Twilight

Demo Version

The Rapid Tactical Role-Playing Game

By Benjamin D. Richards

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Preamble

This is a demo of my Twilight system. For now, I have not included the magic rules, nor the advanced racial skills, just the meat of the system. Everything else is just sweet, sweet marinade. I know certain aspects of the system are poor. Bear with me, I hope the good parts outweigh the bad.

The document was composed in Microsoft Word, so the html is unwieldy, and the tables are skewed. I hope you can read it OK. If anyone wants to drop me a line about it, please do so. I'm hosting this on my www.keenspace.com account, which I shouldn't because it's technically only for things like my webcomic, but I'll look into getting another page shortly. Anyone know a good place? Maybe a forum?

Introduction

What is Twilight?

That's a good question. Twilight is a role-playing game designed to be quick and fun to play, yet offer incredible depth at every level of play from character creation to a trip to the market to a raging battle. Have you ever played a game where you are limited by character classes? The Twilight system allows you to make anyone or anything you can imagine, right off the bat. Have you ever swung a longsword, barely nicked your foe, yet done maximum damage? The Twilight combat system makes sense – you even fight badly when wounded. Have you ever wondered whether that new spell your character researched is particularly overpowered? The Twilight power system breaks magic down into components that can create any spell, game balance guaranteed. *(Sadly, it's unavailable in the demo version.)*

And all you need to play is a handful of six-sided dice (the d6). Once you get the hang of it, you won't even need the rulebook – the system doesn't use many tables, and the core mechanic is very simple.

And finally, there's a conversion guide that allows you to convert to or from D&D (3rd edition). Don't worry, it's very quick – most of the point totals don't even have to be changed.

So come on – into the Twilight.

Chapters by Contents

Chapter 1 – Game Concepts
This chapter describes the concepts used to run the game, and what numbers you need to know.
Chapter 2 – Character Creation
This chapter describes creating a character and advancing him or her through experience.
Chapter 3 – Skills
This chapter describes all the skills used in Twilight, including racial skills. These are what give characters, monsters and equipment their distinctive abilities.
Chapter 4 – Damage, Equipment and Miscellany
This chapter describes other rules needed in the running of the game.
Chapter 5 – Training

This chapter is an exercise designed to bring you up to speed on the subtleties of Twilight. You should run through it, preferably with a friend, to get a hang of how combat really works, after reading through the book but before trying to do anything with it.

Chapter 6 – Conversions

This chapter describes a method for converting between the Twilight and d20 game systems.

Appendix 1 – Skill Summaries

This appendix provides one-line summaries of all the skill components, and is probably the page you want in front of you while playing.

Conventions

This document was written to be simple to understand. You won't be called upon to appoint, say, a Twilight Master or refer to your characters as Representations or something strange like that. No, we've got three terms we use: **player** (you), **character** (your fictional character), and **group** (the people who get together to game under Twilight). A group is often called upon to make decisions about how the game works. If (as is often the case in role-playing games) one player wishes to run the other players through a story (having no character of his or her own, but defining the world and non-player characters of that world for the other players), that player may get to make all these decisions, but the official term is group.

And dice are always six-sided.

Chapter 1
Game Concepts

It's probably best that you come right to grips with the way the game works. Obviously, you roll dice to determine your success at an action – but precisely how? And what variables do you use? And why does the game designer keep mentioning time management?

Stats, Attributes, Skills and Bonuses

Everything you do is governed by a set of numbers.

The most important numbers are the Stats; these describe your character's **Body**, **Mind** and **Spirit**, dictate your levels of endurance, and limit your attributes. Attributes are more detailed analyses of your raw potential; they are attached to specific stats. Your Body has the attributes of **Strength**, **Agility** and **Appearance**. Your Mind has the attributes of **Dedication**, **Intellect** and **Presence**. Your Spirit has the attributes of **Power**, **Channeling** and **Fate**. Finally, you fill in the tiny details about specific skills, called, oddly enough, Skills. Your skills are attached to specific attributes, but there are too many to list here; check the Skills chapter, it'll fill you right in.

When you undertake an action, you add your skill to the relevant attribute. You may also add a certain bonus, normally provided by equipment, but there are other sources and you can have several bonuses at once. The total you achieve is very important; you'll see why in a moment.

Core Mechanic

Time management is the key to understanding the Twilight mechanic. There is one unit of time, referred to as the **increment** (i). You have 5i to draw upon. Whenever you declare an action, you spend a certain number of increments on it, which reduces your available increments until the designated amount of time has passed, at which point your action occurs (occurrence is sometimes called 'resolving').

Note that you can perform up to 5 actions at once in this way. However, each of them can only be 1i long; you can never be using more than 5i at once. However, you can take 4i to do one action, and while that's going on do 4 1i actions one after the other, because your total allocation is never greater than 5i.

All characters use the same time index; that is, when 1i is used up, everyone moves ahead 1i. If once character takes a 5i action, any other character can take 5 1i actions in that time. Adjudicate simultaneous resolutions last-in, first-out.

When your action resolves, find the total of attribute, skill and bonuses that you calculated above, and roll that number of d6s. Count the number of dice that rolled equal to or below the number of increments you spent on this action. These are called **successes**. If half or more of your dice rolled successes, you roll the initial number of dice again, except this time the increment counts as one lower (from 5 to 4, and so forth until you hit 1, at which point it no longer decreases; you can keep rolling if you beat the odds). This takes no extra time. Once you roll less than half successes, add up all the successes you've rolled; this is your **result**.

That's it! That's all you really need to know to play. There are a few sophistications to get out of the way, but that's the most complicated bit.

Special Actions

There are a few things that aren't rolled like this. For example, you don't need to roll to walk or run (although you would if you were on a tightrope). And you don't have to be specifically looking around to notice an enemy creeping up on you. These are called, respectively, **steady actions** and **auto actions**.

Steady actions are actions that you can perform easily at any time with predictable results. This includes walking or drawing a sword. When a steady action is important, the result is equal to the number of increments times the number of dice you'd roll. If you want to find the increment required instead, just divide the result you want by the dice you would roll, rounded up. For example, if you want to draw a sword that takes a steady result of 5 to draw (it will say in the weapon description), and you have 2 dice to roll (say because you have no skill and only 2 Agility), you need 5/2 = 2.5i, which rounds up to 3i.

You can perform a steady action with a skill that you'd normally roll for (one that doesn't allow you to use steady actions). This can be any skill, but you use only one-half of the result, and you don't get any extra batches of dice like you would if you'd rolled. It's useful for tasks that challenge some people,

but you're too skilled to fail at (such as a tightrope walker walking across a beam, or a religious leader commanding her followers not to sin).

Auto actions are actions that you can perform without impeding your ability to perform any other action. This includes keeping aware of your surroundings and resisting toxins. When you make an auto action, roll the required number of dice, but you always roll as though you'd spent 5i on the action. Auto actions are usually called for when you're reacting to something else; you can't do an auto action whenever you feel like it.

Penalties

You don't always roll at peak efficiency. When you're wounded, exhausted, or when you're using a heavy piece of equipment, you suffer penalties. One **penalty** reduces your effective increments by 1 (if you spent 5i and have 1 penalty, you have to roll 4 or below to score a success). *Your increments can be reduced below 1 in this way!* If this is so, then you cannot perform the action at all. Also note that if you have 5 penalties from wounds, you fall unconscious; see the Combat chapter.

If you wish, your group may instead rule that for every penalty that reduces your increments below 1, you instead halve the number of dice you would normally roll. This is optional.

Fast Actions

If your character becomes powerful enough, he or she may become capable of performing extremely effective actions with just 1i, and begin to wonder about acting faster. Which is entirely possible. You can take actions that are smaller than 1i (but not fractions larger than 1). To take ½i, you simply roll half as many dice (rounded down). To take even smaller actions, divide both increments and dice by 2. For example, if you wanted to take a ¼ increment action and you rolled 27 dice normally, you would roll 6 dice (and for every 1 that came up, you would score a success).

However, you still suffer all forms of penalty. If you have a penalty from wounds, your target is zero and you cannot succeed at all unless you spend Fate points (see below) or are using the optional rule for acting under penalties (above). If you are using a weapon, its weight penalty is still the same (see Weapon Group skills, below). A fast action is only for powerful and experienced characters.

Fate

The Fate attribute of the Spirit stat is very important, because it allows you to perform heroic feats that you couldn't ordinarily hope to succeed at. Your Fate attribute is actually a pool of points; you can spend one point to increase the number you have to roll under on a particular action, to remove one point of non-lethal damage penalty, or to increase any skill by 1 point for one action. You can only increase the target number on the dice once per action, but you may use the others as often as you have Fate points to spend. You recover spent Fate points after 24 hours.

For example, you could spend 1 Fate point when taking a 3i action, and you'd count successes on any dice that rolled 4 or lower. You could recover from a brutal beating to show your attackers what it's really about. Or you could spend 3 Fate points to increase your Workings skill from 0 to 3, and successfully pick a lock – probably by blind luck.

Fate is a mechanic to represent destiny at work. Sometimes a character really needs to succeed at something, or their enemies will win, but when it's almost impossible you can rely on Fate to get by.

Chapter 2
Character Creation

Alright, you should have an idea of how the system works. Now you'll want a character to test it out, right? Well, that's easy. Just follow the quick five-step process: concept, stats, attributes, skills and equipment. The numbers presented here are considered to be an average beginning character with no particularly amazing abilities – they may be able to do amazing things, but they'll be comparatively worse at others, so it all balances out.

Concept

First, figure out what you want your character to do, to know, to be. Start small, but aim high. You won't have the ability to explode mountains with a gesture at the beginning, but if you design a character that can demolish molehills you'll find it slowly scales up. Some standard archetypes include the burly warrior, the scholarly mage, or the sneaky thief; these all have their obvious uses, but sometimes it's fun to mix things up a little bit or do something completely weird, like a cutpurse who discovers she can walk through walls or a courtier who relies on his appearance to get through sticky situations.

Depending on how you intend to play, you may want to develop a deep background story, which may aid you in developing further aspects of your character; a member of a tribe that lives on the top of a sea cliff might have several ranks of Athletics to reflect their experience with swimming and climbing. You'll also want to decide on gender, physical appearance, and a personality. If there are several races in the setting you're using, pick which one you'll be; this will definitely influence your choice of skills later on.

Stats

All three stats (Body, Mind, Spirit) start off at 1. You have an extra 3 points to spend on increasing stats.

Your Body determines how much physical damage you can sustain, and governs your physical skills like fighting or athletics. It's the most important stat for warriors and is very important for stealth-oriented characters.

Your Mind determines how resilient you are to influence, fear and coercion. It governs your mental skills like leadership or scholarly learning. It's very important for socially-oriented characters who never have to throw a punch.

Your Spirit determines how much magical energy you can summon before becoming exhausted, and governs your mystical skills. It's the most important stat for spellcasters, but anyone who wants to perform the occasional awe-inspiring heroic feat should consider getting a little Spirit.

Attributes

Here's the tricky bit. Attributes aren't actually numbers, but fractions that multiply their attendant stat to a smaller number. All attributes are measured in fifths; you have 20 fifths to spend. You have to put at least 1/5th into every attribute except Power, Channeling and Fate, which you can leave at zero. You cannot put more than five fifths into one attribute (you should always have at least one full-power attribute in an area that benefits you, like Agility for a warrior or Channeling for a mage).

Once you've decided on the fractions, write them down on your character record sheet – they won't change, but the stats will and thus the resultant 'practical attribute'. The practical attribute is the number resulting from multiplying the attribute and the stat together, rounded down (to a minimum of 1, unless the attribute is a Spirit attribute in which case it can round to 0). When the rules refer to an attribute outside this section, they are talking about the practical attribute. If a stat changes, for any reason, the practical attribute immediately changes too; this is the only way to modify a practical attribute.

The Body attributes are Strength, Agility and Appearance. The Mind attributes are Dedication, Intellect and Presence. The Spirit attributes are Power, Channeling and Fate. While the core stat itself reflects endurance, the first attribute reflects the force of the stat you can bring to bear; the second indicates how flexible the stat is; and the third describes how the stat influences you.

Strength determines how well you can hit someone, how much you can lift, and how fast you can move in adverse conditions. It's important to warriors because they can deal more damage, carry more steel equipment, and avoid attacks.

Agility determines how well you can dodge, how high you can jump, and how good you are with your hands. It's important to warriors because they can use blades with more skill, avoid attacks without moving, and aim ranged weapons more effectively. Other careers also value Agility because of its defensive capabilities, and the fact that it makes you better with a knife.

Appearance determines how striking you look, your ability to do things that look cool, and your initial reactions with people. It's important to warriors because they can manipulate their enemies with dramatic maneuvers, and it's important to anyone else who wants to be noticed.

Dedication determines how alert you are, how much you have learned over your life, and the strength of your application to tasks. It is important to scholars and salary earners because it increases their ability to learn and engage in profitable work, and it's important to anyone because it improves your senses.

Intellect determines how fast your wits are, your problem-solving abilities, and your ability to come out on top in negotiation. It's important to traders because it enhances their ability to get a good deal, to diplomats or investigators because it enhances their ability to glean information in social settings and read between the lines, and to everyone else because those are useful abilities to have.

Presence determines how forceful your personality is, how people react to you once they get to know you, and your ability to persuade and inspire. It's important to leaders because they can inspire their followers to greater heights, and to warriors because they can intimidate their foes and stay cool.

Power determines how much mystic energy you can bring to bear. It's important to mages because it enables them to throw more powerful spells more often.

Channeling determines how well you can twist mystic energy to your will. It's important to mages because it enables them to weave more facets into their spells.

Fate determines your resistance to mystical forces, your attunement to the cosmos, and your ability to push your limits. It's important to everyone, because who doesn't need a power boost once in a while? (Oh, and it's always good to avoid being enchanted by villains; they're very rarely as benevolent as casino hypnotists.)

Skills

Finally, once you're done with attributes, you get to assign skills. You have 12 skill points to spend on any skills from the Skills chapter. You cannot purchase more ranks in one skill than you have points in the associated attribute, unless you make it a **component skill**.

If you look at the skill entries, you'll notice that each skill has a number of components listed; if you're good at Athletics, for example, you can swim, climb and run very well. A component skill is where you focus exclusively on one of those components; you can only use that component, but you're very good at it. Instead of the skill name, write down the component name and indicate that it's a component (with a 'C' or something). Every time you put a skill point into this skill, it increases 3 ranks (some components only increase at twice the normal rate; these are indicated). You cannot increase a component skill to more than twice its associated attribute. Note that components stack with normal skills; if you had 1 rank in Athletics and 3 ranks in Swim Component, you would have a total of 4 skill in swimming. This cannot exceed your Strength attribute, but if you overspend you still have those ranks; you just can't use them. They'll appear when you increase your attribute.

You can also modify a skill to be **self-only**. A self-only skill can only affect you. For obvious reasons, this doesn't work on combat skills or personal interaction skills of any kind, but anything that works in this fashion gives 2 ranks for every skill point and has a maximum equal to twice the associated attribute. You can combine self-only and component skills (in which case each skill point gives you six ranks), but the skill cannot exceed twice the associated attribute in any way.

It's probably a good idea to write down the totals of attributes and skills on your character sheet. You might include relevant equipment when you obtain it, but make it clear that it's just an equipment bonus, and equipment can be taken away. This gives you a quick number of dice to scoop up when it comes time to resolve any relevant actions. Divide this figure by 2 and multiply by the number of increments to get a steady action of that skill (if it's not a steady action already).

Note that your skill points always equal precisely twice your stat points. If this changes, something's gone wrong and you should fix it.

Warriors will want to get lots of weapon skill, and probably get a component skill in one particular weapon. They'll also enjoy the benefits of Heal and anything that can influence others in battle. Athletics and Acrobatics are also useful to avoid damage.

Sneaky types will want to get lots of Stealth and Perception, and continue with some small blade skill or crossbow. They'll get lots of life out of Workings, which allows them to pick locks and operate mechanisms like traps. Acrobatics is vital in case they're spotted or have to get between two difficult heights.

Equipment

This stage, unlike the others, depends on the setting; it's ludicrous to find laser carbines for sale at the Red Dragon Blacksmith, and it's almost as unlikely to find a crossbow-marketing branch of the Magnus Intergalactic Manufacturing Corporation. So when buying equipment, use the appropriate lists from the setting sections below.

You receive 3000 units of currency (abbreviated as **cp**) to spend on equipment. This figure may be changed, depending on the setting you begin in. If you're all special-forces troops with the latest in high-tech weapons, then you could have more; but if you're all penniless vagrants drafted into the defence of a besieged city, then whoever's running the game is quite within their rights to give you all shortswords and send you into battle. Setting dictates equipment.

You don't actually buy equipment all at once. Most of it's probably stuff you've picked up over the years, been left by family members, or maybe just found lying around the house one day. In fact, you probably have stuff that you wouldn't consider buying, like a set of keys to your door or a pair of trousers. You can assume you automatically have anything you'd need in day-to-day life, like clothing, simple tools, fire-lighting equipment, and minor mementoes. All you really need to buy to adventure is a set of armour, weapons and complex (or illegal) tools.

If, while out adventuring, you discover that you don't have something that would come in really handy, it's normally permissible to ditch some cash-to-hand and find that you bought it anyway. Depending on whom you're playing with, you can extend or limit this rule; some groups might want to purchase everything beforehand, and disallow further purchases as unrealistic, while others might allow a character to find a dagger hidden under the mattress in a dungeon cell after being stripped of all their equipment! However, in the standard interpretation, you can't buy weapons, armour or special tools; you can, however, buy things like rope, torches or bandages. And you had to have the money available to you the last time you were in a shop.

Your character might have a house, and that's not normally included in this total. If you leave, and don't plan on coming back (say you're journeying into the wild lands to train under a hermit master), it might be tempting to sell the house and earn a few thousand extra cp. However, you can't actually do this – the real reason is that it would upset game balance, but the group is free to come up with other reasons, ranging from the mundane (nobody wants to buy a new house), to the vaguely inspired (your cousin shows up just before you leave; her home has burned down and she needs somewhere to stay), up to the complex (the cultists you're hunting blow it up with a prospective buyer inside, in a pre-emptive strike). This rule extends to anything you would normally have – a car, a nice microwave, a really big tree growing out back that could be turned into a nice canoe. If you haven't bought it fair and square, you can't offload it. You can't claim anything really useful like this, either; if you try to carve that tree into a canoe free of material cost, you'll run into heritage preserver people, discover that it's rotten, or have it struck by lightning. You can eventually get your canoe, but it'll cost you the standard material cost (perhaps you have to pay a fine for illegal tree-felling).

Purchase items that suit your character type.

Warriors will want to buy lots of weapons, ammunition, armour and medical equipment; they're likely to be more physically capable than other characters, so they're the best choice to get things like battering rams, climbing equipment, and the like.

Sneaky types will want working tools, which includes lockpicks and the like. They also want clothing that aids hiding and soft footsteps, light weaponry, and rope to negotiate difficult obstacles. Light armour is a good choice for when you get discovered, but heavy armour will only impede your ability to sneak.

Magic users are an odd lot, in that they don't really rely on tools and mere material possessions. However, it is possible to purchase items that boost magical ability, and light weapons and armour are probably a good idea. Depending on the setting, your abilities might be impeded by heavy armour or large concentrations of metal; furthermore, you will probably have a low Strength if you've focused on magic, and be unable to wield these items properly.

Once you've put all these pieces together, you've got a beginning character! Go to it!

Experience

You increase the abilities of your character through experience. You acquire experience by overcoming obstacles. This might be defeating a monster in combat, negotiating a tricky obstacle course, or discovering the identity of a murderer.

Combat is, of course, the easiest way to gain experience. When you defeat someone in battle (not necessarily killing them; you could also scare them off, talk them into surrendering, or even slip by them unnoticed), you gain **experience points** (**XP**) equal to the sum of their attributes and skills.

An obstacle course is a little more difficult to adjudicate. Figure out how much skill you'd need to get by an obstacle (using a steady action), and award that much XP.

Uncovering information is also difficult to adjudicate. In general, defeating someone's schemes or discovering their secrets is worth XP equal to their Mind attributes plus their Intellect-based skills.

Of course, these are only guidelines; if an encounter is particularly challenging or easy, you might adjust the awards by a factor of 2.

Spending XP

Once you've got XP, you can spend it. In general, you can only spend XP while between adventures, but if your group agrees to allow it, you can spend it at any time. (If you stick with the standard rules, you can spend a Fate point to spend XP equal to your Fate.)

The standard experience rate is 10; that is, for every 10XP, you can buy 1 stat point and 2 skill points. You can vary this rate if your group wants to advance faster or slower.

Chapter 3
Skills

Unlike other systems, Twilight uses a very few skills (titled in ***bold italics***) that describe just about anything you can do. Every skill has a set of components (titled in *italics*); these are specific uses, with concrete rules on how to use them. It is possible that different uses for a skill or component could be found; for example, if you're at a sharpshooting contest, you would use your weapon skill and attempt to beat other competitors. It's possible that some situations aren't covered by these skills; there's no Videogame skill, for example. If you have a skill that has some connection (say Trade (Computer Use)), you might use half that skill for the situation, or just make up a new skill on the spot. Most situations, however, are covered by these abilities.

Most skills can be used by anyone; it's a little harder for someone with no training to kill someone with nunchaku, but it's still possible. Some skills, such as the magic skills, cannot be used unless you are trained; this means you have to have at least 1 skill point to do anything at all with it. This normally counts even if you spend Fate points, but in some games you might allow non-magical people to use Fate to gain magic powers at a crucial juncture just because it's cool.

Almost all skills have an indicated attribute. That's the attribute you add when totaling up your dice as you use the skill. In rare cases, you might use a different attribute, such as if you were trying to use your stonecrafting knowledge to break down a wall – the normal attribute is Knowledge, but in this case you might use Strength instead.

The skills are broken up into four sections: quick skills, slow skills, magic skills and innate skills. Quick skills (and most magic skills) operate on a time index where every 5 increments fit into about 3 seconds (although this could be anywhere from 1 to 10, depending on the flavour of the setting). Slow skills and a few magic skills operate on a slower timeframe; these usually involve making something. You can't sit down in combat and make a sword to parry a blow that someone's swung at you. Slow actions do, however, use a time index, it's just normally measured in increments of one hour or one day. Innate skills are things that your character has and aren't so much used as always there. This includes things like ingrained spell patterns, the ability to see in the dark, and unnaturally thick skin. There are a lot of innate skills, but most characters don't have many (or any).

Don't forget that you can take component skills and self-only skills (see Chapter 2: Character Creation). These allow you to create very distinctive characters.

Quick Skills

Weapon Skills

These skills assist your ability to use various weapons. In Twilight, weapons are divided into groups containing several different types. You can take component skills to become skilled with one weapon type; for example, you could take Longsword (component) instead of Blade Group, and be very good at handling longswords – but you'd be pathetic with a dagger.

Not all of these groups are available in every setting, and sometimes the groups aren't accurate. In a medieval setting, you don't normally have the ability to train up in laser rifles, while in an Oriental setting the kukri might be part of the Blade group. Anything that's not on an available list is an Exotic type, and must be taken as a component. Conversely, the groups aren't static, and the example of the kukri is the way to go.

The typical use for every weapon skill has a special qualifier: subtract the weapon weight rating from the successes you score. This reflects the fact that it's harder to swing a two-handed sword than a dagger. Divide this penalty by the number of hands you're using to wield that weapon (round up).

Attack: Your result is multiplied by the weapon lethality factor, and that number is dealt in damage (both lethal and non-lethal simultaneously; see Chapter 4 for damage types) to your opponent, so long as they are in range. (This is normally an adjacent 5-foot square for melee weapons; missile weapons detail range in their descriptions.)

Disarm: You try to deprive an enemy of their weapon or other item. If your result is greater than their Strength auto action (using no skill), they drop their weapon. Picking it up is equivalent to a Draw action. (You can seize the weapon yourself if you have a free hand, and make the Draw action simultaneously.)

