A dark dreams CREATION

Nova, the Universal Game Engine

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An elegant, flexible, exciting game system, designed to support a variety of settings and games and suit the GM's needs. Nova uses only one type of dice (D6) and one way of rolling them. It will be supported with a variety of supplements to expand its capabilities to many different genres of role-playing.

Contents

Attributes

Attributes are the general characteristics defining every being. They serve as a measure of its abilities, strengths and weaknesses. Because of this, they are divided into three categories. Physical attributes measure a character's physical capabilities like strength or dexterity. Mental attributes measure the character's intellectual abilities as well as his wit and will. Lastly, Social attributes measure the character's interaction with the environment and other people.

There are ten attributes in total: four physical, four Mental and two Social.

Physical

Conditioning: Conditioning depends on the character's physical strength and how well he can use it.

Litheness: Litheness measures a character's manual dexterity, agility and flexibility.

Vitality: Vitality represents the character's resistance to physical damage, as well as disease and poisons and generally anything that can directly harm the organism.

Reaction: Reaction shows the speed and reflexes a character possesses.

Mental

Intellect: A measure of the character's intelligence.

Insight: Insight is a lot more complicated an attribute than Intellect. It represents the character's knowledge about himself and bout the world. In short, it is what most people call wisdom.

Determination: Determination depends on the strength of the character's will, his desire to overcome all obstacles and emerge victorious from any situation, to stand against any opponent no matter the odds.

Presentiment: Presentiment shows the quality of the character's senses and also his perception and the amount of information he receives from the environment.

Social

Comeliness: A measure of the physical beauty of a character and the attraction he causes.

Influence: A measure of the character's ability to influence and persuade others through talking. It shows well someone communicates with the environment and other people.

Every attribute has a rating consisting of one or more numbers. The more numbers the better, as the player rolls more dice. Also, the lower a number the greatest the chance of a die coming up as a success. Examples of attributes are *5*, *45*, *557* etc. When referring to the number of dice of an attribute (also called attribute dice), we mean the quantity of numbers (eg an attribute with a 44 rating has two dice).

That said, the human average is considered to be *5* for all attributes. In the case of humans, there is a limit of three dice in each of the physical attributes. A human can't be too strong or extremely dexterous.

Skills

Skills represent abilities of the character more specialised than attributes. Skills depend on knowledge and information attained by the character through studying and practicing.

Attribute generation

A starting character gets 17 "generation dice" to distribute among the 10 attributes. Each attribute must have at least one die and may have up to three. After all generation dice have been assigned to attributes, they are rolled to determine their rating.

Roll	Rating
1-2	6
3-4	5
5-6	4

Example: Michael devotes two generation dice to Vitality. He rolls them, scoring 2 and 6. This means that his Vitality will be 46.

GMs can vary the amount of starting generation dice to compensate for the difficulty of their game.

They are divided in two general categories:

- **Talents** are practical skills (like brawling and climbing) that mostly require practice rather than theory or studying.
- **Knowledges** depend on extensive studying and the learning of a theoretical background (like medicine or physics).

Skills have a rating of 1 to 4. This comes to play when the player attempts to make a skill check. A rating of 1 belongs to a novice, while at level 4 the character is considered to be a master in that field of expertise.

The main difference between talents and knowledges is that talents, being practical skills, can be used by all people, even by those that don't possess a rating in the skill (simply use rating 0 when making the skill check). Knowledges on the other hand, can not be use by someone who doesn't possess a rating of at least 1.

Some skills exist as specialisations of more generic skills. These skills are called subskills (eg genetics is a subskill of biology). Subskills may be purchased only if the character already possesses the main skill at rating 1 or better.

If a subskill is a talent and the main skill is a talent too, you may use the subskill even if you don't possess the main skill, but all rolls suffer a +2 penalty. If the main skill is a knowledge, you have to possess it in order to use the subskill, even if the subskill is a talent.

Basic Skills

It would be a futile task trying to assemble a list of all the skills that could be of use in every setting. This is left to the imagination of the GM. Below follows a list of important skills that are of use in most of the worlds. Knowledges are marked with a "+" after the skill. All other skills are talents. Subskills are marked with an arrow.

Academics (INF): The character is considered to be a skilled teacher and this talent measures his ability to pass his knowledge to his students. It is an essential skill for anyone interested in providing education.

Acting (INF): Using this talent, the character can mimic someone else. The result shows how good the mimicry is. This skill is very useful when trying to conceal your thoughts and wishes by pretending to be think something else.

Ambush (INT): Someone with this skill is able to plan and perform an ambush so as to surprise his enemies. Each success modifies by +1 the awareness check of the victim(s) along with any other modifier that may apply.

Archery (LIT): This combat skill enables the character to use bows and crossbows.

Armed combat (LIT): This skill governs combat with hand weapons of any kind, from daggers to swords to maces.

—> **disarm:** This subskill enables the character to perform disarming maneuvers with his hand weapons. A disarming maneuver is a contest between the disarming skill of the character and the weapon skill of the opponent and replaces a normal attack action (don't use the weapons' offense and defense ratings). If the character wins the contest, he causes

Determining skills

A starting character gets 20 "generation dice" to spend on skills. Up to four dice can be spent on a single skill. No dice may be spent on a subskill if you don't devote at least one die to the main skill. After all dice have been distributed, determine the skill's rating by following the simple rule below:

- The first die in a skill automatically gives rating 1.
- Extra dice (other than the first) are rolled and if they come up as 4-6 they increase the skill rating by one (to a maximum of 4 of course). Any other result means the die is wasted.

GMs may want to change this procedure by giving more or less skill dice to players or by letting the players choose skills that are related to their occupation with some bonuses.

the opponent to drop his weapon. An opponent may also be disarmed of a sidearm.

—> **ambidexterity+:** Enables the character to wield one weapon in each hand and use them to attack simultaneously in one action. Such a character may make two close combat attacks per action or one attack and one parry or two parries. Normally, a character has a +1 penalty with his good arm and a +3 penalty with his off-hand. However, he may use the rating of this subskill to attack or parry with both weapons without any penalty. In no case may this skill have a greater rating than the general armed combat skill.

Armor operation (CON): Enables the character to act freely when wearing combat armor. The skill rating decreases the encumbrance of the armor (to a minimum of zero). This skill is only used for normal armor; powered armor suits require the servomotors skill.

Art (INS)+: The character has studied the arts and knows various information about every possible subject. He can be an art critic and judge the artistic value of any piece of art he encounters.

Awareness (PRE): Measures the ability of the character to react quickly in a surprising, dangerous situation. It is especially used when a character faces a surprising attack or other dangerous situation, to determine his reaction.

Balance (LIT): A measure of the character's ability to retain his balance while performing difficult and unbalancing actions, such as acrobatics etc.

