, Charles V was the most powerful ruler in Europe.

Because of his religious upbringing, and because of his closeness to Pope Adrian, Charles fiercely opposed Martin Luther and the other Protestant reformers. Spain and much of the Netherlands remained Catholic, as did Italy and much of Germany, because of Charles' policies. Only the northern parts of Germany and the Netherlands became Protestant, mainly because they were furthest from Charles' military control.

Charles V's aunt, Catherine of Aragon, was married to Henry VIII, King of England. When Henry asked the Pope for a dispensation and a divorce, Charles' influence with the Pope was sufficiently strong to get the Pope to refuse Henry's request. Henry, of course, declared himself head of the Church in England, and had his divorce. This set in motion the conversion of England, and later Scotland, to Protestantism.

In 1556, Charles abdicated the crown of Spain in favor of his son, Philip II, and gave his empire to his brother Ferdinand I. Charles then retired to a monastery and died in 1558.

At the time of Charles Vs' death, almost all of the conditions were in place for the Thirty Years' War.

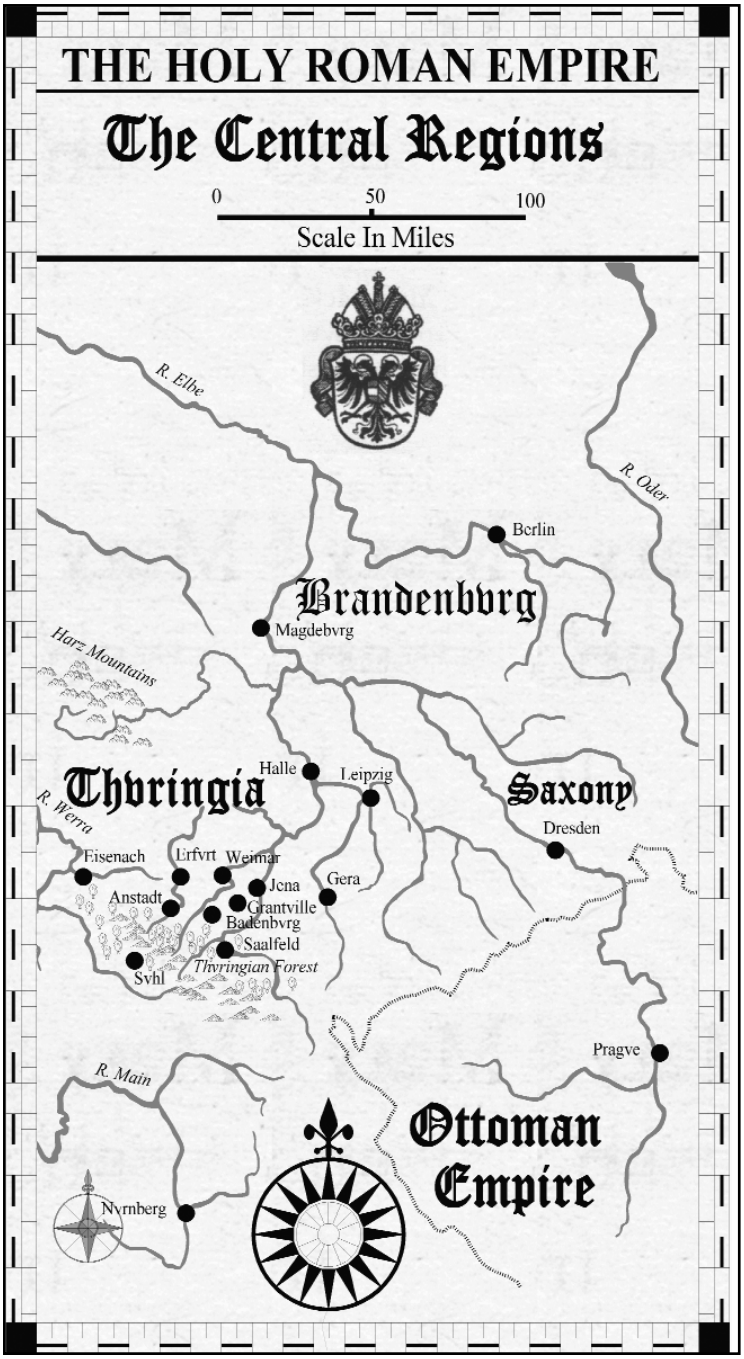
Politics

Politics in 1632 was divided into two main areas. The first was family and dynasty. The second was religion. Each European region was ruled directly by a hereditary noble family, or set of families. Like the Habsburgs, many of these noble families had lands in more than one region. Nations, in the modern sense, were just coming into being. Spain, Sweden, England, Scotland, and France were the prototypes of modern nations. There was no "nation" of Germany or Italy.

Italy was made up of the remnants of medieval city-states, like Florence, Genoa, Milan, and especially Venice, the Papal States, and the Kingdom of the Two Sicilies. Charles V inherited the Kingdom of the Two Sicilies, and occupied the Papal States with his crack Spanish troops. He, and his son Philip II of Spain, was able to occupy and hold the Duchy of Milan from the 1540s onward. In 1537, Charles established Cosimo de

Medici as the first Grand Duke of Tuscany, under Imperial protection, of course. Andrea Doria made of his city, Genoa, a Spanish satellite state.

The only state in Italy strong enough to resist the Empire and Spain was Venice. Venice, by 1630, was on the decline, but she was still strong, especially in the Mediterranean trade and in the Adriatic Sea, which was still a Venetian lake. The Venetian victory over the Ottoman fleet at Lepanto, with the assistance of the Spanish and Genoese fleets under Doria and Don Juan de Austria, kept Venice from falling into complete decline. In the latter half of the 16th Century, however, Venice was opposed by nearly every power in Europe, and the Turks as well. Even the Papacy got into the act, imposing an Interdict on Venice in 1606.



It was in the remnants of Charles the Bold's Burgundy that the Wars of Religion flared first. Called the Netherlands, their loyalty to the Spanish royal house, or to the Holy Roman Empire, was never strong, and by 1579, the Northern provinces (Holland) had split from the southern provinces (Flanders) and had declared themselves both a republic and independent of Spain. Led by the House of Orange, the Dutch Republic, or United Provinces as they were more correctly known, fought a protracted struggle against the Spanish, and their Habsburg allies.

The biggest issue over which the Dutch Wars were fought was the fact that the Dutch had become overwhelmingly Protestant, while Flanders (the Spanish Netherlands) had remained Catholic. The Dutch insisted on freedom of religion, while the Spanish wanted to stamp out Protestantism, and import the Spanish Inquisition to do the job. After a shaky truce ended in 1621, the Dutch provinces and the Spanish fought a continuous war. This war ate up most of the resources of the tiny United Provinces, and the Spanish throne as well, leaving both combatants essentially economically exhausted.

In the Germanies, the preponderance of Lutheran princes in the north led to the establishment of the political principle, cuius regio eius religio, or "the ruler determines the religion." As dynastic change occurred, or a ruler changed his religion, the population was forced to change theirs as well. This led, by 1632, to many villages and towns having switched forth and back from Lutheran to Catholic more than once. The Germanies were a patchwork of religions, just as they were a patchwork of dynastic rulers, all sworn with nominal allegiance to the Holy Roman Empire, which was famously, "neither holy, nor Roman, nor an Empire."

In Sweden, the Vasa family ruled with the assistance of the commoners, who made cause with the

king against the nobles. Gustav Vasa Adolphus, the King, was a staunch Lutheran, and chose to side with the Lutheran cause after the Defenestration of Prague and the Edict of Restitution.

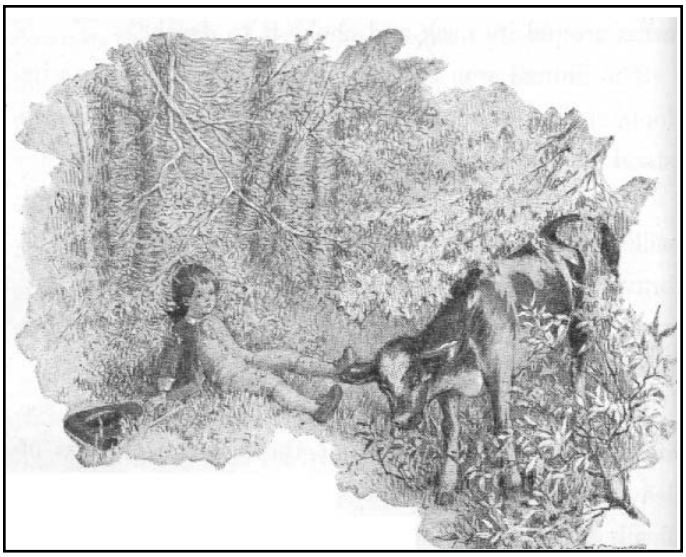
In the kingdoms of England and Scotland, united since 1604 under the Stuart kings James I and Charles I, the majorities in both countries were Protestant, but there were divisions between Anglicans and Calvinists. The Puritans were Calvinists, and many left the country to seek religious freedom, first, in the Netherlands, and by 1620, in Plymouth Colony and the Massachusetts Bay Colony in the New World.

In France, there was a heavily persecuted minority of Protestants, called Huguenots. These included high-ranking members of even the Bourbon family. Many artisans, writers, and printers were Huguenots, as were many French soldiers.

Religion

On October 31, 1517, a German monk of the Augustinian order named Martin Luther nailed a document to the door of the Castle Church in Wittenberg. These "95 Theses" were a powerful blast against the practice of granting "indulgences" in return for payments of cash. The practice of granting indulgences that remitted sin and commuted time in Purgatory grew throughout the Middle Ages as the income requirements of the Papacy grew.

There had been protesters against Papal Catholicism before. The armies of Simon de Montfort destroyed the Cathars in Southern France in the 13th Century. The Lollards and the followers of John Wyclif in England in the 15th Century and the Hussites in Bohemia in the same time period were just as opposed to the Papacy as Luther, but Luther had one significant advantage earlier Protestants did not have: the widespread use of the printing press. Invented in the 1450s by Johannes Gutenberg, the press and moveable type spread widely, especially in Germany, because literacy was very common. Luther was the first Reformer to use the new tool of the printing press to print broadsides, articles and tracts embodying his ideas, philosophy and theology— and distribute them widely. It became quickly impossible to shut him up.



It was a simple step for Luther from indulgences to corruption on the part of the Pope, and once he denied the primacy of the Papacy, Luther was the most highly visible Protestant leader. As a German, his teachings spread throughout the northern German principalities, the Netherlands, and Scandinavia.

With Luther as an example, other Reformers arose around Europe, and coalesced under the teachings of John Calvin, a Swiss preacher, whose teachings were even more radical than Luther's. While Luther taught that "justification comes from faith alone," Calvin proposed that mankind was predestined from the beginning of time for either Heaven or Hell, and that the Elect could be known by a combination of their good works and piety on Earth. Calvinism quickly spread through France, converting the Huguenots, to the Netherlands, where it too took root, and through the offices of Calvin's disciple John Knox, the Scottish version of Calvinism (Presbyterianism) became the dominant sect in Scotland.

Calvin's followers were more evangelical than Lutherans were. Calvinists became the "advance guard" of Protestantism, and the most intolerant branch as well.

Of course, the Roman Catholic Church did not stay stagnant. Under reformer popes like Charles V's tutor, Adrian VI, the church began its own internal reform movement, which became called the Counter-Reformation. The Council of Trent did away with many of the abuses that Luther complained about, and

the practice of indulgence selling was abandoned. (This was taken seriously enough by the Papacy that in 1998, the Pope proclaimed that Luther's 95 Theses had been theologically correct after all.)

Under the tutelage of the new Jesuit order, the Inquisition (both Roman and Spanish versions) was revived and invigorated. The Jesuits (the Society of Jesus) were founded by the Basque soldier priest Ignatius Loyola and his small band of former mercenaries. The stated intent of the Jesuits was to become the "army" of Christ, combating the Protestants and returning Europe's Protestant states to the Papal fold. From 1540, when Pope Paul III approved the charter of the Society, the Jesuits grew from a handful to over fifteen thousand in 1626. The Jesuits founded schools, seminaries, and universities all over Europe, but mainly in Germany and France.

The Jesuits took on the issue of keeping Papal Catholicism alive in England, and operated a huge seminary in Douai that not only catered to English Catholics in exile, but also prepared Jesuit priests to clandestinely enter England and Ireland as anti-Protestant operatives. In the 1620s, Douai produced the approved Catholic translation of the Bible that lasted until the 1960s.

Because of their positions as teachers and confessors of the nobility and wealthy commoners, the Jesuits were uniquely able to become the intelligence service of the Papacy, as which they served throughout the Thirty Years' War.

The Thirty Years' War

The Treaty of Augsburg, legitimizing Lutheranism and Lutheran rulers, excluded the Calvinists. For the rest of the 16th Century, therefore, the Calvinists agitated for the same rights as Lutherans under the principle of cuius regio, eius religio. In the Netherlands, disputes between the various Calvinist sects destabilized the United Provinces in the early 17th Century. Jacobus Arminius, reacting to the more rigid teachings of Calvinist preacher Franciscus Gomarus, taught that the sovereignty of God and the free will of Man were coexistent and compatible. These disputes escalated to persecution of the Armenians up to 1630. Arminius was a precursor of both Methodism and Unitarianism.

The Holy Roman Empire and their allies the Spanish were actively in support of the Counter-Reformation, and both considered themselves servants

of the Papacy. In fact, the occupation of Italy by the Habsburgs had rendered the Papacy a servant of the Holy Roman Empire, a fact not missed by the Protestants in England, Holland, Germany, and Scandinavia.

The period leading up to the Thirty Years' War was itself a period of continual strife and both political turmoil and war on small scale throughout Europe.

Nearly any incident could have ignited the powder keg Europe had become, and in 1618, it ignited in Hradcany Castle in Prague, the capital of Bohemia.

The Kingdom of Bohemia had a long history of Protestantism, starting with the Hussites. By 1630, the remnants of the Hussites had become the Moravian Brotherhood. Bohemia also had large numbers of Lutherans and Calvinists. Bohemia had extracted a promise of religious freedom from the Holy Roman Emperor in 1609, in a document called the Letter of Majesty. In 1609, roughly at the same time, the occupation of the Bavarian city of Donauworth by Maximilian of Bavaria on behalf of the Catholic Empire caused Europe to fragment into the Protestant Union and the Catholic League. Each party recruited an army and sought allies. The Protestants allied with France and Bohemia, while the Catholic League allied with Spain and the Empire.

By 1618, however, the Emperor Ferdinand II, a militant Counter-Reformer, abrogated the Letter of Majesty and reduced the freedoms granted to Bohemia by his predecessor. The Bohemian Estates met in Hradcany Castle, and an activist group of Bohemians threw the Emperor's representatives out of a window in the Castle. The Emperor's men survived this "Defenestration of Prague" because they landed in a huge manure pile. The Bohemians then proceeded to elect a Calvinist Elector, Frederick of the Palatinate (who was married to Charles I of England's sister, Princess Elizabeth Stuart) as King. Frederick became the leader of the Protestant Union, and in 1619, led the Protestant revolt in Bohemia against Catholic Austria (the seat of the Holy Roman Empire). Unfortunately, Frederick was abandoned by his allies, and defeated soundly at the Battle of the White Mountain in 1620. Bohemia was then absorbed into the Austrian Empire, and its Protestant population either went into exile (to America) or converted to Catholicism.

Nevertheless, the damage was done.

After Spanish and Imperial troops conquered the Palatinate, forcing Frederick again into exile, the war spread to Hesse and other Protestant principalities, where the Counter-Reformation adherents attempted to destroy Protestantism and return those territories to the Papacy.

This in turn, caused the creation of an anti-Habsburg, anti-Papal alliance between Richelieu's France, Stuart England, the United Provinces of the Netherlands, and Christian IV's Denmark.

Christian initiated hostilities in 1625, against the Empire's foremost military contractor, Albrecht von Wallenstein, who decisively beat the Danes and the anti-Habsburg Alliance in 1626.

Wallenstein then turned to attempting to defeat Gustavus Adolphus Vasa, the king of Sweden, who had concluded a successful war against Poland, and was occupying Prussia; and whose sympathies were entirely in the Lutheran camp.

He had less success against Gustavus, and turned again to defeating the anti-Habsburg Alliance and the Danes. At the same time, the Spanish Habsburgs reignited their war in the Netherlands. In 1629, Wallenstein forced the Alliance to make peace with the Empire.

Taking an even more radical position based on Wallenstein's and the Spanish tercios' victories in Germany and the Netherlands, Emperor Ferdinand II issued the Edict of Restitution. This incredibly inflammatory document demanded the return of all church property seized and secularized by Protestants since 1550. Since most of the northern German princes, and the English king and his great nobles, were in possession of most of this property, the Edict of Restitution was seen as a declaration of unlimited war by the Empire, Spain, and the Papacy against the very institutions of Protestantism themselves.

This overreaching by the Emperor Ferdinand II precipitated Sweden's entry into the war in 1630.

Into this roiling cauldron of intrigue and war, the Ring of Fire precipitated the town of Grantville.

Russia

Peripheral to the Thirty Years' War, but not to the diplomacy and military adventures of Sweden, the Russian State had moved from a Grand Duchy in the 15th Century to the Empire of the first Tsars. The Tsarist conceit was that after the fall of Constantinople in the 15th Century, Muscovy became the Third Rome. The Rurik dynasty adopted the Byzantine two-headed eagle as their emblem. Unfortunately, the last two Tsars of the original Muscovite dynasty were Ivan IV (better known as Ivan the Terrible) and his idiot son Fyodor. Fyodor died without issue, and Boris Godunov was elected Tsar by the Zemsky Sobor (the assembly of Russian nobility). Godunov was opposed bitterly by many noble families in Russia, especially the Romanovs. Godunov's sudden death in 1605 threw the nation of Russia into what has become known as the Time of Troubles, from which it emerged in 1613 with the election of Mikhail Romanov as Tsar.

During the Time of Troubles, the Russian Orthodox Church asserted its ability to control Russian religion and culture, embargoing books from the European West that might taint the true Russian nature. There was no major upsurge of Protestantism in Russia, but the hostility of the Orthodox Church, which it inherited from Constantinople, to the Papacy deprived the Holy Roman Empire of an ally on its Eastern flank.

The Russian Empire kept a close eye on events in Poland and Bohemia, and quickly decided that its strategic enemy was not the Ottoman Muslims but the Lutheran kingdom of Sweden.

The Ottoman Empire

At the start of the 17th Century, the Ottoman Empire was still at its height. Since the conquest of Constantinople in 1453, the Ottoman Empire had moved into the Balkans, across North Africa, and occupied most of the islands in the Mediterranean. One of its few defeats occurred at sea, at the Battle of Lepanto, where Genoese and Spanish galleys, commanded by the Dorias and Don Juan de Austria, Charles V's illegitimate son, destroyed the Ottoman fleet, decisively stopping Ottoman expansion short of the occupation of Sicily and Italy.

The Ottoman Empire was a militant Muslim state, intent on expanding the sphere of the dar-ul-Islam (the House of Peace, or the Muslim world) at the expense of the dar-ul-Harb (the House of War, or Europe). Throughout the 16th and 17th Centuries, the Ottoman Empire expanded in Eastern Europe and in Persia. In 1630, the Sultan was the extremely able, and extremely insane alcoholic Murad Oglu Ahmed IV. He was engaged in putting down corruption and revolt in the Ottoman Empire, and looked primarily eastward for conquests. In 1632, he assumed control of his Empire, and began a bloody repression and reorganization of the Ottoman military.

The World Outside Europe

In the Americas, by 1630, Europeans had made wide inroads into lands formerly controlled by Native Americans. In Mexico and South America, the Spanish had conquered and destroyed the Aztec, Toltec, Mayan, and Inca cultures, replacing them with Spanish rule, Christianity, and slavery. In North America, the French (in Canada) and the English and Dutch along the Eastern Seaboard, had established viable colonies at Plymouth, Massachusetts Bay, Manhattan, and Jamestown in Virginia. The European population of North America was small, but growing, and had an influence on European diplomacy entirely out of proportion to its size. Spanish America had a large population, and a vibrant economy in 1630.

In 1630, the Mughal Empire in India was ruled by one of its outstanding rulers, Shah Jehan (the builder of the Taj Mahal). The Mughals came from Central Asia, where the first Mughal, Babur, was descended from Timur-i-lang (Tamerlane) on his father's side, and from Chagatai, the eldest son of the Chinghis Khan, on his mother's. But by the beginning of the 17th Century, the Mughals had become thoroughly Indianized, were Sunni Muslims, and had consolidated their hold over most of India.

By 1630, the Oyrat Mongols, the Manchus, and Japanese and Taiwanese pirates had effectively destroyed the once-proud Ming Dynasty in China.

Although rump Ming governments persisted until much later, the Manchus proclaimed the beginning of their new dynasty in 1616. One of the worst Ming rulers, the T'ien-chi emperor, ruled from Peking until 1627, but the rot was far too advanced for his successor, the able Ch'ung-chen emperor, to succeed in revitalizing the empire.

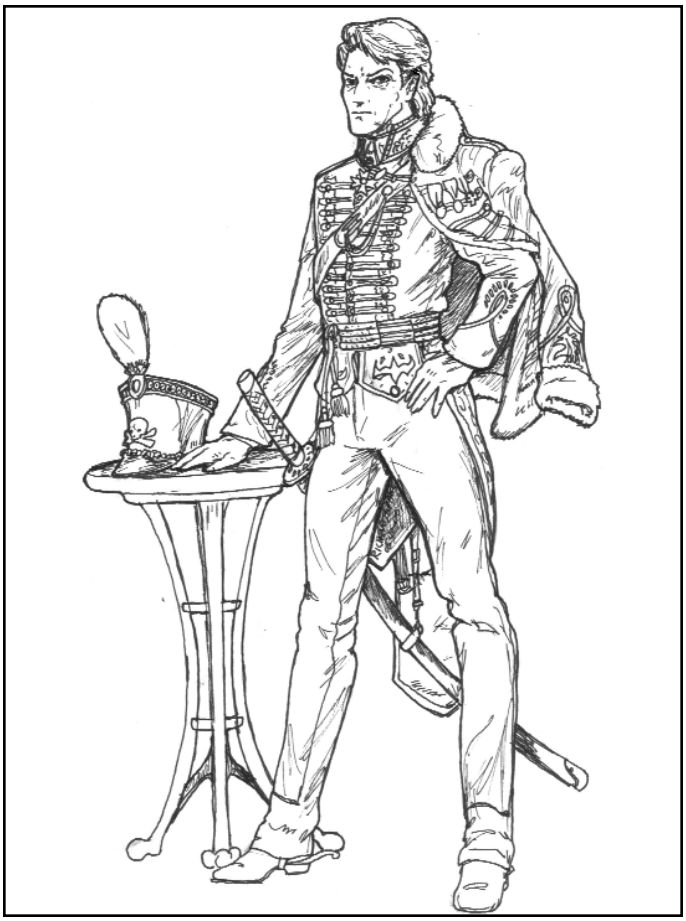
In Japan, the century of wars over control of the Shogunate (the military dictatorship that had seized power from the Emperors in the 13th Century) was over. In the 1590's, a commoner-turned-General, Toyotomi Hideyoshi, solidified control over Japan, and even invaded Korea. He was unable to get himself named Shogun, however, because his birth was not sufficiently noble. Hideyoshi died in 1598, and control of his army, the nation, and the Shogunate fell to his most able lieutenant, Tokugawa Ieyasu. Ieyasu set about destroying all of the opposition to his rule. He succeeded in destroying the other claimants to Hideyoshi's army at the Battle of Sekigahara in 1600. Ieyasu had the Emperor proclaim him Shogun in 1603, and he began a consciously thought out plan to ensure domestic tranquility by establishing a highly stratified social structure. Ieyasu began to re-organize Japanese society into samurai, farmers, artisans and merchants, and froze those classes with no intermarriage. Peasants (like Hideyoshi) could no longer own weapons. Nobles had to leave hostages with the Tokugawa Shogunate, and he began to close Japan to outsiders, especially Europeans. Ieyasu died in 1616, having been succeeded by his son Tokugawa Hidetada as Shogun.

One of the reasons Ieyasu and his successors, Hidetada and Iemitsu, decided to close Japan was that they felt that the activities of Catholic missionaries, mostly Jesuits following in the footsteps of Francis Xavier, were destabilizing the organized peace that the Tokugawas were creating as a reaction to the 16th Century Time of Troubles in Japan. By 1630, Iemitsu, ruling with his father, Hidetada, had closed Japan to foreigners except for Chinese traders and a small Dutch enclave at Nagasaki.

Social Structures

Aided by the rise of the centralized state in Spain, France, England, and Sweden, and in some of the German principalities, by 1630, most of what we consider the social structures of the modern world were already in place. Economically, banks, stock exchanges, joint stock companies, insurance companies, and limited liability partnerships were in constant use. As the princes expanded their authority, great merchant families, such as the Medici and the Fuggers, became nobles. Governments were absorbing huge portions of their national economies, and even the Spanish crown went bankrupt more than once.

By 1630, mercantilist, or at least pre-mercantilist, economic policies were the norm in Europe, with princes reserving the right to issue patents for inventions, land, and merchant speculation like the Dutch East India Company. These policies used the manipulation of the economy to enhance the power of the state.



The rise of Protestantism appears intimately connected with the rise of Capitalism. Luther, and then the Counter-Reformation Catholics, formulated doctrines of secular vocation which enhanced the standing of artisans and merchants as following a calling from God. Calvin and Knox enshrined worldly success, combined with piety as a clear indication of Elect status.

In Germany, literacy was nearly universal. All classes of the population were at least expected to learn to read and write in the vernacular. The upper classes, and those who attended the universities, were also expected to be literate in at least Latin, but usually Greek, and French and Italian vernaculars. In France and England, literacy was less common and restricted to the upper classes and the nobility.

By 1630, women were marrying later and later, usually in their mid-twenties, to men of about the same age. Many men and women did not marry at all, since marriage was much more of a financial agreement than a love match, and in order to wed, the husband needed a substantial nest egg, and the wife a dowry. Many families wanted to keep the working power of their daughters, so they kept them unmarried as long as possible. This was because in 17th Century Europe, marriage was mostly a patrilocal custom, with the woman almost always joining her new husband's family.

The 16th and early 17th Centuries were the age of witchcraft trials. Witchcraft was clearly widely accepted as fact by all classes of the population, and the Church used the resources of the Inquisition to find and root out witchcraft (likely the remnants of pre-Christian European paganism) and torture and burn the witches. This atrocity was not limited to the Roman Catholics. Anglican Catholics, Lutherans, and Calvinists all participated in witchcraft hunts and trials. By the late 1620s however, the witch-hunts were winding down, and were dealt a huge blow by the publication in 1631 of Friedrich von Spee's Cautio Criminalis, a strong indictment of the practice.

The 16th and 17th Centuries were also a period of repression of Jews in Europe. From the establishment of the first ghetto in 1516, to the forced conversion of the Spanish Jewish community, Jews were increasingly ostracized and forced to live in walled quarters. In Central and Eastern Europe, especially, Jews were not allowed to own property, and the only trade open to them was merchant or banker. By 1630, there was a thriving community of mostly Portuguese crypto-Jews called Marranos, in Amsterdam, many of whom were key players in the Amsterdam Stock Exchange.

Science & Technology

From the 15th Century onward, the sciences took major steps forward. In the case of mathematics, this was strongly assisted by the needs of the military for architects and artillerists. Both mathematics and astronomy were assisted by the growing requirements of long distance voyaging to India, China, and the New World.

Geometry and trigonometry were advanced by 1630, and so was mathematical physics and astronomy. Copernicus and Kepler (who died in 1630) and Tycho Brahe proved that the Solar System was sun-centric, not earth-centric. This formed the basis for Galileo's work on celestial mechanics, the invention of the telescope, and for Gilbert's theory of magnetism. Kepler also did seminal work on the theory of light and vision, explaining for the first time how lenses aided eyesight.

The Jesuit order itself had a keen interest in science and technology. Many of the foremost astronomers of Europe were members of the order. The Church was not anti-science, but rather interested in making sure that science adhered to Church doctrines. This set up the confrontation between Galileo Galilei and the Pope.

Major advances in shipbuilding technology and in weapon making took place in the late 16th and early 17th Centuries. The poor shipbuilding techniques that produced the ill-fated Vasa in Sweden gave way to ships capable of easily sailing around the world with reasonable safety and speed. Ships of war also evolved, and by 1630, the ship of war was recognizable as the immediate precursor of the huge fleets of the Napoleonic wars.

Cannon, shoulder arms, and pistols also evolved

from matchlocks to wheel locks and early flintlocks, making it easier to use them in all weather, and faster to load and fire. Early rifles were also created, making firearms much more accurate and dangerous. Cavalry units were armed with pistols and swords, rather than lances. By 1630, the pike and square organization of the Spanish tercios was giving way to the arquebusier and cannon organization pioneered by Gustavus Adolphus.

Medicine was also advancing by 1630, thanks to physicians like William Harvey, and his discovery of the circulation system of the blood. Harvey's other huge contribution was his use of the experimental method in his discovery. Galileo's work with microscopes and his insistence on precision of measurement in science and medicine made the study of medicine more rigorous. Philosopher/mathematician Blaise Pascal also contributed to advancing the philosophy of medicine.

In short, by 1630, all of the military, cultural, religious, social and scientific trends that created the modern world were active and in place.

Chapter Seven: Bestiary

Animal Attributes

In general, animals use the same scale for attribute scores as human characters, although a few comments need to be made about animal attributes.

Strength

STR represents "raw physical prowess, including the ability to lift, push, and otherwise exert force." While normal humans have a maximum STR of 10, animals can have score above this level. A maximum score of 20 is used in combination with skill checks, although an animal's actual STR score may be much higher.

Conversely, some animals (very small creatures in particular) will have a STR score less than 1. To represent very low and fractional STR scores, use the Micro Scale, as described in the Scaling Rules. A Micro Scale STR score is represented as a decimal score from .1 to 1.

To determine an animal's STR, one need simply determine how much weight it is able to carry (lift and move) or how much weight it can drag or pull, then compare this amount to the Basic STR Table in the Core Rules.

Reflexes

REF represents "agility, coordination, reaction, and overall speed." The REF score for most animals will fall well within the human range (1-10), although some rare creatures may have scores in the supernatural range (11+).

The key to determining an animal's REF score is to consider not just a single ability, but also the creatures over all agility and speed. Snakes, for example, can strike very quickly but their movement and climbing ability would suggest a REF of about 3 to 5. To represent an animal's accuracy with an attack one can use extra skill levels for the attack and/or the Fast Reflexes advantage.

DEF: An animal's base DEF is adjusted for size if it is larger or smaller than a person. The adjustment is based on the target size modifiers listed in the Core Rules. This adjusted DEF represents the DEF of the animal against human attackers. If two animals of the same size are fighting each other, the modifier is not used, relying instead on the creatures' base DEF (i.e., 10 + REF). The DEF modifier is -4 for Very Large creatures (whales and other huge animals), -2 for Large creatures (horses, mules, cattle, large bears, and the like), no change for medium creatures (donkeys, etc.), +2 for Small creatures (dogs, goats, etc.), +4 for Very Small creatures (cats, large birds), and +6 for Tiny creatures (rats, small birds, and the like). DEF scores for animals in this section are all ready adjusted for the creature's size.

Health

HLT represents "overall constitution, general health, resistance to disease, and overall fitness." Animal HLT scores should fall within the 1 to 10 range, as for human characters.