Draw: You pull your weapon from where it's stowed on your person. This is a steady action. If you score equal or more successes than the weapon's weight, you now have that weapon in hand. (It's handy to write

down how many increments this takes before getting into combat. If you can't actually score enough successes to draw a weapon, you instead take 5i to do so, but you probably won't be able to wield it.)
Parry: Your result is subtracted from the damage the target attack would do to you. If you are using a melee weapon against a melee weapon, then you suffer no particular penalty. If you are attempting to parry a missile attack with a melee weapon, you only count one-tenth of your successes; you can parry with a missile, but you only count one-tenth of your successes (one-twentieth if you're parrying another missile). (You can offset this penalty with the Arrow Parry innate skill.)
Riposte: You may only use this with melee weapons. Technically a counterattack, in this case riposte refers to an advance made while attacking to counteract a retreating opponent. If an enemy is using move-dodge, you can use a Riposte action to reduce their dodge by your result. You can use this action while attacking, although you normally can only do one thing with a weapon at a time.
Throw: You can throw any weapon at someone in the hope that you'll injure him or her. The weapon becomes a single projectile with 1 square range (see Ranged Attack, in Innate Skills below); instead of adding the weapon bonus, subtract it from your successes after rolling the attack. (You can offset this last penalty with the Thrown Attack innate skill.) Maximum range is equal to your Strength divided by the weapon weight (to a minimum of 1 square's separation), and for every square's distance yo u suffer an extra –1 penalty.
Automatic Group (Agility)
You can use automatic fire effectively. While any weapon might have an autofire setting, you need this skill to make much use of it, because you don't use your normal weapon skill when a weapon's auto firing. Instead you use this skill, so long as it isn't larger than the normal weapon skill. This includes Uzis, Gatling guns, and hyperblasters. Automatic weapons are highly favoured because they can cause so much devastation so quickly.
Autofire: This is not an action. Use this ability when attacking with autofire. Drop 1 point of lethality to double the number of targets you attack with this action. (You cannot add more targets once you are at 1 point of lethality. You roll each attack separately.)
Rake: This is not an action. You can fire more bullets into someone, causing more damage. For every 10 points of Automatic Group skill you have, minus the base lethality of the weapon, you may drop 1 die from the attack and add one point of lethality.
Axe Group (Strength)
You can use axes more adroitly. An axe is a weapon with a long haft and a slashing or piercing attachment set at right angles to the haft at the end. This includes hatchets, halberds and picks. Axes generally aren't as effective when parrying.
Blade Group (Strength or Agility)
You can swing a blade with skill. A blade is a weapon with a long, sharp piece of metal on a handle, heavy enough to slice through armour. This includes scimitars, daggers and katanas. Unlike most weapon groups, blades can be used with Strength or Agility, and receive a bonus from Appearance, which makes them useful to the faster combatant.
Blunt Group (Strength)
You can hit people with heavy objects and make them feel it. A blunt weapon is anything that isn't specifically designed to slice, pierce, gouge or otherwise eviscerate; instead, it operates by crushing, breaking and mangling. This includes clubs, quarterstaffs and maces. Blunt weapons don't always cause lasting physical damage, but they take opponents down fast, and because they're fairly uncontrolled many lower-class people have skill in blunt weapons.
Bow Group (Agility)
You can fire arrows, quarrels and bolts and hit the target in a vital spot. A bow is a length of wood, metal or horn that fires an arrow with a string. This includes longbows, crossbows, and composite hunting bows. A bow can deliver lethal force over a distance. Bows are always popular before the advent of firearms, and can actually do more damage.
Chain Group (Agility)
You can swing a chain around yourself with lethal results. A chain weapon comes in sections, and is flexible. This includes flails and spiked chains. Chain weapons are difficult to use properly, but when whirled around can be very lethal.
Exotic Group

You cannot take Exotic Group skill. Instead, it refers to any weapon that doesn't fit into a readily available category, and must be taken as a component skill. This includes nets, nunchaku, and blowguns in a Western culture, but is quite fluid (see above).

Heavy Weapon Group (Agility)

You can use weapons that are normally so big they're bolted to vehicles. Heavy weapons are larger than rifles, and commonly come with autofire functionality. This includes bazookas, Vulcan cannons, and hyperblasters.

Rifle Group (Agility)

You can fire a rifle accurately. Rifles are long, ranged weapons that normally take two hands to operate. This includes blunderbusses, the Remington 700, and Imperial Sabre-class gunblades (in gun mode). Rifles are accurate over long range, and pack quite a punch.

Shield Group (Strength)

You can bat attacks and enemies away with your shield. Shields are big things held in front of you to block attacks, but you have to know how to use them properly or they offer no benefit. This includes bucklers, kite shields and tower shields. Shields are popular amongst anyone who uses a one-handed weapon or light armour, because they can offer a substantial defense boost when properly employed.

Small Arm Group (Agility)

You can shoot people with a pistol. Pistols are one-handed ranged weapons. This includes the Desert Eagle .44 Magnum, flintlocks, and plasma pistols. A pistol is easily concealed and easy to aim (but hard to aim well).

Spear Group (Strength)

You can stick people with a spear. Spears are a long haft with a sharp (sometimes metal) tip. This includes tridents, glaives and lances. People who want their enemies further than arm's length use spears.

Thrown Group (Strength or Agility)

You can throw sharp things to hurt people. This includes darts, javelins and sling bullets (with the aid of a sling). You can use either your Strength or Agility on an attack with a thrown weapon.

Unarmed Group (Strength or Agility)

You can beat people up. Although there aren't many weapons that fit in this category, never underestimate the ability to smack someone in with your bare hands. This includes kung fu, boxing, and the use of brass knuckles.

Grapple: As a normal attack, except you do no damage. Note down how much damage you would have done with your unarmed strike (don't count unarmed group weapons); this is applied as a success penalty to all actions the person you've grappled takes so long as you maintain your hold. While you maintain your hold, you are still using the increments you spent on the attack (if your grapple attack was 3i, you have only 2i to spend until you let go). You can let go at any time.

Non-Weapon Skills

Acrobatics (Agility)

This skill allows you to avoid blows and perform stunts.

Balance: You can safely move across any path 2 feet or wider (or one-third your height, if you're not human) irrespective of training. When you move on a path 2 feet wide, you must make a Balance action with a result equal to or greater than the number of squares you move (see Athletics), or you fall. Every time the width halves, you double the effective distance you've moved, both for terms of your Balance skill and for how far you actually move. For example, moving five feet (one square) along a 6 inch beam counts as twenty feet (4 squares). You count the path as twice as wide if you're a quadruped or otherwise have extra stability.

Dodge: This is a **very important** action. When you use Dodge, you reduce the successes of all attack actions currently targeting you by your result. You can't apply the dodge to attacks you are unaware of.

Jump: You jump a certain distance. Your feet leave the ground by up to 2 feet plus half the result of your action, and you can move forwards up to twice that distance. Halve these distances if you didn't move at least as far as you're trying to jump immediately before jumping, or if you're jumping backwards (or quarter it if you're doing a backwards standing jump). For example, if you get a run-up and roll 5 successes, you can jump up to 4 feet six inches off the ground; if you do so, you can go nine feet forward (enough to move 1 square, not 2), but you don't have to. If you didn't get a run-up, you can only go 2.5 feet off the ground, and 5 feet (1 square) across.

You can break your fall with a Jump action. When you fall from a great height, you take 1i for the first 5 feet, 2i for 10 feet, 3i for 20 feet, and so on; for every ten feet you fall, you take 1 point of non-lethal damage. You reduce this damage by the result of your Jump action (which must be completed at the point you hit the ground).

Move-dodge: This is a **very important** action. When you use move-dodge, you move while dodging. You roll a normal dodge, but you can also use the increments spent on that dodge to move (see Athletics, below). You apply the dodge penalty to all attacks targeting you, whether you are aware of them or not.

Athletics (Strength)

This skill allows you to excel at athletics.

Climb: You can climb steep surfaces. You move across them as normal, but must make a Climb action with your hands at the same time (do this for every move action you take while climbing). Subtract the indicated number of successes from the result; if the result is below zero, you slip and fall.

Condition	*Success Penalty*	*Example*
Easy rope	0	Knotted rope
Rope	1	
Easy surface	2	Rigging, crude wall
Medium surface	3	Rough rock, tree trunk
Hard surface	5	Stone wall
Very hard surface	7	Brick wall
Impossible	10	Totally smooth wall
No bracing	1	Not a corner
Chimney	-2	Can brace on opposite surface
Slippery	1	

You can also use this skill to catch yourself while falling, if you pass near something you could use to break your fall. If your result is equal to or greater than the number of increments you've been falling, you catch yourself (you still take damage from the fall so far). You double the effective increments if it's not something you can get your fingers around, like a rough rock face.

Move: This is a **very important** action. When you move, you automatically move one square (five feet by five feet) per increment spent. For every 10 points of Athletics plus Strength, you can move one extra square per five squares moved; this starts at the fifth increment and works backwards, so if you had 7 Strength and 4 Athletics you could only move 6 squares if you spent 5i on move; but if you had 30 points, you could move 4 squares with 3i, and if you had 50 points you could move 2 squares with 1i. If you had 60 points, you'd have to spend 5i to gain full benefit because it loops back to the beginning.

The move must be solid to take advantage of extra movement! You can't take 2 2i moves and claim that you're taking a 4i move.

You can also **charge** with a move. A charge is just like a Focus action, except you roll your Athletics for successes, and you must move in a straight line towards your target and begin the attack in the same increment you arrive (or sooner). (You can always begin an attack, even if the target isn't within range.) You add the successes you score as a bonus to the attack you make.

Swim (Trained Only): You can swim in water. This is a steady action; you move a number of squares equal to half your result (rounded down), or your normal (land) move, whichever is least (this may be underwater). For every one-tenth more than your body weight in extra equipment, you spend 1 success of your Swim action or you start to sink (if you would sink, you may use a standard action rather than a steady action).

You can hold your breath (in any circumstance) for a number of 5 increment periods equal to your Body stat. After this, you take 1 point of non-lethal damage for every 5 increment period; you cannot regen this until you have air again. If you have increments of air remaining, you can spend them to give someone else one increment of respite. You cannot give someone more air than you have, but you can use the result of a Grapple attack as an amount of air you steal from them.

Command (Presence)

This skill allows you to influence the actions of others and command sustained attention. Your component skills in Command only yield twice the normal skill ranks, not three times.

Influence: This component has two functions: courage and fear. You cannot use them on yourself.

A Courage influence action result can heal trauma mental damage on a one-for-one basis, or can give bonuses to one target. The bonus is equal to your result and applies to all actions, but one target can

only enjoy one bonus at a time, and the bonus cannot exceed the target's skill rating for any action (excess points are lost). This influence bonus can be reduced by a Fear action on a point for point basis.

A Fear influence action does mental damage equal to the result. This is trauma mental damage. If you specify a condition, you also do normal mental damage to an opponent that can understand you (someone who can't speak your language must be reached by the Interact skill); valid conditions include advancing on you, retreating from battle, obeying someone's orders (this includes any Influence actions) and attacking you or your allies. There may be other conditions. See Chapter 4, below, for how this damage works.

Perform: This is a slow action. You can engage in artistic expression. In practical terms, you sing, act or dance and can earn money in this way – a number of cp equal to fifty times your result. The increment is two hours (the total time could be rehearsal for a big night at the Opera House, or busking on the street all morning). You can perform much more quickly, on the combat time index, but you can't earn more per day in this way than you would with a steady Perform action, and you earn only 1cp per 2 points of result. (If you later perform for hours, subtract the amount you have earned quickly from the total amount you would otherwise earn.)

Distract (Appearance)

This skill allows you to quickly misdirect and distract others. Everyone who's affected by a Distract action reduces the result of that action by the result of an auto Interact (Analyse component) action; this free defense reduces the power of an otherwise overwhelming advantage.

You can double the number of targets by rolling one fewer dice.

Attract: You can cause people to look at you, distracting them from other events going on. You roll Distract at the start of your action, not the end. During that action, the single target suffers a penalty to all actions (including Perception actions) that don't target you. If your result (after defenses) is higher than the target's Mind stat, they cannot do anything at all during that time that doesn't target you.

Deviate: You assist another action (either yours or someone else's) by distracting the target. Apply your result as a penalty to all actions targeting that action (such as parries, attacks targeting someone who is dodging, and counterspells) that source from the target.

Diversion: You distract attention away from yourself. Apply the result as a penalty to all actions currently targeting you.

Escape (Agility)

This skill allows you to escape bonds, shackles and grapples more easily. Your component skills in Escape only yield twice the normal skill ranks, not three times.

Escape Bonds: Apply the result to your bonds. If you overcome the bond's strength (determined by the type of bond), you escape. In the case of being tied, you reduce the strength of the tie instead; when it reaches 0, you escape. You can try to break tough bonds instead; they are normally protected by armour, but you use your Strength attribute instead of your Agility.

Escape Grapple: Subtract the result from one grapple penalty you are subjected to. This doesn't alter the increments the grappler is using.

Finesse Weapon (Appearance, Trained Only)

Choose one weapon or the Blade Group to apply this skill to. You can take different types of Finesse Weapon in different weapons. If you take an individual Blade Group weapon, it is a component skill (you cannot take other forms of component). You receive your Finesse Weapon skill as a bonus to all actions taken with that weapon, or you can use the skill in place of your weapon skill with that weapon.

Focus (Agility)

This skill allows you to react with lightning swiftness. It has no components and cannot be self-only. You use the result of your Focus action as a bonus to your next action (unless it's another Focus action). For example, if you have 3 Agility and take a 3i Focus action scoring 3 successes, you get to roll 3 more dice on your next action.

Heal (Dedication)

This skill allows you to treat injuries. You may take Heal or any component as a self-only skill.

Aid: This is a **very important** component. Your result is equal to the number of points of non-lethal damage or normal mental damage your target may '**regen'**. You may also use Aid as a steady action, but only on yourself. The target must be adjacent to you (it can be yourself; if this is so, you can also regen power expenditure damage).

Tend: This is a slow action. The increment is thirty minutes. This allows you to tend someone's wounds (possibly yours), so that they may temporarily ignore them. Your result is equal to the number of points of

lethal damage that your target may ignore (treat the effective damage as that much lower than it really is for purposes of penalties); they still die when they reach their limit.
Recuperate: This is a slow action. The increment is two hours. This allows you to provide long-term care; the target heals a number of points of lethal damage equal to your result. You may use this skill on yourself; if you do, it can instead heal trauma mental damage or power burn damage.

Recuperate automatically operates if you go to sleep (or are beaten unconscious), in which case you can heal one point of non-lethal damage, standard mental damage, or power expenditure damage per point of other damage healed..

Interact (Intellect, Component: Language native ranks = 6)
This skill allows you to communicate and get extra benefit from communicating.
Analyse: This is a slow action. The time increment is thirty minutes. You can read between the lines, ask the right questions, and generally turn up information in a social setting (you have to be able to speak the language of the people you're talking to, possibly through an interpreter). For every 5 points of your result, you receive one useful piece of knowledge (this can be useful as determined by you if you're looking for something specific, or by someone else if you're just asking for news).

Analyse can also be used to reduce the result of a Trickery or Distract action targeting you. This is in addition to any auto actions you receive by being the target of those actions.
Interpret: This is an auto action when used in real-time, but a slow action (with increment one hour) when used on a recording. This allows you to interpret communications you normally couldn't (such as a sentence written in another language, or a snippet of conversation reading lips through a telescope). Subtract the complexity of the communication from your result, and then spend the remaining points to resolve complexity on a smallest-to-highest basis; you can retry on a document, but not a conversation unless you recorded it. When you retry, you resolve the same items of complexity that you did last time, and can interpret other items only if you have enough points to do so. See below for rules on complexity.
Language: Normally, this is an innate skill. You are considered to have an automatic 6 ranks in your native language (this, and only this, is unaffected by your Intellect maximum). If you have 6 ranks in a language, you are fluent; you can always read and write as much as you can speak. You must take extra languages as component skills, and they do not receive a bonus from your base Interact skill (your native language, however, does).

To determine whether foreign speakers understand you, determine the **complexity** of your communication. This is equal to one point per emotion, and two points per object or action. For example, saying "I badly want to reach the sea shore" is complexity 7 (1 for wanting it badly, 2 for the action of going somewhere, and 2 each for 'I' and 'sea shore'). Combine the language ratings of both speakers and, if they exceed the total complexity, the communication is understood. If both parties have 6 in that Language or higher, they can easily exchange ideas with no need to resort to complexity measuring. However, if the message is too complex, resolve the simplest points first (emotions, then proper objects (places or names), then actions, then other objects).

You can also argue using your Language skill, as a slow action (increment thirty minutes). This is valuable to lawyers and the like. The person with the highest result wins the argument.

Optional rule: You must learn alphabets independently to be able to read. Fortunately, alphabets are much broader than languages, so one alphabet could well open the doors to reading a dozen languages. If you use this rule, be aware that literacy defaults to 0, so nobody can read at first.

Knowledge (Dedication)
This is an auto skill. This skill affects your chances of knowing about things you encounter on your travels (or just under the sink). Your result dictates the amount of information you can expect to receive on something. You don't need any successes to know something everyone is expected to know (that horses wear shoes, or that demons are bad); 5 successes to know something that you could have acquired as a hobby, were you into that sort of thing (such as fuel injection ratios for a car engine, or what the name of Princess Diana's butler is); 10 successes to know something that requires considerable training or specialisation (such as the felonious criminal record of an otherwise unimportant citizen, or the name of a general of an army in a war five centuries ago); and 20 successes to know something that is know to very few people at all or is guarded knowledge (such as the name of a politician's secret courtesan, or the name of the architect who built the ancient general's home). Even more obscure data can be even harder to gather, and you cannot retry a Knowledge action until you've increased your Knowledge skill (whether through experience, Fate points, or magical enhancement).

You always halve the successes you score with this skill, unless you took a component skill. Valid components are subjects you might encounter in high school (including mathematics, biology, geography, religion, current affairs, engineering, and history), more esoteric fields (in a fantasy setting, these are likely to be magic, monster lore, and planar structure; in a sci-fi setting, they are like to be astronomy, physics and law), and two special components:

Memory: This component lets you remember messages, faces, and insignificant details. If you (the player) forget an important message, your character has probably remembered it; your Memory skill builds up the complexity of the message just as you would interpret a document. If you are trying to remember something you weren't specifically told about (such as another patron at a restaurant you visited last night), you suffer a –1 success penalty for the first 24 hour period, and an additional –1 penalty for every time that period doubles. You need a certain number of successes to have noticed a detail in your past: no successes to remember really basic information (such as the name of the restaurant); 5 successes for something you would have noticed but not necessarily investigated (such as the exact dish they served you, down to the number of Brussels sprouts, or the people sitting at the table beside yours); 10 successes for something incidental (such as the entirety of the menu with prices, or anyone else in the restaurant); and 20 successes for something completely useless (such as who you passed on the way out). Even more difficult tasks can be even more demanding; you can't remember a face you only saw as a brief reflection in a window unless you score around 75, for example. You can never remember something you never experienced, such as what the steak tasted like if you ordered chicken – but if you didn't define your order in-game at the time, you can take creative license and say you did. Using creative license in this manner requires an extra 5 points of success.

Research: This is a slow skill. The time increment is 2 hours. This component allows you to track down information you wouldn't otherwise have access to. Given access to the correct facilities (such as an official library for legal research, or a community to discover the criminal record of one of its members), you can add your result to a Knowledge action at the end of your research to determine whether you now know something. You can retry your research if you fail, unlike normal Knowledge actions.

Perception (Dedication)

This skill allows you to see and hear and otherwise notice things around you more acutely. You receive Perception actions as auto actions. You may add the result of any standard actions you take to the auto action; however, you normally receive only one chance to notice something.

Intuit: This uses Fate instead of Dedication. You can determine your position without landmarks, or detect mystical forces. To determine your position or heading, roll an auto action; subtract 1 from the result for every hour's travel since you last had your bearings (ten minutes in urban environments, and 1 minute indoors). If you score above 0, you know where you are and which way you're facing; for every 5 points below that, you are off by 1/8th (determine which direction randomly). This might be made as a secret check so you really don't know where you are.

To detect mystic energy, you (or the person adjudicating such matters) first need to know how 'bright' that energy is; this is equal to the dice rolled for (or points put into) a magic action, or the highest innate ability skill present in a creature. Roll for a result as normal. Subtract 1 from your result for every increment of 10 feet times the brightness rating. If you score above 0, you notice the energy.

Listen: You can hear things that might not be audible to normal ears. You subtract 1 from your result successes for every 10 feet times the loudness rating of a noise between you and the noise. If you score above 0, you notice a sound.

Loudness is equal to 1 for someone moving around, 2 for someone performing simple tasks (like slicing bread or cooking in a pot), 4 for conversation, and 10 for melee combat. This is cumulative (someone barking orders while charging an enemy would be loudness 15, for example).

Obstacles can reduce your ability to hear. One foot of wood or one inch of stone or metal counts as 10 feet for the purposes of this skill; double this if there's absolutely no other way for the sound to reach you (such as a closed door, as opposed to listening to a house with an open window).

See: You can spot things that are hidden or not otherwise obvious. You subtract 1 from your result for every 10 feet between you and the target (multiply this distance by the target's size factor), but you have a free zone of 100 feet out in the open (this is negated if the target is trying to hide, and multiplied by size factor).

Smell: You cannot take this as a component, and you cannot use it at all, without the innate racial Scent skill. You can spot hidden creatures just like you would use See.

Puzzling (Intellect)

This skill allows you to quickly analyze situations and gain a benefit from that analysis.
Conundrum: This is not an action. You are less vulnerable to analysis, keeping the motives behind your behaviour a secret. Subtract your Conundrum ranks plus your Intellect from the successes of all Insight and Interact (Analyze) actions targeting you.
Insight: You observe a target and detect weaknesses in their style. Your result is added to your next action targeting that person as a bonus.
Riddle: You can set riddles and puzzles for others to solve. Your result sets the complexity of the puzzle. In general, there are a few guidelines to determine just how complex a puzzle designed in this way can be. Physical puzzles, like finger-traps or wire loop puzzles, normally have one moving piece or intersection per point of complexity; riddles have one clause or question per point. A maze is particularly complex, in that it has a number of paths equal to roughly two to the power of the complexity (for example, if you scored 8 points of complexity, you would draw up a maze with two hundred and fifty-six paths leading through it, only one of which would be correct). However, these are just guidelines – the Riddle component is intended to set up abstract contests your character is better at than you.

If a scenario contains an especially vexing puzzle, such as the legendary Labyrinth of Minos, it's within the rights of whoever creates that scenario to give it a really high complexity rating. Similarly, certain puzzles might be given a high rating even though the person who creates the puzzle isn't brilliant enough to solve it, such as King Minos' puzzle: put a thread through a spiral shell. It took the brilliant Daedalus to solve the riddle (with an ant).
Solve: You can solve riddles and puzzles, such as being lost in a maze or answering the questions of the Sphinx. If your Solve action's result is greater than the complexity of the puzzle, you solve the puzzle; if not, you don't. If you're solving a puzzle set by the Riddl e component, you can't just guess the answer; the puzzle given will normally just be an example, and the 'real' puzzle is the complexity rating.
Stealth (Agility)
This skill allows you to go places and do things undetected.
Hide: You may avoid visual detection. Subtract your result from any Perception (See) actions that target you; if you reduce them below 0, they do not see you. You may use this skill while moving, but it is naturally reduced in effectiveness if you can't spend 5i on it (roll the skill at the start of your action, not the end). You divide the result of Hide actions by your size factor.
Silence: You may avoid audio detection. Subtract your result from any Perception (Listen) actions that target you; if you reduce them below 0, they do no hear you. You make no noise while standing still and cannot be detected by hearing unless you do something (if power levels are high, assume that the human heartbeat has loudness $1/100^{th}$).
Infiltrate: You can get into someone's personal space without them noticing. They receive an auto action using their Perception; if they beat your Infiltrate, they notice you. If they know you're there, quadruple their successes. You can spend Infiltrate result points to remove an untied item from someone's person, at 1 point per pound; you can also reduce the effectiveness of ties in this fashion, exactly as though you were using Escape on a rope.
Train (Presence)
This skill allows you to train or use trained entities to perform tasks. There are almost always animals; it can be used on intelligent beings, but to do so is profoundly immoral. Your component skills in Train only yield twice the normal skill ranks, not three times.
Ingrain: This is a slow action. The increment is one week. You teach a single creature to behave in a certain way or to perform a trick. Acceptable behaviour types include: Aggressive (attacks anything but you or someone easily identifiable as a trainer); passive (doesn't attack anything); possessive (jealously guards an object that you train it with); drivable (can haul heavy objects without objection); and mountable (willingly carries a rider and obeys their instructions). Acceptable tricks include giving orders that the creature will obey: basically, any one-word order (such as attack, heel, or fetch) counts as a trick.