Brawling (LIT): This combat skill measures the ability of the character in unarmed physical combat, using only his fists and kicks. Base damage for an unarmed attack by a human is 6-kinetic (s). It is also used along with weapons which fir on the fist, like cesti, brassknuckles, gauntlets etc. Finally, brawling can be used for performing grappling maneuvers.

—> **martial arts+:** This subskill enhances the power for strikes accomplished by the character using this skill in unarmed combat. Base damage is 4-kinetic (s).

—> **wrestling+:** This subskill governs grappling attacks. Although such attacks can be made through the brawling skill, by using this specialised skill you get to use its rating as extra dice (at +1 cumulative) when making the CON contest to determines if your opponent breaks free of your hold.

—> **deadly+:** The character is assumed to know where to strike his opponent to cause permanent, crippling injuries. Base damage is 6-kinetic (this kind of attack causes Constitution loss).

—> **subdue+:** The purpose of such attacks is to subdue and incapacitate, rather than kill the opponent. Damage is 66-kinetic (s) and is accomplished by strikes at neuralgic, sensitive spots which stun the victim.

Bribe (INF): The skill doesn't actually govern the attempt to bribe someone; such a situation is resolved through role-playing. rather, it gives the character attempting the bribe useful information, like if the target can be bribed at all or what does he want in return.

Calm (INF): The character attempts to calm and soothe someone hostile or in a bad psychological condition. A success indicates that the character manages to imbue the person with a sense of safety and comfort.

Charm (COM): The ancient art of flirting and charming persons of the opposite sex (or, occasionally, of the same).

⇒ **seduce:** Seduction can become a terrible tool of control in the hands of those who know how to use it.

Climb (LIT or CON): This skill is usable in a lot of situations. It can be used to scale walls, climb rocks etc. The GM decides whether the situation calls for a conditioning check (where raw physical strength is all that counts) or a litheness one (where agility gives the best advantage).

Disguise (INT): The character can disguise himself so as to fool onlookers and conceal his identity. Someone who knows the character must score more successes on a sight roll to recognise him.

Dodge (LIT): This basic combat skill is used to avoid blows and missiles.

Empathy (INS): Empathy is a special sense that reveals general informa-

tion about a person the character meets. The character can sense the general nature of the person (except if he's concealing it too well) as well as his personality and some information about his motives.

Endurance (VIT): Endurance is most often used passively. After a difficult and exerting task, like climbing a tall wall or running up the stairs to the 20th floor, the GM might ask for an endurance check to avoid the loss of a stamina point. This skill can also be used when a character is running or sprinting. If he succeeds in an endurance check and decides to spend a stamina point, he can keep on and cover an additional distance before he has any fear of exhaustion (however, for each endurance check beyond the first the check suffers a +1 penalty). Lastly, the skill can be used to perform feats of extraordinary endurance, ignoring the fall to zero stamina or constitution. If you drop to zero stamina and succeed in an endurance check at +2 you don't lose consciousness but can keep on acting until you lose another stamina point (at which point you automatically pass out). A person dropping to zero constitution points is at more serious trouble: he needs to make the check at +4 penalty.

Etiquette (INF)+: The character using this skill knows how to socially interact in the appropriate way in a variety of situations. He is able both to address a senator and talk to a scavengers' leader with the proper manner.

Fast talk (INT): Fast talk is an attempt to fool someone by talking quickly, using well-placed lies the target is prone to believe at least briefly because he hasn't got the time to check it out. For example, the character can manage to convince a guard to let him in a restricted area by telling him he's a technician who came to repair a malfunctioning system. The effects are brief at best, the guard will surely check out the character's story when he gets the chance to think the situation out.

First aid (LIT): First aid is the basic medical knowledge applied to wounded persons, such as stopping blood and taking care of wounds. Successful use restores one stamina point per success (one use per 24 hours). Also, the skill can be used to bring to zero constitution a character that is at –1 or –2 points, but this task requires a check at +2 and must be accomplished within three minutes of the lethal injury.

Flying vehicles/ground vehicles/ride (LIT)+: These skills are used to control vehicles of some sort, either ground ones, aerial vehicles or horses and the like.

Gunnery (INT)+: Gunnery enables the character to operate cybernetic artillery and missiles using radar or other targeting or automated fire control systems. Such systems include self-propelled howitzers, tank guns, anti-aircraft systems, field artillery and the missiles carried by flying vehicles. Gunnery is not subject to ranged combat modifiers, like darkness or aimed fire.

Heavy weapons (LIT): Provides knowledge of the operation of heavy and support portable weapons, like heavy machine guns, mortars or rocket launchers. It is used to attack with these weapons.

Hide (PRE): The character can hide provided there is enough cover, shadows, low light etc. To notice the hiding character, someone must score more successes on a sight check.

Interrogation (INT): This skill enables you to thoroughly interrogate someone, draining every bit of information from him. It isn't going to help you much against people who are resolved not to tell you anything, but it's very useful to discover contradictions and faults in someone's testimony, thereby closing on the truth.

Intimidate (INF): This skill is used to make someone fear the character and therefore persuade him not to oppose him.

Investigation (PRE): The character is able to search for clues, use resources to track someone down, make connections between persons and events in crime cases, resolve disappearances, conspiracies etc.

Law (INT)+: Provides extensive knowledge on the local laws, the base upon which they've been created and the judicial system.

Listen (PRE): This skill is used for de-

tecting noises and other sounds and measures the hearing ability of the character.

Literature (INS)+: Possession of this skill enables the character to perform studies and analysis of texts and even write his own works with enough talent to meet some acceptable standards.

Longarms (LIT): Used to attack with firearms large enough to require both hands to hold them.

—> **sniper+:** The character has received extensive training which enables him to achieve well-placed, long-distance shots if he takes time aiming. The longarms skill is still used for the attack, but range penalties are decreased by the sniper rating.

Mathematics (INT)+: Mathematics are a basic knowledge for everyone. Individuals more interested in them can pursue more specialised knowledge, in the form of the three subskills: algebra, geometry and statistics. If the appropriate subskill is not owned, any attempt to solve a mathematical problem suffers a +1 penalty. Statistics is a very useful subskill for conducting researches on the population.

Meditation (DET): A character with this skill is able to reach deep levels of meditation. He is able to substitute sleep with meditation, requiring only four hours per day of meditation to rest completely. Also, meditation clears the mind and refreshes the thought patterns. If the character is able to meditate for one hour before the use of any intellect or insight-based skill, he gains a –1 bonus to only one of the t#s (the player chooses which t# will be modified).

Military tactics (INT)+: The knowledge of positioning combat units in the proper way and issuing orders that will utilise their potential to the maximum. A good plan properly executed can win the day against a much larger force.

—> **guerilla tactics+:** This specialised subskill has to do with guerilla war, in urban or other environments.