Life Points

HLT is used to determine a character's LIF score. For animals, especially larger animals, this base derived score will not sufficiently reflect an accurate score (a whale may have a HLT of 4 and a WIL of 2, but you can bet that it will have a LIF score higher than the derived score of 18!). To represent size and bulk or particular tenacity, consider adding additional LIF points, an Armor Value score (that can represent hide, or a shell or chitinous exoskeleton structure), or even the Hard to Kill advantage. Suggested LIF values based on the mass of the animal. A good rule of thumb is to assume 5 LIF points for each point of STR required to lift the creature.

Intellect

INT represents "the sharpness of the character's mind, clarity of thought and overall alertness." Animals, unlike humans, do not have the ability to reason. Therefore, animal INT focuses on the animal's

alertness. To represent this limitation, animals have the special Physical Disadvantage: Animal Intellect. This represents the animal's inability to reason and to "learn" in the way that humans do, as well as the inability to use skills that require technical training and comprehension (such as Engineering).

This does not mean that an animal cannot have a moderate or even high INT score. An animal with a high INT score can represent an animal that is exceptionally alert. Even so, the highest INT that an animal should be given is 3. To reflect exceptional ability with a particular skill, the animal should receive an increased skill score and/or appropriate Advantages to increase the overall ability.

Presence

PRE represents the animal's "general personality, charm, charisma, and innate persuasiveness" as perceived by humans. Thus, an animal with a high PRE score would be considered an exceptionally attractive or, alternatively, fearsome specimen.

Most animals will have a PRE score of 3 or less (few animals are more influential or fearsome to people than attractive or fear-inspiring humans).

Will

PRE represents the animal's "mental strength, ego, and force of conviction." Animals survive and interact largely by instinct rather than force of will, so most animals should never have a WIL score higher than 3. Some animals may have slightly higher scores, however, especially particularly stubborn critters.

Dogs

Hunting Dog

STR 3 REF 5 HLT 3 PRE 2 INT 2 WIL 2
DEF 17 INI 4 MOV 10 Run 20 Sprt 30
TGH 3 LIF 13 Stun 7 Crit 12
Disadvantages: Physical Disad.: Animal intellect
Advantages: Light Sleeper (+6), Well Rested (Conv.)
Skills: Area Knowledge (home area) +6, Acrobatics +2, Awareness (Smell +12) +4, Persuasion (Intimidation +4) +2, Stealth +1, Swimming +2, Tracking (by smell) +16, Unarmed Combat (Bite) +3, Unarmed Combat (Grab/Tackle) +2
Notes: Bite (1d6 P/L), Tackle (1d6 B/L)
Description: The hunting dog represents the various hunting, bird, and tracking dogs (generally 28-32 kg. or 60-70 lbs.). Examples include the Labrador Retriever, Bloodhound, and some Terrier breeds.
A hunting dog can drag/pull up to 100 kg. and can carry up to 25 kg.

Guard Dog

STR 3 REF 6 HLT 4 PRE 2 INT 2 WIL 2
DEF 18 INI 4 MOV 14 Run 28 Sprt 42
TGH 3 LIF 16 Stun 8 Crit 12
Disadvantages: Physical Disad.: Animal intellect
Advantages: Light Sleeper (+9), Well Rested (Conv.)
Skills: Area Knowledge (home area) +5, Acrobatics +3, Awareness (Smell +6) +6, Persuasion (Intimidation +6) +2, Stealth +2, Swimming +1, Tracking (by smell) +12, Unarmed Combat (Bite) +5, Unarmed Combat (Grab/Tackle) +3
Notes: Bite (1d6+2 P/L), Tackle (1d6+2 B/L)
Description: The guard dog represents the guard and larger herding dogs (generally 32-40 kg. or 70-90 lbs.) used primarily as guard dogs, such as the German Shepherd and Sheep Dog.
A guard dog can drag/pull up to 100 kg. and can carry up to 25 kg.

Working Dog

STR 4 REF 6 HLT 4 PRE 2 INT 2 WIL 3
DEF 18 INI 4 MOV 14 Run 28 Sprt 42
TGH 4 LIF 18 Stun 9 Crit 16
Disadvantages: Physical Disad.: Animal intellect
Advantages: Light Sleeper (+6), Well Rested (Conv.)
Skills: Area Knowledge (home area) +5, Acrobatics +3, Awareness (Smell +8) +4, Knowledge (Herding) +8, Persuasion (Intimidation +6) +2, Stealth +2, Swimming +1, Tracking (by smell) +12, Unarmed Combat (Bite) +5, Unarmed Combat (Grab/Tackle) +3
Notes: Bite (1d6+2 P/L), Tackle (1d6+2 B/L)
Description: The working dog represents the various herding and guard dogs (generally 40-55 kg. or 88-

120 lbs.). Examples include the Alaskan Malamute and Australian Shepherd.
A working dog can drag/pull up to 200 kg. and can carry up to 50 kg.

Lap Dog

STR 7 REF 4 HLT 2 PRE 2 INT 2 WIL 2
DEF 18 INI 3 MOV 14 Run 28 Sprt 42
TGH 2 LIF 8 Stun 4 Crit 6
Disadvantages: Physical Disad.: Animal intellect
Advantages: Light Sleeper (+6), Well Rested (Conv.)
Skills: Area Knowledge (home area) +4, Acrobatics +2, Awareness (Smell +8) +4, Persuasion (Intimidation +2) +2, Stealth +1, Swimming +1, Tracking (by smell) +12, Unarmed Combat (Bite) +3, Unarmed Combat (Grab/Tackle) +2
Notes: Bite (2 points P/L), Tackle (2 points B/L)
Description: The lap dog represents the various small breed dogs (generally under 4.5 kg. or 10 lbs.) that are kept as pets (primarily by Easterners), such as the Pekinese, Maltese and Pomeranian.

Donkey

STR 5 REF 4 HLT 4 PRE 2 INT 1 WIL 4
DEF 14 INI 3 MOV 8 Run 16 Sprt 24
TGH 4 LIF 20 Stun 10 Crit 16
Disadvantages: Physical Disad.: Animal intellect, Psych. Disad.: Stubborn (CS 15)
Advantages: None.
Skills: Area Knowledge (home area) +2, Acrobatics (Balance +2) +3, Awareness +4, Persuasion +1, Stealth +1, Swimming +1, Tracking +1, Unarmed Combat (Bite) +2, Unarmed Combat (Kick) +3
Notes: Bite (1d6 B/L), Kick (2d6+2 B/L)
Description: Donkeys (called "burros" in Spanish) are small frame pack animals. They are used primarily for hauling goods and extra equipment although they can be ridden like horses. All Animal Handling and Riding skill rolls are at a -1 penalty due to their stubborn nature.
A donkey can drag/pull up to 300 kg. and can carry up to 75 kg.

Horses

Horses are categorized as light (saddle horses), medium (heavy harness horses) or heavy (draft horses). Each is described below.

Draft Horse (Heavy)

STR 11 REF 4 HLT 7 PRE 2 INT 2 WIL 3
DEF 12 INI 3 MOV 10 Run 20 Sprt 30
TGH 7 AV 0 LIF 27 Stun 14 Crit 28
Disadvantages: Physical Disad.: Animal intellect
Advantages: None.
Skills: Area Knowledge (home area) +2, Acrobatics +2, Awareness +2, Persuasion (Intimidation) +2, Stealth +1, Swimming +1, Tracking +1, Unarmed Combat (Hooves) +2, Unarmed Combat (Kick) +2
Notes: Bite (1d6 B/L), Kick (5d6+2 B/L)
Description: Draft horses are the largest and heaviest type of horse. The average height is 17-18 hands (68-72") and the average weight is more than 1500 lbs. Draught breeds include the Percheron, Clydesdale, Suffolk, Belgian, and Shire.
A draft horse can drag/pull up to 1,000 kg. and can carry up to 270 kg.

Heavy Harness Horse (Medium)

STR 11 REF 3 HLT 6 PRE 3 INT 2 WIL 3
DEF 11 INI 3 MOV 15 Run 30 Sprt 45
TGH 7 LIF 24 Stun 12 Crit 18
Disadvantages: Physical Disad.: Animal intellect
Advantages: None.
Skills: Area Knowledge (home area) +2, Acrobatics +2, Awareness +3, Persuasion (Intimidation) +2, Stealth +1, Swimming +1, Tracking +1, Unarmed Combat (Hooves) +2, Unarmed Combat (Kick) +3
Notes: Bite (1d6 B/L), Kick (5d6+2 B/L)
Description: The medium horse is part draft and part light horse, and it is sometimes called a "heavy harness" horse. Medium horses are primarily used to pull coaches. The average height is 16-17 hands (64-68"). Breeds include the Hackney, Russian Orloff, and Cleveland Bay.
A heavy harness horse can drag/pull up to 900 kg. and can carry up to 240 kg.

Pony

STR 7 REF 4 HLT 5 PRE 2 INT 2 WIL 3
DEF 12 INI 3 MOV 16 Run 32 Sprt 48 TGH 5 LIF 21 Stun 11 Crit 20
Disadvantages: Physical Disad.: Animal intellect
Advantages: None
Skills: Area Knowledge (home area) +2, Acrobatics +3, Awareness +4, Persuasion +1, Stealth +1, Swimming +1, Tracking +1, Unarmed Combat (Bite) +2, Unarmed Combat (Kick) +3
Notes: Bite (1d6 B/L), Kick (3d6+2 B/L)
Description: A pony is any horses that is less than 14.2 hands tall. Average pony height is 12 hands, though the height can range from 10 hands (e.g., Shetlands) to 14 hands (e.g., Irish Connemara, largest of the pony breeds). Ponies weigh between 160-410 kg. (350-900 lbs.), averaging 270 kg. (600 lbs.).
A pony can drag/pull up to 500 kg. and can carry up to 135 kg.

Horsepower

One horsepower equals 330 feet per minute times 100 lbs., or 33,000 foot pounds. This translates to a STR of 11, not coincidentally the STR of a typical draft horse. For every doubling of "horsepower" simply add +2 to the STR score for a reasonable approximation of STR (see the table below). For example, a 48-Hp. engine would have an effective STR of 22.

HP	STR
1	11
1.5	12
2	13
3	14
4	15
6	16
8	17
12	18
16	19
24	20
32	21
48	22
64	23
96	24
128	25
192	26
256	27
384	28
512	29

Saddle Horse (Light)

STR 10 REF 5 HLT 5 PRE 3 INT 2 WIL 3
DEF 13 INI 4 MOV 20 Run 40 Sprt 60 TGH 7 LIF 21 Stun 11 Crit 15
Disadvantages: Physical Disad.: Animal intellect
Advantages: None
Skills: Area Knowledge (home area) +3, Acrobatics +4, Awareness +4, Persuasion (Intimidation) +2, Stealth +1, Swimming +2, Tracking +1, Unarmed Combat (Hooves) +2, Unarmed Combat (Kick) +4
Notes: Bite (1d6 B/L), Kick (5d6 B/L)
Description: The riding horse (also called a "light harness" or "saddle horse") is the most common type of horse. Riding horses average 15-16 hands (60-64"), and weigh between 900-1400 lbs. They are good, general utility horses. They can pull carriages, herd cattle, jump fences, and run races. Breeds include Appaloosas, Morgans, Mustangs, Tennessee Walking Horses, and the color breeds (Paints and Palominos).
A saddle horse can drag/pull up to 800 kg. and can carry up to 210 kg.

Mule

STR 11 REF 4 HLT 6 PRE 1 INT 1 WIL 4
DEF 12 INI 3 MOV 9 Run 18 Sprt 27
TGH 6 LIF 26 Stun 13 Crit 24
Disadvantages: Physical Disad.: Animal intellect, Psych. Disad.: Stubborn (CS 10)
Advantages: None.
Skills: Area Knowledge (home area) +2, Acrobatics (Balance +2) +3, Awareness +5, Persuasion +1, Stealth +1, Swimming +1, Tracking +1, Unarmed Combat (Bite) +2, Unarmed Combat (Kick) +4
Notes: Bite (1d6 B/L), Kick (5d6+2 B/L)
Description: A mule is a cross between a horse and a donkey. They are used as pack animals and draft animals, sometimes even pulling wagons and carts, plows, or anything that a more expensive draft horse might be used for. Mules receive +2 Balance specialty levels to Acrobatics skill checks to avoid slipping or falling.
All mules are born sterile and cannot themselves sire offspring.
A mule can drag/pull up to 1,200 kg. and can carry up to 300 kg.

Ox

STR 11 REF 2 HLT 6 PRE 2 INT 1 WIL 3
DEF 10 INI 2 MOV 14 Run 28 Sprt 42
TGH 7 LIF 32 Stun 16 Crit 16
Disadvantages: Physical Disad.: Animal intellect
Advantages: Heavy Sleeper (TN 24)
Skills: Area Knowledge (home area) +3, Acrobatics +4, Awareness +4, Persuasion (Intimidation) +2, Stealth +1, Swimming +2, Tracking +1, Unarmed Combat (Hooves) +2, Unarmed Combat (Kick) +4
Notes: Butt (5d6+2 B/L), Kick (5d6 B/L)
Description: The Musk ox (Ovibos moschatus) is a large stocky animal with dark brown or black fur and long, curving horns. An ox is 6 to 7 1/2 feet long, standing 4-5 feet tall at the shoulder and weighing 300-590 kg. (660-1,300 lbs.). Males are generally larger than females.
Surprisingly agile, musk oxen also have impressive vision and hearing, and are capable of pulling up to their own weight. They are often used as draft animals in the west due to their strength, resilience, and mild temperament.
Oxen eat grasses and other plants. In the wild, he groups in averages of 10 to 12 in number, with some herds as large as 100. When threatened (by wolves or humans, for example), group members surround the young and face the threat, heads down. The larger adults will then chase off the intruders, if necessary. Oxen can drag/pull up to 1,400 kg. and can carry up to 350 kg.

Wild Boar

STR 10 REF 5 HLT 5 PRE 1 INT 2 WIL 2
DEF 15 INI 4 MOV 12 Run 28 Sprt 42
TGH 3 LIF 16 Stun 8 Crit 12
Disadvantages: Physical Disadvantage (Animal Intellect), Bad-Tempered (Peril -9)
Skills: Awareness +4, Persuasion (Intimidation) +4(+6), Stealth +3, Track +4, Unarmed Combat (Gore) +5,
Unarmed Combat (Slam/Trample) +5
Notes: Cutting damage (2d6 P/L), Gore (2d6 P/L), Trample (2d6 B/L)
Description: The Wild Boars of the Thuringenwald are huge beasts, weighing hundreds of pounds worth of rawhide and bone. They have razorlike tusks, squinty little eyes, and an incredibly aggressive disposition. They have been known to attack a man on horseback, gutting the horse and trampling the man before a shot can be fired.

Wolf

STR 4 REF 5 HLT 4 PRE 2 INT 2 WIL 2
DEF 17 INI 4 MOV 14 Run 28 Sprt 42
TGH 3 LIF 16 Stun 8 Crit 12
Disadvantages: Physical Disad.: Animal intellect
Advantages: Light Sleeper (+9), Night Vision (starlight/moonlight), Well Rested (Conv.)
Skills: Area Knowledge (home area) +6, Acrobatics +3, Awareness (Smell +10) +4, Persuasion (Intimidation +8) +2, Stealth +6, Swimming +2, Tracking (by smell) +14, Unarmed Combat (Bite) +6, Unarmed Combat (Grab/Tackle) +4
Notes: Bite (2d6 P/L), Tackle (2d6 B/L)
Description: Wolves (Canis lupus) average just under 2 meters in length (including the tail), and weigh 45 kg. (100 lbs.) when mature. Wolves can be found in all Arctic habitats south through all temperate non-tropical habitats, including mountainous regions. Coloration of their coat varies depending on their habitat. Colors range from white (for Arctic tundra wolves) to a mix of black to white (Boreal forest wolves) to shades of brown and gray (temperate climate wolves).
Wolves are omnivores, eating both meat and plants, including berries and grasses. The wolf is the major predator of all hoofed animals, especially in the winter months. In the summer, wolves tend to favor rabbits, squirrels, mice, and even birds and fish. Despite belief to the contrary, wolves seldom attack humans and they prefer to prey on wild animals rather than domesticated ones, although more than a few head of livestock have been lost to wolves.
An average pack numbers 3d6 wolves.

Chapter Eight: Rules of Play

Taking Actions

Throughout the game each player declares to the GM, one at a time, the actions his or her character is performing each turn.

A turn varies in length. There is no set amount of time for a turn; a turn can be a month, a day, an hour or a few seconds. The GM during play determines the length of a turn, except during combat (see Combat).

What Can I Do?

The GM can allow characters to perform any action that the GM thinks is reasonable, as long as the story continues.

What Is An Action?

An action can be something as simple as opening a door, talking to another character, or even waiting for something to happen. Actions can also be more complex, such as firing a gun at something (or someone), trying to solve a puzzle or riddle, or performing calculations on a computer.

If a character performs or attempts a complex action, the player may be required to make a skill roll. The GM's job is to decide when a player needs to make a skill roll for something the character is trying to do (see Using Skills).

Limitations on Taking Actions

One Action Per Turn

Characters may perform one action per turn without penalty while walking or standing still. Characters who are running may perform one other action in the same turn at a -3 penalty. Characters who are sprinting may perform one other action at -6.

No Impossible Actions

A character cannot perform an action that is physically impossible given the circumstances.

A character swimming in a river cannot suddenly "appear" in the middle of a desert. The character could get to the desert eventually, but it is impossible to do so in one turn. Likewise, a sword smith cannot forge a sword in a single turn; it is simply impossible to heat the steel, hammer and shape it, and so on, in a single turn.

Common sense and fair play should be the guides for the GM in deciding whether a task is physically impossible.

Declaring Actions

When declaring their character's actions, the players can simply describe what their characters say and do (called "narrative style") or they may talk "in character," talking the way they think their characters would (called, appropriately, "in character" style). Either way is fine. Most players of role-playing games use a combination of styles.

Here is an example of narrative style.

Player: *"My character tells the guy he's starting to annoy my character."*

Here is an example of in character style.

Player (in his character's voice): *"You're starting to annoy me."*

Here is an example of using a combination of the two styles.

Player: *"My character stands up." (Then, in his character's voice) "You're starting to annoy me."*

See? There is nothing to it.

Players who make especially good tries at role-playing and characterization should receive bonuses of +1 to +3 (added to the character's dice roll). GMs can also award Action Points to players for especially good play (see Gaining Action Points).

Available Actions

The following is a list of actions available to characters. This list is not exhaustive. There may be moments in your game when the players want to do something that is not specifically covered by the actions presented here. In these cases, GMs are encouraged to make up additional actions for use in their game.

Indeed, if some rule or modifier strikes you as inappropriate or just plain "wrong," then go ahead and change it for your game. This game is designed to be fun, so if you feel that any rule is getting in the way of you having fun, toss it out!

Defensive Actions

Defensive actions are those designed to protect a character from injury and harm. If a player has a held action, he may abort the held action in order to declare and use a defensive action (see Wait, below).

Characters may "abort" to a defensive action at any time during a turn, even if it means acting before their INI would indicate. If a character is attacked (or if a player otherwise feels her character is in danger), the player may declare that their character is aborting their normal action that turn in order to perform a defensive action. This is particularly useful if a character is ambushed or attacked unexpectedly.

Block Melee Attack

Block can be used to thwart an attack. The character must have something sufficiently durable with which to deflect the incoming the attack. A plastic fork, for example, cannot block a sword blow. Edged weapons may not be blocked using the Unarmed Combat (Brawling) skill, though they may be blocked using other styles, such as Karate or Aikido, at the GM's option.

To Block a HTH or melee attack, the character must make a successful skill roll, using his REF + appropriate combat skill +1. If the effect number of the Block roll is equal to or greater than the effect number of the attacker's skill roll, the attack has been blocked and the blocking character gains a +4 to his INI against his attacker on the next turn. This INI bonus does not apply to actions against characters other than the attacker whose attack was blocked.

Characters who are blocking a melee attack receive a bonus of +2 to their DEF against melee attacks, but no bonus against ranged attacks. This bonus lasts until their next action.

Dodge

With this action, the character can avoid damage from a blow or other attack. The character must have an action available to use in the turn he is being attacked. No skill roll is required.

When a character is dodging, the character receives a bonus of +3 to his DEF. This bonus lasts until his next action. The character may also move up to one half his MOV in meters.

The player must declare he is dodging before the attack roll is made against the character. A character may use a held action to perform a Dodge.

Roll With the Blow

With this action, a character that has been struck by a melee or hand-to-hand attack can Roll With the Blow to avoid some of the damage. The character must have an action available to use in the same turn he was attacked. The character makes a skill roll using REF + (Unarmed Combat or Acrobatics skill). If the effect number for the skill roll exceeds the attack roll, the

character suffers only half of the damage rolled, before subtracting his TGH.

Characters who are rolling with the blow receive a bonus of +2 to their DEF. This bonus lasts until their next action.

A player may declare this action after the attack roll is made but it must be declared before the damage is rolled for the attack. A character may abort a held action to roll with the blow.

Movement Actions

Crawl

With this action, the character may crawl along the ground or any surface he could normally walk on. The character moves a distance of up to one half his MOV (rounding up) in meters each turn spent crawling.

Crawling characters are treating as if they are prone and do not add their REF to their DEF while crawling.

Climb

With this action, the character may climb a distance of up to one half his MOV (rounding up) in meters each turn. Some surfaces may require the character to make a Climbing roll, at the GM's discretion (see Climbing).

Dive

With this action, the character can attempt to leap out of harm's way, avoiding the effects of an explosion, a hail of gunfire, or simply dive across some distance, such as an open pit. The player declares the spot (i.e., the target hex) where he wants to land and makes a STR + Leaping roll. The base TN for the roll is equal to 10, plus 2 for every meter of distance.

If the roll is successful, the character clears the distance and lands safely. If diving to avoid an area attack, a successful roll means the character avoids the attack altogether. A failed roll means the character was caught in the area of effect in mid leap, suffering normal damage or effect of the attack.

A character may dive up to one half his STR score in meters. Characters receive a bonus of +3 to their DEF while diving. This bonus lasts until their next action.

Roll

With this action, the character may roll over an object, along the ground, or on any surface, he could normally walk on. The character moves a distance up to 1/2 his MOV in meters each turn. Difficult obstacles may require a REF attribute roll or Acrobatics roll to successfully pass over, at the GM's discretion.

Characters receive a bonus of +2 to their DEF while rolling. This bonus lasts until their next action.

Run

With this action, the character can jog or run across the ground or any surface he could normally walk on. The character moves a distance up to 2x his MOV in meters and may take one additional non-movement action at -3.

Characters receive a bonus to their DEF based on their total MOV velocity (see Combat Modifiers).

Sprint

With this action, the character can sprint across the ground or any surface he could normally walk on. The character moves a distance up to 4x his MOV in meters and may perform one other non-Movement action at -6.

Characters do not receive their REF bonus to their DEF while sprinting. This restriction lasts until their next action. Sprinting characters still receive a bonus to their DEF based on their total MOV velocity, however (see Combat Modifiers).

Walk

With this action, the character can walk across the ground or any surface he could normally walk on. The character moves a distance up to his MOV in meters and may take one additional action at no penalty.

Walking characters may receive a bonus to their DEF based on their speed (see Combat Modifiers).

Offensive Actions

Aim

When firing a missile weapon (such as a bow, crossbow, firearm, and so on) at more than short range, the skill roll becomes more difficult. By taking time to aim, characters can offset some or all of these range penalties. For each full turn spent aiming a weapon (and nothing else), the character receives a bonus of +2 to his skill roll. The maximum bonus is +6.

While aiming, the character must remain focused and his DEF for any attack rolls against him do not receive the benefit of his REF. Any attempt to react to an attack (i.e., to gain the REF bonus to his DEF) or to perform any other action ruins his aim and any bonus gained for it. The character must spend another turn aiming for any benefit, essentially starting from scratch.

Bind Weapon

With this action, the character uses a melee weapon to bind or pin an opponent's weapon. With a successful combat skill roll at -1 (using Unarmed Combat or applicable weapon skill), the opponent's weapons are rendered immobile (e.g., the opponent's weapon arm is held, the two characters' weapons are locked together, etc.) and neither character can strike the other or otherwise use the pinned weapon.

To break out of a bind, a character must win a contested STR roll. Both characters roll STR + applicable combat skill + 3d6. The character with the higher total may either Shove his opponent, breaking the bind, or maintain the bind, at the winner's option.

Disarm

With this action, the character can disarm an opponent, causing him to drop a weapon, such as a sword or gun. The character must make a contested attack roll at -2. If the effect number of the disarm roll exceeds the effect number of the defender's roll, the opponent drops the weapon and is disarmed. Alternatively, the character may attempt a "take-away," with a successful Disarm indicating that the character has taken the opponent's weapon away and now has it in his possession and may be used against the opponent!

Characters attempting a Disarm receive a +1 bonus to their DEF. This bonus lasts until their next action.

Drag

A character that has successfully grabbed an opponent may drag or pull him. The maximum distance in meters that a resisting opponent can be dragged each turn is equal to the dragging character's STR + 1 minus the opponent's STR, up to a maximum distance equal to the dragger's MOV.

The distance a character can drag an unresisting object (such as an unconscious person) is equal to the dragger's STR +1 minus the STR required to pull the person or object, in meters, up to a maximum distance equal to the dragger's MOV.

Drop

A character that has successfully Grabbed or Restrained an opponent may drop with him to the

ground. Both character and opponent will fall to the ground in a pile. Each character suffers 2d6 damage from the fall, and the opponent remains Grabbed or Restrained.

Fire Multiple Shots

Characters may fire multiple shots with a firearm, up to the base Rate of Fire (RoF) for the weapon if it is a single shot weapon (such as a revolver or repeating rifle). The penalty is a cumulative -2 penalty for every shot beyond the first. This penalty is applied to all of the shots in that turn.

For purposes of the order of initiative, assume a -2 INI for each additional shot fired after the first. Any character that has an INI score higher than the adjusted INI score for the subsequent shots acts before the shooter fires those shots.

Grab

With this action, the character uses one or both hands to grab hold of the opponent. The grabbing character specifies an item (such as an article of clothing, a belt, etc.) or one limb that he will grab. The player rolls for the attack, using the Unarmed Combat skill, at -2. In addition, the grabbing character suffers a -2 DEF penalty.

If successful, the opponent is grabbed, and skill rolls for all actions attempted by the grabbed character are at -3. Once a character has an opponent grabbed, he may perform one of the following maneuvers: Drag, Drop, Restrain, or Throw.

To break free from a Grab, the defender must overcome the grabber's strength with his own by making a contested STR + Unarmed Combat skill roll. If the grabber's total is higher than the defender's, then the defender remains grabbed.

Restrain

A character that has successfully grabbed an opponent may restrain him by expanding his Grab to restrain two limbs (either both arms or both legs). To successfully restrain an opponent, the character must succeed at a contested REF + Unarmed Combat skill roll against the opponent's REF + Unarmed Combat skill at -2. If the offensive character's total is higher than the defender's, the opponent is fully restrained and cannot use the restrained limbs, and any other actions attempted by the grabbed character are at -5. Once a character has an opponent restrained, he may only perform a Drag, Drop, or Throw, or he may release the opponent.

To break free from being restrained, the defender must overcome the restraining character's strength with his own by making a contested STR + Unarmed Combat skill roll. If the restraining character's total is higher than the defender's, then the defender remains restrained.

Shooting Your Enemy's Gun Out of His Hand

Shooting something as small as a weapon is relatively difficult. The weapon's base Defense (DEF) is equal to 10 plus its user's REF bonus. Next, there is the weapon's size to consider, which effectively adds to its DEF. Most guns fall into the "Very Small" range (+4 DEF), though some long rifles and shotguns could be considered "Small" (+2) and some tiny pistols (such as Derringers) would be considered "Tiny" (+6).

If your crack shot hits the weapon, it might break outright. The AV and Hits of firearms are listed on the table below.

Table: Firearms DEF, Armor Value & Life Points

Weapon	DEF	AV	Life Points
Tiny pistol	+6	12	6
Pistol	+4	12	12
Rifle	+2	12	15
Shotgun	+2	12	18

Even if the weapon doesn't break when hit by the bullet, there's a good chance the shock of the bullet hitting it may knock it out of your opponent's hand. To retain a grip on his weapon, your foe must make a successful STR + 3d6 roll versus a TN equal to 10 + the

amount of damage rolled for your shot (before applying any AV). If he fails, the weapon is knocked from his hand, traveling 1 meter in a random direction.

Note: You cannot use a shotgun to disable a firearm.

Shotguns

Shotguns fire a shell that contains a dozen or so .32 caliber metal pellets or "shot" (it's like hitting a target with ten .32 caliber pistol rounds at once). The shot spreads rapidly, however, as it leaves the barrel, covering a larger area the farther from the barrel that it travels.

As one might guess, this makes it easier for even a fairly unskilled character armed with one of these weapons to hit a target than a regular firearm that unleashes only a single bullet with each shot. On the other hand, it also means that the further from the target the shot is, the less of the shot hits it (and thus, less damage is dealt).

In game terms, any character firing a shotgun gets a Range Modifier (or Rmod) bonus to his Firearms skill roll at certain range increments, up to a maximum bonus of +3. Beyond this range, the spread of the shot becomes wide enough that it is unlikely that many of the pellets will strike the same target (thus eliminating the Rmod bonus).

In addition, a shotgun has a spread effect beyond the first range increment as shown on the following table. On the other hand, the shotgun's damage is reduced the further target is from the barrel.

Shotgun Damage & Spread Tables

Target Damage (by gauge) — Standard shotgun

Range (m)	Spread	Rmod	10 ga	12 ga	16 ga
1	-	+/-0	7d6	6d6+2	6d6
2-3	-	+/-0	6d6+2	6d6	5d6+2
4-5	-	+1	6d6	5d6+2	5d6
6-15	1 meter	+2	5d6+2	5d6	4d6
16-25	2 meters	+3	4d6+2	4d6	3d6
26-35	3 meters	+/-0	3d6+2	3d6	2d6
36-50	4 meters	+/-0	2d6+2	2d6	1d6
51-100	5 meters	+/-0	1d6+2	1d6	1 point

Target — Sawed-off shotgun

Range (m)	Spread	RMod
1	-	+/-0
2-3	-	+1
4-5	1 meter	+2
6-15	2 meters	+3
16-25	3 meters	+/-0
26-35	4 meters	+/-0
36-50	5 meters	+/-0
51-100	-	-

** Sawed off shotguns reduce the damage by 1 step (i.e., 7d6 becomes 6d6+2, 6d6+2 becomes 6d6, and so on).*

Shot Spread

The spread of a shotgun is centered on the intended target and fans out from that point. Where it cannot spread out equally to either side, the GM should randomly determine the direction (left or right) that the shot spreads. The attacker must make attack rolls to hit the secondary targets, taking into account normal modifiers for distance plus the Rmod bonus (if applicable).

Shotgun Damage versus Armor

To simulate the effect of multiple projectiles comprising a single attack, any AV is doubled for purposes of reducing the damage from the shotgun blast. After subtracting points for armor, the damage is applied to the targets LIF (or Hits, if an inanimate object) as normal.

