

# EPIDEMIC OSIRIS

## OPEN SOURCE RPG SYSTEM

*Free Edition (Version 1.3)*

This free edition of the Osiris rules contains all the mechanics of the game without any of the explanatory writing or art. It is designed to be a reference document or a preview. If you are interested in playing a game in this system, we highly recommend purchasing a full-copy of the rulebook.

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Welcome to the Epidemic Open-Source Roleplaying System (OSRS), or as we call it, Osiris. As the name implies, Osiris is a general framework of rules for running Role Playing Games. The open-source part means that you are free to add to it, run your games in it, and publish supplements and adventures using Osiris as the ruleset.

There's no need for you to have played or understood any other role-paying game (or even know what an RPG is) in order to make full-use of Osiris. The Osiris introductory chapter is designed to help you understand how to use this book and how to get the most out of your role-paying sessions. More experienced readers may feel free to jump ahead to Chapter 1 and start learning the basic rules, but you may want to go back and read the introduction anyway—running a great game is not just about knowing the rules.

Osiris is not geared towards a particular game setting or style of play, but is general enough to work in almost any situation. This entirely new set of rules is designed to be faster than other systems, add more realistic mechanics, and offer greater flexibility. Anyone familiar with other RPGs should be able to pick Osiris up relatively quickly, and new players should be able to learn it rapidly as well.

The key elements of Osiris are as follows:

- Simpler, faster, yet far more realistic combat mechanics.
- A greatly improved magic system – spells are not random effects, but learned skills that build upon each other to combine and expand into greater powers.
- No character classes – you can be exactly who you want to be and do what you want to do.
- Characters are no longer limited by their starting stats – natural gifts will be a great boon for new characters, but experience and skill will always win the day.

So jump right in and start reading. We guarantee with Osiris you will spend far less time thinking about the rules and far more time crafting epic tales together.

## CONTENTS

CHAPTER 1 – CHARACTERS.....	3
CHAPTER 2 – COMBAT.....	14
CHAPTER 3 – EQUIPMENT.....	39
CHAPTER 4 – FIELD SKILLS.....	64
CHAPTER 5 – TRADE SKILLS.....	81
CHAPTER 6 – CHARACTER RACES.....	97
CHAPTER 7 – HEROIC POWERS.....	114
CHAPTER 8 – CHARACTER ADVANCEMENT.....	155
CHAPTER 9 – MAGIC.....	160
CHAPTER 10 – ENVIRONMENT.....	180
APPENDIX – CHEAT SHEET.....	192
EPIDEMIC OSIRIS – OPEN SOURCE LICENSING AGREEMENT.....	193

# CHAPTER 1 ~ CHARACTERS

A role playing game is centered around characters—literally the roles you play in the game. The characters you play will all have names and personalities, and those should be the first things you'll want to decide upon, but you won't need a set of rules to come up with those. Before you can start playing the game though, you will need to flesh out your character's basic statistics—the numbers you will use when conflict comes into play. In a RPG, each character in the game is assigned a set of statistics that measure his abilities, skills, and limitations. All conflicts between characters are decided by die rolls and governed by these rules.

In order to fully measure their abilities, each character in Osiris receives the following stats:

- Eight basic stats which define the character's natural gifts.
- Three endurance stats that measure wounds and energy.
- Four or more combat stats that measure attacks and defenses.
- Two reaction skills that measure will to live and reflexes.
- Various field skills that measure non-weapon-related skills.
- Various trade skills that measure background and cultural talents.

As a character progresses through the game and gains experience, he will be able to increase any or all of these skills or abilities. High skill levels and specific skill combinations will unlock additional powers that allow the character to do extraordinary things. In Osiris, characters are not fixed to a given "class" or template, and have the flexibility to learn whatever skills or powers they wish to focus on. Low starting stats do not prevent characters from rising to the top; any character can become anything with enough hard work.

## BASIC ABILITIES

Your character is measured at his most basic level by eight scores. Each of these represents a measurement of either mind, body, emotion, or spirit. There are two stats for each of these categories. The two stats within a given category are related, and cannot differ too much from each other, as you will see when you roll up a character.

Stats are measured on a scale from 0 to 10 for humans (other races may have different limits). The scores form the starting numbers that will be used in all calculations with regards to your character.

Note that these scores are only used to calculate your starting skills. As your character adventures and gains experience, his basic stats will become less and less important, as his training will be able to offset any disadvantage in his stats.

The eight basic stats (and their categories) are as follows:

## PHYSICAL

The realm of the physical. How fit, healthy, and strong you are:

- **Strength:** The sheer power of your muscles. It determines how much you can lift, how hard you can hit, and so on.  
*Affects:* Melee Attack, Melee Damage, Wound Points, Strength-based skills
- **Fitness:** Fitness, flexibility, health, and physical endurance. How conditioned your body is, how fast it reacts, and much punishment it can take before it gives out.  
*Affects:* Melee Defense, Reflex, Stamina Points, Wound Points, Fitness-based skills

## MENTAL

The realm of reason and thought:

- **Intellect:** The sheer information-crunching capabilities of your mind. How big an idea can you comprehend and work with, and how easily you can remember and recall information.  
*Affects:* Magical Attack, Psychic Defense, Ranged Damage, Intellect-based skills
- **Wit:** The speed and creativity of your thoughts. The ability to think on your feet with grace and balance.  
*Affects:* Melee Attack, Ranged Attack, Magical Defense, Psychic Attack, Wit-based skills

*Note:* A strong mind is key to the understanding of magical energies. Characters must have at least a 4 in both Int and Wit in order to cast any magical spells.

## EMOTIONAL

The realm of the heart. It brings us love, joy, and pleasure, as well as hatred, anger, and heartbreak. The root cause of all our actions.

- **Clarity:** Your judgment and ability to keep your cool under pressure. Also the effectiveness of your instincts. The ability to act effectively without thought.  
*Affects:* Melee Defense, Ranged Attack, Ranged Defense, Reflex, Clarity-based skills
- **Depth:** The firmness of your convictions, the heat of your passions, and the depth of your resolve.  
*Affects:* Stamina Points, Will, Magical Damage, Psychic Defense, Depth-based skills

## SPIRITUAL

The realm of the eternal and the supernatural. It gives meaning to existence and connects all living things:

- **Magnetism:** The force of your personality and your charisma, your personal magnetism to others.  
*Affects:* Magical Attack, Psychic Attack, Will, Mana Points, Magnetism-based skills
- **Connection:** The connection you feel to other living things and to ideas. The extent of your empathy as well as your intuition.  
*Affects:* Ranged Defense, Magical Defense, Mana Points, Connection-based skills

*Note:* A strong spirit is key to the channeling of magical energies. Characters must have at least a 7 in either Mag or Conn in order to cast any magical spells.

## CHARACTER CREATION

To create a character, you will first need a basic concept of who you are trying to build. Is this a soldier, a thief, a coward, a computer genius? It's best to come up with a basic story and a name before you even begin with the stats. There will be many choices involved in setting up your stats and abilities, and knowing where your character needs his strengths will help you along the way. Once you have a concept in mind, grab a blank character sheet and start writing down the numbers.

Creating a character in Osiris is relatively straightforward as RPGs go, though the first time through, you may have some challenges. To help you out, the following overview section takes you through all the steps you will need to roll up your character. The details for each step are provided in the following sections. Before you start building your character though, we recommend that you copy the character sheet from the back of this book (or download and print one from the Epidemic website). This

specialized document is designed to hold and organize all the stats for the game in one place. Always use a pencil when writing on your character sheet, as all of your character's abilities will change over time.

## OVERVIEW

All of your character's starting attributes are calculated from his 8 basic stats, so first decide upon these. Your base stats should reflect your character's talents, story, and background. Are you smart, strong, fast, charismatic, wise? Decide.

Next you will want to finalize your character's species and apply any bonuses or special abilities gained from your racial template.

From here, you can now calculate your starting Wound, Stamina and Mana pools, your attack and defense skills, and then your Will and Reflex scores. Also, you will need to break out your Wound pool into the individual scores for your various wound locations.

If your character has some experience under his belt already, you can choose proficiencies that represent specialized combat training. Brand-new characters will have to skip this part though.

Once your stats are done, fill out the Field and Trade skills as indicated on the character sheet. Don't forget to distribute age points to your skills to reflect your character's starting experience—here is where your character's back story really comes into play.

Next, buy any spells and powers and write down any equipment your character may possess.

Finally, your GM may choose to give you a few extra Adventure points at the start to improve your character. See the section at the end of these rules to learn how to spend these.

## THE BASE STATS

To build your starting stats, first assign a score of 4 to each of the four general stat categories (Physical, Mental, Emotional, and Spiritual).

Now, you may move points between categories, provided you do not lower any one category below zero, or raise any category above 8.

Next, apply the score for each category to both stats within the category, and then each category may now be skewed by up to two points towards one stat or the other in order to make your final scores. Note that in doing this, you may not drop any stat lower than 0, so if your category started out at 0, you could not skew it at all, and if it were 1, you could skew it only 1 point.

Finally, apply any racial stat adjustments based on your character's species (see next section). If your character is human, no adjustments are applied.

### Example:

*Initial Distribution:* Body 4, Mind 4, Emotion 4, Spirit 4

*Option:* 2 Points are moved each from Body and Emotion to Spirit

*Final Distribution:* Body 2, Mind 4, Emotion 2, Spirit 8

Now apply the numbers you have for your categories to your stats:

- *Body:* Strength 2, Fitness 2
- *Mind:* Intellect 4, Wit 4
- *Emotion:* Clarity 2, Depth 2
- *Spirit:* Magnetism 8, Connection 8

To finalize your stats, you may move up to two points from one stat in each category to the other stat in that category:

- *Body*: Strength 1, Fitness 3
- *Mind*: Intellect 4, Wit 4
- *Emotion*: Clarity 3, Depth 1
- *Spirit*: Magnetism 10, Connection 6

This character is probably geared to be a sorcerer. Mind, reflexes, and magical attack are high at the expense of physical strength, personality, and concern for other beings.

**Option:** Instead of starting with all 4s, you may roll 5 six-sided dice, throw out the lowest one, and distribute the remaining 4 rolls amongst your starting categories. This is probably more fun and realistic, but is not recommended, as it seems to mostly benefit the lucky and the cheaters.

## CHARACTER RACE

The method outlined above is designed for normal human characters. Your character may actually be a specific race or species that has different natural advantages than a human. In most cases this is adjusted by applying bonuses or penalties to the final stats your character ends up with. These adjustments may also raise or lower the maximum in any stat to something other than 10. You also may be given special bonuses to skills or combat stats or proficiencies for choosing certain races. Your GM will let you know what the stat adjustments are for your given race. Some rough examples follow:

- *Wood Elf*: +4 Connection, +2 Clarity, +2 Magnetism, -2 Strength, Low-light vision, Extended life span
- *Goblin*: +2 Fitness, -1 Strength, -2 Connection, -1 Intellect, -1 Depth, Night Vision, +5 Stealth, +5 Hide
- *Yeti*: +6 Strength, +6 Fitness, -4 Intellect, -2 Wit, -2 Depth, +4 Magnetism, Resist Cold, +5 Hide (Snow), Terror Shriek

Chapter 6 – Racial Abilities covers all the game details for a number of different character races.

Though there are a fair amount of templates given here, these basic rules cannot cover everything for all games. GMs are encouraged to make up their own racial templates to best fit their game worlds.

### A Note on Fairness

There is no reason to pretend that it is any harder for someone with more natural advantages to learn just as fast as anyone else. So there are no official advancement penalties for playing any one race over another.

If you feel that your players are competing with one another or you find yourself worrying too much about the balance of power between your characters, you may not be running your game the right way. A true RPG is about telling a collective story, and is not just about “winning”.**ENDURANCE STATS**  
Your character also has three endurance-type statistics that are important to his survival. These stats measure the limits of his endurance and power.

### Stamina and Wound

Your character’s Stamina and Wound scores measure his ability to take punishment and damage. Stamina measures how much mental and physical output your character can handle before becoming exhausted, and Wound measures how much physical damage he can take before collapsing or dying.

When damage is taken in combat or from overexertion, it is subtracted first from the character’s Stamina pool. At this point, the character is still rolling with the punches, dodging bullets, and still has some



wind left in him. When he reaches 0 Stamina, a character becomes exhausted, and any further abuse will start to cause real, physical damage. Once a character runs out of Stamina, all damage must be subtracted from his Wound points, and reflects actual physical injury to his body. Wound points will be distributed throughout your character's body, and each location is tracked separately. If a character is reduced to zero or fewer Wound points, there will be serious consequences; your character may collapse into unconsciousness, lose a limb, or even die.

At any point in time, no matter how strong your character is and how much Stamina he has, he can always catch an unlucky blow. These uncommon occurrences (known as critical hits) bypass armor and Stamina and deal damage directly to Wound points. While harsh, this adds a gritty realism to the game—no creature is fully incompetent or fully invulnerable in any fight.

Additionally, your character can choose to exert himself in battle to perform heroic actions. This is represented by expending Stamina points. For example, Stamina points could be spent to do extra damage, to improve your chance of scoring a critical, or to boost a skill roll or a defense roll. As your character advances, he will have access to more and better heroic powers that will allow him to more and more extraordinary things.

### Mana Points

In addition to Stamina and Wound, in magic-based games, some characters will have a third score called Mana. Mana measures how much magical energy a character can channel before he needs to rest. Your character will spend Mana points when he casts spells. You will want to continue to boost your character's Stamina, Wound, and Mana points as he gains experience in order to allow him to survive greater and greater challenges.

### Starting Scores

Scores start based upon genetics, but improve based upon experience.

- **Wound:** Strength + Fitness
- **Stamina:** Fitness + Depth
- **Mana:** Magnetism + Connection

### Wound Locations

The starting wound score determined above is only your character's base wound score. This never comes into play directly in the game, but is used to determine the number of wound points he has in each of his body's hit locations. Whenever your character takes wound damage, it will be localized to wherever he got hit.

To get your final, localized wound scores, take your starting wound score and multiply it by the appropriate ratios for your character's body type. Every time your base wound score goes up, you will need to recalculate and adjust these values. (Round up at .5, .75, or .67, down at .33 or .25).

### Humanoid

Location	Ratio	Example (12 WP)
Head	1/3	4
Body	2/3	8
Arm	1/3	4
Leg	1/2	6

### Animal (Dog/Cat/Bear/Etc)

Location	Ratio	Example (12 WP)
Head	1/3	4

Body	2/3	8
Leg	1/3	4
Tail	1/4	3
Wing	1/4	3

## COMBAT SKILLS

Your character will have a set of attack and defense skills that measure how well he can do in various types of combat.

All combat actions are determined by opposed rolls. For example: You want to hit someone with a sword. You roll a d20 and add it to your Melee Attack score. Your opponent rolls a d20 and adds the result to his Melee Defense score. If your roll is higher, you hit, and can then roll for damage. If your roll is lower, you miss.

Each of the various attack and defense skills are tracked separately, and few characters will find themselves able to be competent in all of them. You will need to decide as you advance how you want your character to specialize his combat skills.

### Attack Skills

Use the appropriate attack skill when making an attack roll against another person or object. Attack skills can be further specialized with proficiencies (see below).