Navigation (PRE): This skill is used by someone to find his way through uncharted or confusing terrain.

—> **astrogation (INT)+:** Astrogation is used to determine one's exact location in space and navigate the vacuum towards his destination. It's an essential skill for any spacefarer, since the emptiness of space makes it very easy for someone to get lost and drift aimlessly.

Negotiation (INF): The character is an expert in the art of negotiation and can use several smart tactics in order to have the upper hand during the procedure.

Orate (INF): Used to talk in front of a crowd with the purpose of persuading it to follow an action or make a decision. Orate can also be used along with leadership to inspire a crowd and attain control of it.

Persuade (INF): The character uses this skill during his attempts to convince someone about his opinion.

Pathology (INT)+: Pathology is the basis of medicine. Its knowledge enables the character to efficiently diagnose and treat a disease, although in many cases a treatment also requires knowledge of surgery.

—> **forensics+:** Forensic pathology enables a character to gather useful information from examination of a corpse, such as the time and cause of death.

Play instrument (LIT)+: The ability to play a musical instrument (a different skill must be developed for each kind of instrument) with any hope of success.

Politics (INT): This skill can provide useful information about the political background and help the character organise his political movements while countering the machinations of his opponents.

Psychology (INS)+: Psychology studies the human mind and the way it works. It can aid the user in understanding the way of thinking of other people in an attempt to help them, surpass their problems and inner conflicts or to take advantage of them (a not so noble use of the science, but yes, it can be done).

—> **psychiatry+:** Psychiatry deals with the study and treatment of mental illness. It can be used to treat disorders ranging from simple cases of depression and catatonia to schizophrenia, paranoia, delusions or the multiple personalities disorder.

Science, specific (INT)+: A separate skill must be developed for each science, like physics, chemistry, geol-

ogy, meteorology, astronomy etc.

Search (PRE): Used to search a place for a hidden item. This skill can also reveal a hidden character if the successes scored are over the character's hide successes.

Security (INT)+: A character with this skill can evaluate the security measures of a certain area, discover its weaknesses and ways to exploit them or make suggestions on improving security. It can also be used to pick locks or disable traps, both electronic and mechanical ones, provided one has the proper instruments and time available.

Servomotors (LIT)+: Servomotors resembles the Armor operation skill, but is applied to armored suits with internal power sources and servos.

Sidearms (LIT): This skill is used to attack with firearms of small size that can be wielded with one hand.

—> **double shot+:** This subskill can be used to fire two shots in rapid succession instead of the general sidearms skill. The shots are fired in the same action and must be directed at the same target, except if the double shot rating is 3+ in which case two targets within a 15 degree arc may be selected. The second shot suffers a +1 penalty. Both shots must be simple ones; the character can't use bursts or autofire. This subskill can't have a rating greater than the sidearms rating.

—> **ambidexterity+:** As in armed combat, the ambidexterity of sidearms enables the character to wield one sidearm in each hand without a severe penalty. The character can perform two attacks per action, bursts however suffer a +1 penalty and autofire is impossible. This subskill can't have a greater rating than the general skill.

Sight (PRE): As listen, this skill measures the quality of someone's vision and his ability to perceive things.

Sleight of hand (LIT): This skill is used to perform deft maneuvers, like picking pockets etc.

Social manipulation (INF): This skill is a must if you want to climb up the social ladder. You are able to manipulate people you know, make allies out of enemies, improve your position and status etc. It tells you who are with you and who against you, when to make your move and when to back down, who you should oppose and who you shouldn't and other useful information.

Stalk (LIT): Usable when a character wants to move silently and without being seen. The later can only be achieved if there is sufficient cover, darkness etc. Someone must score more successes in his sight or listen check to see or hear the character.

Surgery (INT)+: This skill enables a character to perform surgical operations to treat diseases like cancer or injuries. It is the only skill that can help a character who is at –1 or –2 Constitution points.

Survival (INT): The character is able to survive in hostile environments without much equipment or provisions. He can gather food, find water and satisfy his basic needs, albeit in a primitive way.

Swim (CON): No need of an explanation.

System operations (INT)+: This skill provides familiarity with the interface of mechanical and electronic devices. The character can easily use at maximum efficiency devices ranging from VCRs to radars. He can also try to figure out how an unknown device works.

Tailing (PRE): This skill is used to follow a person without being seen. The person being followed needs to score more successes on his awareness check to be able to sense that he's being followed. Special situations like large crowds might award a bonus or penalty to the tailing check.

Throwing (LIT): This skill is used to throw an object at a target. This object can be a weapon, such as a dagger, a spear or grenade, anything but a propelled missile (bows and crossbows). The range of a hand-sized object is CON dice x10/CON dice x 30/+3.

Secondary characteristics

Constitution

Constitution is a general measure of the character's health and of the well-being of his organism. As the character receives wounds, Constitution decreases and he is rendered unconscious when it drops to zero.

Death results when Constitution reaches negative numbers.

As a character gets wounded, it becomes more difficult to operate efficiently. Dropping to half Constitution inflicts a +1 penalty to all actions attempted by the character. The loss of each point beyond that inflicts an additional +1 penalty.

A character's Constitution is equal to one plus the number of Vitality dice.

Stamina

Stamina represents endurance and resistance against pain and shock. It is very similar to Constitution but concerns superficial injuries a character may receive. There are some forms of attack that cause only Constitution damage. Also, for every Constitution point lost, the character suffers one Stamina point loss too.

When Stamina drops to zero, unconsciousness results. All subsequent Stamina damage comes off from Constitution. If a character drops to half Stamina points, he suffers a +1 penalty to all actions.

Stamina is equal to one plus the number of Vitality dice plus the Determination dice of the character.

Defense

Defense shows every character's innate reflexes and his ability to avoid incoming attacks. A character's Defense rating is equal to one plus one for every three Litheness dice (eg 2 for 3 Litheness dice, 3 for 6 Litheness dice etc). This rating comes into play when the character faces an attack (close combat or ranged).

Personality traits

A character is more than a bunch of numbers, statistics and equipment catalogs: he is a real life person. And as all real life persons, he has a unique personality. So, an important part in character creation is the establishment of a strong personality concept. This is done for mainly two reasons:

- To role-play a character, his player needs to know how he reacts in every situation. This is naturally determined not only by the situation but also by the character's personality.
- The GM needs to know if a player role-plays his character well, so that he can reward him appropriately. It helps if he's aware of just how well a character keeps up with his personality.

In most RPGs personality isn't developed during character creation and even when this is done it takes the form of simple and vague notes. In **Nova** however, personality is governed by the Personality Traits, pairs of characteristics that are measures in a scale of 1-6. Now, some may say that personality can't be measured by numbers. I should be the first to agree, but these numbers are just role-playing aids to help you incorporate your character's personality in the best possible way. They also help the GM decide who role-plays his character well and who doesn't.