For example, Mack fires a sawed-off shotgun against a bank robber. The damage listed for the target's range is 5d6. Mack's player rolls the damage and gets a total of 17. He then rolls the hit location and determines that he has hit the target in the foot. The target is wearing cowboy boots, which have an AV of 4. Mack's player subtracts 2x the AV (8) from the damage rolled for the shotgun blast. The shotgun blast inflicts a total of 9 points of damage on the unlucky robber.

Double-Barrel Shotguns

Double-barrel shotguns have two barrels. Each barrel is loaded with a single shell, and there is a trigger and hammer for each barrel.

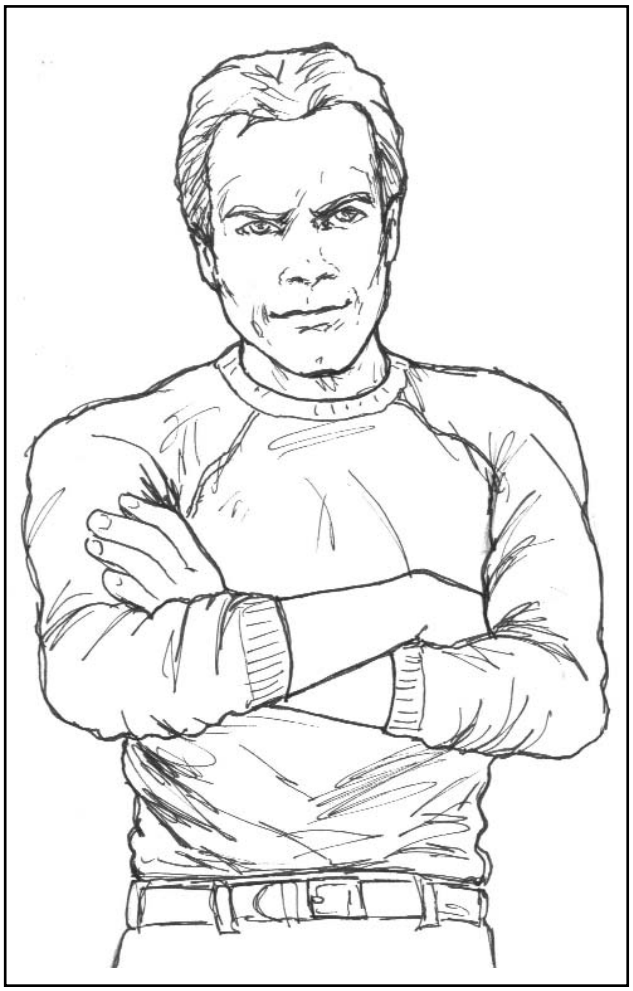
A character may fire both barrels in one attack, even if the character only gets one attack per turn. In this instance, both barrels must be fired at the same target, but only one attack roll is required. The damage listed in the Shotgun Damage Tables is for the firing of one barrel; if two barrels are fired at the same time, add 2d6 to the damage. So for example, a character firing both barrels of a standard length shotgun at a target 20 meters away would do 6d6 points of damage instead of 4d6 on a successful hit.

A character may fire at two separate targets (or both shots at the same target) by firing one barrel at a time, with a -2 penalty on both shots (see New Combat Modifiers).

Take-away

This action is similar to the Disarm action, except that with this action, the character attempts to maintain possession of the weapon that he is taking out of his opponent's hands. The character must make a contested attack roll at -3. If the effect number of the disarm roll exceeds the effect number of the defender's roll, the character has taken the opponent's weapon away and now has it in his possession. The weapon may be used against his opponent on the next turn.

Characters attempting a Take-away receive a +1 bonus to their DEF. This bonus lasts until their next action.



Throw

A character that has successfully Grabbed or Restrained an opponent may throw him to the ground. The opponent falls to the ground and suffers B/S damage equal to the thrower's STR in dice. The opponent may reduce the damage suffered from the Throw by making a successful Acrobatics roll (see Acrobatics).

Unarmed Strike

With this action, the character can strike an opponent with a fist, elbow, kick, etc., to inflict damage. The character makes an attack roll using his REF + Unarmed Combat + 3d6. A successful attack inflicts B/S damage for the attacker's STR, as shown on the STR Table. For determining damage for a kick, treat the attacker's STR as +1.

Weapon Strike

With this action, the character attacks an opponent or object with a readied weapon. The character makes an attack roll using his REF + (appropriate weapon skill) + 3d6. If successful, the attack inflicts damage as per the weapon listing (see Weapons.)

Special Actions

Fast Draw

Fast draw is taken in conjunction with a weapon attack, such as drawing and firing a gun or unsheathing and throwing a knife. When performing a fast draw, the character receives a +2 INI bonus for that attack on that turn but the attack roll is at -3. The penalty lasts only for one turn.

Load Weapon

The character is spending the turn reloading a weapon. Reloading a weapon may take multiple turns to accomplish. As a rule of thumb, sling weapons and bows require 1 turn to reload, crossbows require 2 turns, and black powder weapons require 10 turns. Modern firearms may be reloaded at a rate of 1 loose round or one magazine (or clip or cylinder/speed-loader) per turn.

Wait

With this action, the character is waiting to act. The player may either declare a specific intended action and a circumstance that will trigger the action (e.g., "My character is holding his action and will shoot the first person who walks through that door,") or simply declare that his character is waiting and will act later.

If the player declares a specific condition and a specific action, the character automatically acts first if the condition occurs.

If the player is simply waiting to act later in the turn but with no specific intent (as yet), the character can take an action at any point in the same turn. If a character does not use his held action by the end of the turn, the held action is lost and the character must wait to act until the next turn.

Characters who are waiting are still alert and able to defend themselves, and receive a REF bonus to their DEF, as well as any other applicable DEF modifiers (GM's discretion).

A character may always abort (that is, give up) a held action in order to use a defensive action.

Riding Actions

Riding actions may be performed by characters in accordance with the Core Rules. Treat Riding Actions as "Movement" for the purposes of determining any penalties imposed for characters performing multiple actions in a single turn.

Advanced Riding

Advanced Riding is an advanced version of the Cover Riding action (see below). If the character makes a successful Riding skill roll (TN 21), he gains the +3 DEF bonus and can perform another action (including an attack) that turn as well. A failed roll indicates that the character not only fails to gain cover, but that he may not make any other actions that turn as well.

Control Mount in Battle

The character can attempt to control an untrained horse while in combat by making a successful Riding skill roll (TN 18). If the character fails, he can do nothing else that turn. A character must attempt to control his horse anytime he shoots a gun from horse-back, when a gun is fired nearby (within 3 meters of the horse), and any time the mount is struck and suffers greater than a Light Wound.

Horses that are trained for combat (including most military horses) do not require the rider to make rolls to control the animal in combat.

Cover Riding

The character can react instantly to drop down and hang alongside the mount, using it as cover. This

provides a +3 to the character's DEF. This maneuver requires a successful Riding skill roll (TN 18). The character cannot attack while using his mount as cover. If the character fails the skill roll, he does not get the cover Benefit.

Fast Mount or Dismount

The character can mount or dismount and perform a basic Movement action with the mount in the same turn as a free action (i.e., the action does not count when determining any penalties for performing multiple actions in a turn). Performing a fast mount with a successful Acrobatics skill roll (TN 15). If the character fails the roll, mounting or dismounting counts as a Special action and the character cannot perform a Movement action with the mount until the following turn.

Fight with trained horse

If the character directs a trained mount to attack in battle, he can still make his own attack or attacks but at -3. Directing a trained mount to attack requires a Riding skill roll (TN 18).

Guide with Knees

The character can react instantly to guide his mount with his knees so that he can use both hands in combat. This requires a successful Riding skill roll (TN 15), which is made at the start of the character's turn. If the character fails, he can only use one hand this turn because he needs to use his other hand to control his mount. Alternately, the GM may allow the rider to perform an action using both hands but the rider automatically falls off the horse at the end of the turn.

Leap

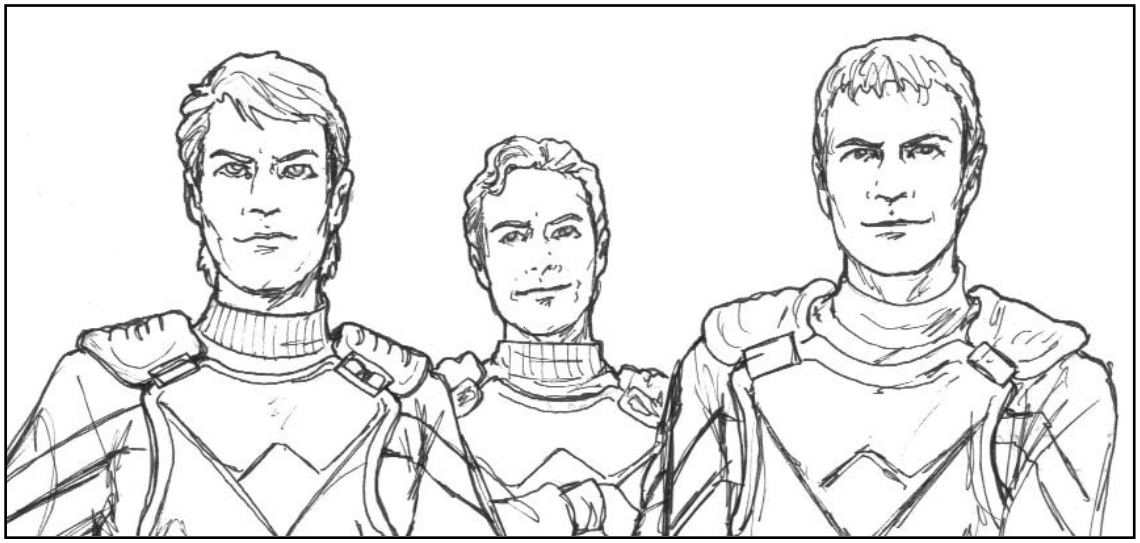
The character can get a mount to leap obstacles as part of its movement. A Riding skill roll is made, with the TN based on the difficulty of the jump being attempted (see the table below). A failed roll indicates that the rider falls from his mount.

TN	Situation (example)
12	Jump a short barrier (e.g., fallen log)
15	Jump a medium barrier (.5-1 m. wall, hedge row)
18	Jump a small crevasse or pit (up to 2 m. distance)
21	Jump a tall barrier (1-1.5 m. wall, person)
24	Jump off a short cliff (up to 7 m.)
27	Jump a wide crevasse or pit (3-6 m. distance)
30	Jump off a tall cliff (more than 7 m.)

It is up to the GM whether the rider falls before, during, or after the jump. For example, after a player fails a Riding roll to execute a jump, the GM decides that the horse stops short, refusing to jump, and the rider falls to the ground in front of the horse.

Mount/Dismount

The character is able to mount or dismount a steed (usually a horse, but may be any creature used for



such a purpose, depending on the campaign) or vehicle. This action does not require a skill roll except in extreme circumstances (e.g., when the beast is running or the vehicle moving). Characters who are mounting or dismounting do not receive their REF bonus to DEF. This penalty lasts until their next action.

Stay in Saddle

The character can react instantly to try to avoid falling when his mount rears or bolts unexpectedly, or when he takes damage by making a Riding roll (TN 15).

COMBAT

Combat is handled in more detail than most other situations. When any character enters a combat situation-by either attacking another character or non-player character or being attacked-game time "slows down."

The following rules are provided to allow players and GMs to determine the outcome of combat encounters in their game. And let's face it, there is likely to be a lot of combat-or potential combat-in any cinematic game.

Combat Turns

Each turn lasts for 3 seconds of "game time." Each character may perform one action per turn (see Taking Actions).

Initiative

During combat, characters act in order of Initiative (INI). To determine initiative, each player rolls 1d6 and adds the number rolled to his character's INI score. The GM rolls once, for the leader (usually the bad guy with the highest PRE or Persuasion), using the leader's INI +1d6 to determine the Initiative for all of the bad guys. The character with the highest initiative score acts first that turn, the character with the next highest initiative score acts second, and so on.

In the case of ties, the character with the highest Intellect acts first. If both characters have the same Intellect scores, then the actions are simultaneous (see Initiative).

Characters with a different length weapon than their opponent may receive a bonus to their INI when at the optimal distance for their weapon (see Weapon Size).

Modifying Target Numbers

In combat, the Target Numbers listed in the Difficulty and TN Table do not take into account the opponent's abilities. Rather than using the generic difficulty modifiers in melee combat, the Target Number for attacks against other characters is equal to the target's DEF (see Defensive Target Number). The target's base DEF is 10, to which modifiers may be applied.

DEF Modifiers

There are a number of situations that affect a character's DEF score and, therefore, an attacker's TN. Some examples and suggested DEF modifiers are listed below. All listed modifiers are applied to the target character's DEF score.

Character/target is...	**DEF Modifier**
aware of attack	+ REF
using a combat skill to defend	+ Skill score
at optimal distance for his weapon and fighting an opponent with a different length weapon	+3
Diving or Dodging	+3
Blocking or Rolling	+2
Grabbing another character	-2
Armor & Encumbrance	
Unencumbered (< STR kg)	No modifier
Partially encumbered (< Carry wt.)	-1
Greatly encumbered (> Carry wt.)	-3

Combat Modifiers

A variety of situations can affect a skill roll made to hit a target in combat. For example, skill rolls for ranged attacks are modified by the distance, size, and speed of the target. If a target is close, it will be fairly easy to hit. If a target is far away and moving quickly, it will be much harder to hit.

Some examples and suggested modifiers are listed below. All listed modifiers are applied to the skill roll for the attack.

Combat Modifiers Table

Target Size	Modifier
Colossal	+10
Gargantuan	+8
Huge	+6
Large	+2
Medium	0
Small	-2
Tiny	-4
Diminutive	-6
Fine	-8

Target Visibility	Modifier
Completely obscured/invisible	-5
Mostly obscured (heavy fog, good cover)	-3
Partly obscured (light fog, poor cover)	-1
Target Behind Cover	Modifier
Half body visible	-1
Head and shoulders only visible	-2
Head only visible	-3
Target silhouetted	+2

Elevation	Modifier
Target higher than attacker (uphill, mounted)	+2
Target lower than attacker (downhill, prone)	+1

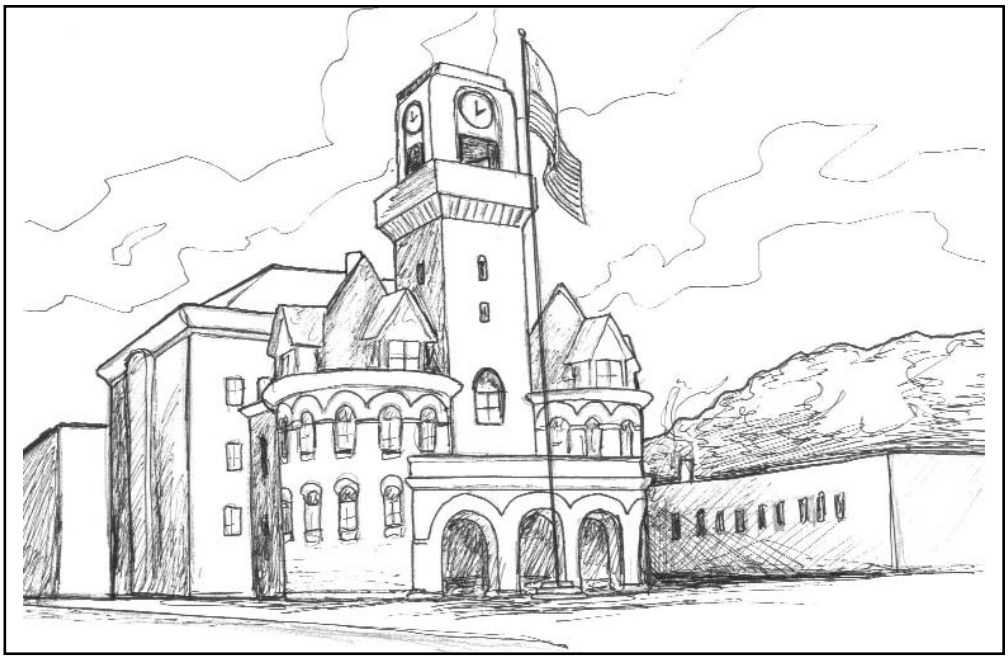
Aiming	Modifier
Aiming	+2 per turn (+6 max)
Braced (stable base, bipod, pintle mount)	+2
Hip shot	-2
Miscellaneous Conditions	Modifier
Surprise Attack	-5
Improvised weapon (rock, bottle, small girder)	-2

Distance (ranged attacks only; offset by ACC)	Modifier
1 meter	0
2-3 meters	-1
4-5 meters	-2
6-15 meters	-3
16-25 meters	-4
26-35 meters	-5
36-50 meters	-6
51-100 meters	-7
101-150 meters	-8
151-200 meters	-9
201-300 meters	-10
301-400 meters	-11
401-600 meters	-12
601-800 meters	-13
801-1,000 meters	-14

Target Moving	Modifier
3-4 m/turn (walking)	-1
5-8 m/turn (jog)	-2
9-16 m/turn (running)	-4
17-32 m/turn (sprinting)	-6
33-64 m/turn (24-42 mph)	-8
65-128 m/turn (highway speeds, train)	-10

Ranged Combat Example

A character with REF 5 is standing 40 meters away. His base DEF is 10 + REF (5), or 15. If someone 40 meters away shoots at our character, the GM applies the -6 range modifier to his attack roll against the 15 DEF, making the total TN for the shot 21!



Action Modifiers

A number of actions that are available to characters impose a modifier to a skill roll, the character's DEF or both. Below is a condensed list of available actions and their modifiers. For a more detailed description of each action, see Available Actions. Note: "Skill Mod" represents the modifier to the attacker's skill roll to perform that action.

Defensive Actions	DEF	Skill Mod	Notes
Block	+2	+1	+4 INI vs. melee attacks next turn if block is successful
Dodge	+3	+0	Up to 1/2 MOV in meters
Roll with the blow	+2	+0	1/2 damage

Movement Actions	DEF	Skill Mod	Notes
Crawl	+1	+0	No REF bonus to DEF
Climb	+0	+0	Up to 1/2 MOV
Dive	+3	+0	Up to 1/2 STR; req. Leaping roll (TN 10 +2/ meter)
Roll	+2	+0	Roll along ground or over obstacle; up to 1/2 MOV
Run	Var.	+0	Up to 2x MOV plus one non-movement action at -3; DEF bonus for velocity
Sprint	Var.	+0	Up to 4x MOV; plus one non-movement action at -6; DEF bonus for velocity
Walk	+0	+0	Up to MOV plus one other non-movement action

Offensive Actions	DEF	Skill Mod	Notes
Aim	+0	+2/turn	+2 per turn (+6 max); No REF bonus to DEF
Bind Weapon	+0	-1	Opponent's weapon immobilized; requires contested (STR + combat skill + 3d6) to break.
Disarm	+1	-2	Disarms opponent
Drag	+0	+0	Drag resisting person (STR+1 - opponent's STR) meters; max distance = MOV.
Drop	+0	+0	Fall with Grabbed or Restrained opponent; 2d6 dmg
Grab	-2	-2	Grab one item or limb.
Restrain	+0	+0	Fully restrains a Grabbed character; -2 to overcome.
Take-away	+1	-3	Takes opponent's weapon away.
Throw	+1	-1	Inflicts normal STR dmg as B/S; victim thrown to ground
Unarmed Strike	+0	+0	Does STR damage as B/S
Weapon Strike	+0	+0	Does dmg as per weapon

Special Actions	DEF	Skill Mod	Notes
Fast Draw	+0	-3	+2 INI
Load Weapon	+0	+0	Load a weapon & make ready
Mount	+0	+0	No REF bonus to DEF
Wait	+0	+0	Wait to act later in same turn

Autofire

A weapon with autofire "puts a lot of lead downrange," as they say.

When making an autofire attack, the player makes a single attack roll using his REF + Weapon Skill + 3d6 against the target's TN. To determine how many rounds hit the target, the effect number is divided by a number based on the type of attack being made.

Burst

A burst autofire (or "autoburst") attack consists of firing a short, controlled burst of fire at a single target. The shooter makes an attack roll against the target, with any modifiers for size, distance, and so on. On a successful attack roll, the target is hit by one projectile plus an additional projectile for every 2 full points of effect number. The maximum number of rounds that may be fired in a burst is 4.

Mike is playing Sergeant Larry Craft, a SWAT team member. Larry has a REF 6 and Submachine-gun skill +6. He is carrying a submachine-gun with a RoF of 20. During a drug raid, Mike's character spots a gunman and fires a burst of four rounds, with a TN of 18. Mike makes his skill roll and gets a total of 24. Because Mike's effect number is 6 (24-18=6), his target is hit by 3 rounds of the burst. Mike rolls the damage separately for each round that hits his target.

Stream

A stream autofire attack consists of aiming the weapon at a single target and releasing a stream of rounds or projectiles at it. This is sometimes referred to as "hosing" a target. The shooter makes an attack roll against the target at a -1 penalty for every 10 rounds (or fraction) in the attack, plus any modifiers for size, distance, and so on. On a successful attack roll, the target is hit by one projectile plus an additional projectile for every 2 full points of effect number. The maximum number of rounds that may hit a target is equal to the RoF for the weapon.

Sergeant Craft spots another gunman. Mike's character fires a stream of 10 bullets at the gunman, with a base TN of 18. Because Mike's character is firing more than a burst, he suffers an additional -1 penalty to his skill roll. Mike gets a 26, minus 1 for the stream penalty, for a total of 25. Because Mike's effect number is 7 (25-18=7), his target is hit by 3 rounds from the burst. Mike rolls the damage separately for each round that hits his target.

Spray

With a spray autofire attack, the shooter can attempt to hit multiple targets at once. The width of the area (in meters) must be defined by the player before the attack roll is made. This area is called the "fire zone."

The maximum number of rounds that can hit a given target in the fire zone is equal to the total width (in meters) in the fire zone divided by the number of rounds being fired, rounding down.

The attacker makes a skill roll for each target, with a -1 penalty for every 10 rounds (or fraction) in the attack, plus any modifiers for size, distance, and so on. On a successful attack roll, the target is hit by one projectile plus an additional projectile for every 3 full points of effect number.

Sergeant Craft spots three gunmen spread out in a warehouse, and fires a full 20 rounds into a 10-meter-wide area, hoping to hit them all. Each target can be hit by a maximum of 2 rounds (20 divided by 10 = 2). The adjusted Target Number (after counting all modifiers) for each target is 15. Jim (Sgt. Craft's player) makes a skill roll for each target, and gets a 14, 19, and 25, respectively. The first target is missed, the second is hit by 2 rounds, and the third is hit by 2 rounds (Jim's effect number was high enough to score 3 hits, but only 2 rounds entered his area in the fire zone).

Method	Modifier	Divide EN by	Max rds. per target
Burst	0	2	4
Stream	-1 per 10 rds	2	RoF
Spray	-1 per 10 rds	3	RoF/Fire zone (m)

Explosions

Explosive attacks cause damage in an area. Any targets in the area of effect of the explosion are automatically hit by the attack. The type and form of damage depends on the type of explosive attack (see the table below).

Type/Form	Example
Blunt/Stunning	Rubber pellet grenade
Blunt/Lethal	HE grenade or artillery round
Penetrating/Stunning	Flash grenade, stun energy grenade, sound/kinetic wave
Penetrating/Lethal	Anti-personnel mine, HEAP artillery round

Targeting Explosive Attacks

Explosive attacks may be targeted at a person or object (such as a vehicle), using the normal rules for combat. Because explosive attacks do damage over an area, however, it is simpler to use a point on the ground (or a specific hex, if using a hex map) as the target.

Treat a 1 square meter area (or a 1 meter hex) as having a TN of 10 (similar to attacking a person with a base DEF of 10 but no REF bonus), and add any other applicable modifiers to the skill roll, such as modifiers for range, obscured visibility, and so on.

If the attack roll is successful, the attack lands in the intended spot.

If the attack roll fails, the attack misses the target. To see where the attack hits, roll 1d6 to determine the direction from the target, then roll another 1d6 to determine the distance the attack lands from the target (see table next page). The distance an attack misses the target by is equal to the number of points the attack roll missed by for thrown, simple missile weapon and small arms attacks. Multiply this number times 2 for heavy weapons.

The maximum distance the attack can miss the target by is one half the total distance from the attacker to the intended target.

Direction Missed Attack Lands

1d6	Attack lands...
1	Left (attack lands to left of target)
2-3	Long (attack lands beyond target)
4-5	Short (attack lands short of target)
6	Right (attack lands to right of target)

Damage Reduced by Range

The farther a target from the center of the explosion, the less damage is done to it. An explosive attack does the listed amount of damage in a 1 meter radius. For every additional meter of distance from the center, the damage is reduced by 3 points. Treat damage below 1 point as 0. The maximum distance at which 1 point of damage is caused indicates the maximum effect radius of the blast. The blast radius of an attack is defined as the number of meters equal to one third of the total damage points done by the attack. (Damage points/3 (round down) = Blast radius in meters)

An anti-personnel grenade explodes doing 25 points of penetrating lethal (P/L) damage. Any targets within 1 meter of the grenade when it explodes are hit by a 25 point piercing lethal attack; targets 2 meters away suffer a 22 point attack; targets 3 meters away suffer 19 points, and so on, up to 8 meters away, where targets suffer a 2 point attack. Eight meters is the effective "blast radius." Targets nine or more meters away from the explosion's center suffer no effect from the blast.

Average Blast Radius

Rather than calculating the blast radius of the grenade based on the actual damage rolled, GMs can determine the average blast radius for an attack by adding the number of dice of damage for the explosion +1. The resulting number is the maximum blast radius for the explosion, in meters.

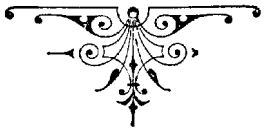
The GM decides to use the average blast radius of the grenade. Because the grenade's listed damage is 6d6, the average blast radius of the grenade (when it goes off) is 6+1=7 meters.

Using the average blast radius of an explosion can save the GM a lot of time during the game. For instance, if a 6d6 explosion goes off, the GM knows that the average blast radius of the explosion is only 7 meters. If the closest character is 10 meters away from the explosion, the GM does not need to roll any damage dice at all; none of the characters are close enough to suffer any damage from the explosion. Instead of rolling the damage dice to determine the blast radius, the GM can simply describe the explosion and move on to the next character's action.

Hit Locations

When your character strikes an opponent in combat you may want to know precisely where the attack lands. To determine the "hit location," you simply roll dice and refer to the Hit Location Table, below. The exact combination of dice rolled depends on the kind of weapon used in the attack, if any. Consult the list below.

Attack made with...	Roll
Hands, foot/leg, or Short weapon	2d6+1
Medium or Long weapon	3d6



Random Hit Location Table

Roll	Location	Effect
3-4	Head	2x damage**
5	Neck	11/2x damage**
6	Hand*	1/2 damage**
7-8	Shoulder *	1/2 damage**
9	Arm*	1/2 damage**
10-11	Chest/torso	
12	Stomach (lower back)	
13	Vital organ	11/2x damage**
14-15	Thigh*	1/2 damage**
16-17	Calf/lower leg*	1/2 damage**
18	Foot*	1/4 damage**

** Roll 1d6; 1-3 = left, 4-6 = right.*
*** After subtracting points for any armor*

Targeting Specific Locations

If your character wants to attack a specific part of the opponent, you can use one of the two optional rules below.

Option 1: Aimed Shot Modifiers

Ignore the Random Hit Location Table, above. Apply the listed TN modifier to the TN for the attack roll. If the attack is successful, the character automatically hits the intended location; roll the damage for the attack as normal.

Targeted location	Modifier	Effect
Head	-4	2x damage
Neck	-6	11/2x damage
Shoulder/arm	-2	1/2 damage
Hand	-3	1/2 damage
Chest/torso	-1	
Stomach (lower back)	-4	
Vital organ	-6	11/2x damage
Thigh	-2	1/2 damage
Calf/lower leg	-4	1/2 damage
Foot	-3	1/2 damage

Option 2: Adjusting the Location

Once hit location is determined using the Random Hit Location Table, the character may still "move" the location. For every 2 points of effect number, the player may move the hit location up or down one location on the table (player's choice).

Fred's character, Ian Lightfinger, fires his bow at a mercenary soldier who is attacking his village. Fred must make a Simple Missile Weapons (Bows) skill roll against a TN 18. Fred rolls the dice and gets a total of 23, an effect number of 5. Fred rolls 3d6 for the hit location and gets a 14-thigh. Because his effect number is 5, Fred can adjust the hit location by two levels. Fred could move the hit location down two steps to "Foot," but he does not think this is a good idea. So Fred decides to move the hit location up two levels to "Stomach." His character, Ian Lightfinger, has hit the soldier in the stomach with an arrow. Fred then rolls the damage for the attack.

DAMAGE

Damage is categorized by its method of delivery (i.e., the "form") and its effect (i.e., the "type"). There are three types and three forms of damage. All damage effects in the core rules use one descriptor from each category. For example, damage from a knife wound is considered Penetrating Lethal damage (abbreviated as "P/L"). Each is explained below.

Types of Damage

The three basic Types of damage are Blunt (B), Penetrating (P), and Special (Sp).

Blunt

Blunt damage represents damage caused by blunt force (known as "blunt trauma" in the medical world). Examples of blunt damage include damage caused by punches and kicks, falling, collisions, clubs, and the like.

When a character suffers blunt damage, subtract the value of any armor the character is wearing and the character's TGH score from the damage, and then subtract any remaining damage points from the character's LIF.

Penetrating

Penetrating damage represents damage from an injury that penetrates the body, such as damage cause by bladed and pointed weapons, arrows, fast-moving projectiles, and the like.

When a character suffers penetrating damage, subtract the value of any armor the character is wearing, and then subtract any remaining damage points from the character's LIF.

Special

Special damage represents damage or other effects from unusual attacks, such as gas, drugs (e.g., stimulants or anesthesia), and the like. Generally speaking, any effect that does not reduce a character's LIF points is considered a Special Attack.

Forms of Damage

The three basic Forms of damage are Stunning (S), Lethal (L), and Special (Sp).

Stunning Damage

Stunning damage is damage that temporarily weakens or incapacitates the character. Stunning damage can render a character unconscious but cannot kill him. It reflects the non-lethal and temporary effects of special substances and substances, such as pepper spray (oleoresin capsicum or "OC"), sleep gas, flash-bang grenades, depressants (such as alcohol or barbiturates), the dazing effects of a punch or mild concussion, sedation, general weakening from fatigue, and so on.

When a character's LIF is reduced to 0 because of stunning damage, the character immediately falls unconscious. An unconscious character will not regain consciousness until his LIF is raised to a score of 1 or higher, whether through healing, natural recovery, or medical or supernatural aid.

Stunning damage is healed more quickly than lethal damage (see Recovery).

Lethal Damage

Lethal damage is that damage that can kill a character. Lethal damage can render a character unconscious as well as kill him. Lethal damage can reflect the effects of a trauma or injury caused by weapon, a collision such as from an auto accident or a fall from a

great height, the effects of high doses of radiation, extreme weakening from illness, and so on.

When a character suffers a number of points of lethal damage that exceeds his LIF, the character is dying. A dying character will lose 1 additional LIF point each turn until he reaches -10 LIF. Medical intervention is necessary to prevent the character from dying (see Stabilizing, page 72). If a character's LIF score reaches -10, the character is dead.

Lethal damage is healed more slowly than stunning damage.