- **Melee Attack:** Used when fighting in close quarters with a weapon, such as a sword or club.  
*Starting: Strength + Wit*
- **Ranged Attack:** Used when attacking with a ranged weapon, such as a gun or a thrown knife.  
*Starting: Wit + Clarity*
- **Magical Attack:** Use your supernatural power to blast your enemies. This stat is only available to characters that use magic.  
*Starting: Intellect + Magnetism*
- **Psychic Attack:** Rare, but used by psychics to enter the minds of others. This stat is only available to characters that use psionics.  
*Starting: Wit + Magnetism*

### Defense Skills

Use the appropriate defense skill when defending against an attack. Defense skills can be further specialized with proficiencies (see below).

- **Melee Defense:** Used when defending from either melee or unarmed attacks.  
*Starting: Fitness + Clarity*
- **Ranged Defense:** Used when defending from ranged attacks.  
*Starting: Clarity + Connection*
- **Magical Defense:** Use your innate power to cast magical wards or negate the force of enemy magics. This stat is only available to characters that use magic.  
*Starting: Wit + Connection*
- **Psychic Defense:** Resist the efforts of other psychics to corrupt your mind. This stat is only available to characters that use psionics.  
*Starting: Intellect + Depth*



## REACTION SKILLS

These scores determine how effectively your character can respond to the actions of others. Your Reflex score determines how quickly your character can move and act in combat situations, and your Will score determines how tough your character is mentally.

### Reflex

Reflex is a measure of a character's innate reaction time and reflexes. It also determines how many attacks per combat round your character will get to make. You will roll your Reflex at the start of every combat round, and you also may be asked to roll it on occasion to dodge quick-moving dangers that come at you in the course of the game.

To make a Reflex roll, add your Reflex skill to a d20 roll.

- **Reflex:** Determines how quickly and how often you can strike in combat. Determines the order in which combatants attack. Used to dodge spells and traps.

*Starting: Fitness + Clarity*

### Will

Sometimes an adventurer just needs to be tough and force himself to cope with overwhelming suffering or temptation. To measure your character's ability to do this, there is a special skill called Will. Your character may be called upon to survive the effects of a poison, to suffer through a blast of taser fire, or to ignore the advances of a beautiful stranger. In all of these situations he will need to go deep inside himself and find the strength to pull through.

When asked to make a Will roll, take your character's Will score and add it to a d20 roll. The result must exceed the roll of the attacker trying to break your will, or you will suffer the consequences.

- **Will:** Use the force of your will to overcome pain and temptations of all sorts.

*Starting: Depth + Magnetism*

## PROFICIENCIES

In order to speed the growth of your character, you may want to specialize his combat skills. Why bother learning all combat styles when all you ever use is a sword? Instead of training in a general combat skill, you can choose instead to train in a combat proficiency. Proficiencies advance your character faster, but are limiting in the long run. In game terms, proficiencies provide a flat bonus to any combat rolls involving the specific situation you are proficient in.

Unfortunately, proficiencies are unavailable to starting characters. You do not get any on character creation, but instead will purchase them as you advance by spending Adventure Points.

**Example 1:** You have a 10 in your Melee Attack skill and a 3 in the Sword proficiency. So if you attack someone with a Sword, your attack roll will be  $10+3+d20$ , but if you attack with an axe, your attack roll will only be  $10+d20$ . (i.e. You get a +3 to hit with a sword.)

**Example 2:** You have a 5 in your Ranged Defense skill and a 2 in the gun proficiency. So if a barbarian throws an axe at you, your defense is  $5+1d20$ , but if a spy shoots at you with a rifle, your defense is  $5+2+d20$ . (i.e. You get a +2 to defend against gunshots.)

You can train up to 5 points in any given proficiency, although keep in mind that if all you specialize in is one thing, you are limiting yourself in other areas. Proficiency skills include (but are not limited to) the following:

## Attack Proficiencies

- **Melee Attack:** Sword, Axe, Club, Dagger, 2-Handed Sword, 2-Handed Axe, 2-Handed Club, Staff, Polearm, Unarmed Attack, Garrote, Grapple, Whip
- **Ranged Attack:** Pistol, Rifle, Bow, Crossbow, Thrown Knife, Thrown Axe, Thrown Object (rock, ball, grenade, etc), Blowgun, Shotgun, Sling, Dart
- **Magical Attack:** Specific Book (multiple)

*Bonus:* If you have received the maximum training (5) in a given attack proficiency, your critical threat range with that type of attack goes up by 1. This means that you score a critical hit when you roll a 19 or 20 on the die, instead of just a 20. This is actually rather kind of a big deal.

## Defense Proficiencies

- **Melee Defense:** Two Weapons, Weapon and Shield (or 1 Handed Weapon), Polearm, 2-Handed Weapon, Whip, Unarmed Humanoid, Grapple, Beast, Airborne Beast
- **Ranged Defense:** Guns, Projectiles (arrows/thrown knives), Artillery, Concussives (Grenades)
- **Magical Defense:** Specific Book (multiple)

*Bonus:* If you have received the maximum training (5) in a given defense proficiency, your opponent's critical threat range with that type of attack decreases by 1 (although a 20 is always considered a critical hit).

## FIELD SKILLS

Not everything your character will do in the heat of the moment will involve fighting. You may need to jump a rising drawbridge, seduce a maiden fair, or sneak up behind a guard to knock him out. For every one of these non-combat battle actions there is a field skill (literally, a skill used out in the field). Field skills are numerous, but which skills are considered important will vary greatly from character to character.

Your character's field skillset is a direct result of his training and experience. Each skill score represents how much practice and knowledge he has had in regards to a particular activity.

Each field skill is measured on a scale from 0 and up. When your character performs an action involving a field skill, simply add his skill score to a single die roll (typically 1d8). The result is then matched either against another character's skill roll, or against a fixed difficulty score based on the difficulty of the task. If the result matches or exceeds the opponent's roll or the difficulty score, the skill roll is considered a success.

When creating a new character, start out by writing the value of the stat listed next to each Field skill as the starting score for each skill. Do not write a value next to skills marked with asterisks yet though, these skills require specialized training before you can employ them.

Newly created characters also get a number of additional Field skill points (generally equal to their age in years) that reflect the sum total of their experience before entering the game. You may distribute these amongst your skills as you like, though you may not add more than 4 (or your Intellect score if higher) from this pool to any one skill.

If your GM allows it, you can give up one of these additional age points in order to unlock a skill with an asterisk next to it. Once you sacrifice this point, the skill works like all of the rest of them—write the value of the stat listed next to the skill down as the starting score for that skill.

Field Skill Quicklist:

- **Starting Field Skill Score:** Base stat listed for the skill
- **Additional Starting Field Skill Points:** Character Age (in human years)
- **Field Skill Roll:** Skill Score + 1d8

Field Skills start at a lower level than do combat skills, but advance more easily. In general though, you will not be competing against combat skills when using your field skills, so this should not be a problem.

Unlike with combat, with field skills, your skill level generally matters more than the die roll, especially as you gain mastery in a skill.

### Example Field Skills

<u>Skill</u>	<u>Starting Score</u>
Awareness	Connection
Climb	Fitness
Computer Use	Intellect
Disguise	Connection
Drive Vehicle	Clarity
Examine	Intellect

See chapter 4 for more details on field skills.

## TRADE SKILLS

So your character can fight, and he can jump, climb, and sneak about, but is he a good writer? Can he make his own arrows? Does he know much about ancient Celtic mythology? If you are playing the game right, your character will be doing many things beside fighting, and you are going to want some way to measure your character's skills at everything else in life. For this there are trade skills.

A Trade skill is essentially any skill that takes time to perform and is typically something your character might actually be able to earn a living at. Sure, you fight ogres on the weekends, but the rest of time you might be a brewer, or a scholar, or maybe an archaeologist.

Trade skills are managed very different than field skills. They are more forgiving of failure, and include the chance of a partial success.

Trade skills are measured by percentages. The closer to 100 your character's skill score is, the closer he is to total mastery of the subject. When using a trade skill, your character generally must spend a period of time doing the work, and then he can roll percentage dice to see what the outcome was. If you roll your skill or under, you succeed. Double your skill or under and you at least produce something worthwhile. Above that, and you have only wasted your time.

When creating your character, write 10 plus the value of the stat listed next to the Trade skill as the starting value for each skill. For skills marked with asterisks, write just the value of the stat listed as the starting score. Do not write anything next to skills with a double asterisk unless your GM says you can, these skills are only available to characters with specialized training or knowledge.

Once you have the starting stat scores filled out, write the name of your primary language on the first "Linguist" line and set its value to 50 plus your Intellect score. If your character comes from an illiterate society, add 45 instead of 50. If your total is under 50, you are considered illiterate.

Next, newly created characters get to add their total age to as many trade skills as they have Intellect points. So a 40-year-old woman with an Intellect of 5 could add 40 to any 5 Trade skills. Note: You

cannot add to any double-asterisk skill unless your GM has allowed you to unlock it.

#### Trade Skill Quicklist:

- **Starting Trade Skill Score:** Base stat listed for the skill + 10
- **Starting Trade Skill\* Score:** Base stat listed for the skill
- **Starting Trade Skill\*\* Score:** Base stat listed for the skill (if unlocked by the GM)
- **Additional Starting Trade Skill Points:** Add character age (in human years) to as many skills as your Intellect score.
- **Trade Skill Roll:** 1d100

Trade skills are on a completely different scale than combat or field skills. However, this is not a problem, as they will never be measured against anything than themselves.

#### Example Trade Skills

Skill	Class	Base Score
Architect	Specialized	Depth
Armorer	Specialized	Depth
Artist	Common	Depth
Blacksmith	Specialized	Strength
Brewer	Common	Depth
Carpenter	Common	Clarity

See chapter 5 for more details on trade skills.

#### HEROIC POWERS

When your skills reach a certain level, you may choose to sacrifice permanent Stamina points in order to purchase special heroic powers. Powers are specific and vary greatly. They may have an active effect (like the power to do more damage or to make an extra attack in a round) or a passive one (like the power to stay conscious below 0 Wound points in your head). Using powers draws from your Stamina points, much like physical damage does. To do extraordinary things, your character must exert himself, which wears him out over time. It's a bit of a trick to know how to use your powers only when you really need them, and also the measure of a truly good warrior.

Characters don't typically start out with any heroic powers, though they can buy them immediately if they meet the prerequisites. However, since powers are earned by sacrificing Stamina, newly minted characters may need to be conservative when choosing powers.

See the Heroic Powers chapter for details on what powers do and how you can get them.

#### REPUTATION SCORE

Your character has one final stat that improves over time, but that he has little control over. This score, called his "Reputation", measures how famous (or infamous) he has become over the course of his adventures. In most encounters, a character can attempt to drop his name into the conversation to intimidate, seduce, terrify, or impress whomever he is dealing with. In general, when using your Reputation, roll a d100, if you get your Reputation score or under, the person you are talking to has heard of your character. At the end of each game session, your game master will let you know if your Reputation score has improved. If you travel far afield, your roll may be reduced (up to the game master). Of course, just because someone has heard of you doesn't mean that you will get the response from them that you would like. Reputation is a fickle and strange beast.

- **Starting Reputation:** 0-20 (Depends on background story, up to GM)

## CHARACTER LEVELING

Your character may start out fairly ordinary, but if he spends his time well and seeks out new and challenging subjects and experiences, he will grow rapidly. As you play the game, your characters will earn Adventure points that reflect their achievements. These points can be spent to improve any of the statistics on your character sheet, allowing you to custom tailor your character to how you want to play the game.

Since your starting stats almost never are used directly in the game, this system allows an experienced character, even one with modest initial stats, to far outpace a gifted novice with amazing genetics. Much like in life, it does not pay to sit idle; every experience is a gateway to greater opportunity in the future.

Chapter 8 explains character leveling in detail. But for now, your character is complete, so let's see what you can do with him.



## CHAPTER 2 – COMBAT

Whether you love it or hate it, violence is a basic reality of life, and any role-playing system that claims to give you free-reign over your characters' actions will need to find a way to deal with it. Though it need not be central to your story, it cannot be denied that conflict adds a certain thrill-factor; it's hard to find a movie, tv-show, or novel that doesn't include it in some form. If you are going to tell a good story, there's almost always going to be a fight in it somewhere—and in an RPG, that means combat.

Any kind of physical conflict in an RPG is considered combat and is adjudicated via the same rules, whether two armies clashing on a battlefield or two young brothers having a pillow fight. No matter what the conflict, the stats on your character sheet along with your dice rolls will determine the outcome. It's just a matter of knowing what to roll and when.

You'll want to understand this chapter thoroughly before you start playing *Osiris*, but keep in mind that while combat rules may be core to a role-playing system, they are not necessarily central to a role-playing game. Most of what your character does in the game will be exploring, talking to people, eating, drinking, shopping for equipment, making plans, and so on, and you don't really need a rule system to do any of that stuff. Once you get into a fight though, the rules become essential. Take a look at your character sheet and see how much on it is not dedicated to fighting—very little. But don't let that fool you into thinking fighting is all there is to the game.

We at Epidemic see combat as part of the larger story, not as the story in itself. For this reason, we like to keep fights quick and fast and to keep the story moving. To achieve this, we have tried to make the combat rules as clean and simple as possible, while not compromising on realistic mechanics. Fights can turn deadly quick, and can turn on a dime. This chapter is probably the best one to read from start to finish. Don't worry, there's no advanced math here or tedious calculations to be made. Once you have grasped the few basics put forth in this chapter, you'll have all you need to play the game.

### OVERVIEW

Combat in *Osiris* isn't overly complicated. Fights are broken down into 10-second time segments called rounds. Within a round, characters engaged in combat basically take turns attacking. Who goes first is decided by a Reflex roll. Characters who get high Reflex rolls may get more than one attack in a round. Each attack is resolved as a combat roll. On a combat roll, the attacker rolls an attack roll, and the defender rolls a defense roll. The higher roll wins. If the defender wins, the attack is a miss. If the attacker wins, the attack is a hit, and the attacker then makes a damage roll to be applied to the defender. The defender subtracts this damage from the Stamina stat on his character sheet (typically on a separate piece of "scratch" paper). When the defender runs out of Stamina points, he starts subtracting the damage from his Wound points. Each subtraction of Wound points represents a physical injury. When the defender runs out of Wound points, he becomes incapacitated (or dead) and can no longer fight.

Though the outcome of attacking and defending is determined by the dice, a fight in *Osiris* is generally rather predicable when one combatant has better skills than the other. If one combatant knows he is at a disadvantage, he may want to pull out some tricks to turn the fight to his advantage. This may be throwing down one's weapon and tackling one's opponent to wrestle him to the ground, it may be casting some kind of magic spell, or it may mean using some kind of heroic power to give one the edge. The art of combat in *Osiris* is knowing when to use a power or a trick and when to save one's energy and just fight it out. And don't forget, there is also a time and a place for running away; it may be noble to fight to the death every time, but it sure isn't wise.

If you are new to RPG's it may seem like there's a lot to learn here. Don't panic. It's best to start out



with just trying out the combat basics at first until you get a feel for how the system works; you don't need to understand all the rules all at once to get started. Once you know what you are doing, you can introduce the more complex maneuvers gradually until each one of the fights in your games becomes a beautiful, memorable, and unique dance of death.