To ingrain a creature, you use your result to do trauma mental damage to the creature. If your trauma damage would overcome it, it instead adopts the behaviour or trick and the trauma is discarded.
Drive: You can cause a trained creature to put its training into action. If your result exceeds the target creature's Presence, you can get it to do what you want, so long as it's been trained to do so (a horse trained to be mountable will accept you as a rider, for example). If the creature encounters adversity as a result of your orders, it will rebel and you must use another Drive action to regain control (such as a stallion seeing a truly attractive mare that it can't get to, or trying to ride it into a bloody battle).
Trickery (Intellect)

This skill allows you to fool other people and see through similar tricks through 'professional insight'.
Feint: This is a **very important** action. This component allows you to fake an attack with the purpose of weakening your opponent's defenses for the next strike you make. Your opponent can defend with the Interact (Analyze) skill as a standard action. If you beat the opponent, they receive a penalty to all defensive actions they take against your next attack equal to your result minus their defense – so long as your attack starts immediately the feint finishes.
Disguise: This is a slow action. The increment is ten minutes. You can take the Disguise component (only) as a self-only skill. You can disguise yourself or someone else. Anyone who encounter the target gets an auto action using Interact (Analyze); if they beat your result, they see through the disguise. If you're trying to imitate someone specific, people who know what the person looks like get double Interact results, and if they know that person in person they double the result again. The same goes for people looking for you specifically. Depending on the situation, this can be embarrassing or catastrophic.
Misdirect: This covers any additional trickery you might get up to; it has to beat the target's auto Interact (Analyze) action. If you do so, you come out with a convincing lie (or imitate someone else, or make a dodgy situation look acceptable). Your target multiplies their result by a certain factor, depending on what you're trying to get away with.

Factor	*Situation*	*Example*
½	Wants to believe you	You show up in uniform to relieve a bored guard
1	No specific consequence	"Hey, I'm from that town too!"
2	Shouldn't really trust you	"Shriek? I didn't hear a shriek. Go back to sleep."
5	Really shouldn't trust you	Trying to sell a valuable relic as your own
10	Impossible lie	"I'm actually the incarnation of your god."

Wild Living (Dedication)
This skill measures your affinity with nature, your ability to live off the land, and your general knowledge of things natural.
Survive: This is a slow action. The increment is one hour. For every 5 points you score, you can support 1 person on food and water you find in the wilderness. (You can't use this if you're in a city or in a dungeon cell, but you can use it on a farm or in a cavern complex, albeit with some penalties.) You can also use the action result to reduce the effect of wilderness effects such as sunstroke and hypothermia; see environmental hazards, below. You can take the Survive component as a self-only skill.
Traceless: This is a kind of auto steady action. Add your Dedication to your Traceless skill; if you move at half your top speed, you can subtract this number from all Track actions targeting you. If you move at your full speed, use only half this number (rounded down). Given appropriate natural features (a stream, for example) you can use a standard action to apply an additional penalty to any trackers (but only one such penalty can be in action at once).
Track: When tracking someone, use your result to determine how well you can follow their trail. Multiply your result by the number of creatures in the group you're tracking. Subtract 1 from your result for each hour that's passed since they passed by. For every 5 points of result (rounded down), you can follow the trail for one hour before having to make another Track check.
Workings (Agility)
This skill allows you to operate machinery in ways it's not exactly meant to be operated, i.e. breaking it. You cannot take components in this skill. The mechanism of a device (such as a lock or trap) is essentially a small creature that has its own defenses, endurance and attack ratings; whenever you Force a mechanism, it attacks the implement you're using on it with an equal allocation of increments. It's quite possible for a mechanism to break your lockpick off. This generally creates an extra barrier in the mechanism with no attacks, armour barrier equal to the pick's bonus, and endurance equal to half that of the pick; you have to get it out (destroy it) before you can proceed.
Force: Your result is applied as damage to the mechanism you're working on.
Ease: Your result is subtracted from damage the mechanism would deal to your pick as a result of the current Force action.

Slow Skills

Create (Dedication)
This skill allows you to create items that you might find in a shop. This is a trained-only skill.

Because it is so specialized, you cannot use Create as a standard skill; you must take components before you can use it at all. Valid components focus on an individual weapon group (such as blades or

spears), armour, ammunition, or miscellaneous groups (such as carpentry, stonemarling, steel refining or plastic synthesis), and can manufacture items relevant to the setting in use from that component. For example, you couldn't manufacture a plasma rifle in a fantasy campaign – you couldn't even take Create (Rifles), which is required to even attempt such a task.

If you take a component in Create beyond this specialization, you double your ranks rather than triple them.

Manufacture: The time increment is 30 minutes. Spend cp equal to the material cost of the item (see Equipment, below). If your result multiplied by 20 exceeds the value of the item, you have successfully completed it. If not, you can add your result as a bonus to your next Manufacture action and do not have to spend the material cost again. (If you didn't roll more successes than there are skill points in the item, you cannot continue and must start over, but you still get to keep the raw materials.)

Improvise: This is a quick skill. Given any circumstance, you can use your Improvise result as the result of a Manufacture check, but that item only lasts one action (you can purchase multiple uses if your result is high enough). An example might be snatching a piece of broken glass to act as a dagger, or breaking open a steam pipe to serve as a crude rifle. Think like MacGuyver.

Earn: This component allows you to earn money in a populated area. You can make one auto check per day (assuming you have eight hours free); multiply the result by 10 and earn that many cp. As a general rule, you require one person in an urban area per cp you except to earn (they don't all stop by, but with that many people someone's going to want what you make).

Repair: The time increment is 30 minutes. Use this on a damaged or broken item. Subtract the item's armour barrier from your successes. You heal one point of damage to that item per point of success. (If you score negative successes, you damage the item further.)

Trade (Intellect)

This skill allows you to understand the ways of trade, barter, and even take up your own trade to earn money.

Assess: This is an auto action. When you see an item for the first time, and your result times 20 is greater than the value of that item, you know what it is, how valuable it is, and any commonly-known history. You can use Assess in conjunction with Knowledge (Research) to try again, using your Research result in place of an Assess result.

Negotiate: The time increment is normally 1 minute. This allows you to haggle and otherwise put your point across as correct. When haggling for an item or service with an average cost, you compare your result to that of your target; if you win, you can increase or decrease the cost by 10%. You can add another 10% to this for every time your result is double your target's result. (For example, if you rolled 8 times higher, you'd be able to adjust the price by 40%).

Profession: In a populated area, you can earn money with this component. You can make one auto check per day (assuming you have eight hours free); multiply the result by 10 and earn that many cp.

You cannot take Profession as a component; you must select a specific profession as a component instead. Valid professions in a fantasy milieu might be baker, astronomer or sailor. Valid professions in a science-fiction milieu might be psychiatrist, accountant or astrogator.

You may use a specific profession to do certain things appropriate to that profession; for example, Profession (Astronomer) might be used to predict an eclipse, or Profession (Astrogator) might be used instead of Perception (Intuit) to determine your position in the galaxy.

A profession provides a service, not a product. To provide a product, use Create (Manufacture) instead. For example, an architect provides the plan of a building with Profession, but a team of stonemasons and carpenters would have to put the actual house together with Create.

Magic Skills

Magic Sphere Skills

The magic components are defined here in the full version of Twilight under seven main skills, called Spheres: Core, Air, Earth, Fire, Water, Life and Death. These are the default skills for a fantasy setting. However, it is possible to make different 'lists' in which the components come under different skills, and (in fact) several components already do so.

The theory behind the Seven Spheres is as follows: The Core Sphere is the center of magic. Around it, like points of the compass, are the Cardinal Spheres: Air, Fire, Earth and Water, in that order. Each provides its own abilities; each opposes the sphere opposite it and can interfere with its magic. Above

and below the Core Sphere are the Spheres of Life and Death, which oppose each other. Few mortals have been given the power to use Life and Death; the powers of these spheres are quite mighty and very flexible.

The Seven Spheres represent abstract forces in the cosmos. The Core Sphere represents magic itself, a force unaffiliated and pure. Air represents thought and the intangible. Earth represents matter and the body. Fire represents energy. Water represents time and space. Life represents good, and Death represents evil.

Air (Channeling, Power, Trained Only)

This skill allows you to manipulate the minds of others, move objects remotely, and create servitor minds.

Antimagic (Air and Earth): You can counter magic that was created by Air or Earth weaves (one or the other).

Example: Mages are often required to counter out hostile magic, rather than attempt to weather its effects. Antimagic is often carried as a screen, or laid over an area as a blanket suppressor. If someone tries to turn you into a toad, or is wandering around in a conjured body, you can use antimagic to stop them.

Create Mind: You can create a simple mind (variably called a personality fragment, a daemon, or a servitor).

Example: Minds are usually created to run spells on their own. Automated sentry spells are the most common, followed by conjured creatures.

Enhance: You can alter the mental capabilities of others (or yourself).

Example: You reduce an enemy to the mental competency of a three-year-old, or increase your own Dedication or Knowledge to seek out esoteric facts. (An increase in this area gives supernatural insight.)

Illusion: You create or project an illusion that fools the senses.

Example: Illusions are inferior to attack magic, but they can confuse enemies. Sending in illusory reinforcements is a quick and easy way to throw enemies out of order, especially when each of them sees a different set of reinforcements through their eyes. Illusory damage is not particularly effective, but it's sometimes useful to wrack someone in hideous agony. One underhanded use involves convincing someone that it's really, really hot…

Influence: This component allows you to influence the minds of others and bend them to your will.

Example: A favourite trick with this spell is to set it up on an area, forbidding people to enter. Anyone entering that area is compelled to move away from the center. It's particularly useful as a personal defence.

Kinesis: You can move things with your mind.

Example: You can fly with this component, or animate a number of weapons to attack your foes, or simply pick someone up and drop them from a great height. Ostentatious mages do everything this way, whether it's picking up a suitcase or descending to the ground floor.

Scry: You can see things wherever they may be.

Example: Mages frequently use Scry to spy on rivals and enemies, or to transfer messages using Telepathy through a sensor. It's less frequently used, but if you know someone's name you can throw damaging spells at them over hundreds of miles. This is known as magical assassination, and is a truly treacherous act.

Telepathy: You can read minds. There are three primary uses of Telepathy: surface reading, deep reading, and transmission.

Example: This is commonly used with Scry to pass messages.

Core (Channeling, Power, Trained Only)

This skill allows you to manipulate magic itself. It has no physical provenance, but when combined with other magic becomes quite powerful.

Amplify: You can perform a ritual to increase your abilities.

Example: Not useful in combat, but very useful for other purposes, Amplify allows a mage to ascend to new plateaus of power. It's often used to assist in the creation of powerful magical items or summoning mighty creatures from other planes of existence. A favourite trick is to enchant a ring with a permanent Amplify effect and carry it with you to enhance your spellcasting, but remember that only the strongest of a collection of magical bonuses has any effect.

Antimagic: You can disrupt magic of any kind (except Life and Death components); choose one sphere when you weave this component.

Example: This is normally used to create antimagic screens, either on allies or as a barrier between you and an enemy. You can also create antimagic zones, within which all magic is penalized; this includes you and your enemies.

Empower: You can create a magical spirit that can cast its own spells.

Example: This component is often used to create magical traps or items. It is often bound into a wand with a powerful weave; because it can be Burned while Durable, it's much cheaper to make these than Permanent Burns.

Inscribe: You can store a weave outside your memory, inscribed into an object (normally a scroll, but some mages use rings or staves).

Death (Channeling, Power, Trained Only)

This skill allows you to draw upon the powers of darkness and evil. Typical functions include hurting or weakening targets, and battling the forces of Good. You cannot have ranks in Life Sphere if you have ranks in the Death Sphere! It is cosmically impossible to balance these forces.

Antimagic (Life and Death): You can counter magic that was created by Life or Death weaves (one or the other).

Example: Beside the normal applications of countering spells face-to-face, you can set up antimagic zones that inhibit supernatural healing and repel truly good creatures. It's also useful to trap evil summoned creatures whilst bargaining with them.

Attack: You can injure creatures with energy discharges.

Example: This forms the backbone of a mage's combat ability. Any evil mage worth their salt knows how to concentrate this weave to maximum effectiveness and smash their victim with an overwhelming burst of non-lethal damage (a powerful mage can kill in this way). Another favourite is a Durable or Permanent weave that does continuous damage, perhaps by setting someone on fire.

Modify: You can change the size and shape of a target.

Example: This component allows you to adjust your cohorts to be more suitable for battle. Evil mages commonly create hideous aberrations in this way, creatures that were once human or normal animals but now drip poison and have thick carapaces to defend themselves, or have bat-like wings and claws like sickles. Of course, they also enjoy turning their victims into newts.

Steal Energy: You can gain extra spell energy by draining the life force from a victim or the landscape around you.

Example: This is normally used by unscrupulous mages to avoid heavy spell costs when performing powerful spells, shrugging off the brunt of the energy loss onto a victim (who normally hasn't volunteered). A common trick is to built a castle on top of a mighty crag, giving line-of-sight to a huge area of land, and using that land to power your spells. It's even vaguely useful in combat because it does damage, but it's not as powerful as a concentrated Attack weave. Some mages even steal their own life energy to amplify their spells, taking physical damage rather than impairing their spell energy reserves.

Summon: You can call up the forces of darkness.

Example: Because it's so easy, beginning mages often contact infernal forces to ask favours and learn secrets; most creatures of the lower planes are powerful mages in their own right and can scry nearly anywhere. Of course there's a price, but demons like playing with mortals and getting their hopes up. Those mages who survive to accumulate great power will be able to summon infernal creatures with the aid of Core (Amplify), Death (Steal Energy) and a great deal of weave concentration; it's a good idea to set up an Antimagic shell around the target zone, just in case the creature isn't friendly. However, the power of these creatures is awe-inspiring, and tempts many mages. The most daring actually summon a demon and bind it in place to fuel an even mightier spell with Steal Energy.

Undeath: You can restore a semblance of life to dead bodies, and have them do your bidding. There are three ways to use this component: on specific bodies, on raising the ancient dead, or on controlling extant undead.

Example: A favourite medium-low power is to summon skeletal arms from the soil to briefly rake your enemies (an instant use of the ancient dead ability). Weak mages also seek out

undead to add to their 'stable'. At higher power levels, mages sometimes keep a huge reserve of mindless undead trapped in a basement somewhere, far more than they could control, and levitate them out and control them on an individual basis when they need them. It's also possible to restore a trusted lieutenant to life in this way, albeit even more trusted because they're now enslaved to your will.

Earth (Channeling, Power, Trained Only)

This skill allows you to create, manipulate and transmute materials, including living flesh.

Antimagic (Earth, Air): You can counter magic that was created by Air or Earth weaves (one or the other).

Example: You normally use this component to protect from mind-altering effects or to stop an Air Mage throwing you around, but it can also be used against other Earth Mages to disrupt their creations.

Create: You can create matter or items out of nowhere.

Example: A mage can equip their fellows, or themselves if they don't have a warrior to hand, with some very nice stuff… but most warriors prefer forged steel, because it's not so susceptible to antimagic. It's also handy for those unforeseen circumstances, such as needing a rope or a cart. Finally, some mages enjoy manifesting the biggest, meanest weapon they can handle and smacking in an enemy in one hit.

Enhance: You can alter the physical capabilities of others (or yourself).

Example: Favourite tricks with this component include reducing an enemy warrior's strength so she can't lift her broadsword, or increasing your agility so you can walk through machine gun fire unharmed. Abilities can be vastly increased in this way; one commonly seen spell boosts the target's Acrobatics (Jump) component, allowing them to leap over houses.

Embody: You can create a body out of clay or ether in which you can install a mind.

Example: At lower power levels, mages sometimes create birds to scout out unknown terrain. At higher levels, they create golems, artificial slaves that never complain, or summon minor beasts during combat. At godlike power levels, mages have been known to create a surrogate body and go a-wooing; this is best exemplified in the conception of Heracles, who inherited altered physical abilities from his father. Imagine they were programmed into the body Zeus used.

Inferior Heal: You can attempt to realign the body of a target to heal wounds.

Example: While Life Sphere (Heal) is the only source of true healing, it makes sense that Earth Mages can attempt to perform similar deeds through biology. It's normally used to preserve someone so they survive to reach a more accomplished healer. The ability to heal wounds fully will cause the caster to suffer power burn damage, trading one kind for another – and power burn damage can only be healed by rest.

Modify: You can change the size and shape of a target.

Example: This is normally used to buff up allies for combat. Only the most devoted (or desparate) of followers will consent to being permanently modified, because let's face it, who wants to go home to your wife when you're covered with sharp spines and secrete a paralytic venom? Of course, you can also turn your foes into toads, or grow wings and fly off.

Fire (Channeling, Power, Trained Only)

This skill allows you to throw devastating energy blasts, shed light on darkness, and even alter the fabric of reality.

Antimagic (Fire, Water): You can counter magic that was created by Fire or Water weaves (one or the other).

Example: This is very useful for combat mages, because it allows them to counter incoming Attack spells. It is also useful for countering teleporting spells or traps and for staying firmly on your plane of existence when a Water Mage doesn't want you near them.

Greater Attack: You can injure creatures with energy discharges.

Example: This is the frontline combat mage ability. Because it can be concentrated, Greater Attack can deal awesome amounts of damage. Favourite spells are very simple: firebolt blasts one target, fireball blasts an area full of targets, and if you really want to be cruel you can set someone on fire. There isn't much subtlety to an art which reads 'blow stuff up'.

Burn: You can burn a spell effect into the fabric of the cosmos.

Example: Only the most powerful mages use Burn. It is what holds flying citadels aloft, keeps magical swords sharp a thousand years after the creator died, and allows magically

modified creatures to have altered young. One truly vicious trick involved enchanting a hapless victim with a Burned Kinesis – but the target wasn't given control. The mage who enchanted him can throw the target around, hover him off cliffs, and generally make his life a living hell. There are worse tricks – enchanting a fire-resistant beast with an area of intense flames, for example.

Draw Energy: You can gather energy to fuel your spells from the environment around you.

Example: Many magi set up shop in a volcano, on a thunderstorm-wracked peak, or simply near a place where they can occasionally light fires. With the energy on offer, they can power up awesome spells. It also allows you to, with some preparation, move through dangerous areas such as fires or lava. Combined with Core (Amplify), Death (Steal Energy) and Permanent Water (Speed), you can achieve truly ludicrous power levels.

Light: You can produce light that illuminates an area.

Example: Light is a very useful tool in dungeons, forests and at night. Although it can be focused to hurt the eyes of anything that *has* eyes, it's not as useful as simply blasting them with fire; most magi just use Light for light. Those few that hunt undead learn to use it as a protective barrier or an offensive weapon, because some undead are vulnerable to light of any kind.

Sigil: You can mark a target with a sigil that radiates magic.

Example: Sigils are used to mark property, pass simple secret messages (one word only), and as magical 'flares'. Some particularly clever mages don't use raw sigils, but rather create a powerful daemon (mind and spirit) to cast instant sigils when a particular circumstance is met. The most powerful use a Burned daemon on truly secret messages; such a daemon is undetectable by any means until it casts its sigil.

Life (Channeling, Power, Trained Only)

This skill allows you to channel the powers of goodness. You can heal, aid your friends, and battle the forces of darkness. You cannot have ranks in Death Sphere if you have ranks in the Life Sphere! It is cosmically impossible to balance these forces.

Antimagic (Life and Death): You can counter magic that was created by Life or Death weaves (one or the other).

Example: Beside the normal applications of countering spells face-to-face, you can set up antimagic zones that prevent truly evil creatures from entering, protect bodies against being raised as undead, and restore people transformed into monsters by the dark arts.

Attack Evil: You can injure creatures with energy discharges, but only creatures that are truly evil or undead.

Example: Good mages use this ability to destroy evil. It will normally do some damage to light-sensitive creatures, such as certain undead, but is completely harmless to anything else. A common tactic is to drop a lightball into the middle of a melee, where it explodes and tears through all evil combatants, leaving the good ones alone. Some creatures from the higher planes of existence are surrounded in this light.

Heal: You can heal wounds.

Example: This is true healing. It is better than Earth and Water lesser healing components. In most cases, a single instant application is all that's needed, but sometimes a caster will enchant a comrade (or themselves) to regenerate damage over a prolonged time. The most powerful mages can enchant a creature with a Burned Permanent Heal weave, which turns them into natural sponges, capable of taking a sword through the stomach and being alright a moment later. (They still feel pain, but it's only non-lethal damage.) This condition is even passed on to the recipient's future children, albeit in a lesser form.

Beneficial Modify: You can change the size and shape of a target.

Example: This is normally used to buff up allies for combat, and adding the Good skill allows you to kick evil butt even more effectively. It's very difficult to use it to alter an enemy to a less aggressive form, but it is possible if you're very circumspect; you could transform venomous fangs into swimming fins, for instance. In any case, because the alterations are rarely grotesque, more people consent to permanent beneficial modification than the standard variety.

Raise: You can recover the souls of the departed and return them to life. There are two ways you can do this: spiritual recall, and incarnation.

Example: This is sometimes used by investigators to help identify murderers, but is more often reserved to return people from the dead. It's rather simple, really. Anyone who can return people from the dead is often idolized and becomes very famous very fast.

Summon: You can call up the forces of goodness.

Example: Upper planar creatures are rarely willing to talk to lesser mortals. The reason is sometimes ascribed to arrogance, sometimes to the stern attitude of a parent. Mages who do contact the upper planes and receive an answer often find themselves thrust into positions of danger and responsibility by the advice imparted. At higher levels, mages sometimes call upon good creatures to aid them in combating evil, knowing that they won't begrudge this. It's very difficult to summon an angel for mischief, because you can't trick them, and you can't use death magic of your own to drain their power, but someone will doubtless find a way and then act surprised when a small army of angels kills them the next day. Unlike demons, angels show solidarity.

Water (Channeling, Power, Trained Only)

This skill allows you to manipulate time and space themselves.

Antimagic (Fire, Water): You can counter magic that was created by Fire or Water weaves (one or the other).

Example: This is very useful for combat mages, because it allows them to counter incoming Attack spells from Fire mages. And while it can't create absolute darkness, it can create areas where magical light is greatly reduced or completely nullified. Many mages spend a lot of time setting up Water Screens to defend against combat magic.

Inferior Heal: You can attempt to revert the body of a target through time to heal wounds.

Example: While Life Sphere (Heal) is the only source of true healing, it makes sense that Water can duplicate its effects, albeit not as effectively. By reverting portions of the target's body through time, you can fix wounds so they never happened. There isn't even a scar once a Water mage has been over your wounds.

Shadow: You can create patches of inky darkness.

Example: Shadow is normally used to disorient opponents. One trick is to enchant you and your companions with Darkvision or some other way of seeing in the dark, then plunge the battlefield into shadow and pick off your opponents at range while they lose their bearings. Another trick is to lay Shadow over a dark corridor, so people's torches and light spells will be of no use to them, then dig a hole. The most effective kinds of darkness are multi-layered, containing all kinds of visual sense shadows, so nobody can see through them.

Speed: You can increase or decrease the speed of time on a target or in an area.

Example: Because timing is so important in combat, anything that gives you more and takes away from your enemies gives you a substantial power boost. Mages often buff up their warrior comrades with Speed effects and get to work on slowing down their foes; truly powerful mages use permanent Speed weaves on themselves because it enables them to channel even more magic than before.

Summon: You can call upon forces from beyond our plane of existence.

Example: Although this is usually employed to summon creatures to smite your enemies, some mages use it to gather information about other planes. The most powerful mages summon cosmic forces and Burn them, bringing them body and soul onto their own plane of existence, where they can be slain permanently. This is something neither Life nor Death Spheres can easily do, and is liable to bring swift repercussions.

Teleport: You or a target travel instantly through space or across the planes of existence.

Example: To quickly traverse terrain or transport cargo, it can't be beaten. Mages sometimes use this to summon equipment from their home, to call for reinforcements, or to retreat from a nasty battle. The most esoteric ability, however, is the ability to travel to other planes of existence. Most powerful mages will want to do this at some point.

Time Travel: You can look or even walk across time itself.

Example: Time travel is rarely used to actually travel through time, because it's largely useless in the long term. Instead, most mages use it to uncover the past. A very few powerful mages, capable of burning their presence into the timeline, have fled from universes dominated by evil in this way, but they

require truly massive power expenditure to make a difference and may anger forces that live in Time itself…

Non-Sphere Skills

Transform (Power, Trained Only)

This skill allows you to change your shape. Each time you take this skill, it is a component, not a full skill. The skill only applies to one extra form, defined by the skill; you define each point of the skill in order. Each point increases an innate racial skill and decreases any one other skill by one point each when you transform. You do not add your Transform skill when you roll a Transform action; you simply roll Power and any bonuses you might have. You can have a Transform skill of any size; there is no maximum. Each time you add a skill point to Transform, you can change the function of one other definition point; the skill point may be added anywhere in the sequence.

Each point of result you score on your Transform skill roll allows you to use one definition point (starting from the beginning) and adjusts the skills commensurately.

When you transform, you take power expenditure damage equal to the number of definition points used in that transformation.

You can take different Transform skills, each with a different transformation. While you can initiate two at once, remember that you cannot reduce a skill or a stat below 1 while transforming.

Change: This is not a component skill. Instead of a transformation definition, you can also take Transform (Change) as a standard skill. You add your Transform (Change) skill to your Power action to activate other transformations.