Let's examine the following example. Shortly after character creation and the beginning of the game, a character encounters a bully who cheats him in a game of dice. What is the character's reaction? The player must decide but it's his character's personality that will guide him in making that decision. If the character has a low value in Calm/Angry (which means he's a rather calm person), he might explain patiently and calmly to his opponent that he broke the game's rules or just let it go. If, on the other hand, he has a high value in the Calm/Angry trait he might start a fight.

Most RPGs view personality as something that need to be developed during the game from the decisions of the character. This is a rather interesting idea, but it's illogical at best. Characters aren't newborn babies developing their personality as they advance in their lives. They are people that have lived for some time and have already lived the experiences necessary for personality development. We can't treat a powerful knight or a spacecraft pilot as a youngster that now starts to develop his personality; these are grown men that have already got one. Of course, this doesn't mean that personality is a monolithic concept, not that once traits are set they never

change during the game. Personality traits can change to reflect a personality shift that all of us encounter sometimes in our lives. Such changes need to be role-played by the character and are relevant to the situations the character experiences. A character with high value in Calm/Angry won't wake up one day and say "oh great, I think I'll be Calm today". But if he has caused harm to someone because he's Angry and feels sorry for it, perhaps he could learn to control his Anger and lower the value of the trait. Just remember that personality shifts are never swift and usually take a lot of time and determination to be accomplished.

The following personality traits are determined during character creation, but the GM should feel free to add more if they feel the current ones are limited.

Calm/Angry
Cautious/Reckless
Conservative/Progressive
Curious/Stagnant
Deceitful/Honorable
Energetic/Passive
Lawful/Chaotic
Modest/Proud
Pragmatic/Stubborn
Selfish/Altruistic
Social/Private
Suspicious/Trusting
Vengeful/Forgiving
Warlike/Peaceful

These traits are measured on a scale of 1-6. 3 and 4 are the average which indicates the character's personality is a mix of the two characteristics consisting each pair. When the number goes down, the character is dominated by the left characteristic and the opposite happens if the number increases. The exact number also shows the strength of the personality trait. A 2 in Calm/Angry means the character remains Calm in most situations, while 1 indicates a monster of calmness that is never enraged.

The exact values of these traits are determined by the player. However, during character creation the player is obliged to choose at least two values of 2 (or 5). That ensures no player is going to play a bland character with values of 3 in all traits.

Dice rolling is an important part of the game because it determines the outcome of actions that can't be decided by the player or the GM, for example the successful use of a certain skill or the casting of a spell. Dice are not to be used for simple, everyday situations. Someone with the drive skill can certainly go for a drive across the town without having to roll dice. If he is hunted by armed opponents and he decided to perform a stunt in order to get away, this is an entirely different matter.

The dice used in **Nova** are always D6s. The most important thing in a roll are the target numbers (or t#s). These are special numbers most commonly derived from attributes or other ratings. During a roll, you get to roll as many dice as there are target numbers. The point is to score results equal to or greater than a target number. Each die succeeding is considered a success (the more successes the better for you). Each die can beat only one target number but you can arrange the results as you like so as to achieve the greatest possible number of successes. There are also two other important things to remember:

- A roll of 1 always fails, no matter what the t# is. Re-roll the dice and if it comes up as 1 again, you rolled a "bean" (see below).
- A roll of 6 may be re-rolled and the new result minus one is added to the previous one. A new 6 enables another re-roll and the new result minus two is added and so on (this enables you to beat t# greater than 6).

Example: Michael has to make a roll with t#s 456. This means he has to roll three dice. Rolling them, he scores 5, 2 and 6. He has therefore achieved two successes.

Usually one success is enough to succeed in whatever you're trying to do, but more successes mean better outcomes. There is always the chance of rolling more beans than successes. Such bad rolls are called critical failures and they end up with you suffering an ugly situation related to the roll (falling from the wall you tried to climb, jamming your gun etc).

Modifiers

Sometimes modifiers are used to adjust the t#s in order to represent some special situation. Two kinds of modifiers can be encountered during the game.

- **Normal or "flat" modifiers:** These are the ones most commonly used in the game. They apply to all t#s of a roll. For example, if the t#s are 46, they become 68 after the application of a +2 modifier.
- **Cumulative modifiers:** These are used in cases where extra dice are used in a roll, to provide target numbers for them. These t#s pick up after the last of the normal t#s and increase progressively. For example, if a roll with t#s 46 gains three extra dice with +1 cumulative modifier, it becomes 46789.

It becomes obvious that positive modifiers make a roll more difficult and so are considered to be penalties, while negative ones are bonuses.

If the GM is in short of more specific modifiers for a certain situation, he may use the following generic modifiers according to the difficulty he thinks the task presents.

Difficulty	Modifier
Very easy	-2
Easy	-1
Average	+0
Hard	+1
Very hard	+2
Extremely hard	+4
Nearly impossible	+6

Movement and other essentials

Movement is considered to take place each round (with every round being a 10-second period of time). Movement is something simple but also essential for every RPG. It is affected not only by the character's reflexes and quickness, but also by

the weight he is carrying and any garments or equipment which might be slowing him down.

There are four types of movement:

1. Normal (considered to be fast walking)
2. Running
3. Sprinting
4. Jumping

Normal: A human is able to walk 15 m per round (minus the encumbrance of the character multiplied by two, to a minimum of 6).

Running: A character can increase his movement rate up to a number of meters per round equal to his Reaction plus Conditioning dice (minus the encumbrance of the character, to a minimum of one) multiplied by 10 . This rate may be maintained for a number of minutes equal to the Vitality dice before the character is exhausted (a resting period of 10 minutes is usually enough to recover the lost strength).

Sprinting: A character can sprint to reach his maximum speed, thus increasing his movement rate to the sum of Reaction and Conditioning (minus the encumbrance of the character, to a minimum of one) multiplied by 18 in meters per round, for a number of rounds equal to his Vitality.

Jumping: A character can jump up to 1.5 m per Litheness and Conditioning dice (decreased by encumbrance as in running) in length. He can also jump 0.4 m per each of the same dice in height.

Encumbrance represents the difficulties faced by the character in his movement caused by heavy load or bulky garments and protective gear like armor. Encumbrance not only affects the character's movement rate, but also imposes a penalty on all rolls depending on physical activity that requires movement and flexibility (eg climbing, swimming, but no combat skills except dodge). It also affects his initiative roll (see below for more details). Encumbrance is increased by armor and also by excessive weight carrying.

A character can carry 10 kg for every die of Conditioning up to 3 and 20 kg for every die thereafter. Every 10 kg (or fraction) over this limit encumbers the character by one point.

A character can rise (for very short amounts of time) 40 kg per Conditioning die up to 3 and 70 kg for every die thereafter.