## ROUNDS

Combat in Osiris is managed as a turn-based system. This means that each character involved in a fight will get to take actions in turns that cycle around from one character to the next, until everyone has had a chance to do something—not unlike with a board game or a card game. When it is a given character's turn, only he can act, and then when his turn is over, the next character will get to go, and so on. Characters are limited in what they can do in any one turn, so as prevent them from being able to do too much before the other characters can react.

During a combat, the fight is broken down into 10-second segments of time called "Rounds". At the start of each round, each character involved must first make a Reflex roll (1d20 + Reflex) before any actions can take place. Each combatant will get a chance to participate in the round, and characters will perform their actions in an order determined by their Reflex rolls (characters with higher rolls go first). Characters with very high Reflex rolls may receive additional bonus actions within the same round (see the section titled "Reflex" below). There is a definite advantage to moving quickly.

On his turn in a round, a character may do up to three things, which can be performed in any order:

- Move a short distance
- Make an attack or cast a spell
- Take one secondary action, such as drinking a potion, casting a spell, attacking with a second weapon, pulling a lever, or the like.

Casting a spell can be either the primary or secondary action, though it cannot be both.

Talking is free, and characters may talk as much as they want at any time in the round (though keep it short—remember that a round is supposed to represent only 10 seconds of game time).

You may move both before and after your attack action, provided the total distance moved does not exceed your allotted movement for the round (see "Movement" later in this chapter).

Characters who move before their attack delay their attack action by the number of meters they moved. So if a character gets a 20 Reflex roll and then moves 10 meters as his first action, his attack would be delayed as if he had rolled a Reflex of 10. If you have to run across a room to attack someone, they will be ready for you when you get there, regardless of who got the better Reflex roll.

Characters who have been awarded more than one attack by getting high Reflex rolls (see next section) may take these bonus attacks at an effective Reflex of 10 lower than their previous attack. If this would drop the bonus action's Reflex score below 0, the attack is lost. A character cannot run across the battlefield at the start of the round and still expect to get three attacks in.

Characters with bonus attacks can move between attacks, so they could conceivably run up to someone, attack, then run to someone else, attack, and then run away, all in the same round. Keep in mind though that disengaging generally gives your opponent a chance to hit you before you can start to move off.

Also keep in mind that bonus attacks are not full turns. Characters can split their movement up to be used between attacks, but do not get to move twice as far in a round because they have reacted faster. Likewise, bonus attacks do not give a bonus secondary action, such as drinking a potion. If someone

wants to drink a potion as their bonus action, this is possible, but it will take the place of their bonus attack.

## REFLEX AND NUMBER OF ATTACKS

Each round, all combatants who want to participate in the round must roll 1d20 and add their Reflex score. The resulting total determines the order in which combatants may act during the round.

A character's Reflex roll for the round determines how many attacks he may make in a round. A score of 25 or better allows the character to make a second attack during the round. A score of 35 or better allows the character to make a third attack, and so on. Characters generally cannot switch weapons between attacks in the same round, unless there is a really good explanation (like they have one in each hand maybe).

### Number of Attack Actions Per Round

- Reflex 24 or Lower = 1 Attack
- Reflex 25-34 = 2 Attacks
- Reflex 35-44 = 3 Attacks
- Reflex 45-54 = 4 Attacks
- Reflex 55+ = 5 Attacks

Characters may never get more than 5 attacks in a round, regardless of how high their Reflex roll is.

## FIGHTING STYLES

Before you can attack in combat, you have to have some kind of weapon—even if it is just your hand. Different weapons offer different advantages and different drawbacks; there is no one “right” way to fight. It is important for each character to find his own style. There are too many different fighting styles to enumerate fully, but some of the more common are listed here along with the advantages (or disadvantages) of each. How your character attacks in combat will depend greatly upon the fighting style you choose.

### MELEE WEAPONS

A melee weapon is anything that you hold in your hand and directly strike your opponent with (or it could be your hand). Bigger, stronger characters will generally choose melee fighting styles as it puts their natural advantages at the forefront.

**One Single-Handed Weapon:** Characters using a single one-handed weapon gain no specific combat advantages, although they can cast spells (or pull levers, drink potions, etc.) with their free hand in addition to fighting. Bonus attack actions may be switched off between spells and weapon attacks.

**Two-Handed Weapon:** Characters using a two-handed weapon receive a damage bonus equal to Strength + 2, as opposed to just Strength with single-handed weapons. Some weapons can be used either one or two-handed to allow characters to free up a hand in combat when needed and still be able to fight.

**Two Weapon Fighting:** Characters using two weapons (one in each hand) get one additional attack in the first part of the round (this is rolled at the same time as the character's main attack). However, all attacks made by a character using two weapons are made at a -4 penalty. This penalty is reduced by 1 for every 5 points the character has in the two-weapon fighting skill. If the character gains any bonus attacks from high Reflex, these can be dealt from either hand—however, these bonus attacks are not doubled; a character using two weapons who gets a reflex roll of 25 gets a total of three attacks in

the round (and 4 at 35, and so on). If the secondary weapon is a spell, the character gets the -4 penalty to his magical attack or defense rolls (whichever applies).

**Unarmed:** Unarmed characters get one additional attack per round (one attack per each fist), as if fighting with two weapons, but with no penalties. Any given attack can be made with fists, feet, teeth, etc. as desired.

**Weapon and Shield:** Characters using a shield in one hand and a one-handed weapon in the other get bonuses to both attack and defense as per the individual shield's stats (see the appropriate shield type in the equipment section). A shield can also be used as a weapon, just as if the character were fighting with two weapons. It cannot be used for both at the same time—a character will have to declare at the start of each round if he is using his shield as a shield or as a weapon.

## RANGED WEAPONS

A ranged weapon is anything that deals damage to your opponents from a distance, such as a bow or a gun. Ranged attacks are preferred by faster, more cerebral characters as it allows for greater mobility and it keeps one out of harm's way.

Ranged weapons generally follow the same rules as melee weapons for using one or two weapons (such as throwing knives in each hand), though some ranged weapons may grant the user optional bonus attacks in a round based on the rate of fire rating of the individual weapon. It's much more feasible to squeeze off a few extra shots with a gun, say, than to get someone who's dodging about to drop his guard a second time so you can hit him again with your sword. Check the equipment chapter for specific fire rate stats of individual weapons.

When firing a ranged weapon, a character may take as many bonus attacks as he needs to reach the fire-rate of his weapon for the round. For example, a bow has a fire-rate of two. An archer may take the standard one attack in a round, or he may take his normal shot plus one bonus shot (this is called rapid-firing). However, rapid-firing has an effect on the accuracy of all attacks taken. So when rapid-firing, a character takes a penalty to all shots equal to the number of shots taken. So in the case of the bow, the archer would get a -2 to both shots. In the case of a gun with a fire rate of 3, a gunner would get a -3 to all 3 shots (if he took all 3, that is).

If a ranged attacker gains an additional attack from Reflex, these attacks can be made in addition to the bonus attacks from fire rate. These attacks still suffer the rapid-fire penalty though if rapid-fire is used at the start of the round, though you may not rapid-fire a weapon during a secondary attack. So, for example, if our archer got a 25 on his reflex roll, he could fire two arrows in the round with no penalty (1 arrow for each attack), or he could rapid-fire and fire 3 shots with a -2 penalty to each (2 arrows for the first attack, and 1 for the second).

Weapons that are not loaded as a part of firing (guns mostly) require that the attacker give up at least one full attack (not a rapid-fire attack) to reload when the ammunition runs out. Some weapons, such as a musket, might take more than one attack to reload. See individual weapon descriptions for details. The Quick Load heroic ability (see the Heroic Abilities chapter), can make this penalty go away.

One major disadvantage of using a ranged weapon, is that it makes it very difficult to defend yourself from melee attacks. In any round in which you make ranged attacks, your Melee Defense roll is reduced by 5. It's pretty hard to not get stabbed by someone standing right next to you when your focus is on holding still enough to line up a shot 30 meters away. Certain weapons and special abilities may offset this penalty. Also, this penalty does not apply if you fight "pirate-style" and have a ranged weapon in one hand and a melee weapon in the other, although two-weapon fighting penalties would still apply in this case. Also, this precludes use of any two-handed ranged weapons, which are usually

heavier and do more damage.

Note that two-handed ranged weapons (such as the bow) don't grant an additional damage bonus like two-handed melee weapons do. Damage for ranged weapons is based on intellect, not strength.

## ATTACKING

To attack another character on his turn, a player must first declare his character's intentions, and then make an appropriate attack roll. The defender (whether player or GM) must then make a defense roll.

- **Attack Roll:** Appropriate Weapon Skill + 1d20
- **Defense Roll:** Appropriate Defense Skill + 1d20

Choose the attack and defense skills that match the fighting style of the attacker. If the attacker is attacking with a melee weapon, he uses his Melee Attack skill and the defender uses his Melee Defense skill. With a ranged attack, the attacker rolls his Ranged Attack skill and the defender rolls his Ranged Defense skill. Don't forget to include any skill bonuses from proficiencies into your attack and defense rolls.

If the attack roll equals or exceeds the defense roll, the attack hits, and the attacker may then roll damage. If the defender rolls higher than the attacker, the attack is considered a miss.

Any attack roll that scores a natural 20 on the die is always successful. However, a defense roll of 20 is always successful as well. If both the attacker and the defender roll a natural 20 on the same attack, the attack is considered a miss. (A natural 30 using Heroic Surge beats a natural 20 though).

## DAMAGE

The whole point of combat is generally to deal damage to one's opponents. Damage occurs when an attack strikes a target in combat (whether intentionally or not). This reduces the target's health stats, and may kill or maim him. Each mode of attacking deals damage in a different way:

- **Melee Damage:** Base weapon damage + Attacker's Strength
- **Ranged Damage:** Base weapon damage + Attacker's Intellect
- **Magical Damage:** Base spell damage + Attacker's Depth
- **Psychic Damage:** Generally none, but depends on exact effect.

*Note:* Two-handed melee weapons deal weapon damage plus Strength +2.

Damage is first subtracted from the defender's Stamina points, until he becomes exhausted (0 Stamina), at which point it is then subtracted from his Wound points. This does not come off the defender's total Wound score, but off of the Wound points for specific hit locations. All hits dealing Wound damage must be rolled along with a location die. This die will determine where the injury has been dealt, and the number of points of Wound taken determines the severity of the wound. See the "Wound Damage" section below for more details on wound damage.

The base damage dealt by a physical attack is determined by the weapon type of the attacker. See the weapon charts (in the equipment chapter) for details. Also, consult spell books for details on spell damages.

## WOUND DAMAGE

When a character takes Stamina damage, the damage is considered temporary. He has gotten bruised, scratched, scalded, worn himself out from dodging around or blocking a heavy blow, gotten the wind



knocked out of him, etc. Wound damage represents a lasting, physical injury to the body, and is localized to the body location struck. It literally represents a wound.

Whenever wound damage is dealt, the attacker must roll a die to determine the location to which the damage will be applied. Consult the appropriate hit location chart (see below) for the defender's body type to determine the location struck. Next, determine the amount of Wound damage to be dealt. This would be any leftover damage after the defender's remaining Stamina is subtracted, plus any bonus critical hit damage (see "Critical Hits" below). Subtract the result from the defender's Wound points at the location struck.

### **Severe Damage:**

If any wound location falls to 0 or below, it becomes disabled and unusable. If it falls to less than negative its full Wound points, it is considered destroyed, whether severed, maimed, exploded, or whatever. Some body parts (such as the head) will bring immediate death when destroyed. Exact wound details typically depend on the weapon used to create them (a sword leaves a different wound than a club) and the body part hit, and though suggestions are given at the end of this chapter, are ultimately left to the GM's discretion.

Any time the head or torso becomes disabled or destroyed, the affected character falls immediately unconscious. If any other Wound location becomes disabled or destroyed, unconsciousness is not certain; the affected character must make an immediate Will roll to stay conscious. Roll 1d20 and add it to your Will stat. If a body part has been disabled, you will need a 15 or better in order for your character to stay conscious. If the body part is destroyed, you will need a 20 or better.

Surviving the initial blow is one thing, but staying in the fight is another. If any body part is destroyed, your character will be rapidly losing blood and must roll an additional Will roll at the end of every round or pass out. Each round, the required Will roll needed goes up by 1. You will need to continue making rolls each round until your character either falls unconscious or receives medical attention (see the Treat Injury skill in the Field Skills chapter).

If you have more than one limb that is broken or lost, your Will rolls are even higher. Start at the highest base roll (15 or 20) for the worst injury, then add +2 for each additional broken limb and +4 for each additional missing limb. Also add +1 for each round that has passed since your first roll.

Unconscious characters generally stay unconscious until they receive medical attention. If the state is from a failed Will roll (as opposed to a disabled head or torso), characters with broken limbs will wake up on their own within 1d4 hours. Characters with missing limbs will lose one wound point per round from their torso until they die or their wound is treated. GMs may award unconscious characters a second Will roll to recover if something unusual happens to them, such as getting kicked during the fight.

Consult the appropriate chart for the struck creature's morphology to determine location and effects of wound damage. See "Hit Locations" below for the charts.

### **Example:**

A fearsome troll swings his gruesome claw at Merf the mage, who is near exhaustion. The troll rolls his melee attack (18+1d20) and gets a 30. Merf rolls his melee defense (12+1d20) and gets a 24. 30 is greater than 24, so the attack hits. The troll rolls damage (2d6+10) and gets 20. Merf now must withstand 20 points of damage. First, Merf's magical armor (DR4) softens the blow, reducing the damage to 16. The damage is now applied to Merf's remaining Stamina (10), resulting in 6 points spilling over into Wound. The troll rolls a 7 on the hit location chart, hitting Merf's right arm. Merf has a base of 12 Wound points, so at 1/3 total wound, he has 4 in his arm. The hit puts his arm at -2, indicating it is broken. Note that if Merf hadn't had his armor spell up, the troll would have ripped his arm clean off (-6). Because Merf's arm has been broken, he must now make a Will roll to not pass out from the

pain. His will is 6, and he rolls an 11, totaling 17, which is more than enough to stay in the fight (he needed only a 15).

At this point, any additional hits will apply directly to Merf's Wound points, as he has no remaining Stamina to resist blows. Luckily for Merf, his legs still work, so he may still yet have the chance to get away before the troll tears his body into pieces. Let's hope he has a good Reflex score.

## **HIT LOCATIONS**

If you don't have a special die for rolling body locations (we use one in our games), the following charts can be used to determine a random hit location when Wound damage is dealt. Simply roll a standard die and consult the appropriate chart for what kind of creature you are attacking. If for whatever reason you ever get a location that doesn't make sense or doesn't exist, just roll again.

### **Humanoid (1d12)**

Melee	Ranged	Location	WP Ratio	Called Shot	Disabled	Destroyed
1	1	Head	1/3	-8	Unconscious	Dead
2-3	2-5	Torso	2/3	-4	Paralyzed	Dead
4	6	Left Hand	--	-6	Broken	Severed
5	7	Left Arm	1/3	-4	Broken	Severed
6	8	Right Hand	--	-6	Broken	Severed
7	9	Right Arm	1/3	-4	Broken	Severed
8	--	Left Foot	--	-4	Broken	Severed
9	10	Left Leg	1/2	-4	Broken	Severed
10	--	Right Foot	--	-4	Broken	Severed
11	11	Right Leg	1/2	-4	Broken	Severed
12	12	Target*	--	--		

Note: If a hand or foot is struck, damage is applied to the attached arm or leg. The distinction is presented only for partial armor, for the case of held objects, and for flavor.