Innate Skills

These skills are those peculiar functions that you don't so much use as have. There are three main categories of innate skill: learned, racial, and penalty. Note that innate racial skills form the basis for nearly all equipment.

Learned Skills

These skills are those that you learn, or work at, but don't actively employ; more esoteric abilities are innate racial or penalty skills.

Allegiance (No attribute)

This skill allows you to become aligned with the primal forces of the cosmos. There are several axes you can move along; you are assumed to be at zero on all axes until you take skill ranks. When you take skill ranks in one side of an axis, you can no longer take skill ranks in the other side of that axis; it is now your enemy. Allegiance doesn't allow you to make actions; instead, it offers automatic bonuses on other actions you take, depending on the components you take (all of them with the standard skill)

The available axes are: good-evil, earth-air, fire-water, order-chaos. Others may reinforce or replace these axes, depending on the setting. In any case, the Allegiance skill is renamed to the force you choose.

The bonus you receive is equal to your Allegiance skill, or the ranks in your target's skill in the opposite Allegiance, whichever is lower. In either case, it cannot exceed the attribute of the skill it is enhancing.

Combat: You add the bonus to all actions you undertake targeting creatures or forces of the opposite Allegiance. This includes attacks and spells, but not parries or counterspells.

Resist: You add the bonus to all defenses you undertake against actions undertaken by creatures of the opposite Allegiance. This includes your parries and adds to your effective Fate when resisting spells of that allegiance; you add your full bonus to antimagic components targeting that opposite allegiance, but only if the weave is composed entirely of that Sphere (it doesn't have to be purely antimagic, but antimagic has to be the largest component; if you have the Power component, you add the highest of the two bonuses, or one if they're equal).

Power: You add the full bonus to certain actions you take. For Good and Evil, you add the bonus to Life or Death spells, respectively. For the cardinal elemental forces, you add the bonus to spells of the specific Sphere that matches your allegiance. All spell enhancements act as a bonus to spell weave actions, but only if the weave is composed entirely of that Sphere (it doesn't have to be the same components). For the order-chaos axis, there are specific sets of skills each one enhances: order enhances Command, Create and Knowledge, while chaos enhances Trickery, Escape and Distract.

Anger (Presence)

This skill allows you to channel your anger into bursts of awesome power. You can accumulate Anger points equal to your Anger skill at any one time; you normally gain an Anger point when you take a point of non-lethal damage, and cannot gain more anger points than you have taken such damage (you can regen the damage later, but the anger remains). Anger points dissipate when you go to sleep. Use of anger components is not an action except for Psych.
Enhance: Spend one anger point to add a +1 bonus to one action.
Psych: This is a quick action. You gain Anger points equal to the result or your current level of non-lethal damage, whichever is lower; you cannot have more Anger points than normal.
Rage: Spend one anger point. You reduce your Mind stat by 1 and increase your Body or Spirit stat by 1. This will cause recalculation of attributes.

(If you don't want to go through lengthy recalculations, instead note down 'decrease points' and 'increase points'. For every (six minus fifths) fifths of an attribute multiplier, in points, rounded down, the attribute decreases or increases by 1 effective point; stats are effectively adjusted by the total number of points for purposes of damage. The minimum for any stat and attribute is 1. For example, an attribute of three-fifths is adjusted down one point every three decrease points, because six minus three is three.)

You can return these transferred points instead of non-lethal damage (on a point-for-point basis).

Bravery (Presence)
This skill allows you to resist mental damage. You can take components in Bravery, but they are only doubled, not tripled.
Ignore: This is not an action. Reduce all mental damage dealt to you by your Bravery ranks.
Withstand: This is a quick action. Reduce the result of one mentally damaging effect by your result. (This can target you or someone else; you simply have to be in eyeshot.)

Friendship (No attribute)
This skill allows you to work more closely with another character, whether an accomplice, a dependant, or a mount. You can take multiple Friendship skills; each time, it applies to another friend. Your component skills in Friendship only yield twice the normal skill ranks, not three times.
Aversion: This is not an action. You cannot take this as a component skill; it is always active and always included with Friendship component skills. Whenever you take an action that would reduce your friend's capabilities (damaging them, magically reducing their skills or attributes, slowing them down), you discard successes from that action equal to your Friendship skill. This applies even if other parts of that action are beneficial; for example, using magic to transform their legs into flippers.
Co-Operate: You add your skill ranks as a bonus to any action you take with your friend with the same target, or if you are targeting your friend or the friend's action; the bonus may not exceed the base number of dice the friend rolls.
Share Anger: Whenever your friend is in eyeshot, you may treat all non-lethal damage they take as damage you took for purposes of the innate Anger skill; you gain Anger points, and can have Anger points up to the total of both parties' non-lethal damage. If your friend has more non-lethal damage than your ranks in Friendship, use your Friendship instead.

Race Focus (No attribute)
This skill allow you to be more effective in your dealings with one type of creature. You can take the skill multiple times; each time it applies to a new type of creature. Valid categories are shown below (these may vary, depending on the setting):

Creature Type	*Examples*
Animals	Wolf, Giant Spider
Dragons	Iron Wyrm, Wyvern
Elementals	Efreet, Earth Elemental
Giant Humanoids	Ogre, Giant
Humanoid Species	Goblin, Human
Magic Creatures	Golem, Animated Tree
Mutants	Eye Beast, Rot Worm
Outsider Species	Demon, Astral Being
Plastic Creatures	Giant Amoeba, Slime Monster
Undead	Zombie, Vampire

You have to take a specific species or humanoid or outsider instead of just the category. If you take Race Focus as a component skill, you choose a species from one of the categories (if you would have chosen a species already, instead choose a culture or caste). For example, if you took a component of this skill, it could choose Demon as the species and ninth-rank as the caste.

Whenever your action targets a creature of the specified type or an action that creature takes, add your Race Focus skill as a bonus to that action.

Weave (Channeling)

This skill allows you to Load more magic at once. (This is explained in the full version of Twilight; it allows you to access more of your powers at once.)

Racial Skills

These are the skills that reflect extraordinary abilities due to altered physiology or physiognomy. Note that they're not limited to character creation; you're perfectly within your rights creating a character who has none of these abilities and adventures for years, then grows wings for some unknown reason. In fact, this can really create cool characters should the setting permit it.

None of these skills are associated with attributes, or have components, unless specifically stated. They can grow as large as you wish.

All the racial skills are detailed in the full version of Twilight.

Beneficial

Defensive

Armour Barrier

This skill allows you to stop dead a certain amount of damage.

Armour Absorption

This skill allows you to reduce the lethality of enemy attacks.

Arrow Parry

This skill allows you to parry arrows (and other projectile attacks) without the normal penalty.

Energy Barrier

This skill allows you to stop dead a certain amount of damage from one particular type: acid, blunt, disease, fire, ice, light, lightning, magnetic, poison, radiation, sound, slashing, and stabbing.

Energy Absorption

This skill allows you to reduce the lethality of one damage type.

Recovery

This skill allows you to recover from staggering blows.

Regeneration

This skill allows you to recover from lethal blows.

Environmental

Breathe Air

This skill allows you to breathe a particular type of atmosphere and gain more benefit from it.

Breathe Water

This skill allows you to breathe a particular type of liquid and gain more benefit from it.

Breathless

This skill allows you to stop breathing altogether for a period of time.

Temperature Tolerance

This skill allows you to exist comfortably in a certain range of temperatures.

Miscellaneous

Arms

This skill allows you to use extra arms.

Awake

This skill allows you stay awake for longer.

Incorporeal

This skill reduces your solidity.

Free Power

This skill allows you to power a spell weave without taking damage.

Permanent Power

This skill allows you to permanently enjoy a magic-like effect.

Motile

Burrow
This skill allows you to move through the earth as though it were water.
Climb
This skill allows you to move across vertical surfaces as though they were flat ground.
Fly
This skill allows you to move through the air as though it were water.
Glide
This skill allows you to reduce your momentum while falling and convert it into sideways movement.
Legs
This skill allows you to move with your legs.
Swim
This skill allows you to move through water with natural grace.
Offensive
Agile Strike
This skill allows your natural attack to strike more accurately at the cost of power.
Armour Penetration
This skill allows your natural attack to penetrate armour.
Attack Bonus
This skill allows your natural attack to strike more keenly.
Autofire
This skill allows you to attack multiple targets at once.
Bite Attack
This skill allows you to make bite attacks.
Constrict
This skill allows you to cause damage while grappling.
Damage Bonus
This skill allows your natural attack to cause more damage.
Devour
This skill allows you to ingest an opponent whole and start digesting them.
Disease
This skill allows you to infect opponents you strike with a disease.
Drain Damage
This skill allows you to absorb the life from an enemy that you damage in combat.
Elemental Attack Bonus
This skill allows you to strike more keenly with your natural attack, which is charged with an elemental damage type.
Elemental Damage Bonus
This skill allows you to add elemental damage to your natural attack.
Fearful Presence
This skill allows you to really scare someone.
Finesse Strike
This skill allows your natural attack to strike with extra poise.
Focus Strike
This skill allows you to use momentum, increasing the effect of multiple blows with your natural attack.
Grapple
This skill allows your natural attack to grapple enemies instead of just striking them.
Hook
This skill allows you to latch onto an item more effectively.
Paralytic Strike
This skill allows your natural attack to paralyze its target.
Poison
This skill allows your natural attack to infect its subject with a toxic substance.
Ranged Attack
This skill allows you to use your natural attack at range.
Rend
This skill allows you to use the action of withdrawing an appendage as a natural attack.

Splash Damage
This skill allows you to spread your natural attack's damage out over an area.
Throw Attack
This skill allows you to throw an object more effectively.
Sensory
Darkvision
This skill allows you to see in utter darkness.
Hearing
This skill allows you to hear sounds. You grow ears, sensory fibers or depressions to facilitate this.
Heat Vision
This skill allows you to see things that give off heat. You are seeing in the infrared spectrum.
Magnetic Sense
This skill allows you to sense the magnetic flux lines around you. You can choose one scale: local, geographic, or global. You can take the skill multiple times; each time it applies to a new scale.
Psi Sense
This skill allows you to sense the surface thoughts of others.
Scent
This skill allows you to sense creatures by the power of smell.
Sight
This skill allows you to see the world as a pattern of light. You grow two (or more) eyes to use this skill.
Ultrasonic Sense
This skill allows you to emit and sense ultrasonic vibrations.
Ultraviolet Vision
This skill allows you to see ultraviolet radiation.

Neutral
Neutral skills give no specific penalty or benefit. When you spend a skill point on a neutral skill, gain another skill point, but you cannot spend that point on neutral or penalty skills.

Distinctive
This skill measures your general identity.
Size
This skill allows you to be bigger or smaller than you would normally be.
Native Temperature
This skill allows you to adapt to a different temperature range than that of the normal human.
Undead
This skill means you're undead.

Penalty
When you spend a skill point on a penalty skill, gain another 2 skill points (sometimes more or less, depending on the severity of the penalty; when you're told to adjust the points, only adjust the last point out of those 2), but you cannot spend those points on neutral or penalty skills.

You can reduce any skill when you spend skill points. Every time you spend a skill point, you can reduce one other skill by 1 and gain an extra skill point (you cannot reduce other skills with this point, although you might wish to waive this restriction at character creation or at any time depending on the setting your group agrees on).

You can spend a skill point to remove one point of a penalty.

Appetite
This skill causes you to require food in larger and larger amounts.
Insanity
This skill causes you to suffer from a certain form of mental malfunction.
Light Sensitive
This skill makes you vulnerable to bright light.
Mystic Inflexibility
This skill reduces the amount of magic you can Load at once.
Over Reach
This skill creates a safe buffer between you and the area your attacks threaten.
Parry Flaw

This skill causes the parries of your natural attack to be less effective.
Unwilling Transformation
This skill makes you transform into something else, something undesirable.
Vulnerable
This skill makes you extra-vulnerable to certain effects.
Water Requirement
This skill makes you require water.

Chapter Four
Damage, Equipment and Miscellany

Damage
There are three kinds of damage to keep track of, each associated with a different stat, and each applies its own penalty. Each is divided into two scales, the quick and the slow; you can regen quick damage, but it is quicker to have effect, while slow damage must be healed naturally but can be absorbed in far larger quantities. You have a limit of quick damage equal to your pertinent stat, and a limit of slow damage equal to ten times that stat.

There are five levels of damage to be taken on each of the six scales. Once you've taken your limit of damage, you suffer a penalty in that area, and your damage is reset to zero (except for any overflow, which is applied again until it's all used up). When you heal this damage, you can heal up levels of damage until you're reduced to zero penalties and zero damage.

If you have run out of quick damage slots (you have 5 penalties), any further damage must be done to the slow damage scale for that stat.

A penalty is a number subtracted from your target number on the dice you roll. For example, if you have two penalties and take a 5i action, you have to roll 3 or below to score a success. Needless to say, penalties aren't something you want around.

Body Damage
Physical effects do body damage. All body penalties detract from your skills dependant on Strength, Agility and Appearance. If you are suffering from 5 body penalties (including both non-lethal and lethal), you are unconscious and effectively asleep.
Non-lethal damage is quick body damage.
Lethal damage is slow body damage. If you suffer 5 lethal damage penalties, you have been beaten to death and are dead, thus out of the game. You might get lucky if your friends can find someone with enough power to resurrect you, but don't count on it.

Body damage is the quickest way to kill someone, because most weapons have a lethality component and can do damage faster than anything else. However, weapons have a maximum range (commonly only to adjacent squares) and are stopped by armour.

Mind Damage
Command effects do the most mind damage, although other effects might as well. If you are suffering from 5 mind penalties (including both standard and mental trauma damage), you have been mentally affected and must perform the opposite of any standard mental damage from prohibitions you have suffered (for example, if you're prohibited from approaching someone, once you've suffe red five penalties you have to flee their presence).
Standard mental damage is quick mind damage. You apply standard mental damage penalties to one kind of action, rarely a mental skill (see Command (Influence) for details). You may have to keep track of several different types of standard mental damage at once, but they do stack, with the smallest at the start and the largest at the bottom, giving the most penalties. All standard mental damage types that exceed five penalties worth of damage on this stack have an effect.

For example, suppose Bolivar has 2 Mind. He faces a dreadful specter, which wails, "Go no further!" doing 6 points of standard mental damage (three penalties). When he persists, the specter bids him, "Drop your weapon!" doing another 5 poi nts. He's now over his limit by 1 point; because the 'go no further' prohibition is largest, that is the one that takes effect, and he flees the scene until he can regen from the panic. If he met another specter before he regened, one that whispered "Come to me…" doing a further 6 points, he still wouldn't drop his weapon, but he would approach the second specter.

Mental trauma damage is slow mind damage. You apply mental trauma penalties to all skills dependant on Dedication, Intellect and Presence. If you suffer 5 mental trauma damage penalties, you go into a comatose state; your mind is incapable of dealing with reality until you heal the trauma.

Mind damage is more effective against armoured opponents that weapons can't touch. It doesn't hurt someone as much as body damage, but it's harder to stop. However, be aware that if someone has a friend, they can use Command (Influence) to quickly remove mental trauma damage simply by shouting encouraging slogans and the like. Getting a target alone is a quick way to build up mental trauma.

Spirit Damage

Your own spells do spirit damage to you. All Spirit penalties detract from your skills dependant on Power, Channeling, and Fate (but you still receive the same number of Fate points per day). If you are suffering from 5 spirit damage penalties (including both expenditure and burn damage), you are exhausted and collapse unconscious.

Power expenditure damage is quick spirit damage.

Power burn damage is slow spirit damage. If you suffer 5 power burn damage penalties, you permanently lose 1 point of Spirit (and 2 points of skills, starting with Spirit attribute skills) for every additional point of power burn damage you take. For every point of Spirit you lose, you also take one point of non-lethal and lethal damage to your Body.

You don't take spirit damage; you do it to yourself. You can't heal power burn damage by any means short of resting, so you should really be careful with those permanent-duration spells, or you'll find yourself out of magic permanently.

Environs in Combat

Combat is, by its nature, deadly. However, if you choose your ground well, you can expect to dominate and survive.

Positional Modifiers

In some areas, you'll find yourself uphill or downhill from your target (2 or 3 feet above or below for standard-sized creatures). Being uphill is an advantage, as you can swing weapons down to increase their momentum; being downhill is a disadvantage, because you need to push your weapons up to reach your enemy. If you're uphill, the target number on your dice is one higher (if you take a 3i action, you need to roll 4 or less). If you're downhill, you suffer one penalty.

This modifier applies to all physical actions targeting someone on a different level.

Cover Modifiers

If you can hide behind something, you improve your chances of surviving combat. Provided you can fit behind an object (possibly ducking down), you can hide behind it for cover.

When taking cover, decide how far you are taking cover. This can be any number between one and five, and you can change it at any time you take an action. (You cannot change your penalty to be lower than a penalty for an action you haven't finished yet.) Apply this number as a Penalty to anyone who doesn't have a direct line of sight to you, but also as a Penalty to any attacks you make into that area (if you make ranged attacks, you may ignore up to 3 points of that penalty on yourself). If you're hiding behind a larger object (such as a wall), you might seal off more than half the battlefield, but normally you seal off a 180° arc.

You also gain a bonus to your Stealth actions. Simply apply the penalties to anyone who might spot you. Because sound, ultrasonic sense and magnetic sense bend around corners, the penalties are reduced by 3 for these senses. Needless to say, hiding behind something is very useful.

When you're simply coincidentally behind something, you are assumed to have 1 point of cover for every obstacle between you and the attacker, up to 5 points. (If you are using the optional rule where penalties above 4 simply halve the number of dice you roll, then this has no ceiling.)

If you attack someone behind cover, and you don't damage them (even before armour) but you would have if you didn't have cover penalties (check your dice), you have hit the cover. Reroll your attack, but this time it targets the cover (and may have a different degree of cover). Living cover may very well try to dodge this attack. If the subsequent attack misses, go back to targeting the original target.

For example, consider Robin Hood fleeing through the marketplace. The Sheriff's guards are chasing him with crossbows, but the marketplace is full of serfs and peasants, and Robin is three squares ahead of them; with a peasant in each square, Robin gets 3 points of cover just by being there. The Sheriff orders his guards to shoot at the outlaw anyway.

Each guard has to take 4i just to have a target above zero. If they miss (and they will), they would normally hit a peasant. The guards have to attack Robin first, checking for cover, then (if they miss) the nearest peasant, then the next peasant, then the peasant standing in front of them. Then they work their way back along the line for everyone who successfully dodges. It's likely that a peasant will take this shot for Robin. Curse that rotter, the Sheriff!

If Robin had a little more of a head start, he might have been able to acquire perfect cover in the crowd. Five peasants would have given him enough cover to evade the eyes of the guards completely.

Tight Spaces

If the area you're in is cramped, you will logically be at a disadvantage. There are two kinds of disadvantage: mobility, and offensive.

A mobility disadvantage is encountered when the ceiling is too low. You suffer a certain number of Penalties to all physical actions. Consult this table; the ceiling height is expressed in terms of your own height. You also suffer this penalty if the walls are separated by one-half this distance. You must always have at least one dimension (up-down or left-right) equal to your height, with one dimension half that and the other one-quarter. (You can fit into a box with dimensions half your height on all sides too, although it's very uncomfortable.)

Ceiling Height	*Penalties Applied*
0 - 0.25	5 (cannot fit)
0.25 - 0.5	4
0.5 - 0.75	3
0.75 - 1.0	2
1 - 1.25	1

An offensive disadvantage is encountered when you don't have enough room to swing your weapons around. In this case, add any extra reach the weapon gives you to your height to calculate your relation to the ceiling or walls. If any one dimension is compromised, you suffer the Penalty from the above table to your weapon group actions. (Subtract 3 from the penalties if you're using a ranged weapon.) This penalty only stacks with the penalty from mobility if it's greatest in a different axis.

You do not suffer the offensive disadvantage with a stabbing weapon.

For example, consider a normal 6-foot human. She's capable of moving unobstructed under an 8-foot ceiling, but suffers 1 penalty to all physical actions under a 7-foot ceiling. At the utmost, she can wriggle through a gap three feet by one-and-a-half feet, but she suffers 4 penalties to all physical actions (and thus can only move 1 square with 5i). If she finds herself in a corridor that's 10 feet tall, but only 4 feet wide, she suffers 3 penalties to weapon actions (but she could still fire a crossbow easily). If the ceiling lowers to 5 feet, she suffers 2 penalties on all actions (and six on attacks, because the attack penalty is from a different axis and stacks).

Note that stabbing weapons are unaffected by the offensive disadvantage, but that *people (even allies)* do *count as occupying space around you*. If you're carrying an axe, you need room to swing it – but if you're carrying a spear, you can form a tight phalanx and fight axe-wielders with superior concentrations of offensive ability. This doesn't count if the people are enemies and are your size or smaller.

For example, if you're trying to swing an axe but you're got someone on either side of you (compared to your target), you have only 5' of room, so you suffer 2 penalties.

Heavy Objects and Encumburance

A character can only lift so much at once. You can wield a weapon in one hand with weight (in pounds) equal to your Strength attribute. You can carry heavier objects, but not accurately enough to use them in combat. You can lift something off the ground that weighs 10 times as much as your Strength attribute, and you can drag or brace and push something that weighs 40 times as much as your Strength. If you use two or more hands, double the weight limit.

When moving while carrying something heavier than you can normally lift off the ground, you suffer a weight penalty, just like weapons and armour give you, on all physical actions. Divide this weight penalty by 10 if you're just lifting it, and divide it by 40 if you're just dragging it.

An object with wheels or a slick surface may have an effective weight divider (normally 2 or 3 for good wheels). An object covered with tar, on the other hand, might weigh twice as much for purposes of pulling it.

For example, Audrey the Archaeological Gunslinger tries to move a giant stone block. She has Strength 6. If she uses both hands, she can drag an object that weighs 480lb. (She suffers a –12 success penalty on all physical actions while doing so, however.)

Making Equipment
In the full version of Twilight, you can build new items, or even create new types of weapons.

Equipment Lists
There are certain items that are almost always found in a fantasy or science-fiction setting. These items are manufactured according to time-honoured traditions, and as such are cheaper than one-off items. There isn't much depth to these entries, because they're supposed to be generic. In any event, these entries are flexible; there's no rule saying that you have to put such-and-such a weapon in such-and-such a group, or that a short sword has to be that lethal. In fact, if the setting demands it, you could very well insist that some weapons cost more or less than their calculated price, but be careful – the calculation balances equipment creation.

Weapons
These entries are divided into groups. Under 'type' you can read what type of damage the weapon does: B means blunt, S means slashing, and T means stabbing. Two prices are given for each weapon; the smaller of the two is the effective market price, given because these items are well known and easy to produce, but the higher price is the 'base' price.

Axe Group

Weapon	*Bonus*	*Lethality*	*Type*	*Abilities*	*Weight*	*Cost*
Battleaxe	3	6	S	PF –3	7lb	560 (373)
Bearded Axe	2	4	S	PF –2, Hook 3	6lb	480 (320)
Greataxe	3	9	S	PF –5	10lb	760 (507)
Scythe	4	7	S	PF –3	9lb	720 (480)

Axe weapons are built to hurt people. They're not too great at defense, however. "PF" means "Parry Flaw", a quality which reduces the lethality of the weapon by the listed amount when parrying. "Hook" is a quality which adds the listed amount to lethality when trying to disarm.
Battleaxe: A fairly big axe, with a wide, heavy blade at the end.
Bearded Axe: A smaller axe, commonly held one-handed, used against opponents with shields.
Greataxe: A really big axe. Most people cannot lift it one-handed.
Scythe: Not quite as heavy as the greataxe, and not as damaging either. Similar weapons are used by militia.

Blade Group

Weapon	*Bonus*	*Lethality*	*Type*	*Abilities*	*Weight*	*Cost*
Dagger	1	2	S/T	Agile, Finesse	2lb	16,875 (11,250)
Short sword	2	3	S/T	Agile, Finesse	4lb	26,428 (17,652)
Long sword	4	4	S/T	Agile, Finesse	5lb	36,563 (24,375)
Great sword	5	6S/4T	S/T	Agile, Finesse	7lb	55,125 (36,750)
Scimitar	3	3	S	Agile, Finesse, AP-2	4lb	7,750 (5,167)
Knife	1	2	T	Agile	3lb	750 (500)

Blade weapons all have many great advantages. They're more effective with Weapon Finesse. They can be wielded with Agility instead of Strength. Finally, you have a choice when using blades – they deal either slashing or stabbing damage, so their function is bought twice (thus, blade weapons cost a **lot**).
Dagger: A small but fine blade, used by fighters who want to move fast and do a fair chunk of damage.
Short sword: The gladius is about two feet long and effective amongst serious combatants.
Long sword: Those that can carry it one-handed commonly use this weapon in conjunction with a shield.
Great sword: Great swords aren't as good at stabbing as they are at slashing. Thus they have lethality 4 when stabbing, but 6 when slashing. They're largely used two-handed.
Scimitar: Scimitars can't do stabbing damage. However, they do have 2 points of armour penetration (AP) – this means they reduce the armour absorption rating of any armour they encounter by 2.
Knife: The knife is a poor man's dagger. You can't do slashing damage, and you can't use weapon finesse with it. This is the kind of weapon used for cutting vegetables.