Special Damage

Special damage is damage to some aspect of the character other than the character's LIF. Examples include the reduction of an attribute, the suppression of a paranormal power, medical symptoms (such as hallucinations or nausea) and so on.

This category is a catch-all, for any effects that cannot be clearly defined as either stunning or lethal.

Wounds and Effects of Damage

Wounds come in progressive levels of severity, from Superficial to Fatal. The description for each level of wound severity and its effects are explained below.

Superficial Wounds

Any wound from which a character suffers up to 1x HLT in damage points (after subtracting any damage for armor or TGH) is a superficial wound. Superficial wounds include minor cuts, scrapes, and bumps.

Superficial wounds do not restrict or reduce the character's movement, attributes, or skills, although they may be painful.

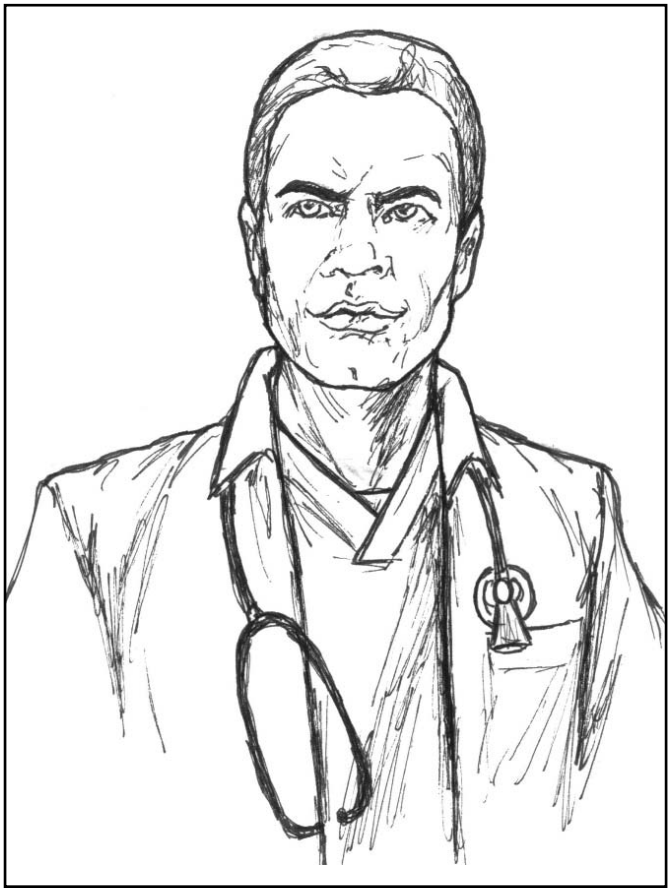
In medical terms, characters suffering from superficial wounds are conscious and comfortable (at least as far as the injury goes), their vital signs are stable and within normal limits, and indicators point toward an excellent recovery. Medical patients suffering from one or more superficial wounds are generally considered in "good condition."

Light Wounds

Any wound that causes up to 2x HLT in damage points (after subtracting any damage for armor or TGH) is a light wound.

Not exactly superficial damage, but there is little if any chance a character will die from light wounds. The character will lose 1 additional LIF point each day for 1d6 days until stabilized (see Stabilizing).

All Body-based skill rolls are at -1 until the character receives medical aid. This penalty may be ignored for one turn with a successful Tricky WIL attribute roll (TN 15).



In medical terms, characters suffering from superficial wounds are conscious but generally uncomfortable, though their vital signs are stable and within normal limits. Indicators point toward a favorable recovery. Medical patients suffering from one or more light wounds are generally considered in "fair condition."

Serious Wounds

Any wound that causes up to 3x HLT in damage points (after subtracting any damage for armor or TGH) is a serious wound.

Serious wounds are just that. The character is

wounded in such a way that seriously impedes his ability to do anything. Serious wounds include some gunshots, broken limbs, and major burns.

Left untreated, serious wounds can pose a serious health risk from infection, bleeding, and other serious complications. The character will lose 1 additional LIF point each hour until stabilized (see Healing, below).

All Body-based skill rolls are at -3 until the wound is stabilized and then -1 until treated. Any Mind-based skill rolls are at -3 until treated. These penalties may be ignored for one turn with a successful Challenging WIL attribute roll (TN 18).

In medical terms, characters suffering from serious wounds are acutely ill. They may not be conscious, their vital signs are unstable and not within normal limits. Indicators are questionable. Medical patients suffering from a serious wound are generally considered in "serious condition."

Critical Wounds

Any single wound causing up to 4x HLT in damage points (after subtracting any damage for armor or TGH) is a critical wound. Critical wounds do not close and will not just stop bleeding. Critical wounds include torn limbs, deep punctures, and lacerations, severe head trauma, and so on.

Critical wounds can be fatal without immediate stabilization and fairly quick medical treatment. A character with a critical wound will lose one additional point of LIF per minute until he is stabilized.

All Body skills are at -6 until stabilized and -3 until treated. Any Mind-based skill rolls are at -6 until treated. These penalties may be ignored for one turn with a successful Challenging WIL attribute roll (TN 18).

In medical terms, characters suffering from critical wounds may not be conscious, their vital signs are unstable and not within normal limits, and indicators are unfavorable. Medical patients suffering from a critical wound are generally considered in "critical condition."

Fatal Wounds

Any wound from which a character suffers more than 4x the victim's HLT in damage points (after subtracting any damage for armor or TGH) is a fatal wound. The character will die without immediate aid. Characters suffering from a fatal wound will lose 1 additional LIF point each turn unless stabilized (see Healing, below). Otherwise, treat this as a Critical Wound.

Wound Effects Table

Wound	Effects
Superficial	None.
Light	-1 to Body-based skills until medical aid received; -1 LIF per day for 1d6 days unless stabilized.
Serious	-3 to Body-based skill rolls until stabilized, then -1 until treated; -3 to Mind-based skill rolls until treated. -1 LIF per hour until stabi lized.
Critical	-6 to Body-based skill rolls until stabilized, then -3 until treated; -6 to Mind-based skill rolls until treated. -1 LIF per minute until stabilized.
Fatal	-1 LIF per turn until stabilized; otherwise, treat as Critical.

Recording Damage

Damage that a character suffers should be marked on the character sheet in the boxes provided. Stunning damage is marked as a slash ("/") and lethal damage is marked as an "X."

A character suffers 2 points of lethal damage from a knife cut to the arm and 6 points of stunning damage from a kick to the chest. The damage from the knife wound is recorded on the character sheet as two "Xs" and the wound from the kick as six slashes.

If a character has suffered a total amount of combined stunning and lethal damage to bring his LIF to 0, any subsequent lethal damage should be recorded over (i.e., "replacing") any stunning damage on the character sheet. Any subsequent stunning damage is treated as lethal damage.

Mike's character has 20 LIF. During a fight, he suffers 12 points of stunning damage and 8 points of lethal damage. Because the combined total of damage

is 20, he is unconscious. He is then hit again for 5 points of lethal damage. Mike changes 5 of the slash marks (that indicate stunning damage) to "Xs" (indicating lethal damage).

Healing

There are three basic parts to healing damage sustained by your character. Stabilization prevents the wound from becoming worse; Treatment repairs the damage sustained; Recovery heals the body.

For GMs who want simpler rules for healing, simply ignore the rules for Stabilization and make Treatment optional, relying primarily on Recovery to determine a character's healing rate. This has the affect of lowering the mortality rate for characters that are seriously injured.

For all First Aid and Physician skill rolls, the following situational modifiers apply. Note that in some settings or genres, some of these situations will not apply (e.g., "ample medical supplies" are simply not available in a medieval setting).

Situational Modifiers

Condition	Modifier
Very dirty or unsanitary conditions	-2
Makeshift sick bay (a bedroom or office)	-1
Improvised equipment and supplies	-1
Adequate medical supplies (first aid kit, med-pac)	+1
Ample medical supplies (sick bay, hospital)	+3

Stabilizing

Stabilizing a patient is the immediate treatment of an injury to prevent worsening of the injury or condition. This could involve setting a compression bandage, immobilizing an extremity (such as putting a splint on a limb with a broken bone), or tightening a tourniquet.

A successful First Aid or Physician roll will stabilize the wound, preventing the loss of any additional LIF, for a period of time. The difficulty of the skill roll is based on the severity of the wound (see the Stabilization Table, below). At the end of this time, a new skill roll is required. A failed roll means that the character suffers additional damage, as per the severity of the injury (see Wounds and the Effects of Damage).

Jim's character has suffered a serious gunshot wound and has already suffered 23 points of damage, reducing his LIF to 2. He will continue to lose LIF points at the rate of 1 point per minute unless he receives medical aid. Luckily, Tony's character has the First Aid skill. Tony makes his First Aid roll, so Jim's character will not lose any more LIF for that minute. Tony then makes another First Aid roll for the second minute but fails. Jim's character loses another point of LIF, lowering his score to 1. Tony rolls again for the third minute and succeeds! Fortunately for Tony the paramedics have arrived, who have better First Aid scores and can transport Jim's character to the hospital for treatment.

Stabilization allows a patient to be moved to a medical facility, whether by ambulance or some other conveyance, for treatment. It would also allow time for a priest to prepare a healing prayer or a late night flight to the Trauma Center in an aerodyne, depending on the genre being played.

Stabilization Table

Wound	Difficulty	Roll required
Superficial	No roll required	No roll required
Light	Average (TN 12)	every day
Serious	Tricky (TN 15)	every hour
Critical	Challenging (TN 18)	every minute
Fatal	Difficult (TN 21)	every turn

Treatment

Treatment is the active part of medicine. The doctor or medic will suture, medicate, and repair some of the damage caused by an accident or violent event. This may include surgery to remove foreign objects, pin broken bones, remove dead tissue or toxins, and so on.

Treatment usually occurs within 24 hours; although some types of treatment may take longer, these will not usually have a doctor as an active participant. These include long-term antibiotics, chemotherapy treatments, and the like.

Successful treatment can remove or "heal" up to one half the damage caused by a wound. The time required to properly treat the patient is shown on the

Treatment Table below, based on the severity of the wound (note: this is "game time," not real time). At the end of the time period indicated, the treating character makes a Physician or Surgery skill roll (GM's discretion), using the target number indicated. Success indicates the patient has been completely stabilized and will not lose any more LIF due to the wound. In addition, for every 2 points of the effect number for the skill roll (rounding up), the patient regains 10% of the lost LIF from the wound, up to a maximum of 50%.

Anna's character, Doctor Barrett, is working feverishly to save a patient that has just been brought to the emergency room. The patient has suffered 24 points of Special/Lethal damage from an explosion. Because the wound is a critical wound, Dr. Barrett must spend 2d6 hours working on the patient before Anna can make a Physician roll. The GM rolls 2d6 and gets 5. After 5 hours of game time, Anna must make a Difficult Physician skill roll (TN 21). Anna rolls a total of 24! The patient has been stabilized and will lose no more LIF points due to his injury. In addition, the patient regains 20% of the LIF lost due to that wound.

Treatment Table

Wound	Difficulty	Time required
Superficial	No roll required	No roll required
Light	Average (TN 12)	1d6 minutes
Serious	Challenging (TN 18)	1d6 hours
Critical	Difficult (TN 21)	2d6 hours
Fatal	Demanding (TN 24)	2d6 hours

Recovery

Recovery is the type of healing that the body does on its own. Characters heal a number of LIF points each healing period equal to their HLT. Characters recover at a rate of a point per hour for stunning damage and a point per week for Lethal damage.

Inanimate Objects

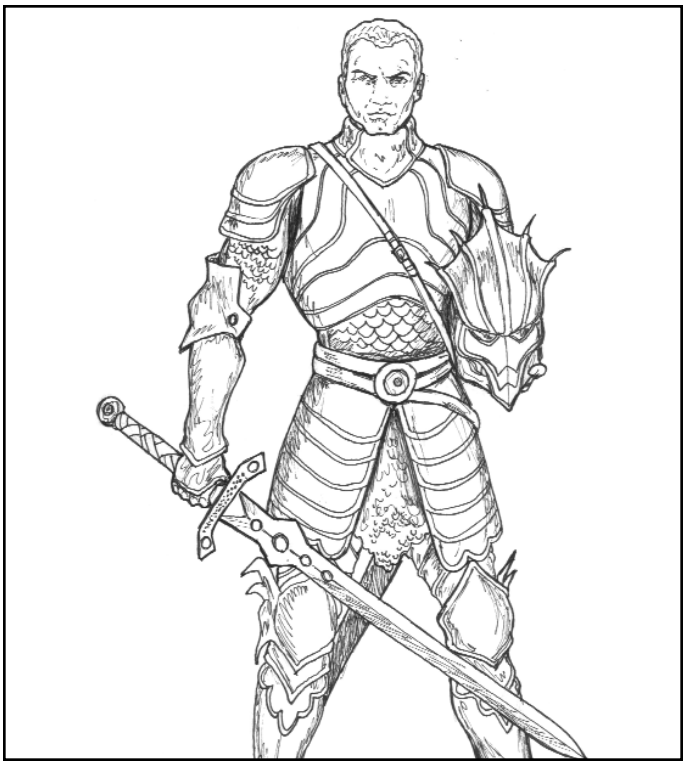
Eventually there will come a time when the GM or one of the players will want to know whether an attack can penetrate some material, whether it be a cinder block wall, a door, or even the side of a tank.

While living creatures have LIF points, non-living things have Hits. Hits work just like LIF points do, except that an object that has its Hits reduced to 0 doesn't "die" (the object isn't alive in the first place). Instead, when an object's Hits are reduced to 0, the object is presumed destroyed. "Destroyed" can mean several things, depending on the nature of the object and the GM's judgment. A "destroyed" vehicle becomes inoperable, a window is broken, a brick is broken, a wooden door is broken down, and so on.

When an object has sustained damage equal to twice its Hits, it is demolished, and is beyond repair. A "demolished" vehicle is crushed flat, a window is shattered, a brick is pulverized, a wooden door is splintered, and so on.

The table below lists the Hits required to penetrate or break some common materials that may be encountered in games of various genres. GMs wanting to apply an AV to an item (e.g., in order to keep track of cumulative damage) should split the number evenly between AV and Hits. For example, a two-inch-thick aluminum plate is listed as having 210 Hits. The plate could be treated as having an AV of 105 and 105 Hits.

Obviously if a listed item does not appear or even exist in your game setting you can ignore it.



AV of Common Materials

Material	Thickness 10mm (.4")	20mm (.8")	50mm (2")	150mm (6")	1m (1.3 yd)
Aluminum alloy	14	28	70	210	1400
Bronze	10	20	50	150	1000
Cement	2	4	10	30	200
Glass	1	2	5	15	100
Plexiglas,					
anti-ballistic	12	24	60	180	1200
standard	2	4	10	30	200
Steel, tempered	26	52	130	390	2600
Steel, mild	18	36	90	270	1800
Stone	2	4	10	30	200
Wood, heavy	2	4	10	30	200
Wood, soft	1	2	5	15	100

Object AV/Hits Table

Material or Object	AV	Hits
Doors		
City gates, small, wood	15	30
City gates, large, wood	24	60+
Interior wood door	6	9
Exterior wood door	12	9
Metal fire door	15	15
Safe door	30	9
Vault door, small	45	24
Vault door, large	48	27
Furniture		
Bookcase, small	9	12
Bookcase, large	12	18
Bookcase full of books	12	24
Card catalog, wood	12	21
Chair, standard	9	9
Chair, high-back, leather	9	12
Chamber pot	6	6
Computer, laptop	6	5
Computer, personal	6	6
Desk, small	9	12
Desk, large wooden	12	18
Desk, large metal	15	24
Filing cabinet, small metal	12	12
Filing cabinet, large metal	15	18
Furniture, light wood	9	9
Furniture, heavy wood	12	15
Furniture, plastic	6	9
Furniture, steel-reinforced	15	15
Glass	2	3
Glass, reinforced	6	3
Hearth/fireplace	15	30
Lamp post, breakaway	15	9
Mantel	9	9
Painting, small framed	6	3
Painting, large framed	9	3
Picnic table	9	21
Planter, large	9	9-18
Stanchion, metal	9	6
Stanchion, plastic	3	2
Table, medium	9	12
Table, large	12	15
Turnstile	15	12
Washbasin (sink)	9	9
Locks		
House doorknob lock	9	6
Deadbolt lock	12	9
Padlock	12	9
Machinery		
Camera, surveillance	9	3
Copier, large	18	24
Escalator	27	24
Fax machine	6	6
Fire extinguisher	12	12
Hand cart, metal	12	6
Machinery, very light/small	9	6
Machinery, light	15	12
Machinery, medium	21	18
Machinery, heavy	27	24
Metal detector, hand-held	3	6
Metal detector, walk-thru	12	9
Monitor, video	6	9
Printer, desktop	9	6
Telephone	6	6
Typewriter, electric	6	6
Typewriter, manual	6	9
VCR/DVD player	9	6
Vending machine	18	18
Water fountain, metal	9	9

Material or Object	AV	Hits
X-Ray machine	18	18
Outdoor Items, Miscellaneous		
Awning	9	3
Boulder	15	29
Bridge, small (1.6 ktons)	27	21
Bridge, large (100 ktons)	27	27
Bushes	6	6
Cobblestone, single	12	12
Dirt, per cubic meter	0	30
Flagpole, breakaway	12	6
I beam, per 2m length	27	24
Manhole cover	27	15
Mannequin	9	9
Porta-potty	9	12
Railroad tracks	12	15
Stone, per cubic meter	15	57
Telephone pole	15	15
Trees		
Small tree, less than 2m	12	15
Medium tree, less than 15m	15	24
Large tree, 15m or more	15	33
Vehicles		
Automobile	9	45
Bicycle	9	6
Cart, small	9	24
Cart, large	12	36
Chariot	12	24
Motorcycle	9	33
Railroad car	18	45
Submarine	30	60
Wagon, covered	9	36
Walls and Fences		
Armored wall	39	21
Barbed wire	15	6
Brick wall	15	9
Concrete wall	18	15
Home interior wall	9	9
Home exterior wall	12	9
Office interior wall	9	9
Office cubicle wall	9	6
Reinforced concrete wall	24	15
Spaceship interior wall	24	18
Vehicle gate arm, wooden	6	6
Wire fence	18	9
Wooden wall	12	9
Weapons		
Heavy weapon	18	24-27
Pistol	12	6-12
Rifle	12	15-21
Sword	12	12-18
Very large heavy weapon	18	36
Miscellaneous		
Barrel	9	18
Drum, 55-gallon steel	12	18
Crate, small wooden	9	6
Crate, large wooden (23m)	12	21

VEHICLE MOVEMENT & COMBAT

For simply traveling from point to point, the vehicle used is largely a matter of personal style and finances. Skill checks are only required in extraordinary circumstances. These rules are primarily focused on ground vehicles-cars, trucks, and light military vehicles. The rules can be modified for boats, heavier armored vehicles, and aircraft.

Those who are driving horse-drawn vehicles must use their Teamster skill instead of their Riding skill to do so. Operating a motorized vehicle requires Driving or Piloting and their various specialties.

All vehicles have the statistics listed below:

DEF: A vehicle's Defense reflects its size, maneuverability, and the general difficulty to hit in combat.

Hits: Vehicles have Hits much like people have LIF. Attacks against the vehicle cause normal damage, and when a vehicle runs out of Hits, it is effectively destroyed (see the Core Rules for more information).

AV: In addition to Hits, vehicles also have an Armor Value rating.

MOV: The listed Movement is the vehicle's slow speed in meters per turn (see Movement below).

People: The number of persons the vehicle can normally carry, including the operator and crew.

Cargo: The amount of cargo the vehicle can transport without compromising performance.

Skill: The skill required to safely operate the vehicle.

Movement

For the purposes of combat, vehicles move on their driver's Initiative (INI). Any passengers act on their own Initiative.

The listed MOV of each vehicle is its "slow speed." Cruising speed is up to twice the vehicle's MOV (the equivalent of a Run movement action; see the rules for character movement), as chosen by the driver, and counts as a Run action by the driver for a turn of combat. High speed is up to three times the vehicle's MOV, and counts as a Sprint action by the driver for a turn of combat.

Once a vehicle starts moving, it moves at the same speed each turn (on its driver's Initiative) unless the driver changes the speed. The driver can increase or decrease a horse-drawn vehicle's speed by one category per turn. The driver can increase a mechanical vehicle's speed by 10 meters per turn.

Turning

Unless otherwise stated, a vehicle may only be turned up to a total of 60 degrees (e.g., a single hex facing if using a hex map) in a single turn without performing a maneuver (see below). The GM must decide how particular he wants to be about turning. Going down a windy road with multiple turns requires a skill roll in itself; so don't get picky about turning.

Bogging

Certain types of terrain (as noted on the Driving Conditions table below) may cause a vehicle to bog down and become stuck. Whenever a driver fails a Skill roll when driving on any of these surfaces, he must make a second roll (TN 15). If this roll is failed, the vehicle bogs down.

The driver can attempt to free the vehicle on subsequent actions by making another skill roll against the same TN. Should he roll a 1 or less, the vehicle is stuck and cannot be freed without the help of another vehicle or some serious effort.

Skill Rolls

A driver usually does not have to make a Teamster or Driver skill roll unless something happens that might cause an accident. The exception is if the driver has no levels at all in the required skill. For example, the operator must make a skill roll when he suffers damage or performs a repeated or extreme maneuver.

Whenever an attack damages the vehicle, the driver, or (in the case of wagons and stagecoaches) the horses pulling it, the driver must attempt a skill roll (TN 18). Zipping over rough ground or through a forest is called a "repeated maneuver." If this must be done in a stressful situation (such as being shot at), the driver must make a skill roll (TN 15, or more if the obstacles are really tricky), plus or minus any relevant modifiers.

Extreme Maneuvers

Attempting any of the following maneuvers requires a skill roll. See the Extreme Maneuvers Table, below, for the TN of each maneuver.

Brake Hard

A driver may decelerate by more than one speed category per turn, coming to a dead stop from a Sprint (or equivalent). This increases the TN of the maneuver by 6.

Extreme Turn

The vehicle moves at High speed and turns up to 120 degrees (i.e., up to 2 hex facings on a hex map.

Move and Act

If the driver wishes to make an action of his own (such as firing a weapon) while driving at Cruising or High speed, he may attempt a skill roll (TN 15 at high speed and 18 at top speed). Failure indicates the action cannot be taken, while failure by 6 points or more

causes a loss of control as a failed maneuver (see below).

Regain Control

Whenever a driver loses control of his vehicle, he must perform this maneuver on his next action if he wishes to regain control of the vehicle. The driver may not perform any other vehicle maneuver until he has succeeded at regaining control (though he or she could jump off of the vehicle, taking damage as per the Falling/Velocity rules in the relevant rules). The vehicle continues to move at its current speed and direction until control is regained.

Jump

A driver can attempt to jump his or her vehicle across a gap in his or her path.

To make a jump, the vehicle must move in a straight line a number of squares equal to its turn number. If the vehicle does not have enough movement left to clear the gap, it must complete the jump at the start of its next turn.

The TN for a jump depends on the width of the gap, modified by the vehicle's speed category.

On a failed check, the vehicle fails to clear the gap, and instead falls into it (or collides with the far side). Determine damage as for a collision (see Collisions and Ramming).

Gap Width	TN
1 meter (ditch)	15
2 meters (culvert)	20
Up to 4 meters (creek, small ravine)	25
Up to 8 meters (road, small pond)	35
Up to 15 meters(wide road, small river)	45

Vehicle Speed Category	TN Modifier
Slow speed	+10
Cruising speed	+5
High speed	+0

A shallow gap (1 meter deep) is equivalent to a Medium-size object; the vehicle may be able to avoid taking collision damage from the failed jump by treating the far side as a hazard and then continue moving (see Avoid Hazard, above).

A moderately deep gap (2 to 3 meters deep) is equivalent to a Huge object. The vehicle can only drive out of the gap if the walls are not too steep.

A deeper gap (4 meters or deeper) is equivalent to a Colossal object. The vehicle can only drive out of the gap if the walls are not too steep.

If the gap is filled with water, the vehicle takes only half damage from the collision with the ground. However, if the water is too deep or the bottom is too soft (GM's discretion), the vehicle might not be able to move.

Sideswipe

During a vehicle's movement, a driver can attempt to sideswipe a vehicle or other target, either to deal damage without fully ramming it or to cause another driver to lose control of his or her vehicle.

At character scale, a vehicle must be side by side with its target (that is, occupying the square or squares directly to its side) and moving in the same direction. Attempting a sideswipe costs 1 square of movement.

At chase scale, the vehicle must be in the same square as its target and moving in the same direction. There is no movement cost.

If the stunt is successful, both vehicles take damage as if they had collided (see Collisions and Ramming), except that the collision multiplier is 1/4, and the driver of the target vehicle can make a Reflex Attribute check (TN 15) to reduce the damage to both vehicles by half of that result. The driver of the sideswiped vehicle must succeed at a Drive check (TN 15) at the beginning of his or her next action or lose control of the vehicle.

The TN for a sideswipe is 15. It is modified by the relative size and speed of the target.

Target Condition	TN Modifier
Each size category larger	-5
Each size category smaller	+5
Each speed category of difference	-2

On a failed check, both vehicles take damage as though the sideswipe attempt was a success. However, the other driver does not need to make a check to retain control.

Collisions and Ramming

A collision occurs when a vehicle strikes another vehicle or a solid object. Generally, when a vehicle collides with a creature or other moving vehicle, the target can attempt a Reflex save (TN 15) to reduce the damage by half.

Resolving Collisions

The base damage dealt by a vehicle collision depends on the speed and size of the objects involved. Use the highest speed and the smallest size of the two colliding objects and refer to Table: Collision Damage.

Table: Collision Damage

Highest Speed Damage	Die Type
Slow speed	1d6
Cruising speed	2d6
High speed	4d6

Smallest Object or Creature Size	Multiplier
Colossal	x20
Gargantuan	x16
Huge	x12
Large	x8
Medium-size	x4
Small	x2
Tiny	x1
Smaller than Tiny	x1/4

After finding the base damage, determine the collision's damage multiplier based on how the colliding vehicle struck the other vehicle or object. (For vehicles moving in reverse, consider the back end to be the vehicle's "front" for determining the collision multiplier.) Consult Table: Collision Direction for a multiplier.

Once the damage has been determined, apply it to both vehicles (or objects or creatures) involved in the collision. Both vehicles reduce their speed by two speed categories. If the colliding vehicle moved the minimum number of squares for its new speed category before the collision, it ends its movement immediately. If not, it pushes the other vehicle or object aside, if possible, and continues until it has moved the minimum number of squares for its new speed category.

Table: Collision Direction

Colliding Vehicle's Target	Multiplier
A stationary object	x 1
A moving vehicle, striking head-on or 60 degrees from head-on	x 2
A moving vehicle, striking perpendicular	x 1
A moving vehicle, striking from the rear or 60 degrees from the rear	x 1/2
A vehicle being sideswiped (see Sideswipe)	x 1/4

The driver of the vehicle that caused the collision must immediately make a Drive check (TN 15) or lose control of the vehicle (see Losing Control, below). The driver of the other vehicle must succeed on a Drive check (TN 15) at the beginning of his or her next action or lose control of his or her vehicle.

Damage to Vehicle Occupants

When a vehicle takes damage from a collision, its occupants may take damage as well. The base amount of damage depends on the cover offered by the vehicle.

Cover	Damage
None	Same as damage taken by vehicle
One-quarter	One-half damage taken by vehicle
One-half	One-quarter damage taken by vehicle
Three-quarters or more	None

Each of the occupants may make a Reflex save (TN 15) to take half damage.

Failed Maneuvers

Failing a skill roll while maneuvering can be a bad thing. At the very least, it means that the attempted maneuver failed. If the driver failed by more than 6 points, it can also mean that his vehicle goes out of control.

Whenever a skill roll to perform a maneuver fails, consult the Failed Maneuver Table to see what ill consequences may occur, if any. Note that some of the maneuver descriptions specify the effects of a failed roll. In these cases, these effects supersede effects from the table. The effects from the table are:

Minor Slip: The vehicle goes slightly out of control and moves erratically. The driver suffers a -3 penalty to Teamster or Driving rolls related to operating the vehicle until he regains control.

Slip: The vehicle slides, moving 1 meter to the right or left (determined by the GM) for every 10 meters it traveled this turn (round down). If this brings it into contact with another object, a wreck occurs (see Wrecks, below). This continues each turn until the driver regains control.

Skid: The vehicle goes into a skid, moving 2 meters right or left for every 10 meters it moved this turn. If this brings it into contact with another object, a wreck occurs (see Wrecks, below). This continues until the driver regains control. If the driver does not regain control within two turns, the vehicle flips over at the end of the second turn (see Flip, below).

Flip: The vehicle turns to the right or left and flips over. It tumbles 1 meter for every 10 meters it moved this turn before coming to a stop. Roll 1d6 to determine on which side the vehicle finally rests on: 1: top, 2-5: side, 6: bottom (i.e., right-side-up).

Wrecks

When a vehicle hits something, both it and whatever it hits take 1d6 B/L damage for every 6 meters of velocity it was traveling when the impact occurs (as per the basic rules). Subtract the vehicle's AV from damage before subtracting the damage from the vehicle's Hits.

All passengers on or in the vehicle suffer an amount of B/L damage equal to one half of the damage caused by the collision.

For example, a vehicle that last moved at 40 feet per turn would inflict/take 2d6 of damage.

Speed is relative, so a vehicle that hits a wall causes damage as above. If the vehicle hits a moving target coming directly at it, combine both vehicles' speeds to determine the relative velocity (as per the basic rules).

Speed Modifiers

Speed	Skill	DEF
Slow speed	+3	6
Cruising speed	+0	8
High speed	-3	10
Maximum speed	-6	12

Maneuvers

Maneuver	TN
Battle Damage	21
Extreme Turn	18
Move and Act	18
Regain Control	15
Brake Hard	+6

Driving Condition Modifiers

Obstruction	Skill	MOV
Moderate undergrowth	-1	x3/4
Thick undergrowth	-3	x1/2
Narrow streets	-3	x1/2

Surface	Skill	MOV
Mud*	-3	x1/2
Ice	-6	x1/2
Light Snow*	-1	x3/4
Heavy Snow*	-3	x1/2
Paved Road	+0	+1/4
Rutted Road	-1	x1/2
Steep Slope	-3	x1/2
Plowed Field*	-1	x3/4
Cratered Field	-3	x3/4
Rocky	-3	x1/2

Visibility	Skill	MOV
Darkness	-3	x1
Fog	-3	Full

**The vehicle may become bogged down.*

Failed Maneuvers

Failed By	Effect	Penalty
1-2	Minor Slip	-1
3-4	Slip	-3
5	Skid	-6
6+	Flip	-9

Characters in Vehicles

A character in a vehicle fills one of several possible roles, which determines what the character can do.

Driver: The driver of the vehicle controls its movement. Most vehicles have only one position from where the vehicle can be driven, so the person seated there is the driver. Driving a vehicle is, at a minimum, a move action, which means that the driver may be able to do something else with his or her attack action. There can be only one driver in a vehicle at one time.

Copilot: A copilot can help the driver by taking an aid another action. The copilot must be seated in a location where he or she can see the road and advise the driver (in a car, this generally means the front passenger seat). Aiding the driver is a move action, leaving the copilot with an attack action each round to do something else. A vehicle can have only one copilot at a time.

Gunner: Some vehicles have built-in weapons. If such a weapon is controlled from a location other than the driver's position, a character can man that position and become the gunner. A vehicle can have as many gunners as it has gunner positions.