### **Animal/Monster**

1d12	Location	WP Ratio	Called Shot	Disabled	Destroyed
1-2	Head	1/3	-6	Unconscious	Dead
3-6	Torso	2/3	-4	Paralyzed	Dead
7	Left Foreleg	1/3	-4	Broken	Severed
8	Left Hind Leg	1/3	-4	Broken	Severed
9	Right Foreleg	1/3	-4	Broken	Severed
10	Right Hind Leg	1/3	-4	Broken	Severed
11	Tail	1/4	-6	Broken	Severed
12	Target*	--	--		

### **Dragon/Winged Beast**

1d20	Location	WP Ratio	Called Shot	Disabled	Destroyed
1-2	Head	1/3	-8	Unconscious	Dead
3-6	Torso	2/3	-4	Paralyzed	Dead
7-8	Left Foreleg	1/3	-4	Broken	Severed
9-10	Left Hind Leg	1/3	-4	Broken	Severed
11-12	Right Foreleg	1/3	-4	Broken	Severed



13-14	Right Hind Leg	1/3	-4	Broken	Severed
15-16	Left Wing	1/4	-4	Broken	Severed
17-18	Right Wing	1/4	-4	Broken	Severed
19	Tail	1/4	-6	Broken	Severed
20	Target*	--	--		

### Insect

1d12	Location	WP Ratio	Called Shot	Disabled	Destroyed
1-2	Head	1/3	-8	Unconscious	Dead
3-4	Thorax	1/2	-6	Paralyzed	Dead
5-6	Abdomen	1/2	-4	Paralyzed	Dead
7	Right Leg 1	1/4	-4	Broken	Severed
8	Right Leg 2	1/4	-4	Broken	Severed
9	Right Leg 3	1/4	-4	Broken	Severed
10	Left Leg 1	1/4	-4	Broken	Severed
11	Left Leg 2	1/4	-4	Broken	Severed
12	Left Leg 3	1/4	-4	Broken	Severed

### Snake

1d6	Location	WP Ratio	Called Shot	Disabled	Destroyed
1	Head	1/3	-6	Unconscious	Dead
2-5	Torso	2/3	-4	Paralyzed	Dead
6	Tail	1/4	-6	Broken	Severed

### Spider

1d12	Location	WP Ratio	Called Shot	Disabled	Destroyed
1-2	Head	1/3	-8	Unconscious	Dead
3-4	Torso	2/3	-4	Paralyzed	Dead
5	Right Leg 1	1/4	-4	Broken	Severed
6	Right Leg 2	1/4	-4	Broken	Severed
7	Right Leg 3	1/4	-4	Broken	Severed
8	Right Leg 4	1/4	-4	Broken	Severed
9	Left Leg 1	1/4	-4	Broken	Severed
10	Left Leg 2	1/4	-4	Broken	Severed
11	Left Leg 3	1/4	-4	Broken	Severed
12	Left Leg 4	1/4	-4	Broken	Severed

\*Target is not a location, but indicates that the attacker gets to choose where the attack struck.

### Hit Chart Key

**1dX:** To use the chart, roll the listed die when dealing wound damage and look up the row corresponding to your die roll.

**Location:** This column indicates the wound location struck.

**WP Ratio:** This simply indicated how the wound point score for this location is calculated, as a fraction of the character's base Wound score.

**Called Shot:** The attack roll penalty if trying to hit this specific location. See the "Called Shots" section below for details.

**Disabled:** The effect that occurs when this wound location is disabled (brought to 0 or fewer wound points).

**Destroyed:** The effect that occurs when this wound location is destroyed (brought to below negative its original wound score).

## HEALING

Breaking something is often much easier than fixing it, but not so with Stamina points. A character's Stamina fully recovers to its maximum whenever he gets a full meal and some rest—typically eight hours of sleep. This is meant to reinforce the idea that Stamina damage is just that—a loss of stamina. A good meal and some sleep will fix pretty much anything. Figure about a quarter of one's stamina is regained for every two hours of rest; half this rate if the character does not get proper food and drink.

Wound damage, on the other hand, is significantly harder to fix. Wound damage is broken bones, sprained tendons, concussions, cuts, and torn ligaments. A character can't just shake that kind of damage off. Barring some kind of healing magic, only time can really help. In general, a character can heal a number of Wound points equal to his Fitness score every week, faster if he is under the care of a physician.

- **Base Wound Healing Rate:** Fitness score per week

The Healer and Herbalist trade skills can be used to treat a patient over time. Healer is a general physician skill, and deals with things like changing bandages and keeping wounds clean and so on. Herbalist deals with plants and medicines. Both skills can be used to increase the patient's natural healing rate. Of course, magical spells can also be very effective where healing goes when available.

The First Aid skill is also helpful in order to get hit locations that have fallen into negative wound points back to zero. The classic example of this is using First Aid to set a broken arm. After being hit by a club, a character's arm may be broken, painful, and useless (-4 WP), but after setting (0 WP), while it is still broken, it is no longer a burden to its owner, and may even be usable for small tasks like holding light objects (like a flashlight). It is also significantly easier to heal up from 0 WP than -4.

See the Skills chapters for more info on medical skills.

## ARMOR

For the defender, armor softens the blow. Essentially, armor in Osiris subtracts damage from each attack that hits the wearer. If one is wearing good enough armor, one can simply wade into battle, and attacks will bounce right off without one having to exert oneself or spend stamina to defend against them.

Armor comes in two basic types. Full armor that covers the entire body and reduces the damage taken from each hit, and partial armor that covers vulnerable areas only. Consult the armor charts in the equipment chapter for specifics. Armor generally has four key measurable factors, protection (DR), weight (BP), hit location, and cost.

Your armor's DR (damage reduction) rating is subtracted from the damage taken on each hit you receive to the equipped body location. This only applies to standard damage. Armor does not protect against bonus critical damage (see next section)—these attacks are considered to have struck where there is a flaw, gap, or a chink in the armor. In this way, it is possible for armor to prevent all Stamina damage from an attack and still let a killing blow through. Combat is a risky venture, and can turn sour at any time.

While armor can mean the difference between life and death, it is cumbersome, and does not come without a penalty. Your armor's BP (bulk penalty) rating is a number that must be subtracted from

numerous non-combat rolls. This includes all physical-based field skill rolls, movement rolls, and Reflex rolls.

If you are unevenly armored (have a different DR in some locations than others), your opponents will need to roll a location die whenever you are struck in combat, even if only Stamina damage is dealt. This will determine the DR that is subtracted from the blow.

And finally, if your Strength is greater than your armor's BP rating, you can reduce your effective BP by 1.

See the equipment chapter for details on individual armor types.

## CRITICAL HITS

Any hit made with a natural 20 on the die is considered to be a critical hit. These hits do normal damage as above, plus additional bonus wound damage that is applied regardless of armor. This can allow an attacker to outright kill or cripple a defender who has not yet become exhausted. The point (and the fun) of this is to add some realism to the game. No matter how good you are, some fool may still get that lucky shot in and snipe you right in the head. Life isn't always fair.

When a 20 is rolled on the attack die, unless the defender also gets a 20 on his defense roll, the attack is always a hit and a critical. Typical weapons may do 1d4 or 1d6 bonus Wound damage on a critical. Consult the weapon charts in the equipment chapter to get the critical hit rating for your weapon. Roll the indicated critical damage die without adding any other bonuses (not even for Strength), and apply the damage to the location struck. Do not subtract Damage Reduction from armor. If the defender is out of Stamina and you deal Wound damage as part of the normal hit damage, this bonus damage is applied to the same body location. This can be exceptionally deadly.

Certain exceptional or magical weapons may deal critical hits on a roll of 19 as well as 20. Maximized proficiencies and some Heroic Powers also have this effect, referred to as extending a weapon's critical "range". Note that while a hit made with a natural 19 is automatically a critical in this case, a natural 19 is not automatically a hit. For example, if your attack score is 12 and you get a 19 (31), and your opponent has a defense score of 15 and rolls a 17 (32), your attack misses outright, and does not deal any damage at all, let alone critical damage.

**Example:** Percifal the knight aims his lance at an armored soldier and charges. He rolls a 20 on his attack roll. The defender does not roll a 20, so Percifal scores a critical hit. Normally, the hit would deal 1d8+10 damage (1d8 for a lance, +8 for Percifal's horse's Strength, +2 for the charge), but since Percifal got a critical hit, he also rolls 1d6 bonus wound damage. First Percifal rolls his normal damage, dealing 14 points, 4 of which are absorbed by the soldier's armor. So the soldier takes 10 points of Stamina damage—a solid hit, but not enough to cause injury. However, Percifal rolls a 5 on his critical damage, and rolls the soldier's head as the hit location. The soldier has a Wound score of 15, meaning he has only 5 points in his head. The 5 points dealt by the critical damage bring him to 0, knocking him unconscious and putting him out of the fight (not to mention leaving a pretty nasty scar).

### Skill-Based Criticals

Due to the difference in skill-levels, criticals realistically become more common when a more-powerful character is attacking a less-powerful one. If ever the attacker's attack roll exceeds the defender's defense roll by more than the defender's unmodified defense skill (and by at least 10), the attack is considered an automatic critical.

Likewise, critical defense rolls are possible. If the defender's roll exceeds the attacker's roll by more than the attacker's unmodified attack skill (and by at least 10), the attack is considered parried, and

(when in melee combat) the defender may then make a free and immediate counter-attack with any available weapon.

**Example:** Later on in the battle, Percival has dismounted and is challenged by a peasant with a spear. Percival attacks first and gets a 33 on his attack (18 roll + 15 melee skill). The peasant only has a 7 melee defense skill and rolls a 10, putting his total roll at 17. Since 33 beats 17 by more than 10 and also by more than 7 (the peasant's unmodified defense score), Percival's attack is considered an automatic critical.

*Option:* GMs who want to make fights slower and more predictable may want to require attack rolls that score natural 20s to beat the defender's roll by 10 or more to be considered critical hits.

### Critical Reflex

Any natural 20 on a Reflex roll grants special privileges. First, you get to act first in the round, even if others have higher total Reflex rolls. Next, if you have multiple actions (which is quite likely), you may take two of these actions before anyone else gets to do anything.

For example, you have a Reflex score of 8 and your opponent has a score of 15. You roll a 20 on Reflex (total 28) and your opponent rolls a 15 (total 30). Even though your opponent has a higher roll, you get to act first—and you can take both your actions before he gets either of his.

If you have three or more actions in a round (Say you rolled a 38 and your opponent a 40), your third action will now be considered a second action and so on. So you would get two attacks right off the bat, then your opponent would get his first attack on 40, then his second on 30, and then you would take your third action on 28, and he would get his third on 20.

## CRITICAL FAILURES

Just as a natural 20 on a combat roll always indicates success, a natural 1 on any combat d20 or d30 roll is always considered a failure. Yet a natural 1 is not simply a miss—there are further consequences to this action.

First off, when rolling a natural 1 on an attack roll, your weapon may break. Each weapon has a break odds percentage (see “Break Odds” in the weapon section for details); roll this when you roll a 1. If you get under your break odds, your weapon breaks and is unusable. Volatile weapons will backfire, and in the case of explosives, this can be catastrophic.

Next, if you roll a 1 while rapid-firing a ranged weapon, you lose all further rapid-fire attacks in that round (though you still take your full rapid-fire penalty to any remaining standard attacks.).

A natural 1 on a defense roll equates to an automatic critical hit as long as the attacker's roll would still hit if the defense roll were taken at face value (Defense score + 1).

A 1 on a Reflex roll grants only a single base attack per round, even if your Reflex score is 24 or higher. It also means that you will go last in the round, acting after everyone else has taken all of their bonus attacks for the round.

## CALLED SHOTS

On any given attack, a character may decide to make a called shot on his opponent. This is an attack that, if it hits, does not need to roll a randomized body location. Damage is applied to the location called.

To make a called shot, a player must first declare his intentions and name the location he is trying to

hit. His character must then make an effort in combat to make an opening for himself in the desired place. This reduces the chance of landing any blow at all. This to hit penalty depends on the location called—some locations are easier to strike than others. Consult the critical hit tables above for exact called shot penalties.

Called shots are not generally effective in the average combat situation. Called shots mostly depend upon dealing wound damage to an opponent, so one needs to wear one's opponent down first or use a Heroic Power to maximize critical potential. Called shots may be useful though when dealing with an unevenly armored opponent or when trying to strike a held object (hits to the hand can be applied to held objects instead).

Any defender may choose to protect a particular hit location by altering his combat stance. In doing so, he can increase the called shot penalty for the protected location by up to his applicable Defense skill (melee or ranged). For each point used, the called shot penalty is decreased by 1 in all other locations.

## MOVEMENT

An average character can move a number of meters in a single round equal to his Fitness score plus 1d8. If this isn't fast enough, he may run, costing 1 Stamina point and doubling his move rate for the round. If still not fast enough, a character may spend 1d4 Stamina and sprint for the round, tripling his normal move rate.

- **Base Movement Rate:** Fitness score + 1d8
- **Running Movement Rate:** (Fitness score + 1d8) x2
- **Sprinting Movement Rate:** (Fitness score + 1d8) x3

If you are wearing armor, your armor's bulk penalty is subtracted from your final movement rate (after any multiplication is done). Characters in heavy armor will (realistically) need to spend Stamina to get around on the battlefield.

For those who don't want to leave it to chance, the Run skill (see the Field Skills chapter) can be used to improve the base movement rate.

Note that characters who have trained up in the Run field skill may choose to burn extra Stamina on move rolls to up their die (meaning they can substitute a d12 or more for the d8). So, for example, an Olympic sprinter with a 15 Run skill can both use a heroic surge and sprint in a single round (costing him 4d4 Stamina), and if he gets a good roll (of 19 say), he can move 34x3 (or 102) meters in ten seconds... which is just about the current world record.

## ATTACKS ON THE RUN

If you need to make an attack while moving, you take a -2 penalty to hit. While running, this increases to -4, and -8 while sprinting. Note that this penalty does not apply to things like charging, which is attacking at the end of a run (not during). Neither does it apply to general moving about (which is pretty necessary in a melee), only to the sort of movement intended to get you from one place to another.

Likewise, other people can hit you while you are moving if you move past them too closely. If you come within another character's reach on your move, he can strike at you as you move past if he has not yet used all his attacks for the round. This attack will come from his allowed number of actions for the round, so it isn't exactly a bonus attack, but your opponent can use it to hit you on your turn. Since this attack occurs on your turn, not your opponent's, it is known as an interruptive attack. Note



that, unless your opponent is using a longer weapon than yours, this rule does not apply if you are moving up to engage the person in combat, only if you are trying to slip by him.

Note that a character's reach depends on his weapon. Most melee weapons have a range of one meter. Some (as indicated on the equipment list) may have a range of 2 or even 3 meters. Ranged weapons cannot be used to attack out of turn.

## RETREATING

Anytime you are engaged in active melee combat with an opponent and want to move away, you are also possibly subject to interruptive attacks. When you retreat in melee combat, if your opponent has not yet used all his attacks for the round, he may take one immediate swing at you before you can begin your move. Just because you got a better Reflex roll doesn't mean you get away scot-free.