Blunt Group

Weapon	*Bonus*	*Lethality*	*Type*	*Abilities*	*Weight*	*Cost*
Club	2	4	B	-	6lb	110 (80)

Light Mace	2	4	B	Lethal	3lb	750 (500)
Warhammer	2	6	B	Lethal	4lb	1125 (750)
Quarterstaff	7	4	B	Focus strike 7	12lb	230 (154)
Sap	1	4	B	-	10lb	25 (17)

Blunt weapons are very cheap. Most of them *don't* deal lethal damage until you've been beaten unconscious.

Club: An ironbound wooden beatstick. Not an elegant weapon.

Light Mace: A one-handed metal weapon with a spiky or otherwise unpleasant knob on the end. This weapon does lethal damage.

Warhammer: A big, iron hammer used for splitting skulls. This weapon does lethal damage.

Quarterstaff: The quarterstaff is a cheap but brutal weapon. You can spin it around and use momentum to strike multiple foes at once; the Focus Strike 7 ability indicates that you can use the result of an attack action as a Focus result with a maximum of 7 for an upcoming attack.

Sap: The sap is a sock or similar implement filled with sand or lead, used for striking foes unconscious. It is, however, an unwieldy weapon that's difficult to employ with quick movements.

Bow Group

Weapon	*Bonus*	*Lethality*	*Type*	*Abilities*	*Weight*	*Cost*
Shortbow	4	4	T	Range 4	8lb	1240 (827)
Longbow	7	6	T	Range 7	14lb	2240 (1494)
Light Crossbow	2	6	T	Range 2	14lb	270 (180)
Heavy Crossbow	3	8	T	Range 3	19lb	380 (254)
Crude Bow	7	4	T	Range 1	5lb	1375 (917)

Bows are all ranged, projectile weapons; thus, you cannot be parried well (see Weapon Group (Parry) for details). You always use Agility instead of Strength when attacking with bows. 'Range' means these are projectile weapons; divide the distance in squares by the range, round down, and subtract that much from your attack as a success penalty. If your penalty exceeds the weapon bonus, you're out of range.

Shortbow: A common hunting bow.

Longbow: The mighty longbow requires a dedicated wielder, but is the ultimate long-range attacker.

Light Crossbow: Crossbows are easily put together, but the rate of fire is incredibly slow. Expect to use Focus a lot if you're even thinking about using a crossbow.

Heavy Crossbow: The heavy crossbow is the most powerful bow available, with steel components.

Crude Bow: This weapon is a cheap version of the longbow. It's far less capable, but beginners can actually draw the string back.

Chain Group

Weapon	*Bonus*	*Lethality*	*Type*	*Abilities*	*Weight*	*Cost*
Light Flail	2	5	B	Focus 2, Hook 1	4lb	1125 (750)
Heavy Flail	5	7	B	Focus 5, Hook 2	7lb	1938 (1292)
Spiked Chain	10	4	S	Range +1, Agile, Hook 5, Grapple	11lb	3188 (2125)
Bullwhip	10	2	B	Agile, Range +1, Hook 5, PF-1	7lb	1000 (667)
Cat'o'nine -tails	2	2	S	PF-1	7lb	2 (2)

Chain group weapons are whirled around to increase their effectiveness. Depending on design, the weapon may do blunt or slashing damage, but they're all rather nasty. Because they're generally heavy, you'll want to use Focus before making your first strike. 'Focus' means you can use the result of your attack as the result of a Focus action, with a maximum equal to the rating.

Light Flail: This is similar to a light mace, only without a haft – the head is connected to the handle by a chain. Flails can be whirled about with lethal results.

Heavy Flail: Flails can also be used to disarm by ensnaring an opponent's weapon.

Spiked Chain: This weapon is a length of heavy chain with spikes on it. It can attack opponents at a range of 10 feet (2 squares), and allows you to use a Grapple attack as though you were attacking unarmed.

Bullwhip: Because it is made of smooth silk, a bullwhip can glide through skin. However, most bullwhip users just use it to slap people around. It can attack opponents 10 feet away.

Cat'o'nine-tails: A number of sharp objects tied by lengths of cord to a handle. It is very easy to make, although not so easy to use in a melee.

Exotic Weapons

Weapon	*Bonus*	*Lethality*	*Type*	*Abilities*	*Weight*	*Cost*
Nunchaku	3	4	B	Focus Strike 3, NLD	3lb	938
Kukri	2	2	S	-	2lb	375
Net	10	2	B	Grapple, Thrown Weapon, Agile, NLD	6lb	1813
Twin Sword	2	3	S/T	Focus Strike 4, Agile, Finesse	6lb	12,750
Terror Field	3	8	*	IAP, Regen 2	3lb	180,000

Exotic weapons can be just about anything. Note that, because they're not standard weapons, they don't get the price cut of other items. 'NLD' means that the weapon doesn't do lethal damage.

Nunchaku: An exotic chain weapon, the nunchaku is normally whirled around to demonstrate skill and build momentum; it does non-lethal damage.

Kukri: This is a curved, bladed weapon.

Net: This net is a weighted mesh designed to unfurl in flight and entrap a target. It does non-lethal damage, and if used to grapple the damage persists after you release the weapon (but not when you recover the weapon).

Twin Sword: This sword has two heads, which allows it to make sweeping attacks that do more damage with one motion (possibly to multiple targets). As per a normal blade weapon, it can either slash or stab (but it can't use Focus Strike when it stabs). You can use Agility with it, and take it with Weapon Finesse.

Terror Field: This special shield is a pseudoorganic generator that creates a forcefield that's almost impenetrable. It does magnetic damage (which means that purely organic attacks still get through). It blocks like a shield (see below), and regenerates any damage the shield might suffer, making it practically indestructible.

Grenade Group

Weapon	*Bonus*	*Lethality*	*Type*	*Abilities*	*Weight*	*Cost*
Pudding Bomb	1	4	Fire	Splash 2	6lb	375 (250)
Molotov	2	4	Fire	Splash 1, Poison 12 (fire)	7lb	438 (292)
Frag Grenade	1	8	Fire	Splash 3	2lb	638 (425)
Inferno Grenade	1	8	Fire	Splash 3, Poison 24 (fire)	2lb	950 (634)

Grenades all explode when they do damage. 'Splash' means the weapon's attack affects everyone within that many squares. 'Poison (Fire)' means the damage sticks around like poison (but is really just napalm); every 5i, you take as much damage as the original attack did, or the number, whichever is smaller. You can reduce this number on a point-for-point basis with Heal (Aid) actions. Remember, they follow the standard rules for thrown objects. All grenades are single-use (thus cheaper than usual).

Pudding Bomb: The archetypal bomb.

Molotov: This incendiary device uses poison rules, but also uses elemental attack bonus to transmute the poison damage to fire damage.

Frag Grenade: A grenade that explodes, sending metal shards out in a deadly storm.

Inferno Grenade: This incendiary device sets things on fire just like the Molotov.

Heavy Weapon Group

Weapon	*Bonus*	*Lethality*	*Type*	*Abilities*	*Weight*	*Cost*
Rocket launcher	15	15	Fire	Range 10, Splash 5, single use	29lb	1800 (1200)
Minigun	5	10	T	Range 5, Autofire	9lb	21000 (14000)
Hyperblaster	7	15 (20)	T	Range 7, Autofire, +5 lethality fire	5lb	744K (496K)
RPG launcher	3	8	Fire	Range 3, Splash 3	13lb	4000 (2667)
Flamer	20	4	Fire	Range +4, Auto, Poison 8, Agile Only, PF -10	3lb	24750 (16500)

Heavy weapons are big and nasty. They are, however, extremely heavy, so if you find someone who can actually lift them you'd better be double careful. 'Autofire' (or auto) means that you can use autofire with that weapon (see Weapon Group skills, above).

Rocket Launcher: This weapon fires a projectile that explodes on impact. It can only be used once, but it's extremely powerful just that once.

Minigun: A very heavy machine gun that can chew through ranks of enemies.

Hyperblaster: The photon-relative super-high-technology equivalent of a minigun, the hyperblaster is a whole lot messier and easier to use.
RPG Launcher: Although it's not as powerful, the RPG launcher can fire more often than the rocket launcher.
Flamer: This is theoretically a melee weapon, and is useless beyond 20 feet, but *inside* that area you are guaranteed toast. You can only use this weapon with Agility. The 'poison' is, like incendiary grenades, actually fire damage.

Rifle Group

Weapon	*Bonus*	*Lethality*	*Type*	*Abilities*	*Weight*	*Cost*
Blunderbuss	3	3	T	Range 3	12lb	230 (160)
Duck Gun	5	5	T	Range 5	4lb	9,750 (6,500)
M-16	7	3	T	Range 7, Autofire	5lb	10,500 (7,000)
Pulse Rifle	8	4	T	Range 8, Autofire	4lb	51,030 (34,020)
Mauser SR93	10	8	T	Range 10, AP 5	8lb	19,500 (13,000)

Rifles (or longarms) are all projectile weapons. Remember, you use Automatic Group to fire automatic weapons.
Blunderbuss: A primitive flintlock weapon of limited effective range.
Duck Gun: A pump-action shotgun, the favourite of urban combat specialists.
M-16: A heavy automatic rifle.
Pulse Rifle: A light flechette rifle capable of dealing heavy damage at a high rate of fire.
Mauser SR93: A sniper rifle manufactured from 1993 in Germany, it can punch through light protective clothing like it's not there. 'AP 5' means that it can ignore up to 5 points of armour absorption .

Shield Group

Weapon	*Bonus*	*Lethality*	*Type*	*Abilities*	*Weight*	*Cost*
Buckler	1	1	B	Arrow Parry	1lb	25 (17)
Circle Shield	2	4	B	IAP	7lb	2188 (1458)
Kite Shield	3	7	B	IAP	6lb	15,750 (10,500)
Tortoise Shield	4	10	B	IAP	9lb	22,750 (15,167)
Spiked Shield	2	4	T	IAP, lethal	8lb	2313 (1542)

Shields are designed to go up against arrows and swords – and possibly bash your opponent in along the way. All shields have the Improved Arrow Parry ability (when you parry, you block off half the battlefield – all ranged attacks coming from that direction; and you block arrows without penalty) except for the buckler. No shields do lethal damage except for the spiked shield.
Buckler: This small shield can block arrows without penalty.
Circle Shield: A classic light shield, often made of wood like a wagon wheel.
Kite Shield: A larger, more protective shield, often built of metal and emblazoned with a coat-of-arms.
Tortoise Shield: A tall, rectangular shield designed to lock into a formation. Used in phalanxes.
Spiked Shield: An exact duplicate of the circle shield, studded with nasty spikes.

Small Arms Group

Weapon	*Bonus*	*Lethality*	*Type*	*Abilities*	*Weight*	*Cost*
Flintlock	2	2	T	Range 2	8lb	150 (100)
Glock 9mm	3	3	T	Range 3	2lb	12,938 (8625)
44 Magnum	4	6	T	Range 4, AP 5	5lb	10,500 (7000)
Uzi	3	2	T	Range 3, Autofire	2lb	14,625 (9750)
Plasma Pistol	5	5	Fire	Range 5, Autofire	3lb	84,375 (56,250)

The Small Arms group includes pistol weapons of all pedigrees. They are all projectile weapons.
Flintlock: Early pistol type, it is slow firing and not particularly accurate.
Glock 9mm: A semiautomatic weapon that can fire very rapidly.
44 Magnum: A heavy pistol that can punch through almost anything and do a lot of damage to it. It has 5 points of armour penetration (it reduces absorption by 5 points).
Uzi: The most successful firearm out of Israel, the Uzi class of micro machine guns is extremely fast firing and can do a lot of damage.

Plasma Pistol: Thanks to an extending electromagnetic guidance field, the plasma pistol is quite accurate at lobbing evaporated metal at your foes. It's made of tokamakite, if that ever matters.

Spear Group

Weapon	*Bonus*	*Lethality*	*Type*	*Abilities*	*Weight*	*Cost*
Hand Spear	3	4	T	Throw Attack	5lb	138 (92)
Light Lance	6	4	T	Range +1	9lb	180 (120)
Halberd	6	4	S/T	Range +1	4lb	9000 (6000)
Pike	12	6	T	Range +1, Over reach 1	15lb	290 (200)

Spears are long weapons designed to stab people at a distance. Some spear weapons have Throw Attack. A few spears are so long you can't attack people beside you.

Hand Spear: More like a dagger on a stick, albeit aerodynamic.

Light Lance: This weapon can strike opponents at 10 feet away. It's often used by mounted combatants.

Halberd: This weapon can either slash (with an axe blade) or stab (with a spear point). It can hit opponents ten feet away. It is often used by guards.

Pike: This weapon can strike opponents ten feet away, but not those five feet away. It's often used in defensive lines against charging enemies.

Thrown Group

Weapon	*Bonus*	*Lethality*	*Type*	*Abilities*	*Weight*	*Cost*
Javelin	5	4	T	Agile, Throw Attack, PF –3	6lb	1875 (1250)
Shuriken	0	1	S	Throw Attack	1lb	250 (167)
Dart	2	2	T	Agile, Throw Attack	4lb	1063 (709)
Sling	2	2	B	Range 2	14lb	35 (24)
Atlatl	-	-	-	+3 Thrown Group	2lb	3 (2)

These weapons are all thrown; however, not all of them have Throw Attack (which means they do not suffer the penalty normally associated with hurling a weapon). The sling and atlatl are actually mechanisms to help you throw harder. Note that you normally use Strength to throw these weapons, but some can also use Agility (designated as Agile).

Javelin: This spear is specifically designed to be hurled at an opponent.

Shuriken: This is a small, sharp metal star, easily concealed and capable of killing an unsuspecting foe.

Dart: This is a heavy metal pointy thing that you throw at people, like a throwing knife without edges.

Sling: This weapon hurls stones or lead bullets that can break bones and crush organs.

Atlatl: The atlatl is a simple spear thrower, acting as a lever to get extra force and accuracy. It only works with javelins. When using javelins (in your other hand), your Thrown Group skill is at +3 its normal level.

Unarmed Group

Weapon	*Bonus*	*Lethality*	*Type*	*Abilities*	*Weight*	*Cost*
Unarmed	0	1	B	-	0	0
Cestus	0	1	B	Lethal	1lb	1 (1)
Gauntlet	0	1	B	-	1lb	2000 (1334)
Assassin's Palm	1	1	S	Lethal, poison 5, Agile	1lb	6188 (4125)

Unarmed weapons are fairly simple: they make your fists harder. All unarmed group weapons use your natural attacks as a basis, so they have parry flaw 8 (in this case, this means if you parry a lethal attack with your hands, you take damage equal to the amount you would have prevented, unless the lethality you are blocking is higher than 8, in which case recalculate it as though it were 8), but can grapple and use Agility, and any other special abilities you happen to have. Unless otherwise stated, they do lethal damage.

Unarmed: You can use this if you're disarmed or otherwise out of options. It uses the default statistics for a natural weapon (you can change these with innate skills in the full version of Twilight).

Cestus: This is a set of brass knuckles. They change your fists to do lethal damage. You can't use these if you've somehow acquired a more powerful natural attack.

Gauntlet: This weapon encases your entire hand. You can catch weapons in that hand, and that's about it unless you weld spikes onto it; you no longer suffer unarmed parry flaw.

Assassin's Palm: This is a set of sharp fingernails held on by an innocuous wire glove. The weapon injects poison into its victims, and can be used to parry attacks without parry flaw.

Armour

This section includes protective clothing of several types, not just those designed to block damage. Most forms of armour use elemental barriers as well as normal armour barriers. Note that all these items change your reactions, not your actions, so they cost triple normal. They're divided into sections describing their rough weight, but these don't serve any purpose beyond neat categories. Weight lists both practical weight and actual weight. Note that armour has 1 native rank in all forms of absorption, so its AA defaults to 1 at no cost.

When a barrier is listed with a *, that barrier doesn't protect against non-lethal damage. (Note that absorption doesn't protect against non-lethal damage either.)

Summaries used to describe these items include B (Armour Barrier), AA (Armour Absorption), EB (Elemental Armour Barrier), and EAA (Elemental Armour Absorption). When a damage type is listed under Ability, B means blunt, S means slash, and T means stab.

Armour Barrier subtracts that much damage from all attacks that hit you. After considering Barrier, divide the remaining damage by Armour Absorption (round up). Elemental versions of these properties add to the normal values, but apply only to one specific type of elemental damage (such as that done with spells or by certain creatures, or sometimes slashing, stabbing or blunt damage).

Armour Absorption can never be reduced to 0! If it were, it would cause all damage dealt to become infinite (x/0 = infinity), so you can never reduce AA below 1, whether with spells or armour-penetrating blades.

Light Armour

Type	*Cost*	*Weight (lb)*	*Barrier*	*AA*	*Ability*
Cloth	938 (625)	1 (5)	1*	1	Lightning EB 1, EAA 2
Stealth	938 (625)	1 (5)	0*	1	Stealth +5
Leather	2438 (1625)	3 (15)	2*	2	Ice EB 1, EAA 2

Cloth: This armour is simply a sturdy set of clothes, designed not to get in the way during combat.
Stealth: This black, padded outfit provides no protection, but provides a sizable Stealth bonus.
Leather: This suit of boiled leather provides moderate protection with little constriction.

Medium Armour

Type	*Cost*	*Weight (lb)*	*Barrier*	*AA*	*Ability*
Chain Mail	3375 (2250)	4 (20)	2*	2	S EB 2, EAA 3
Scale Mail	4688 (3125)	5 (25)	3	3	-
Aeronaut's Mail	3,093,750 (2,062,500)	4 (20)	2	2	Fly 150

Chain Mail: This loose hauberk of chain links provides good protection against slashing weapons, but is permeable enough to be almost useless against other elemental damage types.
Scale Mail: This heavier mail provides good overall protection. It's made of linked iron platelets.
Aeronaut's Mail: This suit isn't intended to provide good protection. Instead, it allows the wearer to fly (at 2 squares per increment, twice foot speed). Of course, it's also 4 times more expensive than a fully automatic energy cannon (see Heavy Weapons, Hyperblaster, above).

Heavy Armour

Type	*Cost*	*Weight (lb)*	*Barrier*	*AA*	*Ability*
Banded Mail	8625 (5750)	10 (50)	5	2	S/B EB 2, EAA 3
Plate Mail	58,500 (39,000)	8 (40)	10	5	Negates parry flaw
Razor Mail	10,500 (7,000)	12 (60)	5	2	S/B EB 2, EAA 3, Constrict 5 (x2, S)

Banded Mail: This thick armour provides good protection against slashing and bashing weapons, but is not crafted to reduce elemental damage types and stabbing damage can take advantage of the many openings.
Plate Mail: This thick armour protects against virtually everything. It's even insulated with a layer of leather. Its gauntlets remove natural parry flaw (see unarmed weapons, above).
Razor Mail: This armour is functionally identical to banded mail, except that the outer surface is studded with spikes and ridges that make grappling a whole different story. You have the Constrict skill while grappling with this armour, with 5 ranks (or your Strength, if that's lower), lethality 2, doing lethal slashing

damage. (The Constrict skill allows you to make special unarmed attacks on grappled opponents, but you may only use the increments tied up in the grapple to do so.)

Equipment
This section describes a few things that might come in handy.

Lockpicks: You use these to attack locks using the Workings skill. The base lockpick is a 'weapon' that gives +1 to attack, and has 1 lethality (it does lethal blunt damage). It weighs 1lb, costs 938 (625).

The basic padlock is a small 'creature' with Body 3, Strength 3 (5/5), and lethality 1 (blunt, non-lethal), costing 3 (2).

Aqualung: Not just for use underwater, the aqualung allows you to breathe anywhere that you might not normally be able to. It gives you 10 ranks in Breathless (you may add 10 to your attempts to hold your breath), but is a reaction item, thus weighs 10lb (only 2lb are considered when wearing it) and costs 1875 (1250).

Warm Clothing: This assists you in cooler temperatures. It changes your Native Temperature level by 2 points, thus costing 1 (1) and weighing 1lb. (If you are a normal human, you can now easily survive in temperatures from –18 to 31°C.)

Cool Clothing: This assists you in warmer temperatures. It changes your Native Temperature level by 4 points, thus costing 1 (1) and weighing 1lb. (If you are a normal human, you can now easily survive in temperatures from 22 to 71°C.)

Bandages: You get +3 to Heal (Tend) actions while using bandages; this is a component skill, so it weighs 1lb, and costs 1 (1). It's not a one-use item (it's actually a roll of bandages).

Rope: You get one foot of rope per cp. This rope is capable of bearing one human-equivalent weight on its length (purchase more rope and 'double up' if you want more capacity). It weighs 1lb per 5 feet.

Purchasing Creatures
You can purchase creatures as well. In general, a creature is worth ten times the sum of its attributes and skills, but exotic creatures are of course far more expensive, depending on how difficult it is to get into captivity. A purchased creature can come with one behaviour type built in (see Train (Ingrain), above).

Chapter Five
Training

So you've read the rules, and now you're planning to make a character. Don't do it! At least, not until you've read this chapter. If you don't have the design skills introduced in this chapter, your character will trip over in the first round of combat and quickly end up dead.

This chapter, like the title says, walks you through a few of the most important concepts you'll need to master if you are to survive combat in the Twilight game. You will need to refer to the skills and concepts discussed here in previous chapters. You'll also need some dice (of the six-sided variety), because these exercises are interactive. Think of it as an introduction to the world of Twilight; not a true adventure, but a taste of what's to come.

The italic sections are narration. The boxed sections are instructions where you have to do something or get results from what you have done. The rules aren't completely stated in here; you should refer to the previous chapters to fully understand what's happening.

Preamble
Welcome to Towerford, recruit. My name is Chance. Wave Sergeant Chance. I can tell you're not from around here, but times are tough and anyone who wants to join the Perimeter Guard is welcome. As you've no doubt noticed, Towerford city is built in the shape of a letter 'A' standing in the ocean, half a mile high. We're standing one thousand, two hundred and ten feet above the waves here in the Central Boulevard – this is the cross of the A, one thousand feet long and five hundred wide. Don't go near the edge if you're scared of heights. Sometimes the handrails get loose, so don't rely on those either.

Towerford is ruled by no one man or woman. It's a trading nexus; it stands over the Southeast Rift, an undersea chasm that submariners use like a highway, and it's positioned as a supply base for skyships and dragon riders flying across the ocean from other lands. So everyone's got a stake in

Towerford, every powerful merchant or petty warlord owns their own level. Those merchants who have cash to spare and goods to protect fund the Perimeter Guard. We keep the peace and keep out undesirable elements.

And now you want to be one of us. Well, we need everyone we can get, but before you get your exo-armour and shock sword, you've got to prove yourself. So follow me, and you'll be a Guard in no time.

Exercise One: Speed

First lesson: Speed is everything. Punch me in the face. No, I'm not joking. Swing at me, it's not like I'll look any worse. Biggest punch you can throw, go on.

You take five increments for this punch. You have a Strength of 3 and no skill ranks, so roll 3 dice. Any dice that come up 5 or less are successes. If you score successes equal to or greater than half the dice you rolled (which you should), roll again and count successes as 4 or less; go on in this way until you score less than half successes.

How many successes did you score in total?

Aw, too slow.

Wave Sergeant Chance has a much higher Strength than you, and just punched you in the gut with 2i driving the breath from your body. You have no available time increments to dodge or block. He hauls you to your feet again and helps you get your breath.

See, I warned you. If you're too slow, someone's going to take advantage of you. If you act fast, you might not hit as hard, but you'll be able to defend yourself and you'll eventually wear them down. Let's try it again, shall we? Smack me in the face.

Take one increment. Roll 3 dice again, but this time, successes are scored only on a 1. If you somehow score 2 or 3 successes, roll again and keep adding up the successes.

How many successes did you score in total? If you scored none, you missed Chance completely. If you scored any successes at all, you scuffed his chin with your knuckles.

Compare this to the number you scored last time. But this time, you haven't left yourself open, and Chance doesn't have an opportunity to belt you in the gut before your blow connects.

There, that's better. I mean, I'm not feeling anything here, but you didn't give me a chance, did you? Heh. All right, next thing you need to know is how to use that speed to your advantage. When you take a wild swing like your first go, you're putting all your attention into that one attack, and you don't have the option to protect yourself. But if you keep your balance, and make quick, precise motions, you can react to your opponent and defend yourself.