Decrepitude

It would be a great thing if people could retain their youth forever, but unfortunately every man ages and with the advancing of time his health and physical abilities begin to wane.

The effects of aging impose a penalty to the physical attributes of the character. In game terms, they increase the t#s of his physical attributes according to his age. The following table shows all such modifications. Take note that the penalties shown on the table are not cumulative, only the greatest applies. Also, in advanced age there are decreases in the number of attribute dice (the greatest t#s are the first to go). This decrease can't force an attribute to lose its last die.

Age	CON	LIT	VIT	REA
60	+1		+1	
65	+1	+1	+1	
70	+2	+1	+2	+1
75	+2	+2	+2	+1
80	+3	+2	+3	+2
85	+3 (-1D)	+3	+3 (-1D)	+2 (-1D)
90	+4 (-1D)	+3 (-1D)	+4 (-1D)	+3 (-1D)
95	+4 (-2D)	+4 (-1D)	+4 (-2D)	+3 (-2D)
100	+5 (-2D)	+4 (-1D)	+5 (-2D)	+4 (-2D)

When does someone die? The dangerous period begins at the age of 70. It is then that organic problems start multiplying at great rates and finally lead the body to its death. Starting from that age and once per 5 years someone has to succeed in a Vitality roll to stay alive.

Physical attributes may not be the only ones

affected by age. Intellect, Presentiment and Insight, as well as Comeliness can also be decreased, but these effects cannot be categorised and differ from individual to individual: the GM must decide when to apply such penalties.

Checks

Attribute checks

Attribute checks are made to test a character's attribute. When someone is trying to force open a door, he tests his Conditioning. When he tries to solve a riddle, he tests his Intellect.

During an attribute check, the player uses the attribute's ratings as the t#s of the roll.

Skill checks

Skill checks are made to test a certain skill of the character that is usable in a situation he's facing. When someone is trying to persuade the guard to let him past that gate, he tests his Persuade skill. When scaling a wall, the Climb skill comes into play.

Every skill is governed by an appropriate attribute. Persuade is governed by the character's Influence, while Climb by his Litheness. When making a skill check, the player uses the ratings of the governing attribute as the t#s of the roll, but also uses a number of extra dice with a cumulative +1 modifier equal to the skill's rating.

Contests

This kind of checks involves situations during which someone tries to do something against an opponent actively resisting. An example is trying to break off a locking hold while your opponent is bent on pinning you down. This would require both characters to roll a Conditioning check. The one with the most successes wins, while a tie indicates that the situation remains unchanged. Other attributes or skills may be used according to the situation. There is no need for both opponents checking the same skill or attribute. For example, when trying to dodge a blow, you must beat your opponent's attack skill with your dodge skill.

The final successes of a contest are determined by the difference between the successes of the two opponents. So, even if your opponent can't beat you, he can still diminish your efforts by decreasing your successes.

Complex checks

Some actions can't be decided by a simple, single check. These might include time-consuming procedures, like climbing on the top of an entire mountain or hacking into a secured computer network. These tasks require time and involve repeated attempts, successes and failures. They are handled by complex checks.

Before making a complex check, the GM should decide upon the number of successes needed for completing the task. These commonly range from 3 to 10. The number of successes is not determined by the task's difficult (this is represented by a modifier to the roll although the GM can rule that difficult tasks require more successes) but rather depends on the time required to complete the task (as estimated by the GM).

The player then begins to test the relevant attribute or skill. These rolls happen at time intervals: the GM could allow one roll every 10 minutes of game time or more. Successes from these rolls are accumulated and once the total reaches the designated number, the task is successfully completed.

Any failure on a check decreases the total by one success. A critical failure immediately cancels all successes and forces the player to start from the beginning in addition to any negative effects (falling off the mountain, alerting the network's administrator to your presence etc.).

Experience

One of the greatest things in roleplaying is watching your character develop. Character development comes through training and expertise and primarily affects attributes and skills. Instead of using experience points for character development, the player has a chance to improve his character when he exceeds his abilities. This is surely more realistic

than going through an adventure requiring puzzle solving and character interaction, only to spend your experience points at the end on combat skills.

Exceeding one's abilities is something mainly determined by the GM. It can happen when a player succeeds in a roll the entire adventure depends on or role-plays in such a fashion the GM feels he must award him.

In all other cases, a character is said to have exceeded his abilities, when a check he made and had a penalty of +2 or more (you only learn from challenging situations) not only succeeds, but could have succeeded even if the penalty was doubled.

Example: A Conditioning roll with t#s 345 and a +2 penalty is made and the results are 2, 5 and 9. This roll obviously is a success, but it would be a success even if the penalty was doubled (+4).

Even if a character gets a chance to improve the characteristic of his character, this doesn't mean that he'll manage to do it. He must make an experience roll for the improvement to happen and generally the roll gets more difficult if the attribute or skill in question is already highly advanced.

The experience roll differs from case to case:

For **attributes** the player must choose whether he wants to improve a t# or add a new die top the attribute.

If the player wants to improve a t#, he rolls a D6. In order to succeed, he needs to score equal to or lower than the t# reduced by one (to a minimum of one), eg a 6 becomes 5 for this roll. If he succeeds, the t# is decreased by one (to a minimum of 2). Note that you can't try to improve a t# that is better by 2+ than the other t#s. If the attribute rating is 46 for example, you must improve the 6 and not the 4.

If the player wants to add a new die to the attribute, he needs to make an attribute check with a +2 modifier. If the check **fails**, he adds a die to the attribute at +1 cumulative. If it succeeds, he doesn't get to add the new die. If any of the t#s of the attribute are 6+, you can't add a new die but must first seek to improve them.

For **skills,** the player needs to roll a number of dice equal to the skill rating. If all of these dice come up as 4 or greater, the rating is improved by one (to a maximum of 4).

It is also possible for the character to learn a new skill. If this is a knowledge, the character must be taught by someone (this can take quite a long time for complex skills). The tutor must have a rating of at least 2 in the skill. If the character succeeds in an Intellect check, he learns the new skill at rating one. The option of studying from textbooks is also open, but the Intellect check suffers a +2 penalty in this case. A talent is learned more easily. If a talent is used very efficiently or the character trains hard in its use, the GM might let the character gain a rating of one in it.

Limits in attribute development

Physical attributes still retain their 3-dice limit. Only through magic or advanced technology can a character exceed this limit.

A character's intelligence is largely determined by genetic factors. So, Intellect can be at best doubled in dice. For example, a character who starts with two dice in Intellect can develop it to four dice, but no further.

Comeliness dice can not be altered after the beginning of the game, unless the character undergoes plastic surgery or something like that. Only its t#s may be improved.

Combat is an important part of every RPG, even in the ones which don't promote it. According to the flavor the GM wants to give to his campaign, the game can be combat-oriented or based on role-playing and character interaction rather than fighting. However, in both cases there always comes a time where conflict is inescapable and then swords are unsheathed, guns are drawn or whatever.