This rule also applies in cases where a character moves up to another, attacks, and then moves away all in the same turn. The defender gets the opportunity to strike back if he still has actions left.

Now if you are truly retreating and have no desires to continue attacking, you may give up your attacks for the round and use the Acrobatics skill (see the Field Skills chapter) to increase your defense score for the round.

## CHARGING

Charging applies in combat when you close on your opponent from more than 3 meters away. If you choose to charge in at a dead run, you gain a +2 to your attack and damage rolls for your first attack, but suffer a minus 2 penalty to all defense rolls during that round.

Note that you must be running to charge, meaning you must have spent the Stamina point required to run for the round. If you are riding a mount, such as a horse, your mount must run, not you. Also, when using a lance or a similar weapon, you may substitute your mount's Strength for your own for damage.

Characters with spears or polearms get +4 to damage (see "polearms" below) when defending against charging opponents.

## OVERRUN

Generally one armed, human-sized character can fill a space about a meter or two across. Other characters on the battlefield will not be able to move freely through this space, so if a character stands in a doorway, for example, or several characters stand together in a narrow room, attackers will not be able to get past them.

If an attacker really wants to get through an occupied space, he can attempt an overrun, which is like a charge, only the attacker does not stop when he reaches the defender. In this case, the defender is allowed an interruptive attack on the attacker if he has any attacks left. After that (unless the defender steps aside), the attacker can make his charge attack as normal, and then a collision happens. Both the Attacker and Defender must roll 1d20 + Strength. If the defender wins, the attacker is stopped in his tracks. If the defender wins by more than the attacker's Strength, the attacker falls back prone.

If the attacker wins, the defender is knocked aside, and the attacker can continue forward, although he is no longer considered running and loses half his remaining movement points. If the attacker wins by more than the defender's Strength, the defender is knocked prone instead of just being pushed aside.

Since the attacker is no longer running after an overrun, he may not overrun any further defenders in his way until at least his next attack action.



## POLEARMS

Anyone using a spear or polearm (or any similar long melee weapon) gets one immediate interruptive attack against all opponents when they close to within the weapon's reach in combat (or when the wielder closes in on them). This attack is made before the opposing character gets to attack, regardless of Reflex. If the attacker has an equally long weapon (or longer), the defender gets no chance to interrupt, and combat proceeds normally in Reflex order.

Note that interruptive attacks are not bonus attacks, they count against a character's total number of attacks in a round. They simply allow characters to attack out of order.

Characters with spears or polearms (or any long, piercing weapon that can be braced against the ground) get +4 to damage if their interruptive attack hits a charging or overrunning opponent who is moving towards them.

## COMPROMISING POSITIONS

If for some reason, you happen to fall over in combat, you will be at a disadvantage until you can get back up again. All defense rolls made from the ground are made at a -4 penalty. Any melee attacks made from the ground also receive this -4.

You can get up from being prone on your turn, but you will have to sacrifice an action to do it. This can be either your attack action or your secondary action. A bonus attack can be used as well, but if you have bonus attacks, presumably you will want to use them after you get up. Also, once you are up, your movement for the round is restricted. You only get a d10 for movement for the round instead of a d20.

You cannot rapid-fire a ranged weapon in a round in which you got up from being prone, although if you have a gun (as opposed to a bow or something more awkward), you can always stay on the ground and rapid-fire.

## THE COMBAT MAP

It is generally advised that in all but the most basic of combats that you use a map to chart your positions and movements. What this means exactly will vary greatly based on your playing style.

In a perfect world, a combat map would be a large piece of paper with a hexagonal grid. Each hexagon would represent one meter, and walls and objects would be marked on the map. Your characters' positions would be represented by a token (often a miniature, painted statuette that looks like your character). When your characters move in combat, you would move your tokens around the map. This makes combats very easy to visualize, and it is very easy to keep track of things like distance, interruptive attacks, line of fire, and so on.

Unfortunately there are a few drawbacks to this method. First, it takes time. The more time you spend on your map, the less time you will have to play the rest of your game, and your fights can end up slowing the pace of the overall game way down. This is a balance you'll need to find on your own. In many of my games, I just draw a quick map on a piece of paper and set different dice down on it as tokens to show the relative positions of the characters. You may want something more measurable.

The other problem you may encounter is that your map might not be big enough. If your combat takes place outdoors, for example, a running character can cover a good 50 meters in a round; that might put him right off the edge of the map pretty quickly. To solve this problem you may want to have one hex represent two meters (a bit over 6 feet) or even three (About 10 feet). Two meters a hex is generally the best compromise. This means you'll have to divide your movement rolls, which isn't

so bad. If you are using two meters per hex, just cut your move rate in half.

Note that if you go to three or more meters a hex, it's no longer conceivable that one character can block all movement through a hex, so it's not advisable unless you have only a few characters on a very large map.

Many people prefer a square-based map instead of a hexagonal one. This is entirely your preference. We generally use a square map for indoor combats and a hex map for outdoor combats. The square map makes it easier to draw straight walls, and the hex map makes for better diagonal movement.

## **TAKING COVER**

When defending against ranged weaponry, it is often the wisest course to take cover behind something solid, like a brick wall, a car, or a tree. Cover increases your defense roll, but shrinks the number of hit locations you are exposing to your enemy. For each hit location obscured (most humanoids have 6), you will get a +2 to your Ranged Defense roll, but those locations cannot be hit by your attacker. So if you stand behind a wall with just your head peeking over, you get a +10 to defense, but if you get shot, you will be shot in the head.

Cover applies differently to each attacker, based upon his position. Someone behind you won't need to worry that you are hiding behind a wall. Also, it might not protect you from some area effect weapons—it's pretty easy to toss a grenade over a wall.

Even if you aren't next to something solid, you may still benefit from concealment. If your attacker's view is blocked by some bushes in the middle of the battlefield, he can still hit you anywhere, but he will take a penalty to his Ranged Attack roll to compensate for his limited vision.

Figure a -4 penalty for light concealment (some weeds), -6 for medium (a sizable bush) and -8 for heavy (a forest say). Apply a -10 penalty if your opponent can't see you but knows you are there and can shoot through the obstruction (such as a thin wall or a couch). Your GM will need to decide which penalty applies in any given situation.

## **DIRTY TRICKS**

Not everything done on the battlefield will be honorable (assuming anything is). There are a variety of combat gimmicks your character may choose to employ if a fair fight seems to be poor odds.

## **ATTACKING FROM THE REAR**

Any attacks you make when your opponent can't see you are made with a +4 bonus to your attack roll. Attacks from the rear, above, etc. can get this bonus if your opponent is unaware of your presence or distracted fighting someone else. Likewise, if you are invisible, or your opponent is blinded, all your attacks are made at a +4. Even if you are sitting in a bush and shooting into a melee.

Conversely, no matter where you are standing, even if you are behind him, you do not get a bonus if your opponent can see you.

Whether you get this bonus or not will always be a judgment call from your GM. Generally though, if you are using a square map, attacking from the one square to your opponent's rear gives you this bonus. If you are using a hex map, the one hex to your opponent's rear gives a bonus if he is facing a hex edge. If he is facing a point, the two squares to his rear give this bonus.

Note that this +4 bonus is not considered a stealth attack, it simply represents a combat advantage. A true stealth attack is something more deadly entirely.

## STEALTH ATTACKS

If your opponent does not even know you are present, is not actively in combat, and you have successfully snuck up on him by winning an opposed Stealth vs. Awareness roll (or several depending on how many rounds it took you to sneak up—see the field skills chapter), you can make a special stealth attack on him.

Instead of the standard +4 to hit, when you make a stealth attack, your opponent does not get a defense roll—you will oppose your attack roll against his unmodified melee defense score. If you hit, you deal normal damage.

Powers such as Backstab, Assassinate, or Bash can be used with stealth attacks to deal additional damage. Also, the critical chance for a stealth attack is always increased by 1—so under normal circumstances, a natural 19 on the die is considered a critical hit (assuming the attack is a hit). This bonus is stackable with similar abilities such as Precise Blow and maximized proficiencies. And on top of that, if you use the optional skill-based critical rule, you are almost assured a critical since your opponent is essentially rolling a 0 on his defense die, so you are likely to beat him by a significant margin.

## KNOCKOUT ATTACK

You may occasionally find yourself standing behind an unsuspecting opponent with a blunt object in your hand. In such a situation, where you are attacking from surprise and have successfully moved with stealth to get into position, you can attempt to knock your opponent out with a blow to the head.

To make the attack, roll a stealth attack roll. If you succeed, instead of rolling damage, you can choose to deal minimum damage (plus Strength) for your weapon type and make a knockout attempt. Your opponent must make a Will roll and get above 10 + the damage you just dealt, or go unconscious for 1d6 rounds. DR from any head armor worn is subtracted from the damage that must be overcome, but critical damage is added in.

Remember that not all opponents can be knocked out in this manner (some monsters, for example, may not even have clearly defined heads to hit.) Also you cannot make this attack unarmed or without a solid, blunt object with which to strike a blow (the butt of a gun or dagger is usually good enough).

Certain weapons increase the Will roll necessary to resist being knocked out (the Blackjack for example adds +5).

### Example:

Sasha has snuck up behind a town guard. Sasha hits him with a blackjack. The guard gets no defense roll, so Sasha needs only roll a 15 (the guard's melee defense score) to hit him. Sasha rolls a 24 (melee attack 10 + 14) and hits. She deals minimal blackjack damage of 1 + 6 Str, or 7. The guard has a flimsy helmet on, which mitigates 2 points of the damage. So the guard must make a Will roll of 20 (10 + 5 damage + 5 for the blackjack) to stay awake. His Will is 7, and he rolls a 12, equaling a total of 19. The guard goes down like a box of rocks.

*Note:* The Knockout Blow power (see heroic powers) allows a character to perform a knockout attack during normal combat and also to knock someone out unarmed; anyone without this power needs to attack from surprise to knock someone out and must use a weapon.

## ATTACKING AN UNCONSCIOUS CHARACTER

Unconscious (or paralyzed) characters don't, as a rule, put up much of a fight. Any melee attacks against them always hit (with no called-shot penalty). Ranged attacks made against them are made

as if from stealth. Since unconscious characters cannot defend themselves, damage to them is always applied directly to Wound points (as if they had 0 Stamina). So though the dice do have some say, unconscious characters are generally an instant-kill.

## **FIRING INTO A CROWD**

Generally, it is not a good idea to fire a ranged weapon at anyone engaged in melee combat. The constant motion of the combatants makes it just as easy to hit an ally as your target. If for whatever reason, you decide to break convention and fire anyway, your shot can easily go wild.

Any shot into a melee that misses its target has a chance of hitting any of the other (non-targeted) combatants. Roll a random attack score of  $10+1d20$  for the wild shot. This attack is applied in turn against the ranged defense of all those in melee combat with the target (those closest to the target first, if applicable). If the shot hits anyone, full damage applies. If a critical hit is rolled on the random attack roll, the shot deals critical damage. Once a target is hit, stop rolling for other targets; the shot has found its mark.

The “Fire Into Crowd” heroic power (see chapter 7) can help eliminate this penalty.

## **GRAPPLING**

Sometimes, instead of striking your opponent with a weapon, you may want to try to grab him and immobilize him; this is known as grappling. To grapple an opponent, you must first move into his space, meaning he may make an interruptive attack on you if he has any attack actions left. If you survive that, you may then make a grapple attack.

To start your grapple attack, roll your melee attack skill vs. your opponent’s melee defense skill (grapple proficiencies apply). Success means you grab your opponent. To immobilize him, you must succeed at an additional roll. Make a Strength roll vs. your opponent’s Strength (proficiencies apply here too); if you win, your opponent cannot do anything (except maybe talk) for the rest of the round. Your opponent will get an additional Str vs. Str roll on his turn each round to try to break the grapple, but if he can’t succeed, he can’t do anything else. Once you have an opponent pinned, you don’t need to make additional attack rolls to hold him, only succeed at the Str vs. Str roll when his turn comes up. Note, grappled characters with multiple attacks can try to break the grapple multiple times—one check per attack.

While engaged in a grapple, neither the attacker or defender can protect himself against attacks from outside parties. Subtract your opponent’s last grapple roll (the Str vs. Str check) from all defense rolls you make while grappling.

If multiple attackers try to grapple the same opponent, make a single grapple roll at the strongest character’s Strength, plus 4 for each additional attacker. Under most circumstances, only about 5 or 6 attackers can conceivably grapple a single opponent.

Size can be a big factor too. Add (or subtract) 1 point from the attacker’s Str rolls for every 50 pounds by which he outweighs (or underweighs) his opponent.

As the grappler, if you have an opponent pinned, you are considered to be using both arms to restrain your opponent, but you may still use your attack actions to make bite or choke ( $1d3 + 1/2$  Str) or head butt attacks ( $1d4 + 1/2$  Str). On a crit, you get your full Str. Non-humans may have more powerful bites or head butts—see the racial powers chapter for details.

Note that rolling a 1 on a head butt attack (or a 20 on defense) will deal the full damage to the attacker. If you take a -5 penalty to your grapple roll, you can employ a very small one-handed weapon,



such as a knife.

Also, if you have a restraint device, you may take a penalty to your grapple roll to apply it. -10 for rope, -5 for handcuffs. The Rope Use field skill can reduce this penalty.

If you prefer, instead of pinning your opponent on a successful grapple, you can trip or disarm him instead. Characters using whips can apply their whip proficiency to grapple rolls made to trip or disarm opponents (in addition to their grapple proficiency). When tripping an opponent, you may use your Clarity in place of your Strength in the opposed Strength roll.

## THE GARROTE

A garrote is a very primitive, yet very effective, grappling weapon. It is basically a leather cord that is wrapped around an opponent's neck and then pulled tight. It may be barbed or knotted to increase the pain level of the attack, or it may be a metal wire, but that doesn't change the mechanics much. The garrote may only be employed when making a grapple attack from a position of stealth. If the attacker succeeds at the initial attack, he can deal damage as per a normal attack, but if he wins the Strength contest with the defender, the defender's breathing is cut off, and he will begin to suffocate.

Note that the garrote only works if a called shot to the head is attempted. Normally, this is a -8 to hit, but if made from a position of stealth, the garrote's design reduces this penalty to only a -4.

After the first round, the defender will not take any additional weapon damage, but will instead take 1d12 points of damage per round due to suffocation. Each round of not breathing adds a -1 cumulative penalty to all rolls (including rolls to break the grapple). Once Stamina is gone, Wound damage is applied evenly across all locations.

The beautiful thing about a garrote though is that since the defender cannot breathe, he cannot speak or cry out. As long as there isn't a big gong within reach or something similar, the attack, struggle, and resulting death will all be done rather quietly.

Also, unlike with a regular grapple, the defender's hands are technically free. Instead of trying to break the grapple, the defender may make attacks against the garrotter with a short weapon (such as a dagger) or with his hands. Trying to strike an enemy behind you in this fashion comes with a -2 penalty (assuming the garrotter is behind you). If the defender tries to attack instead of breaking the grapple, he will take weapon damage every round from the garrote in addition to the suffocation damage. Garrote weapon damage is always applied to the head.

If the grapple is broken before unconsciousness, the roll penalty is removed as soon as the defender manages to take a breath.