Let's practice. I'm going to jab at you, like this. See how I'm moving my fist? If you put your arm up and sweep it out, you'll knock my hand aside. I'll take it slow for you, this once. Here we go.

Both you and Chance are taking 5i for this exchange. Once again, roll 3 dice and count successes as five or less, just like the first punch. Total your successes. Now roll in the same way for Chance, except he's only rolling 2 dice (he's taking it easy on you this once).

Subtract your successes from his successes; you're essentially using your punch to stop his punch. This is how parrying works. If he still has some successes left afterwards, his punch connects, but you've weakened the impact. If you scored more successes, you blocked his attack perfectly.

Good! You'll be a great brawler some day, I can tell. Catch your breath. Now, blocking or parrying is very useful in combat, but you'll want to combine it with evasive dodging to be really effective. If you observe me punching the air – like this – you'll see that my arm goes out in front of me. You could duck under it or step aside or even take a step back, and I'd have to adjust my blow to hit you. That weakens my attack, and if you block at the same time you're virtually guaranteed to avoid all damage.

So I'll swing at you like I did before, only a little faster and harder this time. Try not to get hit.

This time, you are both taking 2i. This means you score a success on 2 or less. You roll 3 dice for your block, but you have 3i available to you and take another 2i out of that to dodge as well. You have 3 Agility, and roll 3 dice for that at the same time you block.

Chance rolls five dice for his attack; he's still taking it easy on you, but he wants you to feel this one a little more. Subtract both sets of successes from his successes.

If you reduced his successes to zero, you avoided the entire force of the blow. If not, you aren't hit hard enough to knock you over; small mercy.

There you go, you're learning fast. Alright, let's put you to the test. See this thing with the arms on it? This is a training dummy. I turn it on at the back, the arms start swinging, and you try to hit it without

getting hit. This big target on the front registers your blows, and when you've hit it enough it turns off. Simple enough, right? Let's see how you do.

Chance starts the training dummy up, its arms flailing wildly. It has a Strength of 2, and each action is 5i. For every success that is left after block and dodge, you take 1 point of damage. If you take more than 15 points of damage, you're knocked off your feet and have to start again once you've caught your breath.

Use blocking and dodging to avoid taking damage, and punch or kick the machine to shut it off. (You have two hands; you can block with one and attack with the other if you want, or block twice. You can kick or dodge, but not both at once because they use your legs.) Remember that you can only be using 5i at once, but you can use any combination of time increments you want. You roll 3 dice for each action, but determine the target number according to how many increments you spend.

The dummy doesn't block or dodge. It's just a dummy, after all. You, however, can block or dodge its attacks twice or more if you want; its attacks are long and clumsy, and you can really take your time.

If you succeed in doing 20 points of damage to the dummy, it shuts down and you may continue (or just beat it up again if you need more practice). If it knocks you over, start again; Chance resets the machine to zero damage.

Alright! I think you're getting the hang of this. Report to the quartermaster, and he'll issue you with a suit of exo-armour. Then come back here, and I'll teach you how to fight in armour.

Hints and Tips
If you have more Strength, you can hit harder and block more powerful blows.
If you have more Agility, you can dodge faster (and hit harder with certain weapons).
Defense is crucial to staying alive.

Exercise Two: Weight and Armour

Ah, you're back. Still getting used to the exo-armour, I see. Well, that's to be expected. That stuff's made of steel-titanium alloy, and while it's not as heavy as plate mail you're obviously not used to carrying that much metal on you. When the stuff's fully powered up, you won't even know it's there, but you couldn't handle the augmented strength and speed exo-armour gives you. Not yet, anyway. You need to learn how to carry your weight first.

The first thing you need to know about armour is this: It slows you down. Yeah, I know I just spend ten minutes drumming the need for speed into your skull, but sometimes even the fastest swordsman slips up and then you'll be grateful for having a metal shell around you.

Anyway, when you're in armour the effect of all that weight is to slow you down. If you try to punch as fast as you can, you won't get anywhere because the armour's too heavy. Go on ; try it. Pop me one on the jaw.

You are now wearing exo-armour. This weighs 10 pounds, which means you discard 2 successes from all physical actions you perform. Try a 1i punch. Roll 3 dice as usual, but subtract 2 successes when you're done rolling. If you somehow manage to get a success, Chance blocks your attack effortlessly.

There, you see? I didn't even need to duck. Try a harder one. Hit me in the gut. I know you want to, deep down.

You can take a 5i punch at Chance, and he won't attack you back. Count up your successes, but don't forget to subtract 2 from that total because of the armour.

Your punch hits him in the exo-armour. Subtract 10 successes from the lot (the armour has a Barrier rating of 10; the wearer ignores the first 10 points of damage from every source). If you have any more successes, divide that number by 5 and round up (the armour has an Absorption rating of 5; divide all damage after Barrier by 5); Chance is slightly winded.

Good work. Now let's try you on the training dummy again.

Once again, Chance hauls out the dummy. It behaves exactly as it did last time, but this time Chance has turned up the difficulty; it makes 5i attacks with Strength 5, and can take 50 points of damage before it turns off. You can attack, block and dodge just as you did before, but subtract 2 successes from each result you roll. You can take 15 points of damage before being knocked down, but this time, you're wearing exo-armour – subtract 10 from every set of damage you take, and divide the remainder by 5.

If you get knocked down, you start again. If you manage to deactivate it, you may continue, or you can beat it up again – that's what it's for, after all.

Excellent! See, high-grade armour like this is more than worth the trade-off in speed. If you're confident about your armour, you'll learn to let it absorb your enemy's blows and just get down to caving in their skull. If you're still nervous about relying on armour, beat up the dummy again, only this time don't block as much; focus your attention on beating it up. When you're done, I'll show you how to swing a sword.

Hints and Tips
Weight slows you down, and you need to roll more dice to make up the lost successes.
If you're heavily weighed down, quicker actions are less effective – move slower.
Armour frees your attention for beating on foes, but don't neglect your defense; even pathetic enemies sometimes get lucky.

Exercise Three: Weaponry

This is a shock sword. No, don't touch it, it's live – the blade is charged with electricity. If it contacts metal, water or flesh, it sends out a powerful discharge. When you bury the weapon in someone's gut, they fry from the inside out.

But we don't want to fry anyone, not unless they're incorrigible. Everyone in Towerford has connections, and if you kill someone their patron withdraws his funding, and you don't eat that night. No, most of the time you'll want to beat people with the flat of the blade and let the lightning stun them. It doesn't do as much damage, but really – you'll put them out soon enough.

Here, take it. See this sack on the bench? It's full of fish, so it should resemble someone's body well enough. Try hitting it with the flat of the blade and knock it off the bench. Remember, the sword is an elongation of your arm; it's all about the leverage.

The shock sword introduces new complications. It weighs three pounds, so you subtract three successes on top of the two from the armour for a total of five success penalties. However, because it gives you more reach than your fists, you get to roll 4 extra dice – for a total of 7 dice. Take a 5i swing and count up your successes; it takes 25 points of damage *all at once* to knock the sack off the bench, because it's pretty heavy.

But don't give up just yet! The shock sword, when used with the flat of the blade, has a lethality of four (two blunt and two lightning), so multiply your final successes by 4. Doesn't that make it a lot easier?

When you do 25 damage to it, the sack is knocked from the bench with a sharp *crack* and a puff of smoke. The blade of the weapon crawls with sparks for a moment.

Packs a punch, doesn't it? Alright, now try using the blade. Slice that sack in half. Remember, you're not trying to hit the target, you're trying to bring your blade through it as fast as you can.

Shock swords (and most other Blade Group weapons) can be wielded in multiple ways, but slashing is normally the most effective. The weapon still weighs 3 pounds, and still adds 4 dice, but this time the lethality is six (four slashing and two lightning). You have to do 50 points of damage to cleave the sack in half… but that's not all that hard now.

The sack slashes open in a hail of smouldering fish parts. The crackle of electricity surrounds the patter of unidentified liquid onto the surface of the Central Boulevard.

As you can see, it's quicker to cut someone to pieces than to beat them down and handcuff them – but we're not allowed to do that most of the time. When it comes time to kill, you'll know – but if you're wise, you won't wait for that day.

While you're standing there, you'd better learn how to parry with these things. It's just like blocking with your fists, but a sword can come from any angle because it's so long. If I swing from overhead, you'll have to get your blade up between your head and the blow. If I spin around and let you have it with the backhand, then you're going to have to return the sword to your right side and keep it there. Often, when you're parrying, you won't have time to swing quite as hard as the guy who's trying to slit you open, so you'll have to dodge or parry with another weapon at the same time.

Let's try it now. Keep your hands away from the weapon; don't catch a sword, or you'll lose fingers. Instead, parry and dodge at the same time.

Chance takes a quick swing at you, using 3i. Because he's using a sword, he's rolling 9 dice; you only get 7 with the sword and 3 with your dodge. Both of you subtract 5 successes from the weapon roll, and you still suffer a 2-success penalty to the dodge. Remember, you can only use 5i at a time; you can do a 3i dodge (or parry), and do a 2i then 1i of the other action type.

The important thing to remember about using weapons is this: you subtract your dodge from Chance's total successes; Chance calculates his damage; then you subtract your parry damage from that damage.

If you get hit, remember you're still wearing exo-armour (barrier 10, absorption 5). If you would still take damage, Chance pulls his blow at the last second.

One important thing you'll notice is that it's often more effective to dodge a weapon as well as parrying it. See, while a weapon might give your enemy better reach and do more damage when it hits, it's still going to slow him down, and if you use that to dodge properly, he'll never touch you.

Well, that about wraps it up for the shock sword training. If you want, you can spar with the other recruits, but use the weighted training swords – we don't want our recruits to be missing limbs. When you're ready, head over to the target range and I'll teach you how to use a crossbow.

You can try a sparring bout with a friend if you want. It's best if both of you have advanced through the exercises up to this point or beyond. The training swords are just like shock swords, but they don't do lethal damage so you can safely smack each other in (or try to do so). Remember, the first person to take 15 points of damage is knocked over and has to take some time getting their breath back. This is a good point to try out tactics and tricks.

When you're ready, head over to Chance at the target range.

Recruit, this is a light crossbow. We don't use them often, because there's no way to knock someone unconscious with one of these things, but they have one important advantage over shock swords: range. When you've got a crossbow, your enemy just has to be within eyeshot and you can let them have it.

A crossbow isn't the world's most effective ranged weapon, but they're all we have. It takes a while to cock it with the crank on the side, but then you just pop a quarrel into the slot, pull the trigger, and drill a hole in your target. Give it a go on the closest target over there, and remember: take your time.

A crossbow is a ranged weapon, so it is fired using Agility (you'll remember your Agility is 3). This is a light crossbow, which gives you +2 on attacks, so you roll 5 dice. Because you're still in exo-armour, and the crossbow weighs 14lb, you suffer a whopping 16-point penalty to your successes.

This is a good time to learn about Focus. You don't have any ranks in the Focus skill, but you can use it untrained (it works off your Agility too). When you take a Focus action, you don't do anything; instead, you prepare to do another action. Take a 5i Agility action (rolling 3 dice), and add the successes you score to the dice you roll for a 5i attack (so you roll roughly 9 dice, maybe more, maybe less). You should roll at least some successes in this way.

The target is 10' away. Because a light crossbow has a range rating of 2 squares (10 feet), it's within range, so you don't suffer any penalties. If you score any successes at all, you shoot the target with a satisfying *thunk*. If you miss, try again.

Good work. Now try to hit the thirty-foot target.

Thirty feet is a little harder. Because the light crossbow has 2 squares (10 feet) of range, you drop the bonus by 1 for every 10 feet between you and the target, so you no longer receive the +2 dice to your attack. Rolling 3 dice this time, try to score some successes. (You can still focus beforehand.)

If you hit the target, multiply your successes by 6 (the lethality of a light crossbow). If you do more than 10 damage, your quarrel sticks into the target (it has 10 points of barrier).

There you go, you're getting the hang of it now! The light crossbow is useless beyond that range, it's just too inaccurate, but thirty feet is plenty in a city like Towerford; no corridor or street-stair gives you much more room than that, and nobody causes trouble out here on the Grand Boulevard.

Right, there's just one more thing you need to learn about. When you're in a big fight, and someone belts you over the head with a bench, you're not going to be able to respond at once, are you? No, you'll be lying on the floor trying to see straight again. If you're not unconscious, the damage won't be permanent, and the best fighters learn to get back on their feet as fast as possible.

I'm going to show you what I mean. I'll whack you in the head, and you try to punch me back as soon as I land the blow. Ready?

Here's how non-lethal damage works: you keep a running total, and every time it reaches a multiple of your Body stat, you suffer a Penalty. When you've got five Penalties, you're knocked out.

We didn't bother with Penalties before, but they're an integral part of managing combat. You don't want any Penalties hanging over your head, for reasons that are about to become clear.

Your Body stat is 3. Chance punches you and does 6 damage, so you have 2 Penalties.

Try to punch him back (your Strength is 3, and you have –2 successes from the weight of your armour). Use 5i, but because you have 2 penalties, you have to roll 3 or lower (because 5i – 2 Penalties = 3). If you score any successes, your blow glances off Chance's armour.

There, see how hard that was? The more damage you take, the harder it is to think straight or throw an accurate punch. If you have a choice, it's always best to pull back and get some air so you're able to defend yourself from the guy that hit you. Come on, clear your head and we'll get on to crowd control.

Fortunately for you, non-lethal damage is easy to get rid of. Use a Heal (Aid) action to 'regen' the damage. You have no ranks in Heal (Aid), but because it's based off your Dedication (of which you have 2 points), you still get to roll 2 dice. Take a 5i Aid action and remove that many points of non-lethal damage; you don't suffer Penalties on this, because Aid is a mental action and non-lethal damage only affects your physical abilities.

You can use Aid alongside attacks, parries and dodges, so long as you're not using more than 5i at once. Aid is a mental action, and you can perform any number of mental or spiritual actions at once (but not more than 5i).

If your non-lethal damage is below 6, you have only 1 Penalty. If it's below 3, you have no Penalties (however, you should probably reduce it to zero rather than leave it in the safe zone).

If you want to, you can have another sparring bout with a friend, but this time note that you take penalties when you're wounded; you'll want to regen if you can find the time.

Hints and Tips

Weapons are heavy! You'll need to take slower actions or get more Strength to overcome the weight penalty.

Weapons do a lot of damage. Even one success is guaranteed to do several points of damage.

Dodging weapons reduces their successes, and thus reduces the damage by several points for every point of dodge you score. Use this to your advantage.

Bigger weapons are better at parrying – but remember, they're also slower. A smaller, faster weapon might not deal as much damage, but it will avoid parries.

Ranged weapons are useful against enemies at a distance, but the further away the less chance you have of hitting – and all weapons have a maximum range.

Damage is bad because you can't move as fast.

Regen is good because you remove damage.

Exercise Four: Morale and Movement

Hopefully, you'll never even have to draw your sword. Why's that? Because you've got a voice. And if you learn to shout loud enough, you can make almost anyone back down.

Try it now. See that pedestrian over there? That's Loudon, a ne'er-do-well probably scoping out the new merchants on the Boulevard. Give him a lungful and tell him not to hang around here.

Time to use your Command (Influence) skill. Most of the time, you'll be using the fear option, like right now. You have no skill yet, but your Presence is 2, so you get to roll 2 dice. Because he's unlikely to attack an exo-armoured Perimeter Guard carrying a shock sword, you can safely take a 5i action; count up your successes.

Loudon has a Mind stat of 2, so for every 2 points you score he suffers a mental Penalty to 'hanging around here'. He can stand still while he has less than 5 mental Penalties, and he can even walk towards you, but he'll find it difficult. Once you've given him 5 penalties, he runs off.

Heh, heh. That'll show him. You're made of sterner stuff, but there are things in this world that can still put the wind up you. Boo!

Boo? Chance just screamed so loud in your ear that you felt your hair blowing. You take 10 points of standard mental damage, applying their Penalty to 'approach'. Your Mind stat is 3, so you're currently on 3 Penalties on approaching Chance.

Come on, I'm just fooling around. Come here, recruit.

Unfortunately, that's not as easy as it sounds. Chance walks 25 feet from you and beckons. Normally, you could move 25 feet with a 5i action, but you're a little shaken by those mental Penalties so you can only move 10 feet in 5i.

Chance moves back 10 feet per 5i, grinning at you. You can't catch him like this!

Regen the mental damage. It works just the same as regening non-lethal damage. Remember, your Dedication is 2.

Now, try to catch Chance. Remember, he starts off 25 feet away, and every 5i moves back another 10 feet. This should be pretty straightforward.

Good, good. I don't bite, you know. Anyway, that reminds me. You need to learn about moving around in combat. Movement is a very important part of your defensive arsenal. Basically, if your opponent can't reach you, he can't hurt you. So if I swing my sword at you, and you take a step back, I cut at the air in front of you. Simple, isn't it?

No, actually it isn't. Because if I take a step forward at the same time, you might as well have stayed put for all the good that dodge did you. However, if an opponent has extended himself with a big attack, he's not going to be able to come after you. Use this to your advantage. By the same regard, don't be surprised if an enemy steps back while you're doing a big, impressive attack. Remember, speed is your friend.

When you're making quick, balanced attacks, you can riposte. The fencers use that word to refer to a specific counter-attack, but we down here just mean a sort of a lunge. If you move forward with the attack, you hit someone even if they step back. It negates the idea of dodging back.

Try it now. Grab that training sword and try to hit me.

Chance stands in front of you. Swing at him with 2i (remember, you roll 7 dice for this attack and have –5 successes); he dodges with 10 dice (at –2 successes) and hops back 1 square (5 feet), putting him outside your reach. Even if he scores fewer successes than you, you can't hit him!

Try it again, only this time, step forward (it costs 1i) while swinging. Did you graze him? Probably not, but at least you have the chance now.

Try it one more time. This time, include a 2i Riposte action (rolling 7 dice and again subtracting 5 successes), and reduce his dodge by that amount. You should have less trouble in hitting him now, but it's still a challenge. Continue when you've managed to score a success or two.

Good work. Now, there's one more thing you ought to know about. If you run at someone, you can get a heck of a lot more force into the swing than if you're just standing still. This is called a charge. Put your sword away, and try to knock this punching bag over. In a real fight, the bag would take advantage of your unbalanced state, but right now it's asleep.

The punching bag is bigger than you are, and quite a lot heavier. You have to do 8 points of damage with your bare fists all at once to knock it over. Try a normal 5i punch (you have 3 dice and –2 successes). If you succeed, well, you're lucky, but you should try the next part anyway.

Now try a run-up. Move back 25 feet, and then spend 5i running towards the punching bag. This is a 5i Focus action, except that (because Athletics is a Strength-based skill) you roll your 3 Strength instead (you have no skill). Add the number of successes you score to the number of dice you roll on your attack. You should be able to do it after a couple of tries.

Hints and Tips

Mental damage is completely unaffected by armour. If you can't kill something, try to scare it off.

Mental damage can make people do things. If you deliver enough, they'll have no choice but to perform the opposite of the actions you've forbidden. Use this to your advantage.

General fear effects take much longer to work, but can drive someone into a catatonic death-like state. Ranks in Bravery and a high Presence will save you from this fate yourself.

You are vulnerable to mental damage. Be aware of this and regen it as fast as possible.

Move around in combat. You can dodge enemy weapons and reach advantageous terrain in this way.

Charging helps you do more damage, but an effective charge leaves you open to attack.

Chapter 6
Conversions

If you want to convert between Twilight and d20, use this chapter. There are several intermediary steps between Twilight and d20. You already know how to operate under pure Twilight. You can convert it to use the d20 resolution mechanic, convert it into pure d20 stats, or (the most complex) convert it to d20 classes and races. On the other hand, with pure d20 stats (whether monster or class), you can convert to use

the Twilight resolution mechanic, convert it to Twilight stats, or (with a little fiddling) convert it to pure, balanced Twilight.

There are further options in the interface rules. Using the interface rules, you can run a combat involving both Twilight and d20 characters, and not bother with converting them.

Be aware that these systems have different balance issues and conventions. Any conversion is likely to compromise some abilities of your character. To this end, you may wish to make certain abilities less effective and boost the compromised abilities. This is largely a rule-of-thumb area.

It is assumed that you know how to play d20 when reading this section.

Twilight to d20 Mechanic

This option allows you to use a d20 to resolve actions in Twilight.

Instead of rolling a handful of d6s, you instead roll a single d20, subtract 10, and add your dice minus success penalties to the roll to get the result. You may wish to record a single modifier (including the –10 penalty) beside your skills if you use this option.

You treat the result in exactly the same way under this system. Steady actions are the same as taking 10 on the d20 roll.

This option assumes an action taking 3i. If you take a different number, adjust the success penalty in the following way (rounding up in all cases): 1i, use four times the success penalty; 2i, use twice the success penalty; 4i, use half the success penalty; 5i, don't use the success penalty at all.

For example, Bob the Fighter has Strength 3, Blade Group 3 and a longsword (+4 Blade) for a total of 10 points, but because of his armour and the blade's weight he suffers a –7 success penalty, so his modifier is –7 (10 - 7 – 10 = -7). If he takes 3i and rolls 13, he scores 6 successes. If instead he takes 2i, he wouldn't score any successes at all, because his modifier is –14.

This option rebalances Twilight. It's actually possible for someone to wield and wear anything at all, so long as they use 5i actions; and a skilled combatant will shrug off rolling a 1, as their skill modifier will still be higher. In addition, because a d20 has a large range of numbers on it, characters of low power will experience greatly variable results; the difference between rolling a 1 and a 20 is huge to someone with Strength 3.

You may wish to treat a 1 as an automatic failure; the action is counted as having no successes.

Twilight to d20 Stats

This option allows you to convert your character into a d20 entity; however, because the character isn't actually confined to a class, it's treated as a special monster.

The conversion requires several steps. First, determine the level of the character; then allocate hit dice and convert stats and attributes to ability scores; and finally, convert skills into specific abilities.

To determine the character's level, just add up their stat points and divide by 5 (rounding up). Note that this doesn't cap off the character's skills, base attack bonus, and number of feats, but it does govern their hit points; level is equal to the number of your hit dice

Next, calculate the size of the character's hit dice. Add up their stat points, divide by their Body, and consult the following table:

Stats/Body	*Die Size*	*hp/die*
5+	D4	2.5
5 - 3	D6	3.5
3 - 2	D8	4.5
2 - 1.5	D10	5.5
1.5 - 1	D12	6.5

For the first hit die, take maximum hit points. For the rest, add the hp/die rating (or, if you prefer, just roll the die). This figure will be altered later when your character gains a Constitution score.

Next, determine your stats. Each stat is determined by a number of factors; when an attribute is referenced here, it refers to the multiplier fraction, not the attribute value. Consult the following table:

Stat	*Governing Factor*
Strength	Strength attribute
Dexterity	Agility attribute
Constitution	Body stat divided by the sum of all stats
Intelligence	Intellect attribute
Wisdom	Dedication attribute

Charisma	Sum of Appearance and Presence, divided by 2

In addition, add your Power and Channeling attributes together, and divide by 5. Add this number to either Intellect, Dedication, Appearance or Presence when considering stats.

Having determined the governing factor for a stat, determine the value of that stat on the following table (round the factor down):

Factor	*Stat Value*	*Stat Bonus*
1/5	4	-3
2/5	8	-1
3/5	12	+1
4/5	16	+3
5/5	20	+5

In addition, for every 5 Twilight stat points you have in a given stat, add 1 to the reliant d20 stats (Body governs Strength, Dexterity and Constitution; Mind governs Intelligence, Wisdom and Charisma; Spirit governs the stat you added your Power and Channeling bonus to).