A combat is organised in **rounds** or **turns**. Every round equals ten seconds of game time but may take much more time to be resolved. During the round every character takes his actions and when the last one finishes, the round ends. Next round picks up exactly where the last one left the action.

Initiative

Initiative determines the sequence of play in the combat round. It is a simple Reaction check rolled by every character on the beginning of the round. The one with the most successes goes first, all the others following in order of successes. Characters with equal successes are supposed to act simultaneously. A penalty equal to the encumbrance of the character is applied on every initiative roll.

The number of actions that can be taken during the round is also determined by the number of initiative successes (with a minimum of one action). An action is something simple which takes only a few seconds to perform (dodge a blow, fire a gun etc). Every action happens at one success lower than the last one, until zero is reached. For example, someone that has rolled three successes on the initiative roll will play one action at initiative 3, one at initiative 2 and finally one at initiative 1. Of course, there is always the option of saving actions and playing them later during the round (but actions can't be transferred to future rounds).

The obvious exception to this sequence of play are defensive actions, like parry and dodge. These happen when the character is under attack and not when it's his turn to play. However, if the character takes such an action, he sacrifices his next action in the round for his defense.

Surprise

Sometimes a character faces a sudden or stealthy attack that has a chance of striking before he can act. In these situations, the character must make a surprise check to see if he can act during the round.

The surprise roll is a skill check using the Awareness skill of the character. The difficulty of the check is decided by the GM based on the nature of the situation. With one success you roll normally initiative but can take only one action in the round (regardless of how many successes you rolled on your initiative). With two or more successes, you can act normally in the round (full action). But if you fail the roll, you can't take any action, even defensive ones. Surprised characters can't also use their Defense dice against incoming attacks.

Attack

The most important thing in attacking is hitting the target and this is resolved by the attack roll, which is a simple check of the appropriate weapon skill. Before rolling the skill, the target must declare if he takes any defensive action (parry or dodge). If he doesn't take any such action he still has his innate defensive abilities represented by his Defense rating. In both cases, he must be aware of the attack in order to use any defense.

- If the target takes no defensive actions, he rolls his Defense dice and notes the results. These are used as "blockers" for the attack dice. This means that any attack die coming up with the same result as one of the defense dice is cancelled.
- If the target takes a defensive action, the attack roll is turned into a contest where the attacker must beat the target's parry or dodge skill to successfully hit. Against ranged weapons, the dodge skill is used.

Against close combat attacks, the defender "parries" by rolling the skill of the weapon he's using to defend or his Brawling skill if he's unarmed. Remember that a character wastes his next action in the round if he takes a defensive action. So, he needs to have at least one action left to use a defensive action.

Damage

If an attack is successful, it has the potential to inflict damage. Damage comes in the form of Constitution and/or Stamina loss. To determine exactly how much damage an attack causes, a damage roll must be made. It is a simple roll using the damage rating of the weapon.

If the attacker has scored more than one successes on his attack roll, the damage rating is increased by one die (at +1 cumulative) per success above one (except for explosives).

The armor rating of the character is added to all damage t#s (unarmored targets use a rating of –2).

Every success on the damage roll causes the loss of one Constitution and/or Stamina point.

Armor

Armors are the main means of protection a character can utilise against direct body harm. They have three different protective ratings, one for each possible type of damage: ballistic, kinetic and energy.

- **Ballistic** damage comes from high-velocity projectiles, like the ones fired by most firearms.
- **Kinetic** damage is derived from low-velocity objects and mainly depends on the object's mass or edge. Most close combat weapons, but also bows and crossbows, fall in this category.
- **Energy** damage is immaterial, coming from various sources like laser beams, accelerated particles, radiation, fire etc.

When the character is hit by an attack, the appropriate armor rating is applied to all damage t#s. If the character wears no armor or if the armor offers no protection against that kind of attack, use the unarmored rating, which is –2 for humans (0 for hard objects).

Armors can be layered (wearing one over the other) but they don't provide cumulative protection. Only the best rating protects from damage. However, when an armor is worn over another, encumbrance is cumulative.

Weapons

The weapon profile is composed of some basic characteristics, common for every weapon, that describe its capabilities.

Ranged weapons

Range: Range consists of three ratings and shows the accuracy of the weapon at increased distance from the target. The first rating is the short range of the weapon, while is the second is the long range. Between these ranges the attack roll suffers a penalty equal to the third rating. Beyond long range, the penalty is doubled. When firing at point-blank (5 meters or below), you gain a –2 bonus.

Damage: The weapon's damage t#s.

Rate: The number of shots the weapon can fire in a single action and also in what mode, burst (B) or full auto (F). See the automatic weapons section for more details.

Recoil: The attack roll suffers a +1 penalty for every point Recoil is over the user's Conditioning dice.

Ammo: The amount of ammunition or energy in the weapon. After this is expended, the weapon requires reloading of some sort.

Type: The type of damage caused by the weapon: **B**allistic, **K**inetic or **E**nergy. **S** means the weapon only causes Stamina loss.

Close combat weapons

Offense: Shows the weapon's attack capabilities and is used as a modifier to the user's attack roll.

Defense: A modifier to the opponent's attack roll against the user (if the opponent is using a close combat

weapon to attack the user).
Damage: The weapon's damage t#s.
Might: For every die of Conditioning below Might, the attack roll suffers +1.
Type: As for ranged weapons, the type of damage caused by the weapon.

Automatic weapons

Many modern weapons are capable of automatic fire with a high cyclic rate of fire. These weapons can provide a serious advantage in the heat of combat if used correctly and can be discerned from other weapons by the fact that they have a Rate greater than 1.

Automatic weapons are divided in burst (B) and full auto (F) weapons. Burst weapons are only capable of automatic bursts, spread or aimed. Full auto weapons can also perform full autofire. The following options are left open for a character using an automatic weapon:
Spread burst: A burst of shots released in the general direction of the target to increase the chance of one hitting him. The attack roll gains a number of extra dice (at +1 cumulative) equal to the number of extra shots (all the shots minus the first).
Aimed burst: A burst directed at a target to increase the damage caused. The attack roll suffers a +1 modification per 3 extra shots or fraction thereof (eg 5 shots mean 4 extra shots, giving a +2 penalty) but damage gains extra dice (at +1 cumulative) equal to number of extra shorts.
Full auto: Automatic fire is spread among different targets across a line of fire. Each target may be hit by a single shot (roll separate attack rolls). Every attack roll beyond the first suffers a +1 increasing penalty (+1 for the second target, +2 for the third etc).
In any case, the rate of the weapon shows the maximum number of rounds it can unleash during a single action.