## THE NET

The humble net is not a weapon per-se, but it can be incredibly deadly in the right hands. Most combat nets are small affairs, circular and weighted for throwing and fitted with a drawstring that constricts the net and connects it to its wielder. The goal of the net is to entangle one's opponent so that one can either capture him or easily dispatch him with an actual weapon.

See the equipment chapter for stats on the fighting net. In practice, the net is treated as a one-handed ranged weapon. It can be (and often is) employed as an off-hand weapon, using the standard two-weapon fighting rules. To throw the net, simply make a ranged attack on one's opponent. On a successful hit, the net has struck the opponent, and may entangle him. When the net hits, roll an opposed Wit roll vs. your opponent's Clarity (net proficiencies apply to this roll for both attacker and defender; the attacker may also add his net's quality rating (see below)). If the attacker wins (or a tie), the de-

fender is entangled. Roll 1d4 to see how many hit locations are affected, then roll those locations randomly (a called shot will replace the random roll on the first location).

For each location trapped in a net, the defender receives a -1 cumulative penalty to all rolls. Also, depending on the locations hit, the effect is compounded.

- *Head:* Defender is partially blinded - An additional -6 penalty is applied to all attack, defense, and awareness rolls (-3 if blind fighting is used). Also, the defender is grappled, as if his torso was struck. If the defender has a helmet, he may give up an attack action to remove it to free his head from the net.
- *Torso:* Defender is entangled, and attacker can control his movement with the drawstring. On a given round, roll an opposed Strength roll (add proficiencies and attacker can add his net quality rating). Whichever party wins can move up to 1/4 his movement rate and drag the other party with him.
- *Arm:* Arm is entangled and may not be used to make any actions. If the defender is holding a weapon or a shield in this hand, he may let go of it to free his arm.
- *Leg:* Leg is entangled and may not be used to make any actions. Movement is restricted to 1 meter per round, (or 0 if both legs are entangled). Attacker may trip the defender on his next action with an opposed grapple attack.

Disentangling a lost item (like a weapon or a helmet) from a net is a full-round action. Getting up from prone is no longer automatic--the defender must win an opposed Wit battle with the attacker (proficiencies and net rating apply).

### Escaping

If the defender can move, he may use his attack actions to try to pull himself away from the attacker to break or disengage from the net. Make opposed Strength rolls to try this (proficiencies and net rating apply). Success frees one entangled location. A critical success (or failure on the net wielder's part) may break the drawstring tether rope (roll break odds).

If the defender has a weapon arm free (and he has a small edged weapon), he can try to cut his way out of the net. A hit is automatic, but deals minimum weapon damage. Every 10 points of damage dealt to the net frees 1 location. The defender's friends can help him, but this is a delicate operation, so they take a -4 penalty to defense throughout the round.

If the defender wants to try to carefully disentangle himself, he can use his attack actions to slowly unwrap from the net. Make opposed Wit rolls to try this (proficiencies and net rating apply). Success frees one entangled location. Because he has to move slowly and carefully, the defender receives an additional -4 penalty to defense rolls throughout any round in which he attempts this.

A target in a net may be grappled as per the standard grapple rules. Penalties from the net apply to all grapple rolls. If the grappler rolls a critical failure, he will become entangled in the net as well.

Other combatants with edged weapons may attack the net's tether. Roll a melee attack at a +4 against the net wielder. 10 points of damage will cut the rope.

If the tether is cut, the wielder lets go, or if the net simply lacks a tether in the first place, the situation changes a bit. The defender remains entangled, but the wielder cannot trip him or control his movement. Also the Wielder does not add his Wit or Strength to rolls made by the defender trying to escape from the net.



If the net misses, or the defender disentangles himself, rolling the net back up to throw it again costs the wielder one attack action with his net hand.

### Net Quality

Standard fighting nets have a quality rating of 1. This rating is added to all rolls made with the net (except the initial ranged attack). If the wielder wants to make his own net (or make some modifications to his net, he can attempt a Rope Use roll. For every 5 points above 10, the net's quality is improved by one. Or in other words:

<u>Roll</u>	<u>Net Quality</u>
-10	0
10-14	1
15-20	2
21-25	3
26-30	4
30+	5

### Net Proficiencies

"Net" is its own attack proficiency. Use the "Grapple" defense proficiency to defend against net attacks.

## **SUBDUAL**

Sometimes you don't really want to kill a character, but you have to fight him anyway. Perhaps he is ensorcelled to think you are the enemy, or perhaps you just need information from him after the fight. In any case, knocking him out or grappling him may be above your abilities and you will have to resort to easier means. There are a few different ways to do this. One might be to aim for the limbs and hope he passes out before he dies. If this is someone you care about though, it might be better to try to just do less damage.

With any melee weapon, you can do something known as "fighting to subdue". This may be striking with the flat of a blade, or the hilt of a dagger. In practice, it does normal Stamina damage, but you get to control how much Wound damage you do. On any blow, you may declare a "Wound Cap", or the maximum amount of wound damage that the blow might possible deal. If the blow lands and does wound damage, that damage is capped at the limit you have set. Of course, setting this limit can be tricky. Too high and you may kill your opponent anyway. Too low and you may never knock him out. Your best bet is to strike all called shots to the torso and aim for that middle ground.

Some weapons, such as the whip, are designed for subdual, as they deal normal stamina damage with very little Wound.

Ranged weapons can't quite be used the same way. There's no way to shoot someone less hard with a gun, for example. You can, however, choose where you are shooting and by doing so, effectively lower your Intellect bonus to as low as 0. So if your gun deals 2d6+Int, you may choose to simply do 2d6 on a given shot (or 2d6+anything less than Int). Or just make a called shot to the leg or weapon arm.

## **NOT ATTACKING**

In some cases, not attacking your opponent could be considered a dirty trick (particularly if you have friends to do the attacking for you). If you give up all your attacks in the round and focus solely on defense, you can gain a bonus to your defense rolls for that round. See the Acrobatics skill in the Field Skills chapter for details. Essentially, roll your Acrobatics at the start of the round. For every 4 points

you roll, gain a +1 to all your defense rolls.

If this line of work seems appealing to you, you may want to check out the Trickster heroic path in the Heroic Powers chapter.

## EXAMPLE COMBAT ROUND

The combat round may seem confusing at first, but all you need to do is break the round down into action numbers. Each character's action in a round falls in order based on his Reflex roll in that round. Start with the highest Reflex total out of all characters participating in the action and count down. The following example may help you understand how all the rules for a round fit together.

At the start of each round, all characters who wish to act in that round must roll Reflex + 1d20. The result is that character's action number for the round. Since each player is responsible for keeping track of his character's action number, you won't have to keep too much in your head at once. All you should have to worry about is what number the current round timer is at.

For our example, two roman gladiators are fighting a Rigellian death robot. Once gladiator (Maximus) fights with a sword and a shield, the other (Gaius) fights with two swords. The robot has two saw arms and a death ray mounted on its head.

*Start:* Roll Reflex. Maximus: 37, Gaius: 26, Robot: 30

Based on these rolls, Maximus gets up to 3 attack actions, and Gaius and the Robot each get 2.

*Standard Round:*

37: Maximus has the high reflex, so he acts first. He is currently 10 meters from the action, so his first action is to close on the robot. Since he is moving 10 meters, he will arrive at action number 27.

30: The robot gets to attack. Since it has 3 weapons, it chooses to attack Gaius with one of its extendable arm saws (hits) and fire its death ray at Maximus (miss). Damage is rolled, and Gaius loses some Stamina.

27: Maximus has now closed on the robot. The robot kept one of its long arm attacks (from action number 30) in reserve, so it uses it now as an interruptive attack before Maximus can attack. It misses. Now Maximus attacks. Since he has a single sword, he takes one attack, which hits the robot. The robot takes damage. (Note that if Maximus was using a spear, he would have gotten his attack in before the robot's interruptive attack, as he would have had equal reach.) Maximus does not get a non-combat action this round as his off-hand is occupied in using his shield as active defense.

26: Gaius gets to act. Since he has two swords, he takes two attacks now. One hits the robot, and the robot takes damage.

20: Since the robot had a high reflex, it gets a secondary attack. It can attack with any of its weapons. It chooses to use one of its saw arms against Gaius. It hits, and Gaius' left arm is crippled.

17: Maximus gets his secondary attack for his high reflex roll. He attacks with his sword, and crumples the robot's death ray emitter.

16: Gaius gets his secondary attack. He swings his right sword at the robot and misses. Since he is wounded, he uses his movement action (which he has not taken yet) to disengage. He moves back 15 meters. Since the robot has no further attacks to make in the round, he cannot make an interruptive attack. Gaius can disengage without contest.

7: Maximus now takes his third attack. Seeing the robot's weakness, he makes a called shot on its left arm. The attack hits, and the robot's left saw arm is destroyed.

Since nobody has any remaining actions, the round is now officially over, and all three characters must roll Reflex again as a new round starts.

## WOUND EFFECTS

So what exactly happens when your leg breaks in a fight? Do you fall down? Can you run away? What if you just got whacked in the knee real hard, or someone clubs you in the back of the head but you stay up. Are you still able to fight at full strength?

This section attempts to answer all of these questions, but keep in mind that the more time you spend thinking about this sort of thing, the longer your fights will take. This section is certainly categorized as advanced rules, and as a GM, you may want to consider them optional. If they add to your game, use them, if not, don't.

If you find that you want a little more realism in your action and more gritty details in your fights, you can try being a little more concrete with your Wound damage. If someone had three wound points in their sword arm and they lost two of them to an arrow, can they really swing a sword properly? Doesn't the loss of those two points really represent actual, physical damage to your character's arm? The answer to that is yes, yes it does.

Not every wound situation can be accounted for (that might be able to be the topic of its own book), but the following table should help with the most common and give you a guideline on where to go from here.

### Using the Chart

When wound damage is dealt in combat, look up the extended effects of the wound based on the body location hit and the weapon type used. For purposes of this chart, weapons fall only into three categories, sharp (includes both slashing and piercing), blunt, and environmental (fire, acid, magic, etc). As for condition, "Wounded" applies when the struck location still has positive Wound points. At 0 and below, use the "Disabled" row, and when below negative starting Wound points, use "Destroyed". Effects are detailed below the chart.

Wound effects last until the wound that dealt the effect is healed (or effectively compensated for with a robotic arm, peg-leg, or whatever). As wounds heal from Disabled to Wounded, the effects lessen. Multiple hits to different hit locations stack, though only new effects apply when a different weapon strikes the same location.

### Advanced Wound Effects

<i>Location</i>	<i>Condition</i>	<i>Damage Type</i>	<i>Effect</i>
Head	Wounded	Blunt	Concussion
Head	Wounded	Sharp	Head Wound
Head	Wounded	Enviro	Head Burnt
Head	Disabled	Any	Unconscious
Head	Destroyed	Any	Dead
Torso	Wounded	Blunt	Cracked Ribs
Torso	Wounded	Sharp	Flesh Wound
Torso	Wounded	Enviro	Scorched
Torso	Disabled	Any	Unconscious

Torso	Destroyed	Any	Dead
Arm	Wounded	Blunt	Arm Bruised
Arm	Wounded	Sharp	Arm Sliced
Arm	Wounded	Enviro	Arm Burnt
Arm	Disabled	Blunt	Arm Broken
Arm	Disabled	Sharp	Arm Disabled
Arm	Disabled	Enviro	Arm Scorched
Arm	Destroyed	Blunt	Arm Crushed
Arm	Destroyed	Sharp	Arm Severed
Arm	Destroyed	Enviro	Arm Incinerated
Leg	Wounded	Blunt	Leg Bruised
Leg	Wounded	Sharp	Leg Sliced
Leg	Wounded	Enviro	Leg Burnt
Leg	Disabled	Blunt	Leg Broken
Leg	Disabled	Sharp	Leg Disabled
Leg	Disabled	Enviro	Leg Scorched
Leg	Destroyed	Blunt	Leg Crushed
Leg	Destroyed	Sharp	Leg Severed
Leg	Destroyed	Enviro	Leg Incinerated

#### Head Effect Details

**Concussion:** The character is slightly groggy and has a severe headache. Concentration is difficult. -1 to all attack and defense rolls due to disorientation. -2 to Acrobatics, Computer Use, Disguise, Drive, Examine, Focus, Forgery, Pick Pocket, Pilot, Seduction, Silver Tongue, Stealth, Subterfuge and Treat Injury. -2 to Will.

**Head Wound:** The character is bleeding from the head and disoriented. -2 to Awareness and Tracking due to blood in the eyes. -1 to all defense rolls due to light-headedness.

**Head Burnt:** The skin on the character's head is burnt, and very likely his hair has been partially charred. -1 to Awareness due to ear damage. -2 to Focus due to pain. -4 to Seduction and +2 to Intimidate due to gruesomeness.

**Unconscious:** The character falls unconscious. If standing, he will fall. Roll base falling damage. The character cannot do anything (except maybe dream) until he wakes up.

**Dead:** The character is dead. He cannot do anything. There is no coming back from this (except perhaps in some fantasy settings, and then only with some pretty exceptional magic).

#### Torso Effect Details

**Cracked Ribs:** The character's ribs are slightly fractured, causing intense pain when moving. -1 to all melee attack rolls, -2 to Acrobatics, Climb, Fly, Focus, and Swim.

**Flesh Wound:** The character is cut and bleeding mildly. -1 to Reflex due to blood loss.

**Scorched:** The character's skin is burnt. -2 to Focus due to pain. -2 to Seduction due to gruesomeness.

**Unconscious:** The character falls unconscious. If standing, he will fall. Roll base falling damage. The character cannot do anything (except maybe dream) until he wakes up.

**Dead:** The character is dead. He cannot do anything. There is no coming back from this (except perhaps in some fantasy setting and then only with some pretty exceptional magic).

#### Arm Wounded

**Bruised:** The character's arm is badly bruised and the tendons have been strained. Large motor skills are impaired. -2 to attack (with that arm). -2 to Climb, (Fly if a wing), and Swim.

**Sliced:** The character's arm has been cut open, and some of the muscles are damaged. Fine motor skills are impeded. -2 to attack (with that arm). -2 to Drive, Forgery, Jury Rig, Open Lock, Pick Pocket, Pilot, Rope Use, and Treat Injury.

**Burnt:** The skin on the character's arm has been scalded, causing intense pain. -1 to attack (with that arm). -1 to Focus due to pain.

#### Arm Disabled (Will 15)

Below here, all effects imply that the arm is unusable. The arm is useless and cannot be used to attack or hold a shield. Two-handed weapons cannot be used. Small objects (under a pound) may still be held if the arm is still attached. Any skill requiring two hands is not possible. If this is a wing, flight is not possible. A Will roll is required to remain conscious when the Wound first occurs (and every round thereafter if the arm is lost and the bleeding is not stopped).

- -4 to the following if attempted one-handed: Acrobatics, Computer Use, Disguise, Drive, Jury Rig, Open Lock, Pick Pocket, Pilot, Treat Injury.
- -6 to the following if attempted one-handed: Climb, Forgery (if the dominant hand is disabled), Rope Use, Swim.
- -20% to all physical-based trade skills (Blacksmith, Farmer, etc.)

**Broken:** The character's arm is broken, possibly even a compound fracture, though it should heal eventually. -2 to Reflex, plus all above effects.