Finally, you convert your skills into character abilities. Almost every Twilight skill has a counterpart in d20, although you'll have to break your skills down into components in many cases. Consult the following table for those skills that convert easily:

Twilight Skill	**Component**	**d20 Skill or Equivalent**
Weapon Group Skills		
Automatic Group		Opens Exotic Weapon Proficiency (Modern Firearms) feat
Axe Group		BAB (axe weapons)
Blade Group		BAB (blade weapons)
Blunt Group		BAB (blunt weapons)
Bow Group		BAB (bow weapons)
Chain Group		BAB (chain weapons)
Exotic Group		BAB (one exotic weapon)
Grenade Group		BAB (grenade weapons)
Heavy Weapon Group		BAB (heavy weapons)
Rifle Group		BAB (rifle weapons)
Shield Group		Opens Shield Proficiency feat
Small Arm Group		BAB (small arm weapons)
Spear Group		BAB (spear weapons)
Thrown Group		BAB (thrown weapons)
Unarmed Group		BAB (unarmed, increments as monk)
Quick Skills		
Acrobatics	Balance	Balance
	Dodge	Tumble
	Jump	Jump
Athletics	Climb	Climb
	Move	Opens Run feat
	Swim	Swim
Command	Influence	Diplomacy, Intimidate
	Perform	Perform
Distract		Bluff
Escape		Escape Artist
Finesse Weapon		Opens Weapon Finesse feat
Focus		Opens Power Attack feat
Heal		Heal
Interact	Analyse	Gather Information
	Interpret	Decipher Script, Innuendo
	Language	Speak Language
Knowledge	Field	Knowledge (in same field)
	Memory	--
	Research	Opens Bardic Knowledge ability*
Perception	Intuit	Intuit Direction
	Listen	Listen

	See	Search, Spot
	Smell	--
Puzzling	Conundrum	Sense Motive
	Riddle	Perform (Riddles)
	Solve	--
Stealth	Hide	Hide
	Silence	Move Silently
	Infiltrate	Pick Pockets
Train	Ingrain	Handle Animal
	Drive	Handle Animal, Ride
Trickery	Feint	Bluff
	Disguise	Disguise
	Misdirect	Bluff
Wild Living	Survive	Wilderness Lore
	Traceless	Opens Traceless Step ability*
	Track	Opens Track feat
Workings		Disable Device
Slow Skills		
Create		Craft (in same field)
Trade	Assess	Appraise
	Negotiate	Diplomacy
	Profession	Profession (in same field)
Magic Skills		
The Magic Sphere skills do not convert in this way. See below for converting Twilight sphere magic skills.		
Transform		Opens Transform ability*
Innate Skills		
Learned Skills		
Allegiance		Opens Alignment ability*
Anger		Opens Rage ability*
Bravery		Opens Fearless ability*
Friendship		--
Race Focus		Opens Favoured Enemy ability*
Weave		Opens Spell Focus feat
Racial Skills		
Armour Barrier	Standard	Natural AC bonus (equal to skill ranks)
	Lesser	Natural AC bonus (equal to half skill ranks)
Armour Absorption		Damage reduction*
Arrow Parry	Standard	Opens Deflect Arrows feat
	Improved	Opens Shield Arrows ability*
Energy Barrier	Standard	Energy resistance*
	Lesser	Half energy resistance*
Energy Absorption		Energy resistance*
Recovery		--
Regeneration	Standard	Fast Healing*
	Lesser	Regeneration* (with the same weaknesses)
Breathe Air		--
Breathe Water		Opens Water Breathing ability*
Breathless		-- (does no require air with 24 points)
Temperature Tolerance		Opens Temperature Tolerance ability*
Arms		All fully effective arms are usable
Awake		--
Incorporeal		Opens Incorporeal ability*
Free Power		Opens Spell-Like Ability ability*
Permanent Power		Opens Permanent Ability ability*
Burrow		Allows Burrowing movement at rated speed
Climb		Allows Climbing movement at rated speed

Fly		Allows Flying movement at rated speed (average maneuverability)
Glide		Allows Flying movement at rated speed (clumsy maneuverability)
Legs		All fully effective legs are usable at rated speed
Swim		Allows Swim movement at rated speed
Agile Strike		Opens Weapon Finesse feat
Armour Penetration		Opens Bypass ability*
Attack Bonus		Opens Primary Attack ability*
Autofire		Opens Whirlwind Attack feat (or opens Autofire ability* for projectile attacks)
Bite Attack		Adds Bite attack (secondary)
Constrict		Opens Constrict ability*
Damage Bonus		Alters damage dice*, determines damage type*
Devour		Opens Swallow Whole ability*
Disease		Opens Disease ability*
Drain Damage		Opens Energy Drain ability*
Elemental Attack Bonus		Attack does different damage type*
Elemental Damage Bonus		Adds extra damage dice* of the chosen damage type*
Fearful Presence		Opens Fearful Presence ability*
Finesse Strike		Opens Weapon Finesse feat
Focus Strike		This is a double weapon (if not a weapon, then ignore)
Grapple		--
Hook		Opens Disarm ability*
Paralytic Strike		Opens Paralysis ability*
Poison		Opens Poison ability*
Ranged Attack	Standard	Range increases as per Twilight rating
	Projectile	Attack has a range increment equal to three times the rating
Rend		Opens Improved Critical ability*
Splash Damage		Opens Splash ability*
Throw Attack		--
Darkvision		Darkvision (low light if you have Heat Vision) to rated range
Hearing		--
Heat Vision		Darkvision to rated range
Magnetic Sense		Opens Magnetic Sense ability*
Psi Sense	Standard	Opens Detect Thoughts ability*
	Deep	Opens Detect Deep Thoughts ability*
Scent		Opens Scent ability*
Sight		--
Ultrasonic Sense		Opens Blindsight
Ultraviolet Vision		Opens low light vision
Neutral Skills		
Size	Bigger	0-5: Medium-size*
		6-11: Large size*
		12-23: Huge size*
		24-47: Gargantuan size*
		48+: Colossal size*
	Smaller	0-5: Medium-size*
		6-11: Small size*
		12-23: Tiny size*
		24-47: Diminutive size*
		48+: Fine size*
Native Temperature	Higher	Opens Fire subtype
	Lower	Opens Cold subtype
Undead		Opens Undead creature type
Penalty Skills		

Appetite		You require the set amount of food per day.
Insanity	Death wish	Open: you never willingly retreat from battle.
	Phobia	Opens Phobia ability*
	Erratic behaviour	Opens Confused ability*
	MPD	Opens MPD ability*
	Obsession	Opens Obsessed ability*
Light Sensitive	Standard	Open: You suffer –2 to all actions in daylight.
	Greater	You take 1hp of fire damage per round in daylight.
Over Reach		Your attack has the minimum reach listed.
Parry Flaw		Open: Your attack counts as unarmed (provoking attacks of opportunity)
Vulnerable	Standard	Open: You take double damage from the chosen damage type.
	Lesser	Opens Vulnerability ability*
Water Requirement		You require the set amount of water per day.

You gain ranks in the noted d20 skill equal to your ranks in the Twilight skill. If two or more skills would contribute to one d20 skill, use the largest such Twilight skill. Where this table lists *Open* as the d20 equivalent, you gain the listed feat or ability if you have 5 ranks in that skill. For weapon groups that list BAB, this stands for Base Attack Bonus, and you gain subsequent attacks every 5BAB as normal; the Unarmed group allows you to make these attacks every 4BAB instead, as a monk. Most miscellaneous entries should be self-explanatory.

The entries listed as *Opens ability* open special abilities, some of which grow more powerful with level. In addition, certain abilities are listed that require additional explanation. Consult the following table for the various abilities you might open or acquire.

Some of these abilities may not be detailed in this demo version of Twilight.

Ability	**Function**
Alignment	Your alignment defaults to true neutral. If you open an alignment to Order or Chaos, your alignment becomes lawful or chaotic. If you open an alignment to Life or Death, your alignment becomes good or evil. If you open an alignment to an elemental type, you become that subtype (if this is fire or cold, you gain additional abilities; see the Monster Manual).
Autofire	You can fire a projectile weapon as many times as you could make attacks; you do not have to reload it. (If you don't have autofire, you can only use a projectile once a round.)
Bardic Knowledge	You gain the Bardic Knowledge class ability. You can use it as though you were a bard of level equal to your ranks in Research.
Bypass	For every 5 ranks, your attack counts as an extra +1 for purposes of bypassing damage reduction. (You cannot bypass special types of damage reduction in this way; for example, you have to have holysilver to bypass holysilver DR.)
Confused	Every time your character enters combat (or some other stressful situation), he or she casts Confusion on themselves as a caster of their level. They may save, but the effect is extraordinary, not magical.
Constrict	You can use the Constrict ability (see the Monster Manual). The damage you do is a default of 1d3, but if you have modified the attack it instead does converted damage (see Damage Dice, below).
Damage Dice	The lethality of a Twilight weapon converts to different types of dice under d20. Consult the following table:

Lethality	Dice
1	1d3
2	1d4
3	1d6
4	1d8
5	1d10
6	2d6
7	2d8
8	3d6
9	3d8

	etc. Convert each type of damage independently; for example, a sword with slash lethality 3 and an extra fire lethality 2 does 1d6+1d4 fire.
Damage Reduction	You gain DR equal to your skill ranks in Armour Absorption. This DR can be bypassed by a weapon with one 'plus' of magical enhancement per 5 points of DR, to a maximum of +5.
Damage Type	d20 has the standard damage types of slashing, piercing and bludgeoning, which equate to slashing, stabbing and blunt damage under Twilight. d20 also has the more exotic types of acid, cold, electricity, fire, holy, sonic and unholy, as well as a few effects that have no type at all or use unique types. Twilight damage types convert in the following ways: ice to cold, light to holy, lightning to electricity, sound to sonic; acid, fire, magnetic, poison and radiation are all 'unique' types, but note that everything but constructs are immune to magnetic damage.
Detect Deep Thoughts	You track the emotion levels as you normally would. For every 10 points, make a Will save against DC equal to 10 plus the number of 10-point increments you are suffering. If you fail, you behave in accordance with that emotion for a number of minutes equal to the number of 10-point increments you are suffering. Regardless of emotional level, you gain a +1 foresight bonus to AC, attack rolls and all skill rolls targeting creatures with minds in eyeshot. Otherwise as the Detect Thoughts ability.
Detect Thoughts	You may use *Detect Thoughts* as a spell-like ability at will.
Disarm	When using this attack, you get a +2 bonus on your opposed attack rolls when attempting to disarm an opponent (including the roll to avoid being disarmed if you fail to disarm your opponent).
Energy Resistance	You have energy resistance equal to your skill rating. See Damage Types, above, for what specific type of energy this applies to.
Fast Healing	You have Fast Healing equal to your skill rating. This is not regeneration. It is an extraordinary ability.
Favoured Enemy	You gain the Favoured Enemy class ability of the Ranger; the bonus you apply to your rolls is equal to your skill rating.
Fearful Presence	Your mere presence requires all creatures with fewer hit dice than you to make a Will save against DC equal to 10 plus your hit dice or become shaken. If you have 15 points in this skill, they instead become frightened. If you have 30 points in this skill, they instead become panicked.
Fearless	You are immune to all forms of fear, magical or mundane. If you have 15 points in this skill, you apply a +2 bonus to all your allies' saves against fear as well.
Improved Critical	Increase the threat range of this attack to 19-20. (Your natural threat range is 20.) If you have 15 points, instead increase it to 18-20. If you have 30 points, increase it to 17-20.
Incorporeal	You are incorporeal. You can only be harmed by magic weapons, magic, or other ethereal or incorporeal creatures. In addition, you have a 50% chance of ignoring all damage from any material source, and can move through the air or solid objects without penalty. See Core Rulebook II for more details.
Magnetic Sense	If you see global patterns: You always know which way North is, and can pinpoint your latitude on the globe. If you see local patterns: You always know the shape of the local terrain out to a mile. You can sense large caves and the like, but your resolution is limited to 10-foot increments. If you see tactical patterns: You have darkvision out to 90 feet; you can use this even if you have no eyes. In all cases, iron or magnets block your vision.
MPD	Convert the personality fragments over into d20 too. If you enter combat or a stressful situation, make a Will save, DC equal to 10 plus the number of skill ranks you have in MPD or another fragment takes over. They replace your skills (and possibly alignment).

Obsessed	When you see the object of your desires, make a Will save (DC 10 for something common, 15 for something uncommon, 20 for something rare and 25 or higher for something superlative). If you fail, you must pursue it.
Paralysis	When this attack hits, the target must make a Fortitude save against DC equal to 10 plus your ranks in this skill or be paralysed for 2d4 minutes.
Permanent Ability	Create the spell effect referenced. It's always active. (See below for magic conversion.)
Phobia	When you see the object of your fear, make a Will save against DC equal to 10 plus your skill ranks. If you fail, you become shaken. (If you fail by 5 or more, you become frightened; if you fail by 15 or more, you become panicked.)
Poison	For convenience's sake, assume that your Poison skill ranks divided by 3 equal a lethality; convert that into damage dice (see above). That is how much initial and secondary Constitution damage your poison does. The save DC is equal to 10 plus your Poison skill ranks.
Primary Attack	This attack form is considered a primary attack. You suffer no penalty on your attack rolls, and can use your full Strength bonus. (Your first weapon attack is always considered a primary attack; all secondary attacks are at –5 to hit and use only half your Strength bonus.)
Rage	You may use Rage, as the barbarian class ability, once per day. (You may use it twice per day if you have 15 skill ranks, and three times per day if you have 30.)
Regeneration	You gain Regeneration equal to your skill ranks. The same weaknesses apply.
Scent	You have the Scent ability. You can detect things within 30 feet, ascertain their direction as a standard action, and pinpoint their location within 5 feet. See Core Rulebook II for more details.
Shield Arrows	You can use Deflect Arrows, as the feat, except that if you do so as a full-round action you can deflect all arrows coming from one half of the battlefield on a one-by-one basis.
Size	Your size changes. Consult the monster advancement section in the Monster Manual for the height ranges to discover your new size category, and for the subsequent effects on your Strength, Dexterity, Constitution, attack bonus, and armour class.
Spell-Like Ability	Recreate the weave using the magic conversion rules below. You may use that weave at will, as though you were casting a spell.
Splash	Your attack does one-quarter damage to targets it doesn't hit but are within range of the point of impact.
Temperature Tolerance	You increase the temperatures you can endure (one degree Celsius equals approximately 2 degrees Fahrenheit), making you more resistant to heat and cold environmental hazards.
Traceless Step	As the Druid class ability.
Transform	As a full-round action, you can shift into your alternate form once per day. (If your Power is 15, you can do it twice a day; if your Power is 30, you can do it 3 times a day.) This is similar to the druid's Wild Shape class ability. You regain hit points when you shift to the alternate form.
Vulnerability	You are damaged by your weakness as though it were acid (1d6 damage if you're hit with it, 10d6 damage if you're immersed or ingest it, 1 damage if you're splashed with a little bit).
Water Breathing	You can breathe water, as the spell.

If you have more feats or skill points than you normally would, assume that they're racial features. Determine your creature type as follows: you are considered a humanoid unless you've modified your racial parameters. You are an Aberration if you don't really fit any of the following categories. You are an Animal if you have no language. You are a Magical Beast if you have no language, but are capable of using magic abilities or similar unnatural attacks. You are a Construct if you have no need to breathe, eat, drink or sleep. You are a Dragon if you have formidable natural attacks and magical abilities (wings and flame breath are not necessary). You are an Elemental if you have Allegiance to a cardinal element and ranks in that magic Sphere (and only that Sphere). You are a Fey if you are largely humanoid, but have magic

powers related to nature. You are a Giant if you are largely humanoid, but are Large or bigger. You are a Monstrous Humanoid if you are largely humanoid, but have extra limbs or innate magical abilities. You are an Ooze if you have no Mind (that is, no player characters are Oozes). You are an Outsider if you have an Allegiance skill. You are a Plant if you cannot move under your own power, or have plenty of ranks in Energy Barrier (Poison). You are a Shapechanger if you frequently use shapechanging magic, or have a high Transform skill. You are Vermin if you have no language and can do Poison damage.

If you fit multiple categories, pick the one that seems more suited to you, except you are an Undead if you have any ranks in Undead.

Magic Conversion: Magic works a little differently under d20 rules. A cursory spell-point system is given in the full version of Twilight, emulating the skill-based Twilight system under d20 rules.

Twilight to d20 Races and Classes

This is pretty much a wholesale conversion, using rules of thumb and gut instincts; there is no science to it. Only the classes and races listed in core rulebook 1 are considered here. You'll need to make reference to the partial conversion system above to convert things like skills into context.

When it comes to d20, there's an awful lot of leeway picked up in the form of Prestige Classes. A prestige class is essentially a radically configured character, similar to those you can create with Twilight. However, since there are so many prestige classes and so many different publications, the only consideration they'll be given here is this: If one looks right, go for it.

(Note: The following data may require skills not included in the demo version of Twilight.)

To convert your race, look over your racial skills. You are probably a:

Human – if you have no racial skills to speak of.

Dwarf – if you have a high Body, lowered Legs skill, and decent Darkvision skill. You should probably have ranks in Elemental Barrier (poison), Workings, a small permanent Antimagic shield, a racial focus in goblinoids and giants, and Create and Trade.

Elf – if you have a high Agility and Spirit, more than default ranks in Awake, ranks in Low-Light Vision, ranks in Blade and Bow Weapon Groups, and high Perception.

Gnome – if your size factor is below 1, you have ranks in racial focus against giants and goblinoids, high Perception (Listen), high Craft (Alchemy), and a few ranks in Air (Illusion) and (Telepathy). You should also have Scent.

Half-elf – if you have low-light vision and some ranks in Perception but are otherwise mundane.

Half-orc – if you have high Body but low Mind and Darkvision, and ranks in Anger.

Halfling – if you have high Agility, a size factor lower than 1, high Fate, high Thrown Weapon Group, and high Perception (Listen).

Monster – if you have a size factor bigger than 1, enhanced natural attacks (except for monks), unusual movement modes, heavy natural armour, or are otherwise weird and non-human. There's a d20 book that deals with characters like this and is better suited to explaining it than this; you should be able to find reference to it online.

Next, you'll want to convert your class. Bear in mind that multiclassing can help round out your character; you have character levels equal to your stat points divided by 5, which can be divided between whatever classes 'feel right'. You are probably a:

Barbarian – if you have lots of weapon skills and Anger ranks.

Bard – if you have a roughly equal mix of magic, utility and combat skills, especially Command, which differentiates the bard from a rogue-sorcerer.

Cleric – if you have lots of Life Sphere ranks.

Druid – if you have lots of Transform ranks, and good magical abilities overall (especially Earth and Fire).

Fighter – if you have lots of weapon skills, weapon skills, and weapon skills.

Monk – if you have enhanced your natural attack, lots of Elemental Damage Barriers, and lots of Unarmed Weapon Group ranks.

Paladin – if you have lots of weapon skills and a little skill in Life Sphere.

Ranger – if you have lots of weapon skills, wild living skills, and racial focus skills.

Rogue – if you have lots of Perception, Stealth, Workings and Weapon Group skills.

Sorcerer – if you have lots of magic skills, but a low (or no) Channeling and must rely on Weave components to keep your skills loaded.

Wizard – if you have lots of magic skills.

After you've determined level, race, and class, determine your ability scores as the partial conversion above shows. They should add to about 65; even them up if they're way off. Then pick your starting class, gaining maximum hit points, and roll hit points (or take the average) for each subsequent level of the classes you have. Assign skill points, feats etc. with regard to your Twilight stats, keeping to the class limitations dictated by d20. Note that you gain more skill points at level 1.

And that's about it. You may need to fill in a couple of details – such as a wizard or sorcerer's spells known, or what exact game effect your fire sword has – but the rest should be fairly clear.

D20 to Twilight Resolution Mechanic

This conversion allows you to run a d20 character with the Twilight time system.

Simply put, your skill ranks (plus modifiers) or total attack bonus are equal to the number of dice you roll. All attacks and physical actions are penalized by weight as normal. Otherwise use the Twilight time management rules. You have a minimum of 1 die for any action unless you can't use that ability untrained.

All characters can dodge, using their Dexterity bonus and any other dodge modifiers to AC. They can also parry, using the same number of dice as to attack and adding a damage roll to the result. If an attack's result is greater than zero, it deals damage. If an attack scores triple the total of any defences, it is a critical hit and thus deals extra damage. Damage is resolved as normal d20 damage, but is multiplied by i/5 where I is the number of increments spent on the attack.

Spellcasting doesn't take any die rolling. A spell is normally a 5i action. A quickened spell is normally a 1i action. When saving throws are called for, instead of saving against a DC, roll a free action with a number of dice equal to your save bonus, and if you beat the DC minus 10 you succeed. Spell damage is dealt normally.

D20 to Twilight Ratings

This conversion allows you to convert a d20 character over to pure Twilight stats, although the resulting character will likely not be balanced. Also note that, under the demo version of Twilight, many skills will simply not be available, especially magic skills.

First, you have stat points equal to five times your level. Multiply these stat points by the following values:

Class	*Body*	*Mind*	*Spirit*
Barbarian	0.7	0.2	0.1
Bard	0.3	0.4	0.3
Cleric	0.4	0.3	0.3
Druid	0.3	0.3	0.4
Fighter	0.6	0.3	0.1
Monk	0.6	0.3	0.1
Paladin	0.5	0.2	0.3
Ranger	0.5	0.3	0.2
Rogue	0.5	0.4	0.1
Sorcerer	0.1	0.3	0.6
Wizard	0.1	0.2	0.7

Then, determine your attributes from the following tables:

Attribute	*Governing Factor*
Strength	Strength
Agility	Dexterity
Appearance	Charisma
Dedication	Wisdom
Intellect	Intelligence
Presence	Charisma
Power	Your primary spellcasting ability score
Channeling	Your primary spellcasting ability score (unless you're a Sorcerer, when it is 0)
Fate	0 (unless you're a halfling, when it is 1/5)

Governing Ability Score Modifier	*Attribute Fraction Value*
-5 to –4	0/5
-3 to –2	1/5
-1 to 0	2/5
+1 to +2	3/5
+3 to +4	4/5
+5 and up	5/5

To determine your skills, first consider your Base Attack Bonus. You have skill ranks in all weapon groups you are largely proficient in equal to your BAB. Then consider your skills, feats, class and race abilities; skills generally convert point-for-point unless stated otherwise. When you have skill components, you can instead collapse them into the skill itself if you have all the components at a certain level; the skill has that level, and any additional points in components are component skills. You can have any number of ranks in these skills (attributes do not govern them in this conversion level).