Passenger: All other personnel aboard the vehicle are considered passengers. Passengers have no specific role in the vehicle's operation, but may be able to fire weapons from the vehicle or take other actions.

Vehicle Sizes

Vehicles use the same size categories as characters and creatures, as shown on Table: Vehicle Sizes. The vehicle's size modifier applies to its initiative modifier, maneuver modifier, and Defense. (The size is included in the vehicle statistics on Table: Sample Vehicles)

Table: Vehicle Sizes

Vehicle Size	Size Modifier	Size Scale*	Examples
Colossal	-8	5	Yacht, Airliner
Gargantuan	-4	4	Tank, Big Rig, Coal Truck, Light Aircraft
Huge	-2	3	Armored Car, Stretch Limo, Heavy Truck
Large	-1	2	Passenger Car, Pick-up Truck, SUV, Van
Medium-size	+0	1	Racing bike, Dirt Bike, Motorcycle

Fighting from Vehicles

The following rules provide a further framework for combat involving vehicles.

Facing and Firing Arcs

Unlike with characters, when dealing with vehicles, the vehicle's facing (the direction it's pointing) is important. Facing indicates the direction in which the vehicle is traveling (assuming it's not moving in reverse). It can also determine which weapons aboard the vehicle can be brought to bear on a target.

A weapon built into a vehicle can by mounted to fire in one of four directions-forward, aft (rear), right, or left-or be built into a partial or full turret. A partial turret lets a weapon fire into three adjacent fire arcs (such as forward, left, and right), while a full turret lets it fire in any direction. For vehicles with weapons, a weapon's arc of fire is given in the vehicle's description.

Vehicle Combat Actions

Actions during vehicle combat are handled the same way as actions during personal combat. In general, a character can take two move actions, one move action and one attack action, or one full-round action in a round. Free actions can be performed normally, in conjunction with another action.

Free Actions: Communicating orders and ducking down behind a door are examples of free actions. Characters can perform as many free actions as the GM permits in a single round.

Move Actions: Changing position within a vehicle is usually a move action, especially if the character has to trade places with another character. If the character's movement is short and unobstructed, the character can do it as the equivalent of a 5-foot step. Otherwise, it requires a move action.

Attack Actions: Anyone aboard a vehicle can make an attack with a personal weapon, and drivers and gunners can make attacks with any vehicle-mounted weapons controlled from their positions.

Full-Round Actions: Since the driver must use a move action to control the vehicle, he or she can't take a full-round action unless he or she starts it in one round and completes it on his or her next turn (see Start/Complete Full-Round Action).

Crew Quality

Rather than force the GM to create, or remember, statistics for everyone aboard a vehicle, vehicle statistics include a general "crew quality" descriptor. This indicates a typical crew's aptitude with the vehicle's systems.

Table: Vehicle Crew Quality shows the five levels of crew quality for GM-controlled vehicle crews, along with the appropriate check modifier. Use the check modifier for all skill checks related to the operation of the vehicle (including Drive and Repair checks). Use the attack bonus for all attack rolls performed by the crew. For quick reference, Table: Crewed Vehicles shows the typical crew quality, and the crew's total initiative and maneuver modifiers, for the vehicles covered in this book.

This by no means restricts the GM from creating unique vehicles where the crew's statistics are included, or from using GM characters' abilities when they drive or attack from vehicles. It's merely a shortcut to save time if the GM does not have particular characters behind the wheel.

Table: Vehicle Crew Quality

Crew Quality	Check Modifier	Attack Bonus
Untrained	-4	-2
Normal	+2	+0
Skilled	+4	+2
Expert	+8	+4
Ace	+12	+8/+3

Attack Options

Firing a vehicle's weapon requires an attack action and uses the driver's or gunner's ranged attack modifier.

A driver with 5 or more ranks in the Drive skill gains a +2 synergy bonus when firing vehicle-mounted weapons while driving.

Some military vehicles are equipped with fire-control computers. These systems grant equipment bonuses on attack rolls with the vehicle-mounted weapons to which they apply.

Driving Defensively: Just as in melee combat, one can fight defensively while driving a vehicle, which grants a +2 dodge bonus to the vehicle's Defense and applies a -4 penalty on attack rolls made by occupants of the vehicle.

Total Defense: A driver can choose the total defense, action which grants a +4 dodge bonus to Defense but does not allow the driver to attack (gunners or passengers take a -8 penalty on attack rolls). These modifiers last until the driver's next round of actions.

Full Attack Action: A driver cannot normally make a full attack, since controlling the vehicle requires a move action.

Gunners or passengers, however, can take full attack actions, since they do not have to use a move action (except, perhaps, to change positions in the vehicle). In general, taking a full attack action is useful only if a character has a base attack bonus high enough to get multiple attacks. A passenger can make multiple attacks with his or her own weapon. A gunner can make multiple attacks with one or more weapons controlled from his or her position.

Targeting Occupants

An attack made against a vehicle uses the vehicle's Defense, modified by its speed category. Attackers can choose instead to target specific vehicle occupants.

An attack against a vehicle occupant is made like any other attack. Remember, however, that a character in a vehicle gains bonuses to Defense from both the vehicle's speed and any cover it provides.

Cover

When a character fires from a vehicle, objects or other vehicles in the way can provide cover for the target (see Cover).

Damaging Vehicles

All vehicles have hit points, which are roughly equivalent to a character's hit points. Like most inanimate objects, vehicles also have hardness. Whenever a vehicle takes damage, subtract the vehicle's hardness from the damage dealt.

When a vehicle is reduced to 0 hit points, it is disabled. Although it might be repairable, it ceases functioning. A vehicle that is disabled while moving drops one speed category each round until it comes to a stop. The driver cannot attempt any maneuvers except a 60-degree turn.

Unlike characters, vehicles do not "die" when they reach -10 hit points. Instead, a vehicle is destroyed when it loses hit points equal to twice its full normal total. A destroyed vehicle cannot be repaired.

Exploding Vehicles: If the attack that disables a vehicle deals damage equal to half its full normal hit points or more, the vehicle explodes after 1d6 rounds. This explosion deals 30d6 points of damage to everyone within the vehicle (Reflex save, TN 20, for half damage), and half that much to everyone and everything within 30 feet of the explosion (Reflex save, TN 15, for half damage).

Repairing Damage

Repairing damage to a vehicle takes a full hour of work, a mechanical tool kit, and a garage or some other suitable facility. (Without the tool kit, a character takes a -4 penalty on his or her Repair check.) At the end of the hour, make a Repair check (TN 20). Success restores 4d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all of the vehicle's hit points.

THE ENVIRONMENT

Falling

The amount of damage suffered from a fall depends on the falling object's velocity when it hits the ground. Damage suffered from a fall is 1d6 for every 2 meters of velocity.

Falling objects gain 10 meters of velocity per second. This is broken down on the chart as an increase of 2 meters/second for every 2 meters fallen. The maximum velocity of a falling object in the Earth's gravity is 60 meters per second. This is referred to as "terminal velocity."

Falling damage is Blunt/Lethal damage. Characters may subtract their TGH from any damage sustained before subtracting it from their LIF.

To determine the amount of damage suffered from a fall, simply find the total distance fallen on the first column of the Falling and Velocity Table, and then read across that row to the "Random Damage" column. Alternatively, GM's may use "flat rate" damage for falls to speed things up a bit.

Mary's character has fallen off the roof of a 6-story building. The GM determines that 6 stories is roughly equal to 24 meters. The GM consults the Falling and Velocity Table and looks at the "Distance Fallen" column until he finds "23-26." Then he reads across that row to the "Random Damage" column and sees that a 24-meter fall will inflict 9d6 of damage on Mary's character, who will hit the ground after falling for two seconds (less than a full turn). The GM picks up nine dice and suggests to Mary that she review the rules for using Action Points to avoid damage.

A quick way to estimate damage from a fall is to determine how many seconds long the character is

falling and multiply that number by 5, with a maximum of 30. This is the number of dice of damage that the character will suffer when he hits the ground.

Falling and Velocity Table

Distance fallen(m)	Velocity (m/sec)	Random Damage	Flat Rate Damage	Time (Seconds)	Notes/Examples
1-2	2m/s	1d6	3	1	6-foot ladder
3-4	4m/s	2d6	6	"	1-story building
5-6	6m/s	3d6	9	"	2-story building
7-8	8m/s	4d6	12	"	
9-10	10m/s	5d6	15	"	5-story building
11-14	12m/s	6d6	18	2	
15-18	14m/s	7d6	21	"	Mature Oak tree
19-22	16m/s	8d6	24	"	
23-26	18m/s	9d6	27	"	
27-30	20m/s	10d6	30	"	10-story building
31-36	22m/s	11d6	33	3	
37-42	24m/s	12d6	36	"	
43-48	26m/s	13d6	39	"	
49-54	28m/s	14d6	42	"	
55-60	30m/s	15d6	45	"	20-story building
61-68	32m/s	16d6	48	4	
69-76	34m/s	17d6	51	"	
77-84	36m/s	18d6	54	"	
85-92	38m/s	19d6	57	"	
93-100	40m/s	20d6	60	"	Statue of Liberty
101-110	42m/s	21d6	63	5	
111-120	44m/s	22d6	66	"	Giant Redwood tree
121-130	46m/s	23d6	69	"	
131-140	48m/s	24d6	72	"	
141-150	50m/s	25d6	75	"	
151-162	52m/s	26d6	78	6	
163-174	54m/s	27d6	81	"	
175-186	56m/s	28d6	84	"	
187-198	58m/s	29d6	87	"	
199-210	60m/s *	30d6	90	"	Terminal velocity.*

** Terminal velocity (maximum velocity when falling). Increase time by 1 second for each additional 60 meters (or fraction) fallen, but do not increase damage. For objects other than falling objects (e.g., thrown objects, vehicles, etc.), add +1d6 for each additional 2m/s of velocity.*

Asphyxiation and Drowning

Conscious characters can hold their breath for (10 x HLT) turns before suffering any negative effects. This number is halved for characters performing even moderately strenuous activity, such as swimming, fighting or otherwise exerting strength. After this time has elapsed, however, the character suffers stunning damage each turn.

Mike's character has 5 HLT and 32 LIF and has fallen into a lake. Sadly, Mike's character cannot swim and sinks under water. He can hold his breath for 50 turns before suffering damage, unless he's panicking and exerting himself, in which case he can hold his breath for only 25 turns.

The amount of stunning damage sustained depends on the character's level of activity. A passive or calm character suffers 1 point of stunning damage per turn. A character exerting himself suffers 2 points of stunning damage per turn. TGH is not subtracted from this damage.

If a character's LIF is reduced to 0 due to stunning damage, he is unconscious. If an unconscious character continues being deprived of breathable air, he suffers 1d6 Sp/L damage per turn. Characters who lose all their LIF to lethal damage due to the lack of breathable air have suffocated or drowned. Treat death from drowning as one single Serious wound, with successful stabilization (i.e., a successful First Aid or Physician skill roll) restoring the character's LIF to one-half its previous level (prior to the "death").

The Elements

Exposure to the elements can inflict damage on an unprotected character, and prolonged exposure can kill a character.

To determine how much damage an element inflicts, determine its severity, and then consult the table below.

All damaging elements can use the same table, as it abstract in nature. The effect of harsh elements is the same, in game terms; only the special effect differs.

Element Damage Table

Severity	Damage	Examples
Mild	1d6 per day	Stranded in desert
Moderate	1d6 per hour	Sandstorm, blizzard
Strong	1d6 per minute	Extreme cold
Severe	1d6 per turn	Fire, mild radiation
Extreme	1d6 per second	Strong radiation

Element	Damage Type
Wind	Blunt/Stunning
Fire	Blunt/Lethal
Electricity	Penetrating/Lethal
Radiation	Special/Lethal

Maps & Figures

Keeping track of where all of the player characters and bad guys are can be a little difficult. This is especially true if there are many bad guys for the characters to deal with.

Using figures and maps makes things much easier, and can add a great visual element to the game. It is much easier to look at a map and see where your character is than to try to remember from turn to turn.

Figures

We recommend using action figures or metal (pewter, not lead) miniature figures (usually an inch or so tall), which can be purchased at most game and hobby stores. If you do not have any plastic or metal figures, you can substitute plastic counters or tokens from any game, or even small cardboard or paper markers. Just make sure you can tell which marker or counter represents which character.

Maps

A map can be as simple as a piece of paper with buildings and trees drawn on it, or even a bare tabletop with erasers and tissue boxes set on it to represent buildings and trees and such.

We recommend using a scale of one inch to represent one yard on your map. You can use a ruler to measure the distance or just let the GM estimate the distance.

If you need help drawing your maps, you can ask a friend who draws well. The map does not have to be perfect. As long as everyone can tell a building from a tree, you're all set.

You can also buy preprinted maps, like posters, for different games at your local hobby store. Some use hexes while others use grids or squares. They may be of different scales, but as long as the GM and the players agree on the scale (how much distance each square or hex represents) they will work fine.

Another option is to use a vinyl hex or grid mat. This is a vinyl or plastic rollout mat with hexes or squares printed on it. These mats are available with different sizes of squares or hexes. We recommend a mat with 1-inch-wide hexes on it.

The great thing about these vinyl mats is that you can write on them with water-based colored markers and then wipe them off with a wet paper towel when you are done with your map. Note: do not use a "dry erase" marker, as these will permanently mark your mat!

Action Points

Action Points (abbreviated as AP) allow player characters (and important NPCs) to receive bonuses when performing dramatic or heroic actions (see Using Skills). By using Action Points, players can have their characters pull off amazing stunts and heroic feats, such as jumping off of a cliff, avoiding an explosion, or even dodging a gunshot or arrow! Rather than relying on a random chance as dictated by the dice, players can create their character's successes when they need them most!

A character begins each game session with one free Action Point. A character can gain more Action Points by attempting dramatic and heroic actions. Players can be awarded additional Action Points by the GM at any time during a game. Generally, Action Points are awarded for attempting dramatic and heroic actions. GMs can also award additional Action Points for roleplaying and anything else they deem appropriate. Action Points are not the only award that players will receive. There are improvements to be purchased and disadvantages to be eliminated using Experience Points as well (see Experience Points).

A character can save Action Points from one game session to the next, but never more than 3. If a character has more than 3 Action Points but does not use them by the end of the game session, they are lost. GMs should not be stingy with Action Points, and players should use them as often as possible, especially in cinematic style games.

When To Use Action Points

Dramatic or Heroic Actions

Action Points may be used for any dramatic or heroic action with GM's permission.

A dramatic action is any action or moment in the game that is especially exciting, tense, suspenseful, or is very important to the story. Think of it in terms of an action movie; if something happens that scares you, has you on the edge of your seat, makes you want to jump up and yell, "Yes!" or clap really loud, it was probably a dramatic moment in the movie.

After the Dice Are Rolled

Action Points may be used after the dice have been rolled but must be used before the GM describes the outcome of the events for that turn. A player may not use more Action Points in a single game session than the character has, and no more than three Action Points can be used with any single action or skill roll.

What Action Points Do

Action Points may be used in one of several ways to enhance a character's performance in a game.

A player may use up to three available Action Points in any single turn. These may be split up and used on different actions, events, or dice rolls, as long as they all take place in the same turn.

Boost a Skill Roll

Each Action Point used to boost a skill roll adds a bonus of +5 to the roll.

Should the GM deem it appropriate, using Action Points to fulfill a heroic or important plot or goal may be reason enough to award an additional Action Point!

Boost a Control Roll

Action Points may also be used to add to the Control Roll of a Disadvantage, but only with GM's permission (see Control Rolls, page 12). Each Action Point used to boost a Control Roll adds a bonus of +5 and is calculated the same as the skill roll boost.

Tim's character has the psychological disadvantage Phobia (Claustrophobia) at the Hardship level. During a game, Tim's character enters an elevator. Because psychological disadvantages kick in automatically, the GM tells Tim that his character begins to experience extreme anxiety and that Tim must make a Control Roll to avoid mild panic and the accompanying +6 TN to all his skill rolls. The Control Roll is 10 for a Hardship, so Tim rolls 3d6 and gets an 8. Failure! But Tim tells the GM that he really needs to make this roll and spends an Action Point to boost the roll. Tim adds 5 to his roll, making it a 13, turning the failed roll into a successful one. Tim's character gains his composure and is able to control his phobia for the elevator ride.

Boost an Attribute

Each Action Point spent will temporarily increase a primary attribute by 1, or a derived attribute by 5.

Attributes increased in this way do not also increase derived attributes, although this may be used to increase the attribute for use with a skill roll.

This increase lasts for the duration of one "event" within the game, not merely one skill roll.

Reduce Damage

Each Action Point spent reduces the damage from a single attack or event by 5 points. If the damage is effectively reduced to less than 0, treat it as 0 points of damage. This can simulate a "stroke of luck" in which an attack completely misses the character, a glancing blow, a miracle, or any other explanation agreed upon by the player and the GM.

Increase Damage

Action Points may be spent to increase the damage inflicted by one of the character's own attacks. It may not be used to increase the damage caused by another player's character.

Each Action Point spent in this manner increases the damage done by a single attack or event by 5

points. Damage may be increased up to 2x the maximum damage normally possible. This can simulate a "stroke of luck" in which the opponent moves into a punch, a lucky blow, a miracle, or any other explanation agreed upon by the player and the GM.

Gaining Action Points

Characters can gain Action Points during the game. When a character fulfills one of the following criteria, the GM should award an Action Point to the character. GMs should not be stingy with Action Points, and players should use them as often as possible, especially in cinematic style games. For guidelines on how many Action Points to award in a game session, see the next section.

When to Award an Action Point

Dramatic or Heroic Actions

The GM should award one Action Point for any particularly dramatic and heroic action attempted by the characters during the game, whether it is successful or not (see Dramatic or Heroic Actions).

Meet a Goal

If a character manages to fulfill the "in-game goal" for his character, he should receive an Action Point. The fulfillment of the goal must be in a way that logically fits into the current adventure or story.

Memorable Game Moments

GMs can award Action Points to players for especially good role-playing. Any time a player performs a particularly memorable "moment" within the game, portraying his or her character, or does something to improve or propel the story or that entertains the rest of the group in a significant way (GM's discretion), that player deserves an Action Point.

Give the GM a Plot Hook

If a player manages to role-play some aspect of his or her character in a way that allows the GM to work it into the main plot of the adventure-especially if it allows the GM to make a "complication" for the PCs out of it-the player should receive an Action Point. Many Disadvantages provide great plot hooks for the GM, such as Dependent, Enemy, and Secret.

Other Circumstances

GMs can create additional circumstances under which a character gains an Action Point, and some published products will include additional guidelines for awarding Action Points, based on the setting or genre. For example, in a pulp adventure game, characters might gain an Action Point for incorporating their character's "tag line" into normal dialogue during the course of the adventure, for role-playing a scene exceptionally well and in-character, or any situation in the game that the GM feels is deserving of an Action Point award to one or more of the players.

How Many AP to Award

The GM should carefully consider how many Action Points to give out to any single character in a game session, however. Because characters cannot save more than three Action Points from one game session to the next, players will likely spend them freely. If a GM awards 10 Action Points to a character in a single game session, that's effectively the same as giving the player five "automatic successes" to use during the adventure. This is perfectly acceptable, if this is what the GM wants, but it also diminishes the usefulness of points spent on each character's attributes and skills, and some players may feel cheated.

As a guideline, GMs should award an average of one Action Point to each character in Realistic level games, 2 Action Points to each character in Cinematic level games, and 3 or more Action Points to each character in Extreme level games.

A player can save Action Points from one game to the next, but never more than 3. If a character has more than 3 AP but does not use them during the game, the extra points are lost.

ADVENTURES

In this section, we explain how to create and run exciting adventures or scenarios for your players. These are the same basic guidelines we follow when creating adventures that we publish.

STORYLINE

The first step is to come up with a basic storyline. What events will take place during the adventure? Who are the adversaries, and what are they trying to accomplish? What obstacles will the PCs face?

Every adventure or story has a theme. The theme can suggest events that will occur in a story and vice versa.

A good way to develop the basic story is to answer the five basic questions: Who, what, where, when and why? We will describe and give some tips to answering each one below. Once you can answer all five, you should have all the details of your story.

Who?

Who is doing the action, committing the crime or act that drives (or starts off) the story?

Adversaries

A person who does something "wrong" or illegal or intentionally harmful to someone else is called the antagonist. The antagonist is the bad guy or villain of the story. If a crime or injustice is planned in advance or committed intentionally (even in the heat of the moment), it is usually by an antagonist.

Enemies are usually people, but not always. Sometimes an enemy might be an animal, or even a natural disaster. For example, an earthquake rocks the city of Los Angeles. The heroes must free people trapped in the rubble, put out fires, and perform other heroic rescues. Some thieves might try to take advantage of the chaos to loot, requiring the intervention of the heroes, but the earthquake is the main "enemy" of the adventure.

As for human enemies, there are really two types. Ordinary enemies are minor foes, like bandits or enemy soldiers. Villains are singular adversaries, often as skilled or even more skilled than the heroes. They are typically the masterminds who pull the strings of the ordinary enemies.

Ordinary Adversaries: Bandits, enemy soldiers, street thugs-all are examples of ordinary enemies. These everyday foes are rarely inherently evil, though they may commit misdeeds out of a desire to follow orders, fear, desperation, or some other motive. Their actions cannot be condoned, but they are usually at least understandable to the heroes.

They are obstacles to be overcome in the pursuit of justice, not enemies in their own right.

Except on rare occasions, such as a lone sentry, ordinary enemies are often encountered in large numbers-typically two or more adversaries per hero. This enhances the challenge for the intrepid heroes, not to mention increasing the opportunities for derring-do.

Fortunately, ordinary enemies are normally not all that difficult for the heroes to overcome. They are fairly easy to intimidate, trick, disarm, elude, or otherwise defeat. You can encourage this cinematic feel, and save yourself a lot of bookkeeping, by allowing ordinary enemies to quickly be taken out of the fighting. A single strong attack or clever stratagem should be enough to subdue an ordinary foe.

This keeps the action fast-paced, reinforces the stature of the heroes, and reduces the temptation for PCs to resort to killing their adversaries.

Villains: Black-hearted scoundrels with twisted morality-or none at all-villains are the true adversaries of the heroic PC. These masterminds spin webs of deceit and depravity, sending minions out to do their dirty work but rarely endangering their own precious hides to carry out their vile schemes.

In fact, the heroes may not face the villain directly-or even learn his identity-for several adventures. Only after disposing of his wicked plots and battling his many henchmen do they get an opportunity to challenge their true foe.

Villains are normally encountered singly, though occasionally two (or more) will form a temporary alliance to deal with a particularly dangerous enemy. These accords rarely last very long, however, since no villain can ever truly trust another. Betrayal is as natural to a villain as breathing.

Other common traits include enormous pride, overconfidence, greed, a devious mind, and a tendency for naked cruelty. Villains are fond of complex plots intended to trap those who would put a stop to their schemes. But villains seldom learn from their errors. Incompetent underlings or other scapegoats are always to blame for their failures.

Remember, enemies exist to ultimately be defeated by the heroes. Do not fall into the trap of liking your villains so much that you lose sight of this fact. Your players will accept that their adversaries often escape and sometimes even win temporary victories, but not if they sense you are fudging events just because you really like a particular villain.

Protagonists

Sometimes in adventure stories, it is not a bad guy who gets the story going but a good guy. A good guy who starts off the adventure or story is called a "protagonist." If the person does something wrong by accident or does something that isn't "wrong" but causes problems, he is probably a protagonist. Their action, however innocent, could result in an accident or a situation that puts someone else in danger, or perhaps something that makes the antagonist (or "bad guy") angry enough to do something wrong.

Other Characters

Along with their adversaries, the PCs will meet many other people in their adventures. Some are people in need of their help, such as an innocent peon unjustly condemned to death by a corrupt official. Others are everyday people, such as a bartender or village blacksmith. And still others are family members, friends, or loved ones. A few may even be allies. Not everyone the heroes meet need be either friend or foe, with nothing in between, though.

These other characters are very important. Not only are they useful in creating dramatic stories (how will a hero react when bandits kidnap his sister?), they can help remind the PCs just who the real adversaries are.

Come up with names for the other characters the heroes might encounter in the course of the adventure, and a few notes on their personalities. Devising a simple "hook" for each character-such as a woman who constantly flutters her fan while talking to the PCs-will each one memorable for your players.

Finally, keep track of the information you have come up with. This way, you can re-introduce the characters in later adventures, helping the heroes build relationships with them over time.

What?

What is it the villain (or villains) is doing? This is the active plot of the story, which should lead to a conflict with the heroes.

The villains could be working toward some personal goal to achieve wealth, destroy the heroes (or someone else)-whether by simply humiliating them, frustrating them or killing them-committing acts of terrorism or sabotage, or building a secret device (or weapon) to unleash on an unsuspecting world.

The villain's plans can be as simple or as complex as you want. Even simple plots can make for fun adventures, though the most satisfying role-playing adventures tend to involve well-thought out plans by the villains, with plenty of complications and sub-plots throughout.

Where?

Next, you need to consider where the adventure, or the individual scenes of the adventure, will take place.

Think like a Hollywood filmmaker. Invent imaginative sets for your major scenes-especially the climax! Why have a fight take place in an ordinary street when you can place the action atop the rooftops, or on a log over a waterfall, or aboard a burning ship in the harbor?

Likewise, come up with plenty of props for inventive heroes to use. It is hard to swing across a room full of enemies when the GM forgets to include anything to swing on! Swashbuckling action demands plenty of props. When you come up with a prop, jot down a few notes on how it might be used by the heroes. Figuring out Target Numbers for skill rolls involving the prop in

advance can help keep your adventure from stalling while you look up a rule or come up with something on the spot.

When?

When do the events of the adventure take place? Do they occur all at once, or over the course of several days, or even weeks? This can be very important - the longer the heroes have to investigate, make plans and find equipment or allies, the more prepared they will be for the climax. Sometimes that's good, and sometimes it's not. It depends on the storyline for each adventure.

Why?

No one-not even a villain-does things for no reason at all. You need to consider why the adversaries are acting the way they are. Knowing the motivation of the enemies will help you figure out how they will behave and react during the adventure.

Some common motivations include revenge, greed, desire or lust for power, a battle of wits with the heroes, prejudice, and yes, even love.

SCENES

All stories have a beginning, middle, and an end. In the beginning, some threat or problem arises that gets the heroes involved. In the middle, the heroes gain more information about the danger. In the end, or climax, the heroes resolve the problem - usually in a thrilling action scene. Then the epilogue wraps everything up.

Adventures are divided into "scenes," similar to a movie. Each scene represents a part of the story.

The story switches scenes whenever it is appropriate to do so. Usually a scene will end when everything that the characters are doing (or trying to do) is resolved.

Simple adventures have three scenes - an Introduction, a Conflict, and an Epilogue. The Introduction presents the problem and may give the heroes a chance to gain more information. It is the beginning and middle of the story rolled into one. The Conflict is the exciting climax, and the Epilogue resolves any loose ends.

But not all adventures have to follow this formula. If they did, your players might get bored after awhile. So once you are comfortable designing adventures, throw in some variety. You might start the story off with a short action scene that introduces the key people in the adventure.

However you structure the scenes in your story, it should always have a beginning, middle, and end.

AN INTERACTIVE STORYLINE

In a role-playing game, unlike a book or film, you are not the only person responsible for the storyline. The actions of the heroes can have a big effect on the story of your adventure. So figuring out what actions the PCs might take is also part of coming up with a storyline. After all, if the heroes set off for Paris when the rest of your storyline takes place in Los Angeles, you will have a problem.

Fortunately, in most games, the PCs are heroes, and you can predict fairly accurately how they will react in most cases. For example, if they spot brigands robbing someone, you can count on the PCs getting involved somehow. There is no need to come up with individual reasons for each hero to become involved in every adventure.

MORE GM TIPS

Here are some more tips for creating and running adventures.

Match your storylines to the interests of your players. If a player enjoys complicated intrigue, come up with a suitably intricate plot for him to unravel. If another player has fun using stealth, be sure to include plenty of chances to sneak around. Players who get to do what they enjoy are less likely to get bored or distracted. Besides, ensuring that everyone has a good time is part of your job as the GM.

Make sure that every hero gets at least one moment to shine in each adventure. Tailor a particular task, encounter, or challenge to each PC. Every player deserves a turn in the spotlight.

Play the parts of adversaries and other characters with flair. Use different voices or styles of speaking. Or try using an accent, even if it is a bad one. Get up from the table to act out how one character limps when he walks, or wave your hands around while pretending to be a frightened settler. Help your players get into their own roles by throwing yourself into yours.

Keep the actions moving to reflect a cinematic style of play. Do not let the adventure bog down in minute details about what each PC is doing every minute in between action scenes. On the other hand, do not cut short a good planning session or character interaction if the players are having fun. Recognize when it is time to move on, and use a cinematic "cut scene" to skip ahead to more fun. The storyline need not dwell on what the heroes are doing in between action scenes. The GM can just skip ahead by saying, "a few days later..."

Its best if the story takes place with all of the characters together most of the time. Its okay if some characters go off to do things alone or break into small groups occasionally, however. Sometimes it makes sense for characters to do things by themselves, such as picking up needed supplies, going to get help or scouting out a location. But it's important to make sure that everyone who wants to have his character present for the big action scene is able to do so.

Last, but not least, never present the players with a situation in which killing is the only solution. There should always be another way to resolve the problem, whatever it might be, without resorting to bloodshed.

EXPERIENCE POINTS

As characters finish each adventure and (presumably) accomplish the goal set forth for them, whether it be to rescue a falsely imprisoned person, capturing or eliminating an enemy unit, saving someone's life or safeguarding a secret message to the King, the characters should earn Experience Points (EP).

The Grid, Up-timers, & the optional "Wild Card" Rule

When creating a character for World of 1632, the player needs to make some basic choices. The first, most obvious choice is whether to make an up-timer or a down-timer.

Making a down-timer is relatively simple. The world in 1632 is filled with pirates, musketeers, mercenaries, knights, barons, peasants, merchants, printers, clergy, kings, queens, princesses -- the list is nearly endless. The only restrictions that you would want to clear with the GM would be using actual, high-level historical personages from that period, or persons from such remote regions that they would be unlikely to be in Europe at this time.

Creating an up-timer is a bit more involved. This is due to the great lack of up-timers in 1632. While it is by no means necessary to playing any campaign or adventure in the 163x verse, players might be interested in knowing there is a list, called 'The Grid'. There are many items of information included in the Grid. In addition to information on each and every person who came through the Ring of Fire, there are also statistical lists of several items of interest. Included below are a few. The Grid was created by Virginia DeMarce and can be found at **http://www.1632.org/Grid.html**. The Grid is an official canon source for names of up-time characters, but you are not limited to using the names presented in The Grid. You could pick one of these persons to create for a role playing adventure or you could create your own, but keeping in mind the following factors: Grantville is a small (population less than 3000) Appalachian coal-mining town in the hills of West Virginia.