**Disabled:** The tendons and muscles of the character's arm have been cut, preventing it from functioning, though it should heal eventually. -2 to all defense rolls, plus all above effects.

**Scorched:** The skin and flesh of the character's arm has been eaten away and melted, preventing it from functioning, though it should heal eventually. -1 to Focus, plus all above effects.

#### Arm Destroyed (Will 20 + 1 per round)

**Crushed:** The character's arm has been crushed to a bloody pulp. It is mashed beyond recognition and may even have been violently torn from the body. This wound will not heal. The character must roll Will to stay conscious, and will bleed out if not treated. Effects for having one arm are listed above.

**Severed:** The character's arm has been severed. This wound will not heal. The character must roll Will to stay conscious, and will bleed out if not treated. Effects for having one arm are listed above.

**Incinerated:** The skin and flesh of the character's arm has all been burnt and melted away, leaving a bloody skeletal mess behind. This wound will not heal. The character must roll Will to stay conscious, and will bleed out if not treated. -2 to Focus, plus all above effects for having one arm.

#### Leg Wounded

**Bruised:** The character's leg is badly bruised and the tendons have been strained. Motor skills are impaired. Movement is reduced to 75% maximum and sprinting is not possible. -2 to Reflex. -2 to Acrobatics, Climb, Jump, Ride Animal, Run, and Swim.

**Sliced:** The character's leg has been cut open, and some of the muscles are damaged. Motor skills are impaired. Movement is reduced to 75% maximum and sprinting is not possible. -1 to all attack and defense rolls. -2 to Acrobatics, Climb, Jump, Ride Animal, Run, and Swim.

**Burnt:** The skin on the character's leg has been scalded, causing intense pain. Motor skills are impaired. Movement is reduced to 75% maximum and sprinting is not possible. -1 to Focus. -2 to Acrobatics, Climb, Jump, Ride Animal, Run, and Swim.

#### Leg Disabled (Will 15)

Below here, all effects imply that the leg is unusable. Movement is reduced to 25% maximum and



running and sprinting are not possible. A Will roll is required to remain conscious when the Wound first occurs (and every round thereafter if the leg is lost and the bleeding is not stopped). However, in addition, a Reflex roll (15 for disabled, 20 for destroyed) is required to remain standing. If this is failed, the character falls and takes base falling damage, and then is prone. Getting up from prone with one leg requires a Reflex roll of 20. Each time this roll is attempted and failed, an action is lost.

- -4 to Reflex
- -2 to all melee attack rolls
- -4 to all defense rolls
- -4 to the following if attempted one-legged: Disguise, Drive, Hide, Intimidate, Pilot, Ride Animal, Stealth
- -6 to the following if attempted one-legged: Acrobatics, Climb, Jump, Run, Swim
- -20% to all physical-based trade skills (Blacksmith, Farmer, etc.)

**Broken:** The character's leg is broken, possibly even a compound fracture, though it should heal eventually. Effects for having one functional leg are listed above.

**Disabled:** The tendons and muscles of the character's leg have been cut, preventing it from functioning, though it should heal eventually. Effects for having one functional leg are listed above.

#### Leg Destroyed (Will 20 + 1 per round)

**Scorched:** The skin and flesh of the character's leg has been eaten away and melted, preventing it from functioning, though it should heal eventually. -1 to Focus due to pain, plus all above effects.

**Crushed:** The character's leg has been crushed to a bloody pulp. It is mashed beyond recognition and may even have been violently torn from the body. This wound will not heal. The character must roll Will to stay conscious, and will bleed out if not treated. Effects for losing a leg are listed above.

**Severed:** The character's leg has been severed. This wound will not heal. The character must roll Will to stay conscious, and will bleed out if not treated. Effects for having one leg are listed above.

**Incinerated:** The skin and flesh of the character's leg has all been burnt and melted away, leaving a bloody skeletal mess behind. This wound will not heal. The character must roll Will to stay conscious, and will bleed out if not treated. -2 to Focus due to pain, plus all above effects.

## COMBAT QUICK LIST

The following list gives a quick reference for some of the most important combat concepts:

- Reflex = Reflex Score + 1d20
- Move Rate = Fitness Stat + 1d20
- Attack = Appropriate Attack Score + Proficiency + 1d20
- Defend = Appropriate Defense Score + Proficiency + 1d20
- Melee Damage = Weapon Damage Die + Strength – Armor DR to Stamina
- Ranged Damage = Weapon Damage Die + Intellect – Armor DR to Stamina
- Magical Damage = Spell Damage Die + Depth – Armor DR to Stamina
- Critical Hit = Natural 20 on a successful attack roll
- Critical Hit Damage = Weapon Damage Die + Str/Int – Armor DR to Stamina, plus Weapon Critical Die to Wound
- Stamina Healing Rate = Full Stamina after roughly 8 hours of rest/sleep
- Wound Healing Rate = Fitness score per week (faster with medical attention)

## CHAPTER 3 – EQUIPMENT

What would a role-playing game be without loot? Equipment is the essential set of tools for your character to tell his story, and an undeniable part of the game's reward. See, treasure isn't just gold, it's rocket launchers, chameleon armor, legendary swords that graced the hands of heroes, and epic armors that girded the loins of saints. And even the gold isn't about the gold; it's about the stuff you can buy with the gold—and in an RPG, that can be anything your imagination can dream up.

Any item you can find in real life, your character can have in the game—and more. Your game may take place in a future in which all sorts of interesting technology are available, or on an alien planet, or even in a completely different dimension with different rules of physics. Whatever objects exist there, your characters are free to possess and use. And better yet, your characters aren't bounded by the same rules you may have to follow in your own life. They might be secret agents with access to cool spy tech, or soldiers with easy access to top-of-the-line military gear. In short, don't hold back on the loot.

Of course, there's always a balance. For a GM, giving out the right equipment is a bit of an art, and a good way to set the flavor of your game setting. Give out too much stuff and the game can get too easy; too little and the game starts feeling like work. I prefer a quality over quantity approach. While for the most part you will want to keep your mundane objects grounded in reality, it's always important to invent a few items which really break the mold and give your story its own special feel. The common objects you populate your world with will provide your framework, and the unique items will give it life.

However, keep in mind that not everything can just be made up on the fly. Any object with game-affecting statistics will need to be specced out ahead of time. Fortunately, that part we've done for you. Most of the combat items you will need for your games can be found here in this chapter; everything else in your world you'll need to make up yourself. But part of the point of an RPG is to teach yourself to imagine... so let's get started.

### COSTS AND COINAGE

There are a couple of different ways to acquire equipment. Bad guys may just take what they want. But, most likely, your characters won't be all that bad, so typically they will buy their equipment on some kind of open market.

We have presented all items in this book under a generic system of nameless monetary "units", where 100 units is roughly equivalent to a day's wage for an average worker. You may want to skew the prices listed across the board depending on the currency you use in your game (cocoa pods, sheep, gold coins, whatever). If coinage is hard to come by, prices will be lower, and when coin is plentiful, prices will be inflated.

You are encouraged (and even expected) to come up with your own items for your game, so don't treat these basic lists as gospel. If you need to calculate prices for your invented items, it is easiest to find an equivalent item in the lists provided and adjust the price slightly. Change your final price up or down based on availability, demand, and rarity of the item. Illegal items will always cost at least double standard price.

If there's no good equivalent in the lists and the item is something that exists in our world, its price in dollars or euros should work—though keep in mind that rarity can change a price dramatically. For things that don't exist in our reality, take your best guess and don't sweat it too much. You shouldn't be too stingy with your characters; if your players wanted to manage their pocketbooks and grind and scrimp and save to buy things, they'd just live their lives, not play your game.

## STARTING FUNDS

Experienced characters are generally assumed to already own the tools of their trade. With few exceptions, a seasoned warrior is going to have a decent weapon and a suit of armor. Younger characters may not be so lucky (unless the character has a good excuse for being rich).

When first rolling up a lower-level character, it is fairly standard to simply give the character a certain number of units to start out with and let the player pick out whatever equipment he thinks he will need using the prices listed in this chapter. The standard starting amount will vary depending upon the technology level of the game world. See the tech level list below for details.

## TECH LEVELS

This being a generalized rule set, we have tried to include enough weapons and armor here so as to lightly cover the bulk of the needs of most game settings. Items in the lists are sorted in rough chronological order of availability. To use the charts in this chapter, first decide upon the technology level of your setting and then check out the items that fit that setting, plus all items above it in the list—more primitive items can always be found in a more advanced setting, but it is quite rare to impossible for higher tech items to find their way into a low-tech game.

Items in these rules are broken down into the following chronological categories:

- **Prim:** Primitive/Prehistoric – Simple, pre-iron-age handcrafts. Primitive items can be found in almost any setting. These are the most basic of all tools, animal skins, pointed sticks, stone axes, etc. *Starting Units:* 100
- **Low:** Medieval/Renaissance – Basically the standard sword and sorcery fantasy setup. Iron and steel is common, but all items are still individually made by a blacksmith, and precise mechanical objects are few and far between. *Starting Units:* 500
- **Ind:** Industrial Age – The age of mass production and mechanization. Items are bigger and more complex, but tend to be heavy and cumbersome. *Starting Units:* 750
- **Elec:** Electrical age – Basically the present day. Electrical devices and computers are quite common, and technology has progressed greatly in many different areas. *Starting Units:* 1,000
- **Fut:** Future/imaginary technology – Basically anything we haven't invented yet in the present day. *Starting Units:* 2,500

Note that some low-tech settings may have magical items that approximate some of the more technological advanced items. You will need to go through the lists carefully and decide what is appropriate for your setting.

## WEIGHT

You may notice as you peruse the lists that the items in this chapter don't have weights listed. Some RPGs make a big deal about adding up the weights of every item your characters own and penalizing them for going over a certain amount. Here at Osiris, we say, "ain't nobody got time for dat." Just pick the items that make sense for your character to be carrying and try to be reasonable about it. GMs can feel free to review your items list and call BS if they feel you have gone overboard, or you can just say screw it and not worry about weight and encumbrance. To be honest, I don't think I've ever seen weight come into play in a game. I've never worried about it, and it has never been an issue. Not everything in your game needs to be realistic. Weight seems to be an easy sacrifice for faster and easier game play.

## ITEM LISTS

Items in the lists below have been broken up into one of four categories: armor, shields, weapons, and utility items. Items for all tech levels are included in each list; it is ultimately up to the GM to determine which items are available for purchase in the current game world.

Since it would be impossible to enumerate every item ever conceived of, for these core rules, we have tried to mostly limit the equipment to items related to combat. You can easily invent whatever stats you need for non-combat items, but it's nice to have a good starting reference point for combat items—since they are used in a life or death competition, their numbers matter more.

### ARMOR

Armor keeps your character safe from harm, reducing the damage taken from every hit he receives in combat—meaning it keeps you alive, which is important. Unfortunately, it is also heavy and cumbersome, and can slow you down and make some tasks (like jumping a chasm) a bit harder to perform.

Armor works in Osiris by providing damage reduction (or DR), meaning it subtracts a specific amount from each of your opponent's damage rolls. The better the armor, the more damage it reduces. However, better armors are also generally heavier, meaning they will slow you down in a fight. Heavy armors will burden your character with a Bulk Penalty (or BP), which is a certain amount to be subtracted from all of your character's movement, Reflex, and physical-based Field skill rolls. It's a bit of an art to decide how much armor you need without weighing yourself down too much. You will want to find the right balance that fits your character (and also the one he can afford—better armors are also generally more expensive).

Also, keep in mind that if your Strength is greater than your armor's BP rating, you can reduce your effective BP by 1.

Armor can be worn either as a complete suit, or in pieces that protect different areas of the body differently. Partial armor can be mixed and matched as desired to protect multiple hit locations. The bulk penalty for partial armor generally is additive, but it can never exceed that of a full suit of the bulkiest armor type worn.

In general, only one type of armor can be worn on any given hit location. You cannot wear plate mail over splint armor and double the damage reduction. See armor type details for specific mechanics.

There are far more types of armor than can be conceivably listed here. These charts are limited, and give only the most common types of protection. All armor listed is designed for a humanoid body type. Larger creatures or more rare creatures will need to pay more for equivalent armor. If you want your character to have something that you don't see here, use the listed items as templates and guidelines to build the stats for what you come up with.

### Key

- **Tech:** What setting the item is typically available in.
- **Cost:** Price to buy the item in a typical store. Unit depends on the game world—may be gold coins, dollars, sheep, or whatever makes sense.
- **DR:** Damage Reduction – reduces the damage dealt from each hit (not applied to critical bonus damage).
- **Loc:** Hit location. If present, indicates partial armor. For partial armor, DR only applies if the protected location comes up on a location die roll. If you wear partial armor, your attacker must roll a location die on all hits, even if only Stamina damage is dealt. Some partial armors may require more granular hit location rolls than is typical.

- **Bulk Penalty:** Heavy or bulky items can slow your character down in combat. Apply your armor's bulk penalty to your movement rate (in meters), to all Reflex rolls, and to all rolls for physical-based field skills (jump, swim, etc).

### Full Suits:

Armor Type	Tech	Cost	DR	Loc	Bulk Penalty
Bone and Hide	Prim	50	3	-	-2
Leather	Prim	50	2	-	0
Banded	Low	550	5	-	-3
Brigandine	Low	150	4	-	-3
Chainmail	Low	250	4	-	-2
Padded	Low	6	1	-	0
Plate Armor	Low	2,500	6	-	-4
Splint/Samurai	Low	450	5	-	-4
Stud/Ring Leather	Low	75	3	-	-1
Kevlar	Ind	15,000	2 (6 bal)	-	-2
PVC	Ind	750	4	-	-1
Silk	Ind	2,000	1	-	0
Stealth	Ind	5,000	2	-	0
Powered	Elec	100,000	6	-	-6
Chameleon	Fut	450,000	2	-	0
Force Cocoon	Fut	500,000	5	-	0
Polymer	Fut	30,000	8	-	-1

**Bone and Hide:** This primitive armor is made from thick, cured animal hides reinforced with bones. It is effective and protects well, yet is generally stiff and inflexible, making it more cumbersome than more modern armor types.

**Leather:** Standard leather armor is softer and more supple than hide armor, and typically crafted more like clothing, making it more comfortable and easier to get around in. Leather can be easily made in many varieties and styles, and remains one of the most common and popular types of armor across all time periods.

**Banded:** This armor is formed from wide, overlapping bands of steel that cover the body much like shingles might cover a roof. It provides similar protection to plate armor, but is easier and cheaper to make, and is slightly more flexible.

**Brigandine:** A poor-man's metal armor, brigandine (or sometimes, "scale mail") is essentially a suit of leather armor with small metal plates sewn into it, forming protective scales like that of a fish. The armor is comfortable, and is effective against blades and arrows, but being flexible, doesn't stand up too well to bashing. Some brigandine has leather both over and beneath the scales, making it quieter and also disguising it somewhat.

**Chainmail:** Mail is a metal "fabric" that is created by linking together a great number of tiny rings. It can then be made into what is essentially clothing and worn, typically in the form of a hooded shirt. Like brigandine, it is flexible, and stops edges and points, but doesn't stand up well against bashing damage.

**Padded:** Padded armor is basically quilted clothing designed to soften blows. It weighs little and is not cumbersome, but offers only minimal protection. Padded armor is generally worn during



training, as it protects well against things like wooden swords. It also forms the base layer for most heavier armors, such as plate mail. The padded armor under the plate helps protect the body from the hardness and heaviness of the metal, and helps cushion blows.