D20 Skill	*Twilight Equivalent*
Alchemy	Create (Alchemy)
Animal Empathy	Race Focus (Animals)
Appraise	Trade (Assess)
Balance	Acrobatics (Balance)
Bluff	Trickery
Climb	Athletics (Climb)
Concentration	Heal (Aid) – the all-important regen
Control Shape	Transform (Change)
Craft	Create (normally same discipline)
Decipher Script	Interact (Interpret)
Diplomacy	Trade (Negotiate)
Disable Device	Workings
Disguise	Trickery (Disguise)
Escape Artist	Escape
Forgery	Half to Trickery
Gather Information	Interact (Analyse)
Handle Animal	Train (Drive)
Heal	Heal
Hide	Stealth (Hide)
Innuendo	Half to Interact, half to Trickery
Intimidate	Command (Influence)
Intuit Direction	Perception (Intuit)
Jump	Acrobatics (Jump)
Knowledge	Knowledge (normally same discipline)
Listen	Perception (Listen)
Move Silently	Stealth (Silence)
Open Lock	Workings
Perform	Command (Perform)
Pick Pocket	Stealth (Infiltrate)
Profession	Trade (normally same discipline)
Read Lips	Interact (Interpret)
Ride	Train (Drive)
Scry	Air (Scry)
Search	Perception
Sense Motive	Interact (Analyse)
Speak Language	Language (with 6 ranks and alphabet knowledge unless you're a barbarian)
Spellcraft	Core Sphere
Spot	Perception (See)
Swim	Athletics (Swim)
Tumble	Acrobatics (Dodge)
Use Magic Device	No equivalent

Use Rope	No equivalent
Wilderness Lore	Wild Living

D20 Feat	*Twilight Equivalent*
Alertness	+2 ranks in Perception
Ambidexterity	No equivalent
Armour Proficiency	No equivalent (you're always affected by armour weight)
Blind-Fight	+2 ranks in Perception (Intuit)
Brew Potion	No equivalent
Cleave	No equivalent
Combat Casting	+2 Heal (Aid)
Combat Reflexes	+2 to your effective BAB for purposes of weapon skills
Craft Magic Arms and Armour	No equivalent
Craft Rod	+2 Core Sphere
Craft Staff	+2 Core Sphere
Craft Wand	+2 Core Sphere
Craft Wondrous Item	+2 Core Sphere
Deflect Arrows	+2 Arrow Parry
Dodge	+2 Acrobatics (Dodge)
Empower Spell	+2 Core (Amplify)
Endurance	+1 Body
Enlarge Spell	+2 Core (Amplify)
Exotic Weapon Proficiency	Use your BAB to determine your skill ranks for this weapon
Extend Spell	+2 Core (Amplify)
Expertise	+2 Acrobatics (Dodge)
Extra Turning	+2 Life (Attack Evil)
Far Shot	+2 Bow Weapon Group
Flyby Attack	No equivalent
Forge Ring	No equivalent
Great Cleave	No equivalent
Great Fortitude	+2 Energy Barrier (Poison and Disease)
Heighten Spell	+2 Core (Amplify)
Improved Bull Rush	+2 Unarmed Weapon Group
Improved Critical	+2 to that Weapon Group
Improved Disarm	+2 to that Weapon Group
Improved Initiative	No equivalent (it's best to react in Twilight, not go first)
Improved Trip	+2 Unarmed Weapon Group
Improved Unarmed Strike	+2 Unarmed Weapon Group
Iron Will	+2 Bravery
Leadership	+2 Command (Influence) plus possible minions
Lightning Reflexes	+2 Acrobatics (Dodge)
Martial Weapon Proficiency	Use your BAB to determine your skill ranks for this weapon
Maximise Spell	+2 Core (Amplify)
Mobility	+2 Acrobatics (Dodge)
Mounted Archery	+2 Bow Weapon Group
Mounted Combat	+2 Train (Drive)
Multiattack	No equivalent
Multidexterity	No equivalent (emphasizes equal extra Arm ranks)
Multiweapon Fighting	+2 to your effective BAB for purposes of weapon skills
Point-Blank Shot	+2 Bow Weapon Group
Power Attack	No equivalent (under Twilight, a better hit is a better hit)
Precise Shot	+2 Bow Weapon Group
Quick Draw	+4 to all Weapon Group (Draw) components
Quicken Spell	+1 to all magic Spheres you use
Rapid Shot	+2 Bow Weapon Group
Ride-By Attack	+2 Spear Weapon Group

Run	+2 Athletics (Move)
Scribe Scroll	+2 Core (Inscribe)
Shield Proficiency	Use your BAB to determine your skill ranks for this weapon
Shot On The Run	+2 Bow Weapon Group
Silent Spell	No equivalent (you can make a spell silent anyway)
Simple Weapon Proficiency	Use your BAB to determine your skill ranks for this weapon
Skill Focus	+2 to the equivalent of that skill
Spell Focus	+2 to all Sphere components that belong to the school indicated
Spell Mastery	+2 Weave (component), in a component common to mastered spells
Spell Penetration	+2 to one magic Sphere
Spirited Charge	+2 Spear Weapon Group, +1 Train (Drive)
Spring Attack	+2 Acrobatics (Dodge)
Still Spell	No equivalent (you can make a spell still anyway)
Stunning Fist	+2 Unarmed Combat Group
Sunder	No equivalent
Toughness	+1 Body
Track	+2 Wild Living (Track)
Trample	+2 Train (Drive)
Two-Weapon Fighting	+2 to your effective BAB for purposes of weapon skills
Weapon Finesse	+2 to that weapon component skill
Weapon Focus	+2 to that weapon component skill
Weapon Specialisation	+2 to that weapon component skill
Whirlwind Attack	No equivalent

D20 Class Ability	*Twilight Equivalent*
Barbarian	
Rage	+5 Anger per use of Rage per day
Fast movement	+5 Athletics
Uncanny Dodge (Dex to AC)	+2 Perception
Uncanny Dodge (no flank)	+2 Athletics (Dodge)
Uncanny Dodge (+1 traps)	No equivalent
DR 1/-	+1 Armour Barrier
Uncanny Dodge (+2 traps)	+1 Athletics (Dodge)
DR 2/-	+1 Armour Barrier
Greater Rage	+5 Anger
Uncanny Dodge (+3 traps)	No equivalent
DR 3/-	+1 Armour Barrier
Uncanny Dodge (+4 traps)	+1 Athletics (Dodge)
Not rage winded	+5 Anger (Psych)
DR 4/-	+1 Armour Barrier
Bard	
Bardic Music	+1 Air (Influence) per Bard level, except for Countersong which gives the bard +2 to Air (Antimagic – Air and Earth).
Bardic Knowledge	+1 Research per Bard level, where the 'library' is a population
Spells	A Bard can cast spells, but normally only those of an illusory or mind-altering nature. The Bard receives 1 rank of Air Sphere per level, half a rank (rounded down) of Water Sphere per level, and half a rank (rounded down) of any single component from any Sphere or a Weave (Component) skill. Base this selection on the Bard's spells known.
Cleric	
Alignment	A Cleric has +1 Allegiance per level to any non-neutral part of their alignment (good, evil, order and chaos). If their Domain choice includes an element (Air, Earth, Fire or Water), they also have equal Allegiance to that element. A Cleric's alignment dictates their spell abilities: they use the Life Sphere if they are good (or spontaneously

	cast healing spells) and the Death Sphere if they are evil (or spontaneously cast harming spells).
Spells	A Cleric can cast spells, the effects of which are determined by their alignment. In general, a Cleric has 2 ranks in Life or Death Sphere per level, and 1 rank in each of 3 other Spheres per level, largely determined by Domains. (The Cleric may have ranks in all 4 Cardinal Spheres, but not gained at the same level.)
- Domains	These determine the Spheres normally used by a Cleric. The correspondences are as follows: Air – Air; Animal – Air; Chaos – Air, Earth or Fire; Death – Death; Destruction – Fire; Earth – Earth; Evil – Death; Fire – Fire; Good – Life; Healing – Life; Knowledge – Air; Law – Air, Earth or Fire; Luck – Air, Core or Earth; Magic – Core; Plant – Earth; Protection – Air or Core; Strength – Earth; Sun – Fire or Life; Travel – Water; Trickery – Air; War – Earth or Fire; Water – Water or Fire.
Spontaneous Casting	Under Twilight, all casting is spontaneous, and you cannot have ranks in both Life and Death Spheres. The choice has already been made.
Turn/rebuke undead	Turning is now the provenance of the Life Sphere, and rebuking that of the Death Sphere.
Druid	
Alignment	A Druid has +1 Allegiance per level to Fire and Earth.
Spells	A Druid can cast spells. They have 2 ranks per level in Fire and Earth Spheres, and 2 ranks to spend on Water, Air or Life Spheres (one point per Sphere per level), plus one additional rank to spend on any Sphere but Death.
Nature Sense	+5 Wild Living
Animal Companion	Convert the companion over too.
Woodland Stride	+3 Wild Living
Trackless Step	+2 Wild Living
Resist Nature's Lure	+6 Bravery (Fey) – this is an unusual component skill
Wild Shape	This ability is generally covered by the druid's Earth (Modify) skill, which gives the druid greater options regardless.
Venom Immunity	+5 Energy Barrier (Poison)
A Thousand Faces	+6 Air (Illusion, self only)
Timeless Body	No equivalent
Fighter	
No special abilities – fighters should just make use of Twilight's tactical framework.	
Monk	
Unarmed Strike	-8 Parry Flaw (the monk no longer takes damage when parrying empty-handed). In addition, the monk gains 1 rank of Damage Bonus per level. (A level 20 monk could have lethality 6.)
AC Bonus	+1 Acrobatics (Dodge) per level. This refers to the innate AC bonus and Wisdom AC bonus.
Stunning attack	+2 Unarmed Weapon Group. Stunning is part of the Twilight combat system.
Fast Movement	A Monk gets +2 Athletics per level. This also governs the Slow Fall and Leap Of The Clouds abilities.
Still mind	+2 Permanent Power - Air (Antimagic – Air and Earth), 2 dice of antimagic screen.
Purity of Body	+5 Energy Barrier (Disease)
Wholeness of Body	The monk gains half a rank of Life (Heal, self-only) per level, for all Monk levels.
Improved Evasion	+2 Acrobatics (Dodge)
Ki Strike	For every +1 Ki Strike, you gain +1 Armour Penetration.
Diamond Body	+5 Energy Barrier (Poison)

Abundant Step	The monk gains half a rank of Water (Teleport, self-only) per level, for all Monk levels. This also governs the Empty Body ability.
Diamond Soul	The monk gains half a rank of Permanent Power – Core (Antimagic) per Monk level, in a screen.
Quivering Palm	While a complex arrangement involving scrying, sigils, and death magic could be created, it's easiest to say that there's no Twilight equivalent for this ability. Killing people simply by willing it is a task for powerful magic, not vibrations.
Timeless Body	No equivalent.
Tongue of the sun and moon	The monk gains half a rank of Air (Enhance, self-only) per level, for all Monk levels. This is normally used to grant the monk fresh language skills when needed, but can also be used to enhance knowledge and generally act wise and enlightened.
Perfect Self	The Monk gains 10 ranks of Armour Barrier and 5 ranks of Armour Absorption. As an outsider, the monk should pick 10 ranks in an Allegiance suitable to their character (or break it up between 2 or more Allegiances).
Paladin	
Alignment	The Paladin gains 1 rank in Order and Good Allegiances per level.
Detect Evil	+2 Perception (Intuit)
Divine Grace	The Paladin has Armour Barrier 1 and Energy Barrier (Disease) 5. This includes the Divine Health ability.
Lay On Hands	The Paladin gains half a rank of Life (Heal) per level. Also governs Remove Disease.
Aura Of Courage	The paladin gains +1 Command (Influence) and +1 Bravery per level.
Spells	Paladins cast spells. The Paladin gains 1 rank of Life Sphere and 1 rank of any Sphere except Death per level. This includes Smite Evil and Turn Undead abilities.
Special Mount	Convert the mount as normal.
Code of Conduct	Without codified social rules, there's no equivalent for this in Twilight – play it as you would under d20.
Ranger	
Two-weapon fighting style	The Ranger may choose to transfer any points in Shield Weapon Group to other Weapon Group skills to reflect their emphasis on this style.
Favoured enemy	+1 Racial Focus per +1 Favoured Enemy bonus.
Spells	Rangers can cast spells, albeit an eclectic selection. They have 2 ranks per level that they can spend on any two Spheres (if they take Life or Death they cannot then take the other).
Rogue	
Sneak Attack	Although it works a little differently, a rogue gains +1 Focus per level to reflect their opportunistic nature.
Uncanny Dodge	See Barbarian, above.
Crippling Strike	This has no strict Twilight equivalent. However, someone who uses Crippling Strike probably has Paralytic Strike built into their weapons to emulate this.
Defensive Roll	+2 Acrobatics (Dodge)
Improved Evasion	+2 Acrobatics (Dodge)
Opportunist	+2 Focus
Skill Mastery	+2 to any one non-magic, non-weapon skill (normally the Twilight equivalent of the d20 skill in question)
Slippery Mind	+2 Bravery
Sorcerer	
Spells	Sorcerers can cast spells, with few equals. They have no ranks in Life, but receive 1 rank in every other Sphere per level, and 2 extra ranks to spend on any two Spheres of that selection. As they normally have no Channeling, sorcerers also have 12 ranks of Weave (Component) per

	level – choose their components according to the nature of their known spells.
Summon Familiar	A sorcerer has a familiar. The bond between animal and master is not so well established in Twilight; however, if the creature is marked with a secret Sigil, it can be more easily sought out and contacted. It otherwise has little equivalent.
Wizard	
Spells	Wizards can cast spells. They have no ranks in Life, but receive 1 rank in every other Sphere per level, and 2 extra ranks to spend on any two Spheres of that selection.
Summon Familiar	As the Sorcerer ability.
Schools of Magic	A specialist wizard finds certain powers weakened, and certain powers strengthened. Each school of magic has a certain number of associated components; a wizard has +1/2 rank per level in those components belonging to their chosen school, and –1/2 rank per level (a penalty skill) in those components belonging to barred schools. If a component belongs to both, assume it's a favoured component.
Abjuration	Air (Influence), Earth (Modify)
Conjuration	Water (Summon), Water (Teleport)
Divination	Air (Enhance)
Enchantment	Air (Influence)
Evocation	Fire (Greater Attack)
Illusion	Air (Illusion)
Necromancy	All the Death Sphere components
Transmutation	Earth (Modify)

Racial Ability	*Twilight Equivalent*
Human	No special abilities; the extra feat and skill points are converted above.
Favoured Class (Any)	No special ability; everyone advances at the same rate in Twilight, no matter what they choose to become.
Dwarf	
Ability Modifiers	No change, factored in above
Base Speed	-10 Legs (move rate in feet is now 15 plus Strength)
Darkvision	+12 Darkvision
Stonecunning	+2 Perception (Intuit)
Poison bonus	+2 Energy Barrier (Poison)
Spell save bonus	+2 Permanent Power – Core (Antimagic) screen
Orc and goblinoid bonus	+1 Race Focus (Goblinoids)
Giant dodge bonus	+2 Acrobatics (Dodge)
Appraise bonus	+2 Trade (Assess)
Stone or metal craft bonus	+2 Craft (one Weapon Group) and +2 Craft (Stone Building)
Favoured Class (Fighter)	+1 to all Weapon Group skills, except Exotic and those weapons not normally available in that setting (typically firearms).
Elf	
Ability Modifiers	No change, factored in above
Magic Resistance	+6 Awake (total normally 18); elves stay awake longer and wake easier; +2 Permanent Power – Air (Antimagic) screen
Low-Light Vision	+5 Sight
Weapon Proficiencies	+3 Blade Weapon Group (longsword or rapier); +3 Bow Weapon Group.
Skill Bonuses	+2 Perception
Favoured Class (Wizard)	Elves are +1 Spirit and +1/5 to Power, Channeling and Fate.
Gnome	
Ability Modifiers	No change, factored in above
Small Size	+6 Size (Small); size factor ½.

Base Speed	+5 Legs. A gnome moves at half speed (around 15 feet) because of their small size; they need this boost to be able to move at 20 feet.
Low-Light Vision	+5 Sight
Illusion Save Bonus	+2 Permanent Power – Air (Antimagic) screen
Racial attack bonus	+1 Racial Focus (Goblinoids)
Giant dodge bonus	+2 Acrobatics (Dodge)
Listen bonus	+2 Perception (Listen)
Alchemy bonus	+10 Scent, +2 Perception (Smell)
Speak with Animals	+6 Interact (Interpret, animals only) – animals only is taken as an equivalent to self only.
Spell abilities	+3 Air (Illusion)
Favoured Class (Illusionist)	Gnomes are +1/5 to Power, Channeling and Fate.
Half-Elf	
Magic Resistance	+6 Awake, +2 Permanent Power – Air (Antimagic) screen
Low-light vision	+5 Sight
Skill bonus	+1 Perception
Elven blood	No equivalent
Favoured class (Any)	No equivalent
Half-Orc	
Ability modifiers	No change, factored in above
Darkvision	+12 Darkvision
Orc Blood	No equivalent
Favoured Class (Barbarian)	+5 Anger
Halfing	
Ability modifiers	No change, factored in above
Small size	+6 Size (Small); size factor ½.
Base speed	+5 Legs, to enhance their speed to around 20 feet
Skill bonuses	+2 Athletics, +2 Acrobatics, +3 Perception (Listen)
Save bonuses	+1/5 Fate
Fear save bonus	+2 Bravery
Thrown weapon bonus	+1 Thrown Weapon Group
Favoured Class	+2 Stealth

Once you have determined your own points, you should convert your weaponry and armour. Follow the guidelines itemized here (don't worry about the material and cost of the weapon at this level of conversion).

Quality	*Twilight Equivalent*
Weapons	
Damage	Weapons all do lethal damage. The damage die converts to lethality in the following manner: take the die size, subtract 2, and (if necessary) round up to 1. If multiple dice are rolled for damage, add their maximums together. The weapon has a Weapon Bonus equal to the lethality.
Critical	Add 1 to the lethality for every one of the following: Point of threat range below 20; point of damage multiplier beyond 2.
Range Increment	The weapon is a projectile weapon, and has a range increment equal to the d20 range increment (divide by 5 to find the range in squares). The effective skill ranks are therefore equal to four times the range in squares.
Weight	The weight is equal to the weapon weight rating. This is what makes a weapon faster or otherwise better – it's very important.
Type	Bludgeoning weapons do blunt damage. Piercing weapons do stabbing damage. Slashing weapons do slashing damage.
Reach Weapon	One square of range equals one point of Ranged Attack. Generally, d20 reach weapons also have a square of over-reach.
Armour	

Armour Bonus	The armour has Armour Barrier equal to the armour bonus, and Armour Absorption equal to half the armour bonus.
Max Dex Bonus	No equivalent; the weight will handle all penalties.
Check Penalty	No equivalent.
Arcane Spell Failure	No equivalent.
Weight	The weight remains the same, but the effective weight is one-fifth as much in terms of penalty.

At this point, you should have converted everything over fairly accurately.

To convert monsters, follow the same rough procedure, except bear the following in mind:

- Bigger or smaller monsters have adjusted hit dice, ability scores and armour classes; modify them back to a Medium-sized monster before calculation, and give them a Size skill afterwards.
- Monsters have a vast variety of abilities. Almost all of them can be emulated with racial skills.
- Monsters are generally very tough so they don't have attributes greater than 5/5; their Body stat will pump them up.
- When a monster has abilities usable at will, per day or week, they are normally just components of Sphere skills.
- Monster building is an art, not a science, and they have the potential to be extraordinarily unbalanced even when done properly. That's why they're called monsters, after all. You should be fairly familiar with Twilight rules before attempting to convert.

D20 to Pure Twilight

This conversion takes d20 characters and turns them into balanced Twilight characters that follow the rules. It requires huge doses of the Rule Of Thumb, but should be very accurate. Monsters in Twilight don't follow character balance rules, so they can be converted with the quick-and-dirty system above.

First, you should convert your character using the above rules. Note down all the skills, component skills, and self-only skills, and figure out how many skill points they add up to (remember: self-only skills are worth half a skill point, component skills are worth half or one-third of a skill point depending on the skill, and self-only components are one-quarter or one-sixth of a skill point per rank). Next, compare them to your total Stat points. You should have precisely twice as many skill points as stat points. If you do not, add or subtract skill points from that total until it balances. (You may take penalty skills instead of subtracting skill points.)

When you've found the correct number of skill points, go back through and assign them in roughly the same ratios as they were in before. You may choose to shuffle skill points around a little, maybe put some points in skills that were lacking before and every adventurer should have. You may also pick up penalty skills to gain bonus skill points. But remember, you're not allowed more neutral or penalty skill points than twice the sum of your stats.

When it comes to weapons, redesign them from scratch. Cost is generally no limitation, but weight and capability are. (Note: Weapons are designed by points in Twilight, but you don't have the rules in this version.)

Appendix 1
Skill Summaries

This might be a handy page to have open – the actual skill entries try to describe every circumstance, but you don't always want that. Look at these lists to see summaries of skills for use in Earth (Modify) weaves and other circumstances. (Some skills have been expurgated because this isn't the full version.)

Quick Skills

Weapon Group Skills (STR or AGI) – includes Automatic, Axe, Blade, Blunt, Bow, Chain, Exotic, Grenade, Heavy, Rifle, Shield, Small Arm, Spear, Thrown and Unarmed Weapon Groups. Subtract weapon weight from all successes.
Attack – Multiply by result lethality to determine damage.
Disarm – Beat Strength auto action, enemy drops weapon.
Draw – Steady. Beat Weapon weight.
Parry – As attack, but subtract damage from enemy attack successes.
Riposte – Reduce enemy dodge by result.
Throw – hurl weapon with 1 square range increment, and success penalty equal to weapon bonus.
Aim – Artillery Weapon Group. Identical to attack, but takes longer.
Autofire – Automatic Group. Drop 1 lethality, double targets.
Rake – Automatic Group. Drop 1 die, add 1 Lethality; do this once per 10 points of skill.
Return Fire – Grenade Group. As Parry, but if you negate all damage turn it into a fresh attack.
Grapple – Unarmed Group. Damage becomes success penalties and you do not regain increments.
Acrobatics (AGI)
Balance – beat your move in squares or fall. 2 foot path; halve width, double effective move.
Dodge – subtract from all attack successes you notice.
Jump – Go up 2' plus half result, forward twice that distance. Half without runup. Also parries falls.
Move-dodge – Free move. Dodge all attacks that target you.
Athletics (STR)
Climb – Beat the surface difficulty or fall. Also, catch yourself while falling.
Move – 1i = 1 square; 10 points gives an extra square per 5i. Charge is like Focus.
Swim – Steady. Move squares equal to half result or normal move. –1 success per tenth of body weight.
Command (PRS)
Influence – Courage heals mental trauma damage or gives a morale bonus to one target (not yourself). Fear does mental trauma damage, and also normal mental damage if you specify a condition.
Perform – Slow (2 hours). Earn 50cp times result.
Distract (APP)
Attract – Target suffers result penalty to interact with anyone else.
Deviate – Assist another action; your result is a penalty on all actions targeting that action.
Dicersion – Penalise all actions targeting you.
Escape (AGI)
Escape Bonds – Overcome bond strength to escape.
Escape Grapple – Reduce your grapple penalty.
Finesse Weapon (APP)
Bonus to actions with specified weapon.
Focus (AGI)
Add result as bonus to next action.
Heal (DED)
Aid – regen points of non-lethal, normal mental, or power expenditure damage in a target. Steady (self).
Tend – Slow (30 minutes). Ignore points of lethal damage for purposes of penalties.
Recuperate – Slow (2 hours). Heal points of lethal damage (trauma or burn if self).
Interact (INT)
Analyse – Slow (30 minutes). 5 points = 1 useful datum. Parries Trickery or Distract.
Interpret – Auto when talking, slow (1 hour) when reading. Subtract complexity, then solve complexity.
Language – Complexity equals 1 point per emotion, 2 per object or action. 6 ranks is fluency.
Knowledge (DED)
5 successes: Common knowledge, 10: Specialised, 20: Secret. Halve successes without component.

Memory – 1 success penalty for 24 hours (double period, +1 penalty).
Research – Slow (2 hours). Bonus to Knowledge action.
Perception (DED)
Intuit – FTE. –1 per hour disoriented. Beat 0 to orient yourself or spot mystic energy.
Listen – 1 success penalty per 10 feet times loudness.
See – 1 success per 10 feet times size factor. Free zone 100 feet times size factor if target isn't hiding
Smell – As See. Not available without racial skill.
Puzzling (INT)
Conundrum – Subtract ranks plus INT from Insight and Interact (Analyse) actions on you.
Insight – Result equals bonus on next action targeting target.
Riddle – Set riddle complexity.
Solve – Beat riddle complexity to solve a puzzle.
Stealth (AGI)
Hide – Penalises Perception (See) targeting you. If See is below zero, you are unseen.
Silence – Penalizes Perception (Listen).
Infiltrate – Beat an auto Perception action to avoid notice (quad if you're known). Remove 1 pound per point of remaining success.
Train (PRS)
Ingrain – Slow (1 week). Train a creature with a behaviour type or trick by overloading it with trauma.
Drive – Beat Presence to activate a behaviour or trick.
Trickery (INT)
Feint – Result is a penalty on parries etc. against your next attack on that target.
Disguise – Slow (10 minutes). Beat auto Interact (Analyse) to stay disguised.
Misdirect – Beat auto Interact (Analyse) to lie convincingly.
Wild Living (DED)
Survive – Slow (1 hour). 5 points = 1 day's supplies. Parry wilderness effects.
Traceless – DED plus Traceless is penalty to all trackers at half speed. Full speed, halve penalty.
Track – 1 penalty per hour. 5 points = 1 hour of trail.
Workings (AGI)
Force – Damage a lock.
Ease – Parry a lock attack.
Slow Skills
Create (DED)
Manufacture – Slow (30 minutes). Spend cp on material; multiply result by 20; beat item value to create it.
Improvise – Quick. Improvise a 1-use manufactured item.
Earn – Auto check per day to earn 10 times result in cp.
Repair – Slow (30 minutes). Subtract armour barrier. Heal 1 damage per point of success.
Trade
Assess – Auto action. Beat value/20 to identify an item.
Negotiate – Slow (1 minute). 10% price modification per double target result.
Profession – Daily auto check. Earn 10 times result in cp.
Magic Skills
The Spheres are detailed in the full version of Twilight.
Transform (PWR)
Transmute 1 skill point into a racial skill per point, or back.
Change – Add this as a bonus to your Power roll.

Innate Skills
Learned
Allegiance
Gain a bonus equal to skill or target's opposing skill, whichever is less.
Combat – Add to all actions targeting opposing allegiance.
Resist – Add to all actions defending against opposing allegiance.
Power – Add maximum bonus to skills specific to your Allegiance.
Anger (PRS)
Accumulate Anger points up to your Anger skill value or current non-lethal damage.
Enhance – Free. Spend 1 Anger, get +1 to one action.
Psych – Gain equal points of Anger (not over your current non-lethal damage, however).
Rage – Free. Spend 1 Anger, reduce Mind by 1, increase Body or Spirit by 1.
Bravery (PRS)
Ignore – Free. Absorbs mental damage.
Withstand – Parries mental damage.
Friendship
Aversion – Success penalty on actions that would harm the friend.
Co-Operate – Bonus on action your friend is doing with the same target.
Share Anger – Count your friend's non-lethal damage as your own for anger purposes.
Race Focus
Bonus on actions targeting that race.
Weave
Load extra component points.
Component: You always have 3 points of a chosen Component loaded.
Racial
These skills are detailed in the full version of Twilight.

For more details, see chapter 3.