A substantial percentage of this population is children and seniors. The great majority of the working population is very busy with the business of just staying alive in the seventeenth century. Resources are limited and finite. Any high-tech, up-time device has a potential of breaking and will be impossible to replace. All motorized vehicles, fuels, lubricants, and pertinent maintenance equipment is nationalized or otherwise accounted for. Clever up-timers are now finding ways to bring modern methods of doing things to the seventeenth century. In the end, it will be the ideas the up-timers bring to 1632 that are the most important and the longest lasting. And, finally, it is highly unlikely that Grantville had any SEALs, Rangers, Delta Force, Force Recon Marines, CIA Agents, NASA Scientists, etc., just passing through when the Ring of Fire occurred. No F-16s

Awarding Experience Points

Character improvement is the primary method for the GM to express his opinion on how the players are doing. There are many ways to quantify success; goals achieved, excellent role and character playing, even contributions to the background of the world. The number of experience points to award to characters will vary from adventure to adventure. Some GMs will also award experience for mapping or other record-keeping duties, character sketches, or other contributions to the game as a whole. Here are some guidelines for GMs to help determine how much experience points to award at the conclusion of an adventure.

Spending Experience Points

Some players will want to scrimp and save for a big character improvement. Others will spend a point here and there just to spend them and improve some small bit. Either of these extremes is probably the wrong approach. In the best games, players should mix long-term and short-term goals, putting points into less expensive abilities while saving others for larger steps.

Characters can increase existing skills, increase existing abilities, and under certain conditions develop completely new skills and abilities. Which of these a player decides to pursue also determines how you proceed.

Most games will have a starting skill maximum. For this example, we will use +5. No character can buy a skill higher than +5 at the start of play. This will also be the training skill maximum. That is, no character will be able to take advantage of instructor led training past +5. After that, all progression and improvement will only be through experience within the course of the game.

GMs may also wish to limit the way experience is spent to abilities that are used or specifically studied in the game. A rule of thumb would be that if the character did not use a skill or ability that session, then that skill or ability cannot be improved. Some GMs will find this too restrictive.

were passing overhead, no column of M1A2 Abrams were driving up the main road. This brings us to the "Wild Card Rule." When a character is created (NPC or PC), he will be given one "Wild Card" to spend- with the assistance of the Game Master.

This Wild Card may be spent in one of these ways:

- The player may elect to create his or her character as a special, one-of-a-kind, PC. The Wild Card would allow the player to make a character that has special training and a background that rises above the level of the average citizen of Grantville. Once again, this must be done with the full agreement of the Game Master and the character would still be created at the Realistic Campaign level of play (that is, 25 Ability points and 50 Character points).
- A player may elect to spend his or her Wild Card to purchase one, unique, non-replaceable, up-time personal item. This could be a vehicle, a weapon, a printing press, or any other useful item of value. This item must be selected with the assistance of the GM.

Wild Cards are issued only one to a player. You must spend the Wild Card on your character. A team of characters may well use a Wild Card item for the benefit of the team, but it must be initially spent by the player. Wild Cards are not pooled to buy team equipment.

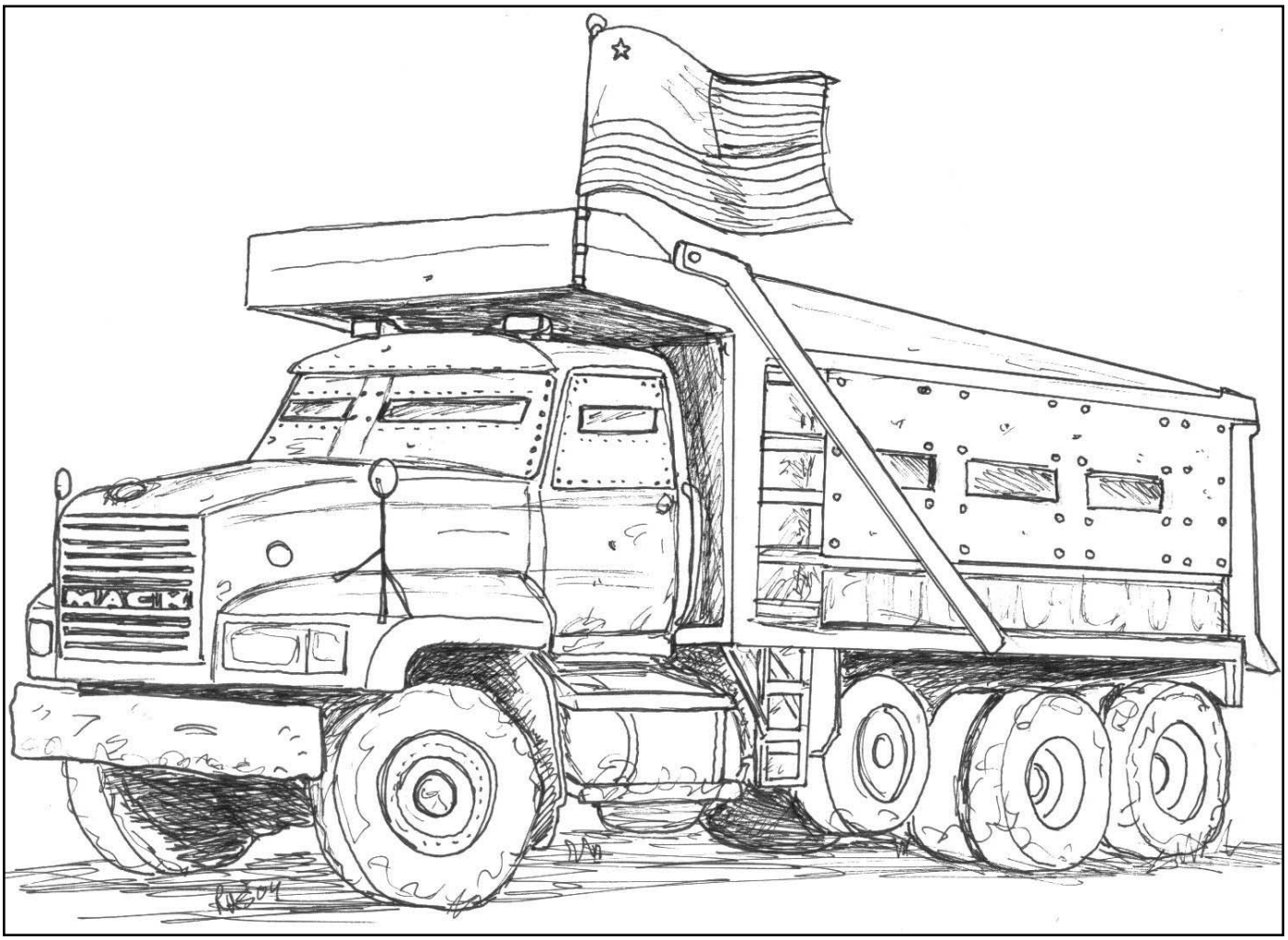
Wild Card items and persons are of such value to Grantville's continued existence that the player must come up with reasonable background to explain why they are who they are, or why they haven't turned their XM-142 Gatling Gun over to the US Army. This is an ideal opportunity for character development and should be mandatory whether you use the Wild Card concept or not.

Experience Point Awards

Description	EP
Base experience point award for an adventure	1
The adventure was...	
...Short (one game session)	+0
...Long (two game sessions)	+1
...Very long (three or more sessions)	+2
The adventure ended...	
...successfully	+1
...unsuccessfully, but with a chance for the PCs to fix things next session	+0
...unsuccessfully with no chance to fix things	-1
The character performed a dramatic or heroic action or speech that...	
...Added enjoyment to the game*	+1
...Accomplished a team goal*	+1
...Presented serious risk to the character*	+1
The player...	
...Contributed a major plot element	+2
...Contributed a minor plot element	+1
...Developed a character background	+1

Character Improvement Costs

Attributes	EP Cost
Increase Attribute score	5x new attribute score
Traits	**EP Cost**
Buy new Advantage	Listed cost of Trait
Increase level of Advantage	Difference in cost of current and new level (and GM's permission)
Buy off existing Disadvantage	Value of Disadvantage (and GM's permission)
Take new Disadvantage	No point benefit
Skills	EP Cost
Skill Group levels	New level x5 in EP
Skill levels	New level x1 in EP
Specialty levels	New level x .5 in EP
Action Points	EP Cost
Buy one Action Point	10 (and GM's permission)
"Cash in" Action Point	-1 (character gets 1 EP)



Appendix One

Quick Play Character Templates

About Character Templates

Eric Flint's 1632 Resource Guide and Role Playing Game uses these character templates to assist in character creation. By using templates, players can create new characters quickly and easily, and be ready for immediate play.

Each template is given a brief description of the profession itself, starting scores for attributes, traits, skill levels, and any important rules information. To use a template, simply record all of the information provided in the template, including attribute scores, advantages and disadvantages, and skills.

In addition, you should note that all characters begin with 2d4+1 Wealth levels with the addition of the modifier for wealth given to specific templates.

Each player receives an additional 5 Character Points (CP) with which to customize his or her character. These points can be used to buy extra skill levels or advantages for the character.

Once you have selected a profession template, spent your 5 extra Character Points, and recorded all of the scores and traits, you are ready to play!

Starting Equipment

Each character template has starting equipment listed in the description. Players may record the starting equipment on their character sheet.

Doctor

Attributes

Strength 3	Reflexes 3	Health 3
Presence 4	Intellect 5	Will 4
Defense 13	Initiative 4	Move 6
Toughness 3	Life Points 17	Cool 3

Advantages:
Wealthy (4/Well to do) [4 Pts.]

Disadvantages:
Psychological Disadvantage: Hippocratic Oath (Peril) [-10 pts.]

Skills:

Area Knowledge (Home)	+2
Biology	+3
Climbing	+2
Computers (Use)	+3*
Concentration	+2
First Aid	+4
Instruction	+2
Knives	+3
Language: Native	+3
Language (Players Choice)	+3
Maces/Clubs	+2
Physician	+4
Professional (Doctor)	+2
Research	+2
Society (Medical)	+2
Surgery	+2

Equipment: Appropriate Medical equipment and medicines for time period.

** The skill Computers (Use) is limited to Up-time characters only. If the character is a down-timer you should remove the Computers (Use) +2 and increase Research to +4.*

Farmer

Farmers are the backbone of any community. They are the ones responsible for the growing of crops, and feeding of the populous at large.

Attributes:

Strength 4	Reflexes 3	Health 5
Presence 3	Intellect 4	Will 3
Defense 13	Initiative 3	Move 7
Toughness 3	Life Points 18	Cool 3

Advantages:
Acute Sense (Player's Choice) [2 pts.]
Light Sleeper (+3, Conv.) [2 pts.]

Skills:

Area Knowledge (Home)	+3
Climbing	+2
Computer (Use)	+2
Craft (Cooking)	+2
First Aid	+3
Fish and Game	+4
Intuition	+3
Knowledge (Agriculture)	+4
Language (Native)	+3
Maces/Clubs	+2
Professional (Farmer)	+4
Riding	+2
Shotguns	+3
Survival	+2
Swords	+2
Throwing	+2
Unarmed Combat (Brawling)	+2

Equipment: Pick or Hoe, and one additional Melee Weapon of choice.

If playing a Down-time Farmer, take away the skill Computer (Use) and add the disadvantage Duty: To the Land (Hardship) [-5 pts] and Black Powder Weapons in place of Shotguns.

Inquisitor

The powers of the Inquisition need followers to root out heretics wherever they might be found and Inquisitors comprise the bulk of such forces. Inquisitors often act as everything from muscle to spy to informant, making them universally feared among heretics.

Most Inquisitors adventures involve some missions given to them by their superiors. Inquisitors are trained in combat and infiltration. Inquisitors are recruited from all walks of life and classes, the only requirement being a deep love of the Church and devotion to the beliefs of the Inquisition.

Attributes:

Strength 4	Reflexes 3	Health 4
Presence 5	Intellect 4	Will 5
Defense 13	Initiative 4	Move 7
Toughness 5	Life Points 22	Cool 6

Advantages:
Clerical Rank (10/Inquisitor) [30 pts]
Wealthy (4/Well to do) [4 Pts.]

Disadvantages:
Duty: to Church (Peril.) [-10 Pts.]

Skills:

Appraise	+2
Black Powder Weapons (Pistols)	+3
Concentration	+2
Craft (Cooking)	+2
First Aid	+3
Fish and Game	+3
Language (Native)	+3
Language (Latin)	+3
Language (Player's choice)	+3
Intuition	+2
Persuasion	+4
Philosophy	+4
Riding	+4
Stealth	+3
Survival	+4
Swimming	+2
Throwing	+2

Equipment:

The Inquisition was run by the Catholic Church by establishing tribunals to convict the guilty. Those that were determined to be heretics were given over to the Catholic Church usually by their neighbors and would be given the chance to confess their heresy. Those that confessed were either sent to prison for a long time or released, those that did not confess were publicly executed after a long ceremony that was said to cleanse the soul of the heretic.

Law Enforcement Officer

Attributes:

Strength 4	Reflexes 5	Health 4
Presence 5	Intellect 3	Will 4
Defense 15	Initiative 4	Move 9
Toughness 5	Life Points 20	Cool 4

Advantages:
Advanced (Edge)
Membership (Rank 4, Grantville PD)

Disadvantages:
Duty: To city of Grantville (Peril.) [-10 Pts.]

Skills:

Area Knowledge (Grantville)	+5
Awareness	+4
Bureaucracy	+3
Climbing	+2
Computers (Use)	+2
Concentration	+4
Conversation	+4
Criminology	+5
Deduction	+4
Driving	+2
First Aid	+2
Forgery	+1
Gunsmith (Small Arms)	+1
Knowledge (Criminal Law)	+3
Language (Native)	+4
Maces/Clubs	+2
Negotiations	+2
Operate Electronics (Comm)	+4
Pistols	+4
Persuasion	+4
Rifles	+3
Shotguns	+3
Stealth	+3
Surveillance	+2
Tactics	+3
Unarmed Combat (Brawling)	+2
Unarmed Combat (Arrest Control)	+4
Writing	+3

Equipment: Kevlar Vest, 9mm Pistol

Scout

Attributes:

Strength 4	Reflexes 5	Health 4
Presence 4	Intellect 4	Will 4
Defense 16	Initiative 6	Move 10
Toughness 5	Life Points 24	Cool 6

Advantages:
Good Sense of Direction: Gains +3 to skill rolls involving direction (Conv.) [2 Pts.]

Disadvantages:
Duty: to employer (Inconv.) [-2 Pts.]
Plus choose one of the following:
Outsider: (Hardship) [-5 Pts.]
Psychological Disadvantage: Loner; dislikes large or social gatherings (Hardship) [-5 Pts.]

Skills:

Animal Handling (Horses +2)	+2
Area Knowledge (Home territory)	+4
Acrobatics	+3
Awareness	+4
Computers	+2
Concentration	+2
Craft (Cooking)	+2
Driving (Motorcycle or Truck Players choice)	+4
Fish and Game	+3
Language (Native)	+3
Language (Player's choice)	+3
Melee Weapons (Knives +2)	+3
Navigation *	+5
Persuasion	+2
Pistols	+3
First Aid	+1
Professional (Scout)	+4
Rifles	+3
Stealth	+3
Survival	+4
Swimming	+2
Throwing	+2
Tracking	+2
Trailblaze	+5
Unarmed Combat (Brawling)	+3

** Score does not include bonus for Good Sense of Direction.*

Equipment: Sidearm of choice, body armor of choice

If playing a Down-time characters substitute the Pistols skill for the Black Powder Weapons (Pistols) and Driving to Riding (Horse).

Soldier (Up-time)

Attributes:

Strength 5	Reflexes 4	Health 4
Presence 4	Intellect 4	Will 4
Defense 14	Initiative 4	Move 9
Toughness 5	Life Points 20	Cool. 4

Advantages:
Membership: Army, MR 1/Private* (Moderate) [3 Pts.]
* Note: See page 37 for Military Ranks Table.

Disadvantages:
Duty: to Army (Hardship) [-5 Pts.]
Psychological Disadvantage: Sense of duty to fellow soldiers (CS 10; Hardship) [-5 Pts.]

Skills:

Area Knowledge (Assigned area)	+2
Area Knowledge (Home town)	+2
Artillery	+4
Acrobatics	+4
Awareness	+4
Bureaucracy	+1
Concentration	+4
Craft (Player's choice)	+1
Drill/March	+2
Fish and Game	+1
Gambling	+2
Knowledge (Military lore)	+2
Knowledge (Signaling)	+2
Knowledge (Trail lore)	+2
Language (Native)	+3
Melee Weapons (Bayonet +2)	+3
Navigation	+1
Pistols	+2
Persuasion (Leadership +2)	+2
Professional (Soldier)	+4
Riding or Driving (Player's Choice)	+3
Rifles	+4
Society (Military)	+2
Stealth	+2
Strategy and Tactics	+4
Swimming	+2
Teamster	+2
Throwing	+2
Trailblaze	+2
Unarmed Combat (Brawling)	+3

Equipment: One weapon and armor of choice

Soldier (Down-time)

Attributes:

Strength 5	Reflexes 4	Health 4
Presence 4	Intellect 4	Will 4
Defense 14	Initiative 4	Move 9
Toughness 5	Life Points 20	Cool. 4

Advantages:
Membership: Army, MR 1/Private* (Moderate) [3 Pts.]
Life Experience (Convenience +3) [2 Pts.]
* Note: See page 37 for Military Ranks Table.

Disadvantages:
Duty (Free Company, Hardship) [-5 Pts.]
Psychological Disadvantage (Sense of Duty to Comrades, Hardship) [-5 Pts.]

Skills:

Craft (Bullet-Making)	+3
Climbing	+2
Drill/March	+2
Swimming	+2
Throwing	+2
Unarmed Combat (Brawling)	+4
Instruction	+2
Persuasion	+2
Stealth	+4
Knowledge (Military Lore)	+4
Language (German)	+3
Professional (Soldier)	+4
Area Knowledge (Germany)	+2
Awareness	+4
Concentration	+4
Gambling	+4
Melee Weapons Group	+3
Maces/Clubs	+5
Military Science Group	+1
Fish & Game	+2
Navigation	+1
Survival	+2
Society (Military)	+2
Black Powder Weapons	+4
Teamster	+4
Riding	+3

Equipment: Leather Armor (Buff coat), Long Sword, Matchlock Arquebus

Appendix Two

Characters From The Novel

Balthazar Abrabanel

Balthazar is an elderly Sephardic Jew from Amsterdam. He is the father of Rebecca Abrabanel Stearns and a doctor of some renown. He had a heart condition and nearly died from a heart attack, but meeting the American saved his life.

STR 3, REF 3, HLT 2, PRE 6, INT 4, WIL 4
DEF 13, INI 3, TGH 3, LIF 14, MOV5, COOL 4

Dmg: 1d6+2, Lift: 50 kg, Stunned: 7, Critical: 8, Run: 10, Sprint: 15

Advantages: Cool Headed (Conv.), Life Experience (Edge), Social Advantage (Charismatic; Edge),

Disadvantages: Dependent (Inconv.), Duty (Hardship), Out of Shape (Hardship), Physical Disadvantage (Hardship), Senior (Inconv.), Psychological Disadvantage: Hippocratic Oath (Peril)

Skills: Instruction +3, Negotiation +3, Orate +3, Geography +3, History +3, Language: English +3, Language: German +3, Language: Greek +3, Language: Hebrew +3, Language: Spanish (Native) +4, Language: Portuguese (Native) +4, Language: French +3, Language: Dutch +2, Religion (Jewish) +5, Research +4, Riding (Horses) +2, Navigation +3, First Aid +5, Physician +4, Surgery +2

Gustavus Adolphus

Gustavus II, called by way of distinction Gustavus Adolphus, was a grandson of the Gustavus I. He was a soldier from childhood. He was born at Stockholm in 1594 and ascended the throne in 1611. He inherited three wars, with Russia, Denmark, and Poland. He was fortunate in having a brilliant prime minister by the name of Axel Oxenstiern. Leaving home affairs in competent hands, Gustavus threw himself into the campaign with a vigor that won for him the title of the "Lion of the North."

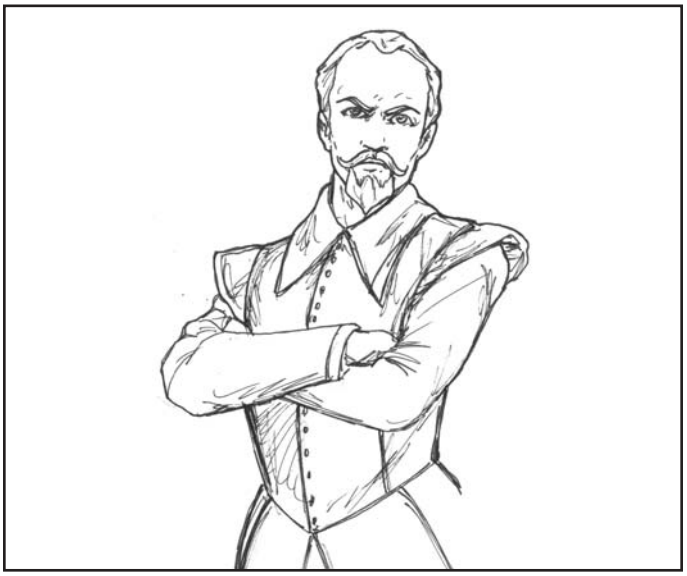
Gustav II Adolf, King of Sweden, has a form given to him by his ancestry. His skin is pale, perhaps a bit ruddy, short-cut hair, eyebrows, upswept mustache and goatee were blond. His eyes are blue, slightly protruding, and were alive with intelligence. His features, dominated by a long, bony, and powerful nose, were handsome in a fleshy sort of way. He was a very big man. He stood over six feet tall. His frame was thick and muscular, and tended toward corpulence. He looked every inch the image of a Nordic king.

Gustavus Adolphus saw himself as the protector of Protestantism in Germany and if north Germany was safe then so was Sweden. Gustavus Adolphus was an accomplished soldier and with the help of Catholic France, he freed himself from the war against Poland with the Treaty of Altmark of September 1629. By the end of 1929, Gustavus Adolphus controlled much of the east Baltic coast and effectively controlled Baltic trade.

When Gustavus Adolphus landed on Peenemunde in Pomerania in June/July 1630 with 4,000 men, no alliance had been made. This worried Richelieu as he had no control over what Gustavus Adolphus might do. Gustavus Adolphus captured Stettin and the Neumark area in Brandenburg thus securing his communication lines with Sweden. With this done, he could push further into Germany. His task was made easier by the five year Treaty of Barwalde signed with France in January 1631. This treaty gave Sweden 1 million livres a year to fight her war while Sweden agreed to provide the men to do the fighting. Richelieu was happy with this arrangement as France did not have to do any of the fighting; Gustavus Adolphus' army was far enough away not to threaten France itself; Ferdinand's army would have to track Gustavus Adolphus' and that would mean most of the time, the

emperor's army would be in Germany and away from the French border; Sweden had also promised to protect the commercial interests of France and not to interfere in Saxony and Bavaria.

As a general, Gustav is famous for employing mobile artillery on the battlefield, as well as a tactic showing that direct attack is stressed over defense and mobility more important than in the usual linear tactic. Gustavus Adolphus is known for exposing himself to danger, and taking to the field as Captain Gars when he does not want it known he is on the field. At the end of 1632 Gustavus Adolphus is crowned Emperor of the Confederated Principalities of Europe, and Captain General of the United States, where he commands the armies of the United States in the field.



STR 4, REF 4, HLT 4, PRE 5, INT 5, WIL 5
DEF14, INI 4, TGH 4, LIF 22, MOV8, COOL 4

Dmg: 2d6, Lift: 100 kg (220 lbs), Stunned: 11, Critical: 16, Run: 16, Sprint: 24

Advantages: Nobility (King of Sweden and Emperor of the Confederated Principalities of Europe),

Disadvantages: Bad Temper, Physical Disadvantage: Bad Sight (Inconv.)

Skills: Artillery +3, Battle +3, Black Powder Weapon +4, Conversation +4, Drill/March +4, Persuasion (Fast Talk) +3, Language: Swedish (Native) +4, Language: German +3, Language: Russian +3, Language: Italian +3, Language: English +3, Negotiation (Diplomacy) +4, Riding (Horse) +4, Society (Noble) +5, Strategy +4, Tactic +4

Jimmy Anderson and Eddie Cantrell

Jimmy Anderson and Eddie Cantrell are good friends with Jeff and Larry, both boys just younger than Jeff at the age of seventeen. All four are cut from the same cloth. All four of them are somewhat "geeks" by virtue of their intellectual interests. The four boys have spent their teenage years hanging out together and fiddling with science. The day of the Ring of Fire Jimmy and Eddie were hanging out with Jeff and Larry to enjoy an adult free game of Dungeons and Dragons, effectively leaving the four boys orphans with no one but each other for family.

Jimmy Anderson

STR 3, REF 4, HLT 4, PRE 4, INT 5, WIL 4
DEF 14, INI 4, TGH 3, LIF 20, MOV 7, COOL 4

Dmg: 1d6+2, Lift: 50 kg (110 lbs), Stunned: 10, Critical: 16, Run: 14, Sprint: 21

Advantages: Advanced (+3, Conv.), Ally (Eddie Cantrell), Ally (Jeff Higgins), Ally (Larry Wild)

Disadvantages: Minor (Inconv.), Naïve (Inconv.), Outsider (Inconv.)

Skills: Cooking +1, Instruction +2, Writing +4, Research +4, Area Knowledge (Grantville) +4, History +4, Knowledge (Role Playing Games) +5, Knowledge (Wargames) +5, First Aid +1, Demolitions +1, Strategy +3, Tactics +3, Pistols +2, Politics +1, Archaeology +3, Anthropology +3, Computers (Use) +4, Computers (Programming) +3, Engineering (computers) +3, Driving +3, Knowledge (Role Playing Game Design) +4, Language: English (Native) +4

Eddie Cantrell

STR 3, REF 4, HLT 4, PRE 4, INT 5, WIL 4
DEF 14, INI 4, TGH 3, LIF 20, MOV 7, COOL 4

Dmg: 1d6+2, Lift: 50 kg (110 lbs), Stunned: 10, Critical: 16, Run: 14, Sprint: 21

Advantages: Advanced (+3, Conv.), Ally (Jimmy Anderson), Ally (Jeff Higgins), Ally (Larry Wild), Strong Willed (Conv.)

Disadvantages: Minor (Inconv.), Naïve (Inconv.), Outsider (Inconv.)

Skills: Cooking +1, Instruction +2, Writing +4, Research +4, Area Knowledge (Grantville) +4, History +4, Knowledge (Role Playing Games) +5, Knowledge (Wargames) +5, First Aid +1, Demolitions +1, Strategy +3, Tactics +3, Pistols +2, Politics +1, Archaeology +3, Anthropology +3, Computers (Use) +4, Computers (Programming) +3, Engineering (computers) +3, Driving +3, Knowledge (Role Playing Game Design) (Navies) +5, Riding +2, Language: English (Native) +4, Unarmed Combat (Brawling) +2

Dan Frost

Dan Frost is the police chief of Grantville and a long time friend and neighbor to many of the original citizens of the town.

STR 4, REF 5, HLT 5, PRE 5, INT 3, WIL 4
DEF 15, INI 4, TGH 5, LIF 21, MOV 9, COOL 4

Dmg: 2d6, Lift: 100 kg (220 lbs), Stunned: 10, Critical: 20, Run: 18, Sprint: 27

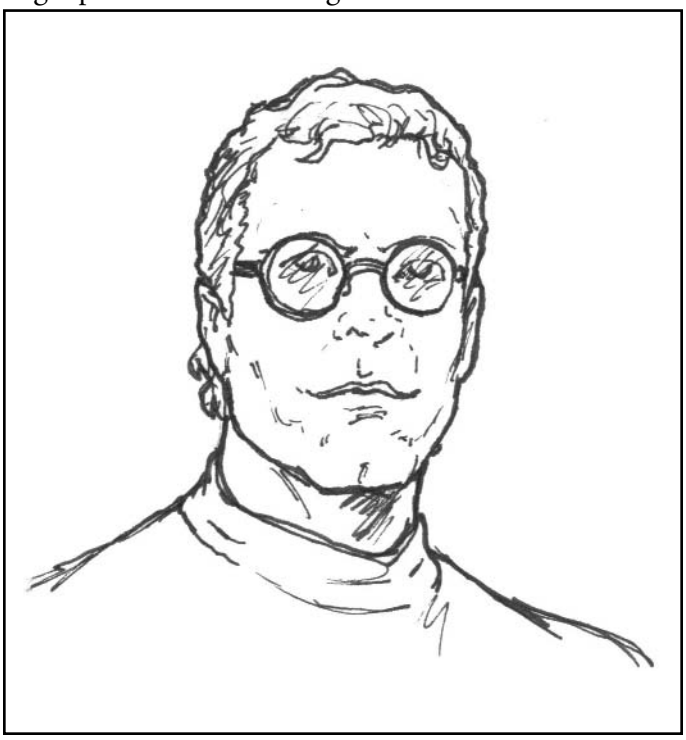
Advantages: Advanced (+3, Conv.), Membership (Grantville PD), Rank (Police Chief)

Disadvantages: Duty (Sworn, Full Time Police Officer)

Skills: Area Knowledge (Grantville) +5, Awareness +4, Bureaucracy +3, Climbing +2, Computers (Use) +2, Concentration +4, Conversation +4, Criminology +5, Deduction +4, Driving +2, First Aid +2, Pistols +4, Shotguns +3, Forgery +1, Gunsmith (Small Arms) +1, Knowledge (Criminal Law) +3, Language: English (Native) +4, Maces/Clubs +2, Negotiations +2, Operate Electronics (Comm) +4, Persuasion +4, Stealth +3, Surveillance +2, Tactics +3, Unarmed Combat (Brawling) +2, Unarmed Combat (Arrest Control) +4, Writing +3,

Jeff Higgins

Jeff had dreams of becoming an astronaut, at least until the Ring of Fire happened. He has a slightly chubby build, has green eyes, and is constantly wearing a pair of wire framed glasses.



STR 3, REF 4, HLT 4, PRE 4, INT 4, WIL 4
DEF 14, INI 4, TGH 3, LIF 20, MOV 7, COOL 4

Dmg: 1d6+2, Lift: 50 kg (220 lbs), Stunned: 10, Critical: 16, Run: 14, Sprint: 21

Advantages: Advanced (+3, Conv.), Ally (Jimmy Anderson), Ally (Eddie Cantrell), Ally (Larry Wild), Ally (Gretchen Higgins)

Disadvantages: Dependent (children), Outsider (Inconv.), Physical Disadvantage (Bad Sight) (Inconv.), Psychological Disadvantage: Spiders (Inconv.), Physical Disadvantage: Overweight (Inconv.)

Skills: Cooking +1, Instruction +2, Writing +4, Research +4, Area Knowledge (Grantville) +4, History +4, Knowledge (Role Playing Games) +5, Knowledge (Wargames) +5, First Aid +1, Demolitions +1, Strategy +3, Tactics +3, Pistols +2, Politics +1, Archaeology +3, Anthropology +3, Computers (Use) +5, Computers (Programming) +3, Engineering (computers) +3, Driving (Motorcycle) +5, Knowledge (Role Playing Game Design) +4, Language: English (Native) +4, Unarmed Combat (Brawling) +3, Shotguns +4

Gretchen Richter Higgins

Gretchen, Richter Higgins is a young woman of 20 years of age. Gretchen is a big, strong woman, who is very pretty, with an air of self-confidence and poise. Gretchen has light brown eyes; her hands are large, for a woman, and not at all delicate. The fingernails were blunt, worn short by labor. Her hair is dark blond.