Explosives

Explosives are area-effect weapon that can affect multiple targets. This is shown by their **Blast** rating. For each Blast distance away from its center, the explosion suffers the loss of one damage t# (the highest t#s are the first to go). For example, an explosion with damage 446 and Blast 4 would cause damage 446 within 4 m, damage 44 at 5-8 m and damage 4 at 9-12 m. The damage of explosive weapons is not increased by multiple successes on the attack roll.

Another important factor to consider when using explosive weapons is their deviation when fired or thrown. Even if they don't hit their target directly they still land somewhere where they can cause harm. If the attack roll is failed, the weapon deviates 1-3 m (roll a die) per 10 m of distance of the user from the target. The direction of the deviation may be determined by rolling 2D6 and consulting the diagram.

	5-6	
10		11
3-4	**target**	7-8
9		12
	2	

Close combat weapons

Weapons used in close combat have two characteristics that other weapons do not possess and describe their offensive and defensive capabilities. These are used in close combat attacks. The Offense rating of the attacker's weapon and the Defense rating of the defender's weapon are used as modifiers for the attack roll.

Most close combat weapons rely on the character's strength to do damage. The damage of such weapons is increased by one die (at +1 cumulative) per Conditioning die beyond the first. This does not affect weapons that rely on other forms of damage (eg the electricity of a stun baton). It is also used in thrown daggers, stones, slings and other muscle-powered missile weapons. It applies on bows but not on crossbows.

Physical attacks

Manufactured weapons are not the only means of causing damage. Physical weapons can also be used (such as kicks and fists), albeit with not so great efficiency as the weapons invented by man. Animals also have some efficient natural weapons at their disposal, like teeth, horns

and claws. These can be as deadly as normal weapons.

Several types of physical attacks are described in the table above. These attacks have all the characteristics of close combat weapons. Their damage type is, of course, **K**inetic.

In addition to this, grapple/grasp also has some additional effects. If the grapple is successful, the target is immobilised. The grapple continues to do damage during every action of the attacker. The victim can't physically assault the attacker, except with a kick attack (treat as a fist attack) at +1 penalty. He can however try to break the hold during every action he has by forcing a Conditioning contest. If he wins the contest, he breaks the locking hold.

Attack	Offense	Defense	Damage
Fist	+0	+0	6 (s)
Claw	-1	+0	5
Bite	-1	+0	4
Horn/ tusk/ stinger	-2	+1	46
Ram/bash	+0	+0	6
Stomp/ trample	+0	+0	5
Grapple/ grasp	+0	+0	7 (s)
Pincer/ Beak	-1	+0	5

Combat modifiers

Close combat
Higher ground -1
Night +1
Complete darkness +3
Two weapons +1/+3

Ranged combat
Lowlight +1
Night +2
Complete darkness +3
Firing from moving vehicle +1
Target protected by 25/50/75% cover +1/+2/+3
Attacking from 50/75% cover +1/+2
Prone target +1
Firing prone +1
Large target (over 3 m) -1
Huge target (over 7 m) -2
Firing while running +1
Firing while sprinting +2
Two weapons +1/+3
Aiming (requires one action) -1

Sometimes it's not speeding bullets or giant-sized swords that threaten the characters, but just natural situations that can cost them their lives. People can get killed by being caught in a fire, drown in deep waters or by falls. Below are some of the most common situations that can cause harm or even kill.

Falling

Falls from great heights are a hazard often plaguing characters in role-playing games.

Damage starts at 45 for a 3 m fall. this increases by one die (at +1 cumulative) for every extra 3 m, up to a maximum of 100 m. All damage t#s also gain a –1 bonus for every 10 m of the fall, up to a maximum of –4. The GM can decrease the damage caused by falls on softer materials, like water or mud.

Damage from falls is of kinetic type. Armor doesn't protect efficiently against such high-velocity impacts. Decrease the kinetic rating of an armor by 2 for falls.

A character can hold his breath for a number of rounds equal to double his Vitality dice if he's not performing any action, half that if he engages in violent activity. After this amount of time, he suffers automatically one Stamina point per round. While holding his breath, a character operates with +1 penalty in every action.

inhaling smoke (in a flaming house for example) is equally dangerous to suffocation. Inhaling characters take damage 5 (stamina) every round; armor obviously doesn't protect against this damage (but filter masks may prevent it).

Fire

Fires are divided in five types according to their intensity. Every round someone spends in the vicinity of the fire, he takes heat damage (energy type). Furthermore, he has a chance of catching flame if he's carrying or wearing flammable materials.

Set aflame is the number that must be rolled equal or greater on a D6 for the character to catch fire. This number is modified if the character is wearing non-flammable armor by adding the greatest of the three armor ratings (not necessarily the energy one). If the character is set aflame, he'll suffer heat damage 4 on every round until the fire is extinguished. A "set aflame" roll must be made every round the character spends in the fire.

Armor (using the Energy rating) is considered to protect against fire damage during the first round only. It's useless in following rounds unless it has heat dispersion properties.

Type	Damage	Set aflame
Single flame	6	6
Small fire	5	6
medium fire	4	5
Small fire	45	4
Conflagration	456	3

Acid

Acids are divided like fire in categories according to their potency. Each acid has two damage ratings: one for a handful of acid being splashed on the character and one for complete immersion in the acid (which is damage per round).

Type	Splash	Immersion
Weak	6	5
Moderate	4	3
Strong	45	23
Very strong	23	334

Armor protects against acid using the greatest of its three ratings. However, in the case of complete immersion in acid, an armor protects efficiently only if it covers the entire body and head.

Radiation

The basic damage of radiation is 4-energy (stamina). This damage rating never changes, regardless of the in-

tensity of radiation. What changes is how often a damage roll is made. In extreme cases, a damage roll may be made once per second (that's ten rolls per round)! Radiation is very good at penetrating non-special armor, so an armor without special shielding from radiation will function at one less point of energy rating.

Radiation can also have nasty long-term results. Even if a character escapes immediate death, he needs to make a Vitality roll as soon as he's out of the immediate danger. This roll suffers a penalty equal to the Carcinogenesis rating of the radiation attack. A failed roll means that the character will develop leukemia or another form of cancer in 1-2 months and probably die unless some treatment is given to him.

Radiation situations vary from being close to a nuclear explosion (frequency once per five minutes, Carcinogenesis +3) to being in a radiated area (once per two hours, +1) to being unprotected near a leaking reactor core (once per round, +3).

Toxins

Toxins may have various effects or mechanisms but they all generally either kill or subdue the target. Each toxin has its own mode of application: ingested, injected, inhaled or contact. It also has an attribute called **Potency**, which describes its strength and how hard it is for the body to resist it.

When a toxin affects someone, he makes a Vitality check. The successes of this check are subtracted from the Potency of the toxin and this number is called **Toxicity**. Toxicity determines the exact effects the toxin will have on the target.