STR 4, REF 4, HLT 4, PRE 5, INT 4, WIL 6
DEF 14, INI 4, TGH 5, LIF 24, MOV 8, COOL 5

Dmg: 2d6, Lift: 100 kg (220 lbs), Stunned: 12, Critical: 16, Run: 16, Sprint: 24

Advantages: Ally (Jeff Higgins), Attractive (Edge), Cool Headed (Conv.), Life Experience (Conv.), Membership 10/Committee of Correspondence)

Disadvantages: Dependent (children),

Skills: Cooking +3, Instruction +2, Writing +2, Research +1, Area Knowledge (Grantville) +2, Area Knowledge (Germany) +4, Pistols +2, Politics +2, Computers +2, Language: German (Native) +4, Language: English +2, Persuasion (Fast Talk) +4

Equipment: Gretchen is in the possession of a high capacity 9mm handgun.

Frank Jackson

He is the secretary-treasurer of Mike's local, and is quite a bit older. He is white, heavy-set, balding, in his mid-fifties, and is a Vietnam War combat vet. He served two tours of duty in the 11th Armored Cavalry, eventually rising to staff sergeant (effectively, platoon sergeant). Frank is a very attractive character, in a different way than Mike. Frank gets along well with Mike. He is a very "solid," phlegmatic, level-headed kind of guy.

STR 4, REF 4, HLT 4, PRE 4, INT 4, WIL 4
DEF 14, INI 4, TGH 4, LIF 20, MOV 8, COOL 5

Dmg: 2d6, Lift: 100 kg (220 lbs), Stunned: 10, Critical: 16, Run: 16, Sprint: 24

Advantages: Advanced (+3, Conv.), Attractive (Conv.), Life Experience (Conv.), Light Sleeper (Conv.), Membership (UMWA; Minor), Military Rank (General USA), Strong Willed (Conv.)

Disadvantages: Duty (to Grantville, Inconv.), Physical Disadvantage: Overweight (Inconv.), Out of Shape (Inconv.), Senior (Inconv.)

Skills: Area Knowledge (Grantville) +4, Climbing +2, Camouflage +4, Artillery +3, Missile Launchers

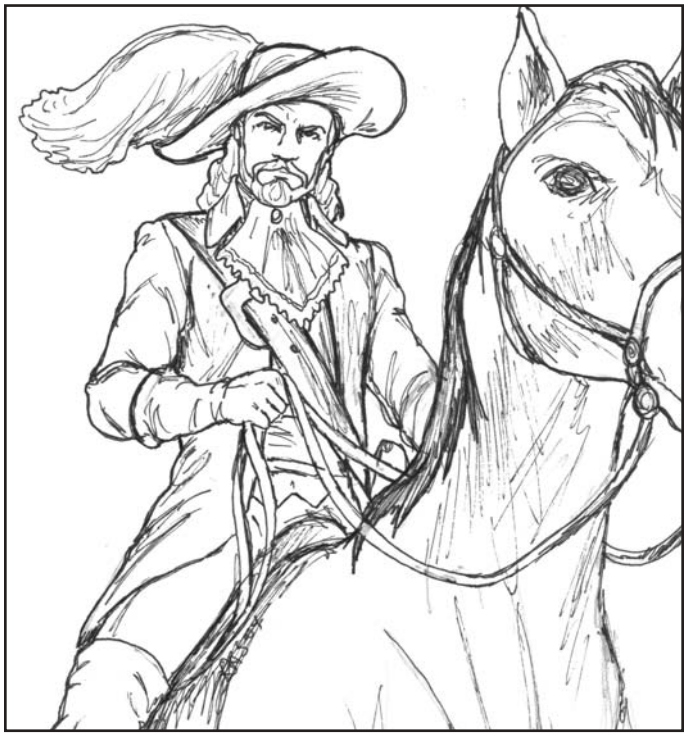
+3, Machine Guns +5, Vehicle Weapons +3, Intel Analysis +3, Interrogation +2, Surveillance +2, Pistols +4, Shotguns +3, Rifles +3, Bureaucracy +4, Knowledge (Mining) +5, Throwing +3, Language: English (Native) +4, Language: Vietnamese +2, Unarmed Combat (Brawling) +3, First Aid +3, Demolitions +3, Strategy +2, Tactics +4, Fish and Game +3, Survival +3, Computers +2, Mechanic +3, Driving +3

Equipment: He is known to have the only M-60 machinegun in all of Grantville.

Alexander Mackay

Alexander Mackay was a Scotsman and, as such, a Calvinist born and bred. He is a young Scottish nobleman, the illegitimate son of a minor Scots nobleman, who is in command of the few hundred Scottish troops in the town of Badenburg. He works for Gustav and the Swedes, but because of his isolated situation, he is operating a largely independent command. He formed a close relationship with the Americans and ends up married to Julie Sims, an independent American woman of poise and intelligence.

STR 5, REF 5, HLT 5, PRE 4, INT 4, WIL 5
DEF 15, INI 4, TGH 5, LIF 25, MOV10, COOL 5



Dmg: 2d6+2, Lift: 150 kg (330 lbs), Stunned: 12, Critical: 20, Run: 20, Sprint: 30

Advantages: Nobility (1/Baron), Military Rank (4/Captain)

Disadvantages:

Skills: Smith +1, Black Powder Weapons (Pistols) +5, Language: Gaelic (Native) +5, Language: English +3, Religion (Calvinism) +3, Riding (Horse) +3, Strategy +4, Swords +5, Tactics +2, Area Knowledge (Type), Awareness +4, Concentration +5, Climbing +2, First Aid +2, Instruction +4, Mace/Clubs +5, Persuasion (Fast Talk) +4, Professional (Soldier) +5, Society (Military) +5, Symbols (Heraldry) +4, Unarmed Combat (Brawling) +4

Julie Sims Mackay

Julie Sims was born and raised in the town of Grantville, West Virginia with her father the town's local dentist. Julie was the head cheerleader in high school, and part of the North Central High School class of 2000. That was until the Ring of Fire happened in May. Julie Sims, for all her cheerleader prettiness, for all her cheerleader prettiness, has the physique of a well trained athlete. By universal acknowledgement, Julie Sims was the best rifle shot in Grantville, along with being the towns chosen for sponsorship for the Winter Olympics biathlon.

Julie's Rifle									
Weapon	**Dmg**	**Type**	**Acc**	**Rmod**	**STR Min**	**Max**	**RoF**	**Amm**	**Wt**
Remington 700	5d6	P/L	+2	1	3	50	1s	5	7

She is married to the captain of the Scots Cavalry, Alexander Mackay. On her wedding day, she was presented with a title from Gustavus Adolphus. Julie Mackay, former cheerleader and sharpshooter in the U.S. army, is now also the baroness of a small domain somewhere on the edge of Lappland in northern Sweden.

STR 4, REF 5, HLT 5, PRE 5, INT 4, WIL 5
DEF 15, INI 5, TGH 5, LIF 25, MOV 10, COOL 6

Dmg: 2d6, Lift: 100 kg (220 lbs), Stunned: 13, Critical: 20, Run: 19, Sprint: 29

Advantages: Advanced (+3, Conv.), Athletic (+3; Conv.), Attractive (Conv, +2), Cool Headed (Edge), Famous (Conv, +3), Nobility (Baroness), Strong Willed (Conv),

Disadvantages: Duty (Peril), Physical Disadvantage: Pregnant (Inconv.)

Skills: Sport (Biathlon) +6, Sport (Cheerleading) +6, Pistols +2, Rifles +5, Language: English (Native) +4, Area Knowledge (Grantville) +5, Awareness +4, Concentration +5, Climbing +2, Computers (Use) +4, Instruction +3, Maces/Clubs +5, Persuasion (Fast Talk) +5, Stealth +2, Throwing +3, Unarmed Combat (Brawling) +3

Equipment: Julie has possession of a Remington Model 700, firing .308 rounds, with an ART-2 scope. The gun was a larger caliber than was used in biathlon competition in the modern era, but it was the rifle Julie preferred for hunting, which was bought for her by her father. She also has in her possession a .22 cal Biathlon rifle.

Melissa Mailey

Melissa Mailey is a tall, slender woman around fifty seven years of age. Her hair is cut very short and is currently graying. She had hazel eyes and a stern, upright appearance. It was also said that Melissa Mailey was famous-or notorious, depending on who was telling the tale-for her acid tongue and acerbic discipline.

STR 3, REF 3, HLT 3, PRE 5, INT 5, WIL 5
DEF 13, INI 4, TGH 4, LIF 19, MOV 6, COOL 5

Dmg: 1d6+1, Lift: 50 kg (110 lbs), Stunned: 9, Critical: 12, Run: 12, Sprint: 18

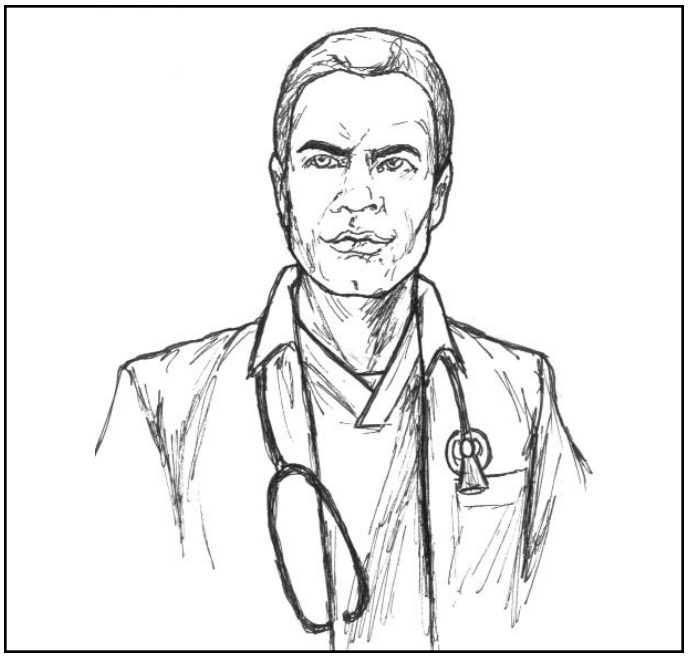
Advantages: Advanced (+3, Conv.),

Disadvantages: Psychological Disadvantage: Radical [Hardship], Senior [Hardship]

Skills: Area Knowledge (Grantville) +5, Awareness +4, Concentration +5, Climbing +2, Computers (Use) +4, History +5, Instruction +5, Language: English (Native) +4, , Maces/Clubs +5, Persuasion (Fast Talk) +5, Professional (Teacher) +5, Stealth +2, Throwing +3, Unarmed Combat (Brawling) +3

James Nichols

James Nichols is not a big man standing at a height of five feet, eight inches and not particularly stocky, yet he exudes a certain physical presence. He is a black man somewhere in his fifties, with a bit of a rakish smile. His body beneath his suit was far more athletic than its sober cut would suggest.



He has very dark skin, almost pure black and gray, kinky hair that was cut very short. His face is blunt and rough-looking-the kind of face associated more with a longshoreman than a doctor. He wears two rings on his fingers which are simple in design and very tasteful. One was a plain wedding band, the other a subdued pinky ring. He speaks with cultured diction, but his accent came from city streets. He has faint scars on his outsized hands which had not come from working in the medical profession.

STR 4, REF 4, HLT 4, PRE 5, INT 5, WIL 5
DEF 14, INI 4, TGH 4, LIF 22, MOV8, COOL 4

Dmg: 2d6, Lift: 100 kg (220 lbs), Stunned: 11, Critical: 16, Run: 16, Sprint: 24

Advantages: Advanced (+3, Conv.),

Disadvantages: Psychological Disadvantage: Hippocratic Oath [Peril], Senior [Hardship]

Skills: Area Knowledge (Chicago) +5, Area Knowledge (Grantville) +1, Biology +5, Climbing +4, Computers (Use) +3, Concentration +2, First Aid +4, Instruction +2, Knives +4, Language: English +4, Maces/Clubs +2, Physician +4, Pistols +4, Professional (Doctor) +4, Quick Load (Pistols) +3, Research +5, Society (Medical) +4, Surgery +5, Unarmed Combat (Brawling) +4

Mike Stearns

He was born and raised in northern West Virginia in the Morgantown-Fairmont region. His family consists of several generations of coal miners, and he was brought up in the UMWA tradition. He is a fairly big man (5'11", around 190 lbs.), and very athletic. He is pale-skinned, with black hair and pale blue eyes. He is a bit on the homely side, but he has an engaging personality and has always been a popular fellow (with women as well as men).

After leaving the army, he moved to southern California and attended three years of college at Cal State University (Long Beach). Mike was an accomplished amateur boxer in the Army who turned pro to raise money for college. He was quite good at it, even making it to the second card at the Olympic Auditorium. Nevertheless, he retired undefeated after ten fights. He decided to quit while he still had his brains left — the opposition was getting tougher — and worked the rest of his way through college out of Teamster hiring halls as a truck driver and longshoreman. He no longer boxes, but he continues to work out and coaches boxing at the local high school on a part-time basis.

During his three years in college, Mike had been a history student himself. Unlike Melissa, however, with her wide-ranging interests, Mike's attention had been rather narrowly focused on the American Revolution and the first few decades of the republic. The Founding Fathers, especially George Washington, ranked very high on his personal list of heroes.

The youngest sister Rita was, for all practical purposes, raised by Mike since she was nine years old. Mike got a job in the mines for the same reason everyone does — it pays much better than anything else in the area. He worked as a continuous mining machine operator.

He is a friendly sort of person, with a good sense of humor, but he is also capable of being very decisive and ruthless. When he does lose his temper, which isn't often, he can be quite frightening — not in a wild, hotheaded manner, but in an ice-cold murderous sort of way.

Mike got married in the spring 1632 to Rebecca Abrabanel, Sephardic Jew from Amsterdam, by way of London, they have one daughter, Sepharda Stearns, who was born in the autumn of 1632. Mike, Rebecca, and Sepharda live with his mother, who is a semi-invalid. In 1631, he was elected President of the New United States (which consists of Grantville).

STR 5, REF 5, HLT 5, PRE 5, INT 4, WIL 6
DEF 15, INI 5, TGH 6, LIF 27, MOV 5, COOL

Dmg: 2d6+2, Lift: 150 kg (330 lbs), Stunned: 14, Critical: 20, Run: 30, Sprint: 30

Advantages: Advanced (+3, Conv.), Athletic (+3; Conv.), Membership (UMWA), Strong Willed (Conv.)

Disadvantages: Dependent (wife - Rebecca Abrabanel Stearns, Inconv.), Dependent (infant daughter - Sepharda Stearns, Inconv.), Duty (-10, Peril)

Skills: Area Knowledge (Grantville) +7, Sport (Boxing) +5, Unarmed Combat (Boxing) +5, Unarmed Combat (Brawling) +3, Orate +3, Negotiation +3, Stealth +4, Geography (United States of America) +5, Knowledge (Boxing) +5, Knowledge (Mining) +5, Knowledge (Roberts Rules of Order) +4, History +3, History (US Revolutionary War) +7, Language: English (Native) +4, Language: German +1, Teamster +4, Pistols +4, Conversation +5, Computers (Use) +4, Driving +6

Equipment: .357 Magnum Revolver

Rebecca Abrabanel Stearns

Rebecca is a young woman of twenty three years old, with very striking looks. Her eyes are brown and her complexion dark, as if she were Spanish. All of her features, olive skin; loose hanging, long, very curly, black hair, nose, dark eyes, mouth, and chin, are very regular and symmetrical. She is the daughter of Balthazar Abrabanel. She is highly intelligent and holds the position of National Security Advisor in the government of the New United States.

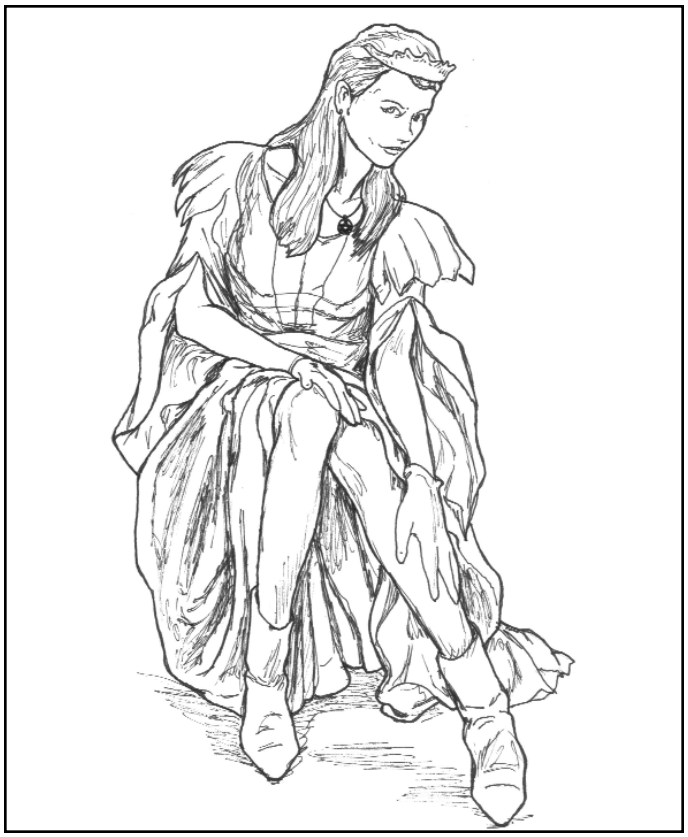
STR 3, REF 4, HLT 4, PRE 5, INT 5, WIL 5
DEF14, INI 5, TGH 4, LIF 25, MOV 8, COOL 4

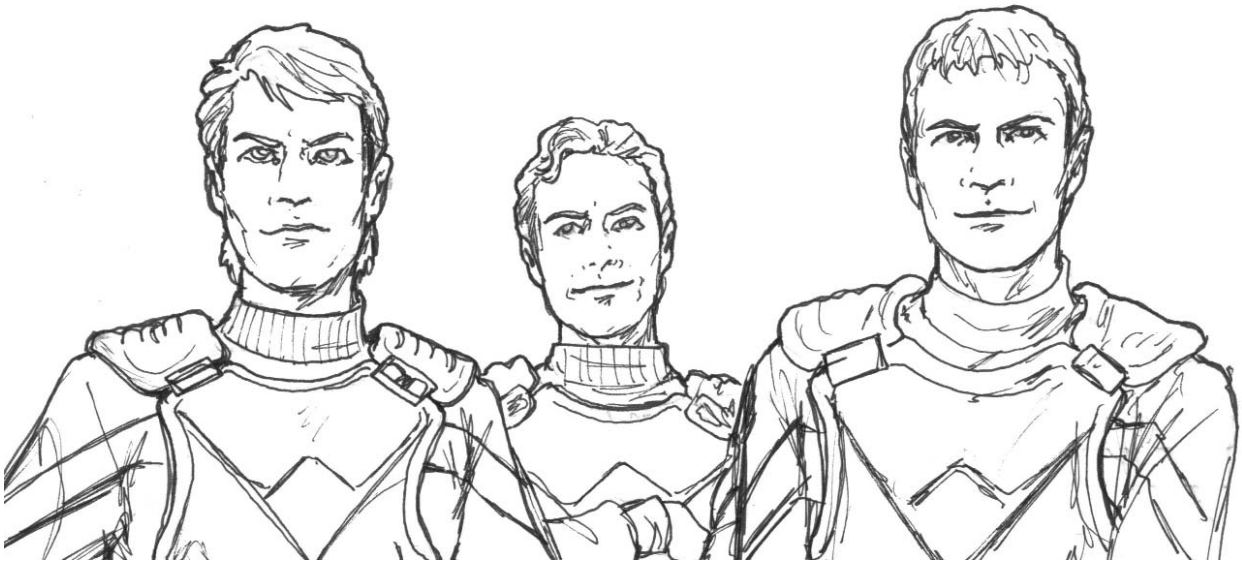
Dmg: 1d6+2, Lift: 50 kg (110 lbs), Stunned: 13, Critical: 20, Run: 16, Sprint: 24

Advantages: Ally (Mike Sterns), Attractive (+3, Conv.)

Disadvantages: Dependent (infant daughter - Sepharda Stearns), Duty (-10, Peril)

Skills: Area Knowledge (Amsterdam) +4, Area Knowledge (Europe) +3, Area Knowledge (Germany) +3, Area Knowledge (Grantville) +2, Area Knowledge (London) +3, Cooking +1, Instruction +3, Negotiation +3, Orate +3, Geography (Europe) +4, History +4, Religion (Jewish) +5, Research +4, Riding (Horses) +2, Navigation +3, Language: Arabic +1, Language: English +3, Language: German +3, Language: Greek +3, Language: Hebrew +4, Language: Spanish (Native) +4, Language: Portuguese (Native) +4, Computers +2, Shotguns +2, Politics +3, Maces/Clubs +2, Climb +2, Society (Middle Class) +3





Larry Wild

Larry Wild is seventeen years of age and Jeff's best friend. He is a computer nerd and has a lot of computer equipment. Before the Ring of Fire, he lived with his mother in a house trailer and has turned his room into a "computer center."

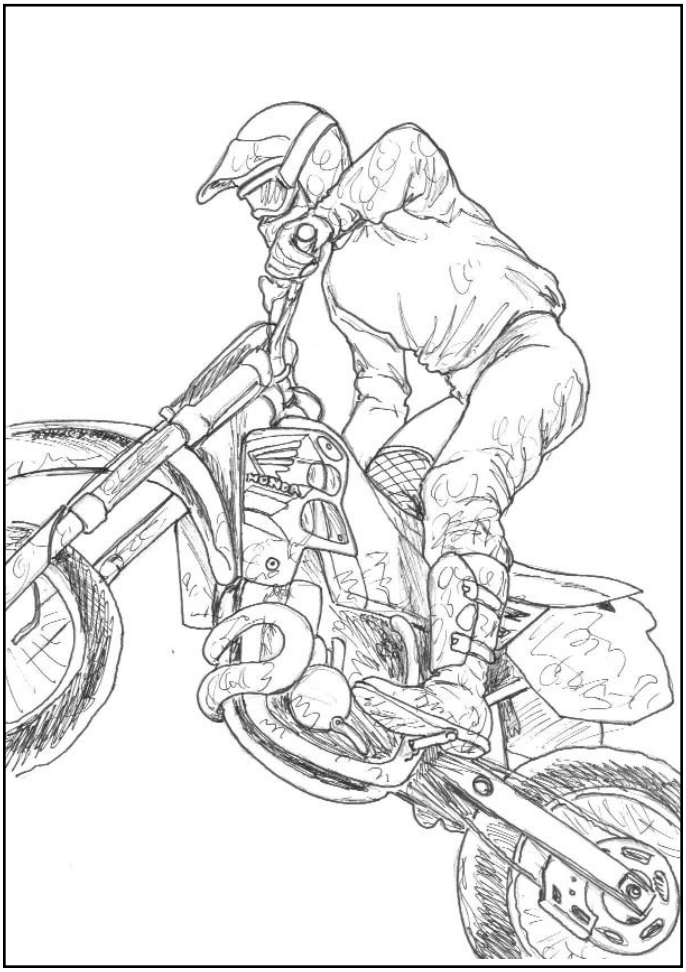
STR 3, REF 4, HLT 4, PRE 4, INT 5, WIL 4
DEF 14, INI 4, TGH 3, LIF 20, MOV 7, COOL 4

Dmg: 1d6+2, Lift: 50 kg (110 lbs), Stunned: 10, Critical: 16, Run: 14, Sprint: 21

Advantages: Advanced (+3, Conv.), Ally (Eddie Cantrell), Ally (Jeff Higgins), Ally (Jimmy Anderson)

Disadvantages: Minor (Inconv.), Naïve (Inconv.)

Skills: Archaeology +3, Anthropology +3, Area Knowledge (Grantville) +4, Computers (Use) +6, Computer (Programming) +5, Cooking +1, Demolitions +1, Driving (Motorcycles) +3, Engineering (computers) +5, First Aid +1 History +4, Instruction +2, Knowledge (Role Playing Games) +5, Knowledge (Role Playing Game Design) +4, Knowledge (Wargames) +5, Language: English (Native) +4, Pistols +2, Politics +1, Research +4, Strategy +3, Tactics +3, Writing +4



Appendix Three

The Last Valley

Introduction:

The Last Valley adventure is inspired by the 1971 movie of the same name, and has no connection to the movie. It is a scenario tailored for the event of the Ring of Fire and the introduction of American values and technology to the seventeenth century. It is also intended to be a fairly quick and simple adventure for beginning players of Eric Flint's 1632 Resource Guide and Role Playing Game and the Action! System.

The adventure starts on September 18th, shortly after the battle of Breitenfeld and before the battle for Jena. Tilly's Imperial forces have been broken by the young Swedish king, Gustavus Adolphus. The defeated remnants of Tilly's shattered army have fled, many of them through the Thuringenwald.

The United States of America (Grantville, but soon to add Badenburg and Jena) are seeking out additional sources of food. The surrounding forests of the Thuringenwald are filled with the odd farm and hamlet, as well as untapped game. The PC party is a small, well-equipped group of Americans who have been sent out on a week-long trip to bring in game and make peaceful contact with the isolated farms.

Special Character creation notes:

Everyone in the party speaks German at least at level 1 (simple phrases), but costing 0 points. This is due to three months of daily contact with the some 3000 German refugees that have joined the Americans in Grantville.

It is permissible for players to have Down-Timer characters as members of the party, but this interferes with the intent of the adventure, which is to introduce modern Americans to the situations of the seventeenth century.

Equipment Notes:

This expedition is important enough to spare gasoline for one vehicle, but that vehicle should be a small SUV, pickup truck, or ATV. If a PC attempts to bring along another vehicle, such as a motorcycle, it must be obtained by spending his or her Wild Card (see sidebar, page 180). Horses are also a possibility, if the characters have them. Other odd equipment must be either obtained through the use of the Wild Card and/or by GM approval.

Yes, the PCs may have a radio, even a CB-style radio. However, with each day's travel from Grantville, an electronics test of (11) must be made or the radio's reception is interrupted by static(due to the Maunder Minimum- high sunspot activity). This test increases by 1 for each day further travel from Grantville. In other words, if the party is three days from Grantville, the electronics test will be (13).

Setting off:

The party meets at a mutually acceptable spot, early on the morning of September 18th. This spot could be the Thuringian Gardens, a PC home or business, or somewhere on the outskirts of town. After appropriate packing and repacking, the party sets off. Within a very short period of time, the adventurers have reached the outer limits of Grantville- on the very edge of the Ring of Fire. Here the land does not match up. The hills of West Virginia end abruptly, sometimes with a little cliff leading down to Germany, sometimes with a cliff leading up. Over the months since the Ring of Fire, these rolling cliffs have eroded; the ground breaking down naturally and from people moving over them. You can still easily see the differences in soil color and vegetation, however.

The Thuringenwald is thick with forest, birch trees predominate near Grantville's borders. The underbrush is dense and the party will sometimes have to detour around great brambles of thorns to make any

headway. This is made worse if the adventurers are employing vehicles of any kind and driving checks should occasionally be made. Crossing even small streams becomes an adventure all by itself.

But the weather is crisp and cool (a harbinger of winter to come), and the party finds itself going deeper and deeper into unknown territory. PCs who have compasses can keep a rough track of the direction of Grantville, but the deeper they travel into the dense forest, the harder it's going to be to keep track of directions. Also, the farther they go, the less the PCs encounter any signs of habitation. There are many small farms and houses out in the forest, but they are hard to find unless you know exactly where you are going. This is helped, somewhat, by the occasional animal or foot trail the party comes across.

The day passes without incident and the party makes camp for the night near a small brook. They awaken to a beautiful forest morning with the sun streaming greenly down through the trees. After breakfast and packing, the party continues. About mid-morning, one of the PCs notices a family of deer, a big buck with a huge spread of antlers, a pair of does, and some younger, adolescent deer. It is time to bag some venison!

Encounters Outline:

This adventure has four parts. The first part is the shooting and wounding of a deer and then following the deer as it attempts to flee through the forest. This is intended to get the PC's turned around and not completely aware of their location, despite compasses. More than one deer may be involved (and could conceivably aid in the third part of the adventure.

The second is a deep forest encounter with a Wild Boar and it's mate. This is a surprise encounter, which is intended to shock and even injure some of the PC's.

The third part is the hamlet of Gruenthal (Greenvale). As the party reorients itself, it stumbles across the idyllic small hamlet, deep in the forest of the Thuringenwald and completely untouched by the thirteen years of war that has raged across Europe. This is the most difficult and complex part of the adventure and the hardest to properly play (see the description of Gruenthal which follows). The goal of the PCs is to make a peaceful contact with these people, despite their "witchcraft" of self-propelled vehicles, guns that shoot many times without reloading, and other wonders. This will require a considerable amount of role-playing and it is quite possible that the hamlet will reject the adventurers and ask them to move on.

This leads to the fourth part. No matter the outcome of negotiations with Gruenthal, the idyllic setting will be disturbed by the arrival of a band of mercenaries bent on rape, loot, and pillage. Ideally, the party of Americans will defend the hamlet against the mercenaries and prevent their plans. If the Americans win (and they should, but not necessarily without casualties), the people of the hamlet will be favorably disposed to trade with Grantville in the future and will be personally grateful to the adventurers for helping them. If the Americans should fall, the hamlet will remember their valiant sacrifice and think kindly of such people visiting them in the future (if anyone in the hamlet remains after the mercenaries are done with them).

The wrap-up of The Last Valley adventure is the triumphant return of the hunting party to Grantville with their venison and new trading contact.

The Hamlet of Gruenthal & its people:

The tiny hamlet of Gruenthal is cut off from the rest of the Germanies, deep in a valley in the Thuringenwald, surrounded by thick forest. The hamlet consists of a chapel, an inn with a stable, and several houses ranging from a two story home to single-room, comfortable cabins. There is a mill, driven by the stream that runs through the valley, dividing it roughly into two halves. One half of the valley is plowed and planted for farming. The crop of grain is just about ready to be harvested, milled, and stored for the winter. The other side of the valley is for the small bands of sheep, goats, and milk cows.

Father Kurt Mannheim

The leader of Gruenthal is Father Kurt Mannheim, a Catholic priest who has sought the peace and quiet of this gentle village to escape the madness of the war that sweeps back and forth across Europe. Father Mannheim will be the person whom the PCs will have to deal with for acceptance in Gruenthal. His initial impulse will be that the strangers and their ungodly equipage should leave immediately. It is up to the characters to convince him otherwise.

ATTRIBUTES:
STR 3 REF 4 HLT 3 PRE 5 INT 5 WIL: 5
DEF 14 INI 5 MOV 7 TGH 4 LIF 19 COOL 5

ADVANTAGES:

Clerical Rank (Lvl 4, Priest)	[12]

DISADVANTAGES:

Duty (To Church, Peril)	[-10]

SKILLS:

Craft (Carpentry)	+4	[2]
Climbing	+2	[0]
Throwing	+2	[0]
Unarmed Combat (Brawling)	+2	[0]
Instruction	+5	[3]
Negotiation	+5	[5]
Orate	+5	[5]
Persuasion	+4	[2]
Stealth	+2	[0]
Chirurgery	+4	[4]
Geography (Europe)	+2	[2]
Herbalism	+1	[1]
History	+4	[4]
Language (German)	+4	[1]
Language (Latin)	+4	[4]
Religion (Catholicism)	+5	[5]
Religion (Protestantism)	+2	[2]
Religion (Judaism)	+1	[1]
Appraisal	+2	[2]
Professional (Cleric)	+2	[0]
Area Knowledge (Thuringenwald)	+2	[0]
Awareness	+2	[0]
Concentration	+4	[2]
Interrogation	+2	[2]
Maces/Clubs	+2	[0]
Singing	+1	[1]
Society (Commoner)	+2	[0]
Fish & Game	+2	[0]

Frau Helga Rosen

On the outskirts of Gruenthal is the hut of the local wise-woman (thought by some in the hamlet to be a witch, but actually an herbalist and midwife), by the name of Helga Rosen. She is accepted in this tiny Catholic community because of her midwifery skills and ability to treat small illnesses.

ATTRIBUTES:
STR 2 REF 5 HLT 5 PRE 5 INT 4 WIL 4
DEF 15 INI 5 MOV 9 TGH 3 LIF 23 COOL 5

ADVANTAGES:

Life Experience (Edge +6)	[5]
Strong-Willed (Edge +6)	[5]

DISADVANTAGES:

Social Disadvantage (Witch?, Peril -9)		[-10]
Unattractive (Inconvenience -3)	[2]	

SKILLS:

Cooking	+5	[5]
Craft (Seamstress)	+4	[2]
Climbing	+2	[0]
Throwing	+2	[0]
Unarmed Combat (Brawling)	+2	[0]
Instruction	+5	[3]
Negotiation	+2	[2]
Persuasion	+2	[0]
Disguise	+2	[2]
Stealth	+2	[0]
Chirurgery	+5	[5]
Herbalism	+5	[5]
Knowledge (Midwifery)	+5	[5]
Language (German)	+3	[0]
Appraisal	+4	[4]
Professional (Midwife)	+5	[5]
Trading	+4	[4]
Area Knowledge (Thuringenwald)	+4	[2]
Awareness	+4	[2]
Concentration	+4	[2]
Intuition	+2	[2]
Maces/Clubs	+2	[0]
Animal Handling	+2	[2]
Fish & Game	+2	[0]
Survival	+2	[2]
Society (Commoner)	+2	[0]

Herr Manfred Jager

The inn, tavern, and stable or owned and operated by Herr Manfred Jager. Herr Jager is the richest man in Gruenthal, and probably the only person who actually ventures from the valley into the outer world. He also owns the mill and profits greatly from it, taking a fairly large percentage of the grain that is processed there. Herr Jager will be hostile to allowing for trade with the outside, primarily because it affects his current monopoly.

ATTRIBUTES:
STR 4 REF 3 HLT 4 PRE 5 INT 4 WIL 5
DEF 13 INI 4 MOV 7 TGH 5 LIF 22 COOL 5

ADVANTAGES:

Life Experience (Edge +6)	[5]
Social Advantage (Civil Leader, Edge +6)	[5]
Wealthy (Well to do, Lvl 4)	[4]

DISADVANTAGES:

Dependent (Daughter Giselle, Hardship)	[-5]
Duty (Gruenthal, Inconvenience)	[-2]

SKILLS:

Cooking	+2	[2]
Craft (Barrel-Making)	+4	[2]
Climbing	+2	[0]
Throwing	+2	[0]
Unarmed Combat (Brawling)	+4	[2]
Instruction	+2	[0]
Negotiation	+4	[4]
Orate	+3	[3]
Persuasion	+5	[3]
Stealth	+2	[0]
Herbalism	+1	[1]
History	+1	[1]
Language (German)	+4	[1]
Religion (Catholicism)	+1	[1]
Appraisal	+5	[5]
Professional (Merchant)	+5	[3]
Trading	+5	[5]
Area Knowledge (Germany)	+5	[3]
Awareness	+4	[2]
Concentration	+2	[0]
Knives	+2	[2]
Maces/Clubs	+2	[0]
Fish & Game	+2	[0]
Survival	+1	[1]
Society (Merchant)	+2	[0]
Teamster	+2	[2]

Fraulein Giselle Jager

Herr Jager's wife passed away in childbirth and the operation of the inn is pretty much the province of Jager's pretty, teenage daughter, Giselle Jager. Giselle is a slim, buxom, and blond and is desperate to leave Gruenthal and visit the outer world, despite her father's grim descriptions of the war. She is a romantic and lives in the books her father has brought back with him on his infrequent trading expeditions.

ATTRIBUTES:
STR 2 REF 5 HLT 5 PRE 5 INT 4 WIL 4
DEF 15 INI 5 MOV 9 TGH 3 LIF 23 COOL 5

ADVANTAGES:

Attractive (Gift +9)	[10]

DISADVANTAGES:

Minor (Teenager 15, Inconvenience)	[-2]
Naïve (Hardship -6)	[-5]
Psychological Disadvantage (Romantic, Inconvenience -3)	[-2]

SKILLS:

Cooking	+4	[4]
Craft (Embroidery)	+4	[2]
Climbing	+3	[1]
Swimming	+2	[2]
Throwing	+2	[0]
Unarmed Combat (Brawling)	+2	[0]
Instruction	+2	[0]
Persuasion	+4	[2]
Poetry	+2	[2]
Writing	+3	[3]
Stealth	+4	[2]
History	+2	[2]
Language (German)	+3	[0]
Language (French)	+2	[2]
Religion (Catholicism)	+2	[2]
Professional (Waitress)	+4	[2]
Trading	+2	[2]
Area Knowledge (Gruenthal)	+2	[0]
Awareness	+5	[3]
Concentration	+5	[3]
Intuition	+4	[4]
Maces/Clubs	+2	[0]
Animal Handling	+4	[4]
Fish & Game	+2	[0]
Dancing	+4	[4]
Singing	+2	[2]
Society (Merchant)	+2	[0]
Teamster	+2	[2]

Herr Horst und Frau Gerda Ulricht

Horst and Gerda Ulricht are typical of the small group of farmers that work the fields and tend the herds in the valley. They live near the outskirts of the hamlet and have four children, ranging in age from two to thirteen. Horst and Gerda are God-fearing people who trust in Father Mannheim and Herr Jager for guidance.

HERR HORST ULRICHT
ATTRIBUTES:
STR: 5 REF: 4 HLT: 5 PRE: 3 INT: 3 WIL: 5
DEF: 14 INI: 4 MOV: 9 TGH: 5 LIF: 30 COOL: 4

ADVANTAGES:		
Acute Sense (Smell, Edge +6)		[5]
Life Experience (Edge +6)		[5]
DISADVANTAGES:		
Dependents (Children, Hardship)		[-5]
Illiterate (Reads & Writes 1/2 as fast, Inconvenience)		[-2]
Poverty (Below Average, Lvl -1)		[-2]
SKILLS:		
Craft (Leatherwork)	+4	[2]
Smith (Blacksmith)	+2	[2]
Climbing	+2	[0]
Throwing	+2	[0]
Unarmed Combat (Brawling)	+2	[0]
Instruction	+2	[0]
Persuasion	+2	[0]
Stealth	+2	[0]
Knowledge (Agriculture)	+5	[5]
Language (German)	+3	[0]
Appraisal	+2	[2]
Professional (Farmer)	+5	[3]
Trading	+4	[4]
Area Knowledge (Gruenthal)	+5	[3]
Awareness	+4	[2]
Concentration	+2	[0]
Knives	+4	[4]
Maces/Clubs	+2	[0]
Bows	+4	[4]
Animal Handling	+5	[5]
Fish & Game	+5	[3]
Survival	+4	[4]
Tracking	+3	[3]
Society (Commoner)	+4	[2]
Teamster	+1	[1]

FRAU GERDA ULRICHT
ATTRIBUTES:
STR: 4 REF: 3 HLT: 5 PRE: 5 INT: 4 WIL: 5
DEF: 13 INI: 4 MOV: 8 TGH: 5 LIF: 30 COOL: 5

ADVANTAGES:		
Acute Sense (Hearing, Edge +6)		[5]
Life Experience (Edge +6)		[5]
DISADVANTAGES:		
Dependents (Children, Hardship)		[-5]
Illiterate (Reads & Writes 1/2 as fast, Inconvenience)		[-2]
Poverty (Below Average, Lvl -1)		[-2]
SKILLS:		
Cooking	+4	[4]
Craft (Seamstress)	+4	[2]
Climbing	+2	[0]
Throwing	+2	[0]
Unarmed Combat (Brawling)	+2	[0]
Instruction	+2	[0]
Persuasion	+2	[0]
Stealth	+2	[0]
Knowledge (Child Rearing)	+5	[5]
Herbalism	+2	[2]
Language (German)	+3	[0]
Appraisal	+3	[3]
Professional (Wife and Mother)	+5	[3]
Trading	+4	[4]
Area Knowledge (Gruenthal)	+5	[3]
Awareness	+4	[2]
Concentration	+2	[0]
Knives	+2	[2]
Maces/Clubs	+2	[0]
Animal Handling	+5	[5]
Fish & Game	+3	[1]
Survival	+2	[2]
Society (Commoner)	+4	[2]
Singing	+2	[2]
Dancing	+2	[2]
Teamster	+3	[3]

The Mercenaries:

Harzburk's Free Company is a ragged band of mercenaries who have, barely, managed to survive the horrific battle of Breitenfeld- the battle that is the first defeat of Count Tilly in his entire 72 years. The Free Company is a motley assortment of survivors, murderers, thieves, and rapists, who have used the war as an excuse to do what they will. They have already changed sides between Catholic and Protestant forces twice in the last several years.

Now Harzburk's Free Company has fled the shattered tercios (huge, unwieldy squares of up to 1200 pikemen and arquebusiers) of Tilly and made their way into the cool, sheltering forests of the Thuringenwald, escaping the squadrons of Gustav Adolph's cavalry. Deep in the forest, they have just detected the smells of cooking food, and the sounds of playing children. Carefully they advance on the hitherto unmolested hamlet of Gruenthal.

Very few of Harzburk's soldiers have survived the battle. Only ten men and their mounted leader now make their way forward to the edge of the forest that rings the valley.

Kapitan Joachim Harzburk

Kapitan Joachim Harzburk is the unscrupulous leader of the Free Company. He is a big, blonde, mustachioed man with an arrogant attitude. Whatever he can take by might is his.

ATTRIBUTES:

STR 4 REF 5 HLT 3 PRE 4 INT 4 WIL 5
DEF 15 INI 5 MOV 9 TGH 5 LIF 19 COOL 5

ADVANTAGES:

Cool-Headed (Convenience +3)	[2]
Danger Sense (Tricky (TN 15), Edge +6)	[5]
Life Experience (Convenience +3)	[2]
Military Rank (Kapitain Lvl 2, Minor)	[4]

DISADVANTAGES:

Bad-Tempered (Inconvenience -3)	[-2]
Duty (To his men, Peril)	[-10]

SKILLS:

Craft (Gunsmith)	+4	[2]
Climbing	+4	[2]
Throwing (Knives)	+2(+4)	[3]
Unarmed Combat (Brawling)	+3	[1]
Instruction	+2	[0]
Persuasion	+2	[0]
Poetry	+2	[2]
Stealth	+4	[2]
Language (German)	+3	[0]
Language (French)	+1	[1]
Language (English)	+1	[1]
Language (Italian)	+1	[1]
Professional (Soldier)	+5	[3]
Area Knowledge (Germany)	+3	[1]
Awareness	+4	[2]
Concentration	+3	[1]
Knives	+4	[4]
Maces/Clubs	+4	[2]
Polearms	+2	[2]
Swords	+5	[5]
Military Science Group	+1	[5]
Fish & Game	+2	[0]
Society (Military)	+2	[0]
Black Powder Weapons	+5	[5]
Riding	+4	[4]

EQUIPMENT:

Brigandine Armor (back and breast)- AV 8, Covers 7-15, STR 4, WT 4, 1/2AV vs. Blunt Weapons

Rapier 3d6 P/L M 0 0 STR 3, WT 3
Knife 1d6 P/L S 0 0 STR 2 WT .25
Wheellock Horse Pistol 4d6 P/L ACC -1, RMOD 0, STR 3, MAX 40, RoF 1/10, AMM 1, WT 2
(The Kapitan carries two such pistols in his saddle holsters and one in his right boot.)

Harzburk also has his own horse, a gelding named Maxie. Use the Light Horse statistics as described in the Bestiary (pg.181).

Harzburk's Soldiers are an odd assortment, recruited in various campaigns across Europe, but can be generalized as the Soldier template shown on pg. 186.

Glossary

Action Point: (Abbr. "AP") a special point used by characters to achieve particularly difficult tasks. One Action Point allows a player to add +5 to the dice roll. Action Points may be used after the dice have been rolled.

adv: Advantage

advantage: (Abbr. "Adv.") A positive Trait that aids or otherwise benefits a character during game play. Advantages may be Innate or Developed.

adventure: A fictional story or adventure that the players participate in. An Adventure can last one, or even several, Game Sessions.

Amateur: A rating of 2 in a skill. Characters who have a skill level of 2 are "amateurs" where that skill is concerned. Characters receive all Universal Skills at this level at no cost, though they may be increased by spending Character Points (during character creation) or Experience Points.

amm: Ammunition capacity

ammunition capacity: (Abbr. "amm") the number of rounds of ammunition contained in a ranged weapon or in an attached supply, such as a battery or magazine. Simple missile weapons have an Amm. rating of 1 because they cannot "hold ammo."

AP: Action point.

aptitude attribute: One of three Attributes within an Attribute Group; the Attribute governing finesse, skill, manipulation, or aptitude (e.g., Reflexes in the Body group; Intellect in the Mind Group).

armor value: (Abbr. "AV") a number representing the reduction of damage due to protective covering. The number is subtracted from the damage rolled following a successful attack on the character.

attack roll: A skill roll made to determine whether an attack is successful. The attacking character adds his applicable attribute score + skill score + 3d6. The attack hits if the attacker's total is equal to or exceeds the target's DEF + any modifiers.

attribute group: A category of attributes denoting a particular "aspect" of a character (e.g., the Body and Mind groups in the Core Rules). Each Attribute Group contains three Attributes: a Power Attribute, an Aptitude Attribute, and a Resistance Attribute (e.g., Strength, Reflexes and Health in the Body group).

attribute point: A unit of value used by the player to purchase attribute scores for their character.

attribute roll: A check of the appropriate attribute times two (x2) + a die roll vs. a TN.

attribute: An aspect of a character's innate ability, with a rating from 1 to 10 (human range); added to a character's Skill score and a random element to determine success or failure at a task.

AV: Armor Value.

character point: (Abbr. "CP") a unit of value used by the player to purchase traits and skills for their character.

character: A fictional persona portrayed in a game.

Clueless: A rating of 0 in a skill. Characters who have a skill level of 0 are "clueless" where that skill is concerned. All skills are rated 0 until the Player uses his Character Points or Experience Points to purchase at least 1 level in that skill.

common skill: A skill possessed by all characters in a given genre or setting. All characters receive common skills at a level of +2 at no cost.

Competent: A rating of 4 in a skill. Characters who have a skill level of 4 are "competent" where that skill is concerned. The character possesses a good grasp on the details and theories of his chosen field or is capable of performing the action on his own without supervision. This is the default level for professionals in a given field.

control score: (Abbr. "CS") A number used as a Target Number to determine a character's success or failure at attempting to control or overcome a Disadvantage. Usually applies only to psychological Disadvantages.

COOL: A derived attribute that reflects the character's initial and subsequent reaction to unusual circumstances, such as being shot at or being frightened.

Determined by adding REF, PRE, and WIL together and dividing by 3 (rounded up).

core attribute: One of 6 attributes listed in the core rules.

core rules: The basic, "core" rules of the game system; the foundation for all games using the game system. Some core rules may be enhanced by the use of Extensions, or even replaced by Variants.

CP: Character point.

CS: Control score

DEF: Defensive target number

defensive target number: (Abbr. "DEF") the basic Target Number required for opponents to hit a character in combat. A characters' base DEF equals 10 + REF.

derived attribute: An attribute whose score is derived from one or more attributes. Derived Attributes are not always rated 1-to-10 as Attributes are; Derived Attribute scores may exceed 10, or even 100.

developed trait: A Trait (i.e., an Advantage or Disadvantage) that is normally gained or obtained after birth. Developed Traits may be purchased for Characters both during Character creation and during game play.

DF: Distinctive feature

difficulty level: (Abbr. "DL") One of 7 levels of difficulty for tasks: Average, Tricky, Challenging, Difficult, Demanding, Extreme and Legendary. Each Difficulty Level has an associated Target Number.

difficulty modifier: (Abbr. "DM") a variable or condition in the game that makes a task either more or less difficult. Difficulty Modifiers are expressed as a bonus (a reduction of the DL) or penalty (raising the DL). For example, a Difficult task with a +1DL modifier (a penalty) becomes a Demanding task, whereas a Difficult task with a -1DL modifier (a bonus) becomes a Challenging task.

disad.: Disadvantage

disadvantage: (Abbr. "Disad.") A negative Trait that impedes, hampers or otherwise limits the choices of a character during game play. Disadvantages may be Innate or Developed.

DL: Difficulty level

DM: Difficulty modifier.

dmg: Damage.

Down-timer: A person born prior to 1631 (See Up-timer)

effect number: The number by which a skill or attribute roll exceeds the Target Number (i.e., Skill Roll - TN = EN).

EN: Effect number

Down-timer: A native of the seventeenth century, as opposed to an American from the twenty-first century (see Up-timer).

entangled: Entanglement impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled character cannot Run or Sprint, and suffers a -2 penalty to attack rolls and a -4 penalty to its effective Reflexes (REF) score.

exhausted: Tired to the point of significant impairment. A fatigued character becomes exhausted by doing something else that would normally cause fatigue. An exhausted character cannot move faster than his base MOV in meters per turn (i.e., cannot Run or Sprint) and suffers an effective -5 penalty to the character's Strength and Reflexes attributes.

experience point: (Abbrev. "EP") A unit of value awarded to players at the end of an Adventure to improve their character.

Experienced: A rating of 5 in a skill. Characters who have a skill level of 5 are "experienced" where that skill is concerned. The character is well qualified and informed in his chosen field.

Expert: A rating of 7 in a skill. Characters who have a skill level of 7 are "experts" where that skill is concerned. The character has become an authority in his chosen field or skill, having honed his skills to perfection after continuous practice and use. Without regular training and active use, it is nigh impossible for a character to exceed a score of 7 in most skills.

extension: An optional rule or game element that adds to an existing rule or element. For example: new Derived Attributes (adds news attributes), Hit Location rules (adds option to combat).

fatigued: Tired to the point of impairment. A fatigued character can neither Run nor Sprint and suffers an effective -5 penalty to the character's Strength and Reflexes attributes.

game master: (Abbr. "GM") the moderator or "referee" of an Adventure or game session, and the player who portrays all of the NPCs in the game. The GM may also be called by a different name, depending on the game setting or genre, such as the "Storyteller" or "Moderator," but he is still the GM for purposes of interpreting and enforcing the rules of play and moderating the game.

game session: A single gathering of players to participate in one or more Adventures. When the players leave, the session is completed. A Game Session can last for 30 minutes or several hours, or longer.

Genius: A rating of 9 in a skill. Characters who have a skill level of 9 are "geniuses" where that skill is concerned. The character has risen to a level where he is using his great mental capacity, physical prowess, and inventive ability to make unique breakthroughs in his field, creating his own original styles and theories and setting new standards. Examples include a Nobel Prize winning scientist).

GM: See Game Master

governing attribute: An Attribute whose score is combined with a Skill level for a specific Skill Roll (Attribute + Skill + 3d6).

health: (Abbr. "HLT") one of the six primary attributes; the resistance attribute in the Body Attribute Group.

HLT: Health

INI: Initiative.

Init: Initiative Modifier.

Initiative modifier: (abbreviated "Init") applied as a temporary modifier to the INI score of the character using the weapon. The Initiative Modifier may be a positive number (e.g., +1), a negative number (e.g., -1), or zero.

Initiative: a derived attribute indicating when a character may act in a turn; INI = (REF + INT)/2.

innate trait: A Trait (i.e., an Advantage or Disadvantage) that is normally possessed or gained at birth. Innate Traits may only be purchased for Characters during Character creation; they cannot be gained during game play without special permission from the GM.

INT: Intellect; one of the six core attributes; the aptitude attribute in the Mind Attribute Group.

intellect: (Abbr. "INT") one of the six core attributes; the aptitude attribute in the Mind Attribute Group.

Legendary: A rating of 10 in a skill. Characters who have a skill level of 10 are of "legendary" ability where that skill is concerned. The character has achieved the most rare and highest level of skill or knowledge possible, becoming a revolutionary figure in his field. He has become so talented that he inspires wonder, and is capable of creating, theorizing, or performing any most related action with minimum effort. This is the maximum score any normal human may attain in a skill without supernatural or technological aid.

LIF: Life points

life points: (Abbr. "LIF") a derived attribute representing the amount of damage a character can sustain before being rendered incapacitated (unconscious if from stun damage, dying if from lethal damage).

master quality: Exceptionally well-made, generally adding +1 to attack rolls (if the item is a weapon), adding +1 the AV (if the item is armor), or adding +3 to relevant skill checks (if the item is a tool).

Max: Maximum effective range (e.g., of a weapon or vehicle).

Master: A rating of 8 in a skill. Characters who have a skill level of 8 are "masters" where that skill is concerned. The character has excelled in his field, surpassing others of lesser dedication to become superior in quality, skill, or achievement. There is very little the character does not know about the area or topic covered by the skill.

Maximum effective range: the maximum distance at which a ranged weapon can reasonably hit a target at which it is aimed.

modifier: A variable or condition in the game that makes a task either more or less difficult. Modifiers may add a bonus, impose a penalty to a skill roll, or cause an increase or decrease in the Target Number of a skill roll.

MOV: Movement

movement: (Abbr. "MOV") a derived attribute indicating the number of meters a character can move in one turn.

non-player character: (abbr. "NPC") a fictional persona portrayed by the GM in an Adventure or story.

Novice: A rating of 1 in a skill. Characters who have a skill level of 1 are "novices" where that skill is concerned. The character is familiar with the field, having done moderate reading on the subject or watched the skill being performed by others, but has no actual hands-on experience of any significance. The character is new to the particular field or activity, essentially an apprentice or beginner (e.g., a hobby, a police academy recruit, a soldier in boot camp).

NPC: Non-player character

Phys. Adv.: Physical advantage

Phys. Disad: Physical disadvantage

PC: Player Character

player character: (abbr. "PC") a fictional persona portrayed by a player in a game.

player: A real person who plays/participates in a game.

power attribute: One of three Attributes within an Attribute Group; the Attribute governing strength, force, or general power (e.g., Strength in the Body group; Presence in the Mind group).

PRE: Presence.

Presence: (Abbr. "PRE") One of the six core attributes; the strength attribute in the Mind Attribute Group.

prone: Lying on the ground. An attacker who is prone has a -2 penalty to skill rolls for melee attacks (but not for ranged attacks). Skill rolls for melee attacks against a prone defender have a +1 bonus, and skill rolls for ranged attacks against a prone character have a -2 penalty.

Psy. Adv.: Psychological advantage

Psy. Disad: Psychological disadvantage

range modifier: (abbrev. "Rmod") a bonus usable only to offset or cancel negative modifiers due to range.

rate of fire: (abbrev. "RoF") the maximum number of rounds that may be fired from a weapon in a single turn. A fraction indicates the number of turns required to reload the weapon between shots (e.g., "1/3" means the weapon can be fired once every three turns). More than one number separated by a colon indicates the weapon is capable of multiple rates of fire (e.g., 3:20 indicates the weapon is capable of firing either 3 shots per turn or 20 shots per turn). In such cases, the player selects which rate of fire to use at the beginning of his character's action.

Ring of Fire: The event that brought Grantville from North America in 2000 to Germany in 1631.

REF: Reflexes.

Reflexes: (Abbr. "REF") One of the six core attributes; the aptitude attribute in the Body Attribute Group.

resistance attribute: One of three Attributes within an Attribute Group; the Attribute governing stamina, will, or general resistance to outside effect or influence (e.g., Health in the Body group; Willpower in the Mind group).

RMod: Range modifier.

RoF: Rate of fire.

ROF: Ring of Fire (see above)

Soc. Adv.: Social Advantage

Soc. Disad.: Social Disadvantage

session: game session

skill group: A general category of Skills; may be used as Skills in games using simplified rules.

skill roll: A method of determining success or failure at a task. A Skill Roll is made by adding the Skill Score plus the Governing Attribute score, plus the result of a dice roll (Attribute + Skill + 3d6), and comparing the total to a Target Number (TN). If the total of the Skill Roll equals or exceeds the TN, the task is successful.

skill score: A numeric rating, from 1 to 10, denoting a Character's overall level of competency, knowledge or proficiency in a given Skill. A character's Skill Score is added to the governing Attribute score and a random element to determine success or failure at a task (see Skill Roll).

skill: An area of training, expertise or education; a Character's skill score is added to the governing Attribute score plus 3d6 to determine success or failure at a task (Attribute + Skill + 3d6).

Specialist: A rating of 6 in a skill. Characters who have a skill level of 6 are "specialists" where that skill is concerned. The character has become highly trained or informed in his chosen field or skill to the point he practices his skills on a regular or daily basis.

staggered: Having subdual damage equal to current hit points. Staggered characters can only take partial actions. Characters are no longer staggered once their current hit points exceed their subdual damage.

STR Min: Strength Minimum.

STR: Strength

strength: (Abbr. "STR") one of the six primary attributes; the power attribute in the Body Attribute Group.

strength minimum: (Abbrev. "STR Min.") The minimum STR score required to wield a weapon effectively or to wear armor without penalty due to encumbrance.

stunned: Unable to perform an action. A stunned character can take no actions and does not receive the REF bonus to his DEF (i.e., has a base DEF of 10). In addition, a stunned character immediately drops anything he or she is holding.

subdual damage: Nonlethal damage typically resulting from an unarmed attack, an armed attack delivered with intent to subdue, a forced march, or a debilitating condition such as heat or starvation.

Supernatural: Beyond the unaided ability of a normal human being; A rating of 11 or higher in a skill or attribute. Characters who have a skill level of 11 or higher are of "legendary" ability.

target number: (Abbrev. "TN") the number used to determine success or failure with a Skill Roll.

TGH: Toughness

TN: Target number

toughness: (Abbr. "TGH") A derived attribute indicating the amount of stunning damage a character may ignore from an attack. A character is starting TGH = (STR + WIL)/2, rounding up.

Trained: A rating of 3 in a skill. Characters who have a skill level of 3 are "trained" where that skill is concerned. The character has a general, working understanding of that field, having received instruction from someone of Experienced level (a skill level of 5) or higher.

trait: A special talent, ability, or condition possessed by a Character. A Trait may be Innate or Developed, as well as an Advantage or Disadvantage. Traits are grouped into categories: Intellectual, Psychological, Physical, and Social.

turn: One phase during combat, lasting 3 seconds of "game time."

universal skill: A skill possessed by all characters, regardless of genre or setting. Characters receive universal skills at a level of +2 at no cost.

Up-timer: Anyone that is a native of the town of Grantville and came through the Ring of Fire from the year 2000 (see Down-timer).

Variant: An optional rule or game element that replaces another, existing rule or element. For example: a new task resolution method (e.g., using 2d10 instead of 3d6 to resolve Skill Rolls), or a modified skill list for a specific genre (replaces the "generic" skill list in the core rules).

villain: An antagonist, usually a major or important Non-player Character, portrayed by the GM in an Adventure or story.

weight: (Abbrev. "wt.") the weight of an item, listed in kilograms (kg).

WIL: Will.

Wild Card: Each up-timer character receives one "Wild Card" which may be spent to give the character a unique possession or profession or ability not normally found in Grantville.

Will: (Abbr. "WIL") One of the six core attributes; the resistance attribute in the Mind Attribute Group.

wt: Weight

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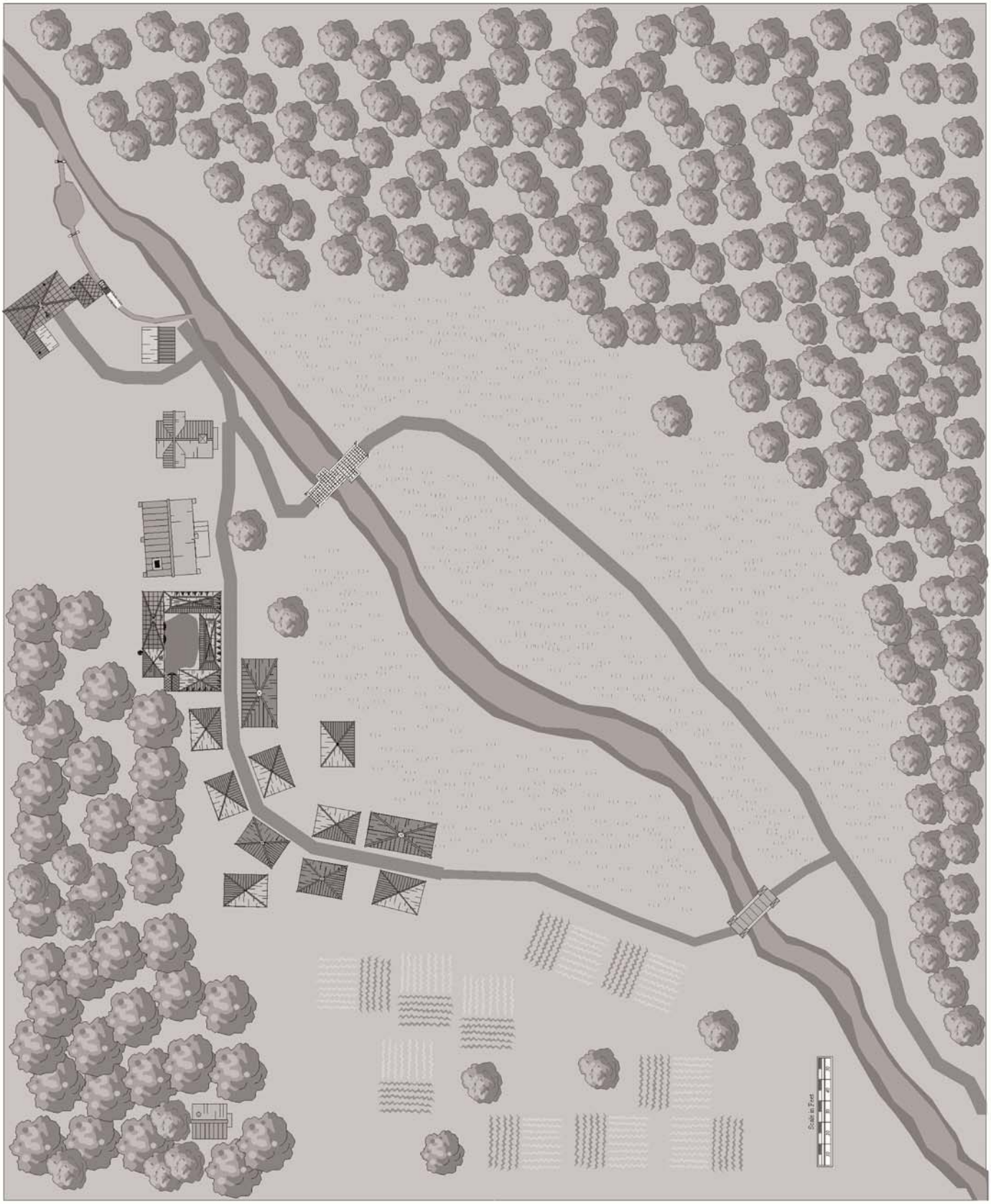
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