Toxins rarely act immediately in the organism. The **Onset Time** is another attribute that measures the period before the toxin will start a ffecting the character. The duration of the effects is usually determined by Toxicity.
Some general toxins follow:

Tear Gas
Mode: Contact with eyes
Onset Time: Immediate
Potency: 4
Causes a +1 penalty per Toxicity point to all actions. If the penalty is equal or greater than the victim's remaining Constitution points, all he thinks of is how to escape the gas. If he escapes in fresh air, the effects are halved in the next round and completely disappear in two rounds.

Nerve gas
Mode: inhaled
Onset Time: 30 sec
Potency: 5
Inflicts one point of damage (Constitution) per point of Toxicity. Damage is applied at the rate of one point per 30 sec.

Nerve toxin
Mode: Injected
Onset Time: 30 sec
Potency: 6
Nerve toxin is more concentrated and lethal than nerve gas, but it must be injected. As nerve gas, it causes one damage point per point of Toxicity, applied at the rate of one point every 30 sec.

Coagulin
Mode: Injected
Onset Time: One minute
Potency: 5
Causes the loss of Stamina points equal to its Toxicity at the rate of one per minute, as well as a penalty equal to Toxicity to any action for one hour per Toxicity point. If the Toxicity is equal to or greater than the victim's Vitality dice, he will surely die from thrombosis within half an hour unless he seeks immediate medical assistance.

Tranquiliser
Mode: Inhaled/Injected/Ingested
Onset Time: Imm./Imm./2 min
Potency 4/5/4
If the Toxicity is greater than the victim's Vitality dice, he loses consciousness for 30 min per point of Toxicity. If he manages to retain his senses, he suffers a +1 penalty per point of Toxicity to all actions and loses an equal number of Stamina points (but the tranquiliser can't cause Constitution loss even if there's no Stamina points left).

Paralysing agent
Mode Injected
Onset Time: 30 sec
Potency: 4
If the Toxicity is only one, then the victim only suffers a +2 penalty to all physical actions along with his movement rate being halved for the next ten minutes. A greater toxicity means that the victim is completely paralysed for 15 min per Toxicity point. If the Toxicity exceeds the number of Vitality dice by more than two, the toxin has also paralysed the respiratory muscles and the victim begins to suffocate.

Choking agent
Mode: Inhaled
Onset Time: 10 sec
Potency: 4
Such poisons induce asphyxiation for a number of rounds equal to their Toxicity x3.

Cardiotoxin
Mode: Injected
Onset Time: One min
Potency: 4-5
Inflicts a penalty equal to the Toxicity on all actions. The victim is knocked unconscious if the penalty is greater than his Vitality dice. A Toxicity of 3+ will eventually kill the character after 5-15 minutes unless an antidote or medical care is offered. Even if he avoids death, the character still loses a number of Stamina points equal to the Toxicity rating.

Disease

Disease is a sneaky and often lethal hazard, especially in a world lacking modern medicine. Although each disease has its own unique characteristics, they can be categorised and introduced into play by using six attributes:
Incubation period: For diseases caused by viruses or microbes, this is the period between contamination and the appearance of the first symptoms.
Duration: The amount of time needed for the disease to run its full course.
Contamination: When a person spends time in infected places or

Disease	Incubation	Duration	Contamination	Lethality	Effect	Term. effect
Rabies	2-16 weeks	1-2 weeks	7 (bitten by infected animal)	+4	+1	death
Flu	1-4 days	3-4 days	6	-3	+1	develops into pneumonia
Pneumonia	1-4 days	One week	4	+2	+2	death
Tetanus	5 days-3 weeks	3-4 days	3 (wounded by rusted object)	+4	+2	death
Cholera	1-3 days	1-2 weeks	3	+2	+2	death
Bubonic plague	2-5 days	1-2 weeks	5	+2	+2	death
Pneumonic plague	2-5 days	2-3 days	8	+4	+2	death
Tuberculosis	2-5 days	3-4 weeks	3	+2	+1	death
Typhus	7-14 days	10-15 days	2	+1	+1	death

around infected persons, he risks contamination. Contamination depends both on luck and the strength of the immune system. Roll a D6 and add the Vitality dice of the character. Subtract one if the character was near infected individuals (disregard this is the character takes precautions like wearing a mask). If the roll was a '1", roll another D6 and subtract it from the total. If the total is equal to or lower than the Contamination factor, the character contracts the disease. Some diseases have special methods of contamination (eg via blood, sexual contact etc), so a character is safe until he's exposed to that factor.

Lethality: When the disease's course is over, a Vitality check using this modifier must be made to avoid the disease's terminal effect. This check may be modified or even ignored if the sick character follows the proper treatment.

Effect: A sick character receives this penalty on all actions attempted.

Terminal effect: The disease's final effect, usually death.

Note that someone pulling through a viral or microbe-caused disease usually develops antigens protecting him from subsequent infections. There are however some notable exceptions (the flu, tetanus and other).

The side table lists some known diseases that may serve as guidelines for the GM if he wants to develop his own.

Healing

Stamina points, which represent superficial injuries and shock, are restored pretty quickly, at the rate of one per half an hour of resting (one per hour if the character doesn't rest).

Constitution points are regained at the rate of one per three days of rest (one per week if the character doesn't spend the whole day resting).

this is the natural healing rate; medical assistance, drugs or even magic may modify the restoration of Stamina and Constitution points.

Nova may seem very complicated and mind-boggling to some people. The greatest difficulty comes from having to calculate all these t#s after penalties and bonuses and compare them to the dice. This can seem slow and inelegant to some people.

But don't despair! With minor modifications to the rules, you can have a system that is more simple and fast, albeit at the loss of some realism. This is **Nova Lite.**

There are no target numbers but one!

This is the idea behind **Nova Lite.** There is only one target number for each roll! And apart from the target number, the only other thing which interests you is how many dice are to be rolled.

In **Nova,** an attribute may have a rating like 445, 456, 444, 466 etc... In **Nova Lite,** these attributes are all translated to one: 4x3. The first number is the target number, the second is the number of dice. That simple!

When making a roll, you use the t# (plus any modifiers) for the first die and all the extra dice are at +1 cumulative. In this way, all extra dice in the game are always at +1 cumulative (that's another distinct advantage: you're not forced to repeat extra dice at +1 cumulative for ever!). When we say 4x3 in **Nova Lite,** it's like saying 456 in **Nova.** Options and variety are decreased and rolls become a little more difficult for any character, but speed is improved dramatically.

All other rules remain more or less as they are. Extra dice added to a roll are always at +1 cumulative. When converting attributes and other ratings from **Nova,** always use the lowest t# as the t# of the new rating and sum up the attribute dice as the multiplier (x2, x3, x4 etc).

Whichever system you plan to use, ***have fun.***