**Plate Armor:** Plate armor is the classic full-metal knight's suit of lore. It consists of heavy, single-piece steel plates that cover each body part and are connected with leather straps. Since there is no flexibility except at the joints, it stands up very well to bludgeoning and most other types of abuse. Its main weakness is its weight, which can be cumbersome and uncomfortable.

**Splint/Samurai:** Splint armor (used often by Samurai warriors) is a wooden armor made up of a variety of wood splints bound together to provide protection. Since it is rigid, it stands up well to bludgeoning, but can be weaker against heavy blades.

**Studded/Ringed Leather:** This armor family is a catch-all for any kind of leather armor that has been lightly reinforced with metal bits to provide more protection. Full ring mail is leather armor with wide metal rings sewn all around it to protect against edged weapons and to distribute blows better. Cheaper versions may simply be adorned with metal studs or bits of scrap to act as splints.

**Kevlar:** The classic "bullet-proof vest", this modern, high-impact material is soft and dense, and is more effective against ballistic attacks (bullets, shrapnel, etc) than standard melee attacks. It is designed to stop very fast moving particles, but doesn't necessarily stand up well to sharp points or edges or heavy bludgeoning. Unlike other armor types, kevlar provides one defense bonus against bullets and shrapnel, and another against all other attacks.

**PVC:** A rather modern product, pvc armor is literally plate armor made out of a heavy-duty plastic. It is very light, and can withstand a great deal of abuse, more than one might expect.

**Silk:** This very lightweight armor is crafted from finely-woven silk, It provides rather minimal protection, but is as light and comfortable as clothing and hampers the wearer not in the slightest.

**Stealth:** Stealth suits are made of quiet, non-reflective black fabric. This space-age material doesn't offer the greatest protection, but it adds +5 to Stealth rolls and +5 to Hide rolls while the wearer is in shadows or darkness. It can be worn over other armor, though the quiet benefit may be hampered slightly. Decrease the Stealth bonus by the BP of whatever armor is worn beneath.

**Powered:** This is not so much a suit of armor as a vehicle. It is essentially a personal-size mech, and the wearer doesn't so much wear it as pilot it. The body is protected by a steel cage, and the arms and legs are hydraulic and simply guided by the wearer's own limbs. Power armor alters the wearer's effective Strength to 12. The suit has a Run skill of 10, and the bulk penalty does not apply to movement. Power armor runs on a gasoline engine that runs for about two hours on a tank of gas (10 gallons).

**Chameleon:** This more advanced version of the stealth suit uses technology to bend light around the wearer, making the wearer appear nearly invisible, even in bright light. Add +10 to Hide rolls and +5 to Stealth rolls when wearing this suit. One energy pack lasts approximately 1,000 rounds, or roughly 3 hours of constant use.

**Force Cocoon:** This is not so much a suit of armor as a technological device that can be worn on

the belt and switched on and off as desired. When on, it projects a force bubble around the wearer that repels incoming objects. One energy pack lasts approximately 200 rounds, or roughly 30 minutes of constant use.

**Polymer:** A technological evolution of pvc armor, this suit is made from the most durable plastics known to science. It is lightweight, quiet, comfortable, and nearly impervious to damage.

### Partial Armor:

Armor Type	Tech	Cost	DR	Loc	Bulk Penalty
Leather Jacket	Prim	75	2	Torso/Arms	0
Brigandine Boots	Low	125	4	Feet	-1
Chainmail Bikini	Low	50	4	Groin/Breast	0
Cuirass	Low	500	6	Torso	-2
Cup/Codpiece	Low	20	3	Junk	0
Gauntlets	Low	25	4	Hands	-1
Gladiator's Pads	Low	30	4	Shoulder	-1
Gorget	Low	32	6	Neck	-1
Greave	Low	100	6	Leg	-1
Helm	Low	15	4	Head	-1
Vambrace	Low	75	6	Arm	-1
Kevlar Vest	Ind	6,000	2 (6 bal)	Torso	-1

### Partial Armor Types

Almost any full suit of armor can be parted out and worn piecemeal, so this list is simply an example of commonly worn pieces that cover particular body parts. Feel free to mix and match different types of armor in different locations if it suits you. Partial armor isn't really all that special, it just offers some protection instead of none, plus it has less bulk and costs less than a full suit. Also recommended if you spend a lot of time under partial cover; for example, if you ride around all day with your head sticking out of a tank, you may want a helmet.

**Leather Jacket:** A heavy leather coat that covers the torso and the arms. Not just for riding motorcycles either, the design is basic enough to turn up in almost any time period.

**Brigandine Boots:** Heavy leather boots reinforced with metal plates. These protect the feet and lower legs.

**Chainmail Bikini:** Not so much armor as a fashion accessory, this is the tiniest scrap of chainmail wearable. Think you are a tough guy? Try wearing this into battle.

**Cuirass:** The central piece of a suit of plate armor, a cuirass is formed of two large, steel plates, curved to fit the body. One goes over the chest and the other the back, and then they are buckled together, forming something of a steel turtle shell for the torso.

**Cup/Codpiece:** Also known as the athletic cup, this is simply a piece of hard leather or metal that covers the sensitive area of the groin.

**Gauntlets:** Another part of a plate armor suit, gauntlets are jointed metal gloves that cover the hands and wrists.

**Gladiator's Pads:** These heavy-duty reinforced leather shoulder pads are good for blocking downward slashes while still remaining unclad enough to sweat for the crowd.

**Gorget:** A small, but important part of a suit of plate armor, a gorget is a metal collar that covers the

neck, preventing decapitation. Useful for vampires and others who are immune to all but the most extreme form of injury.

**Greave:** A greave is a steel plate shaped to cover the leg. Typically it covers only the front of the leg and has straps on the back, but more expensive models offer full protection.

**Helm:** more than just a metal can that covers the head, a helm typically contains an inner suspension system that absorbs blows and provides comfort.

**Vambrace:** Like a greave for your arm, a vambrace is a set of jointed steel plates that protects the arm from damage. It is also a part of a full suit of plate armor, and attaches at the top to a cuirass via straps.

**Kevlar Vest:** Very common where guns are used, a kevlar (or “bulletproof”) vest is just the part of a kevlar suit that covers the torso, without the other bulky bits that might slow you down.

## SHIELDS

Shields are neither armor or weapons, but a bit of both, and yet something different. They do not reduce damage taken like armor does, but they do prevent your character from being hit in the first place by adding to his Defense skill rolls. Additionally, anyone who has ever fought with a shield will recognize how they are weapons in their own right. Most shields also give your character a bonus to his melee attack rolls. Shields do unfortunately add a bulk penalty to the user, much like armor (although they are easier to get rid of in a hurry).

A shield is also adaptable, and can be used either as a shield or as a weapon on any given round. When used as a weapon, the attacker uses it to smash his foe, and he is treated as if he is using the two-weapon-fighting style, gaining no shield bonuses for the round. Some shield types have sharp metal spikes sticking out of them, greatly increasing the damage done by a shield smash.

On the negative side, your shield’s bulk penalty will add to that of your armor. Also, the defense bonus from a shield does not apply to attacks from unseen opponents (such as those directly behind you).

Shield Type	Tech	Cost	Defense	Melee	Bulk Penalty	Damage
Small Shield	Prim	50	+3	+1	-1	1d4/1d2
Spiked Shield	Prim	125	+3	+2	-1	1d8/1d4
Large Shield	Prim	100	+4	+2	-2	1d6/1d3
Buckler	Low	20	+2	0	0	1d4/1d2
Main Gauche	Low	25	+2	+1	0	1d8/1d3
Tower Shield	Low	150	+5	+1	-3	1d6/1d3
Force Shield	Fut	150	+3	+1	0	1d3/1

## Key

- **Tech:** What setting the item is typically available in.
- **Cost:** Price to buy the item in a typical store.
- **Defense:** Bonus granted to the wielder’s defense rolls when the shield is employed as a shield.
- **Melee:** Bonus applied to the wielder’s attack rolls with his primary weapon when the shield is employed as a shield.
- **Bulk Penalty:** Heavy or bulky items can slow your character down in combat. Apply your shield’s bulk penalty to your movement rate (in meters), all Reflex rolls, and all rolls for physical-based field skills. Shield BP is added on top of armor BP.
- **Damage:** Damage the shield deals when employed as a second weapon (instead of as a shield). The second damage stat listed is critical damage.

**Small Shield:** A small shield is just what it claims to be. It is typically about two feet across and is often roundish. It usually has a handle at the center instead of being strapped onto the arm. It offers a nice balance of protection to bulk.

**Spiked Shield:** A spiked shield is a small shield with metal spikes or daggers sticking out of it. Smashing someone with it is akin to stabbing them and hitting them with a board at the same time—not pleasant.

**Large Shield:** This is considered to be a full-size shield. It is typically metal, and about half as tall as its wielder. It is heavy, but useful.

**Buckler:** The buckler is a small plate of steel about the size of a dinner plate that is buckled to the hand. It is used to parry blows. It is unique in that it can be employed as a shield when using a two-handed weapon. When used in this fashion, the buckler only offers a +1 defense bonus.

**Main Gauche:** The Main Gauche (or left-hand dagger) is simply a heavy dagger that has a reinforced (and typically elongated) crossguard designed for parrying and catching an opponent's weapon. When used as a weapon, it is identical to a dagger.

**Tower Shield:** This absurdly large shield is often as tall as its wielder. It is rather unwieldy in melee combat, but is useful when dealing with ranged attacks, as it essentially provides nearly full cover. The tower shield allows a troop of infantrymen to march up to a row of archers unscathed and then take them down.

**Force Shield:** Like the force cocoon armor, a force shield is simply a handheld device that projects a shimmering force field that repels attacks. It is light and maneuverable, and can be switched off and stowed in a pocket when not in use. Its only weakness is that it has something of a soft impact, and isn't very satisfying to bash with. One energy pack lasts approximately 500 rounds, or roughly 83 minutes of constant use.

Any of the primitive shield types are available in either steel or wooden versions. Steel shields are fairly indestructible, but otherwise are not unusual in any way. Wooden shields break easily, but can be used to catch edged weapons like swords and axes. Any critical defense roll made while wielding a wooden shield vs. a slashing type weapon requires an additional roll. Roll 1d20 + defender's Clarity and add it to 1d20 plus the attacker's Strength. If the result is over 20, the weapon gets wedged in the shield. On the attacker's next turn, he may attempt to dislodge it with a Strength roll (he must exceed the Strength roll he made to get it stuck to pull it out). On the defender's turn, he may roll opposed Strength rolls with the attacker to try to disarm him (and if the disarm fails, roll break odds on the weapon). In any case, the attacker cannot make further attacks with the weapon until it is freed.

Any time a Defense roll of 1 is rolled while wielding a wooden shield, the defender must roll a d100; anything below (or equal to) 60% results in the shield being demolished.

## WEAPONS

Weapons come in many shapes, sizes and forms, but the purpose is all the same—to deal damage to your foes. Each basic weapon type has slightly different properties and may work better for some characters and in some situations than others. Some may choose a weapon based on its stats and performance, others simply by its looks and feel. Weapon choice is a deeply personal affair.

### Key

- **Tech:** Measures in what setting the technology is available. Prim: Primitive/Prehistoric, Low: Medieval/Renaissance, Ind: Industrial Age, Elec: Current time period, Fut: Future/imaginary technology.



- **Cost:** Depends on the game world. May be gold coins, dollars, sheep, or whatever makes sense. Costs of some items will vary greatly depending on the game.
- **Damage:** Damage points dealt from a successful hit. Always add Strength score to melee damage and Intellect to ranged damage. Thrown weapons may substitute the hurler's Strength bonus for Intellect up to a maximum amount (shown in parenthesis). Area effect weapons have two sets of damages. The first number is for a direct hit, the second is applied to all others in the area (including a "missed" target.)
- **Critical:** Additional direct wound damage dealt by the weapon on a critical hit. Strength is not added to this number. Criticals rolled with area of effect weapons only deal extra damage to the intended target, not to all those in the area.
- **Locs:** Some weapons are blunt, inaccurate, or explosive, and affect more than one hit location when dealing wound damage. These weapons are less likely to kill and more likely to knock out a target. If more than 1 location is indicated, roll multiple location dice when dealing wound damage and divide the damage as evenly as possible between the locations. If a "c" is appended after the number, that means the locations must be contiguous (second location must be connected to the first, and so on). If no "c" is present, roll all locations randomly.
- **Speed:** Some weapons are light and can be used to make quicker attacks. Adjust the attacker's Reflex roll for the round based on the slowest weapon he is using. Fast: +3 to Reflex, Medium: No adjustment, Slow: -3 to reflex. This also affects the draw time of the weapon. If the weapon is not equipped at the beginning of the round, these adjustments change to -2/-6/-10. The quick draw power can remove this penalty.
- **Reach:** How many meters the weapon extends. When using a combat map, indicates how many squares away the weapon can reach when attacking. See "polearms" in the combat chapter for details.
- **Range:** For ranged weapons, the distance at which an attacker must take a -2 penalty to his shot. Distance is measured in map squares, which is generally 1 meter. This range penalty stacks, so if range is 10m and target is 50m away, the attacker gets a -10 to his roll. Maximum range for a weapon is generally 10 times the range penalty measurement. When listed for a melee weapon, indicates the weapon can be thrown. With thrown melee weapons, the hurler's Strength can be substituted for Intellect up to a total of 4 (except for 3 with a knife).
- **Rate:** For ranged weapons, the number of times the weapon may be fired on a character's first attack action in the round. Additional shots beyond the first apply a hit penalty to all shots taken. See "Fire Rate" in the combat chapter for more details. When listed for a melee weapon, indicates the weapon can be thrown.
- **Area:** Area-effect weapons not only do damage to the target, but to anyone standing nearby. All those standing within this distance of the target take the damage in parenthesis when the target is hit.
- **Break:** Percentage chance the weapon will break on a natural 1 attack roll (see "Break Odds" below).
- **Type:** The type of damage dealt. Generally only important with regards to certain armors that are effective more against some damage types than others. Bal: Ballistic high speed projectiles; Bash: Bludgeoning; Slash: Cutting/slashing; Prc: Piercing; Lsr: Laser; Fire: Fire, heat, or flame; Con: Concussive explosive charge; Pls: Plasma.



### Melee Weapons:

Weapon	Tech	Cost	Damage	Critical	Locs	Speed	Reach	Rate	Range	Break	Type
Club	Prim	0	1d8	1d4	2c	Med	1	1	2	40%	Bash
Fist/Kick	Prim	-	1d4	1d3	1	Fast	1	-	-	0%	Bash
Garrote	Prim	1	1d2	1d4	1	Slow	0	-	-	20%	Bash
Knife	Prim	10	1d6	1d4	1	Fast	1	2	3	40%	Prc
Lance	Prim	100	1d10	1d8	1	Slow	3	-	-	80%	Prc
Spear	Prim	25	1d8	1d6	1	Fast	2	1	5	40%	Prc
Spear, Long	Prim	35	1d8	1d6	1	Med	3	-	-	60%	Prc
War Maul	Prim	30	2d6	1d8	2c	Slow	2	-	-	15%	Bash
Whip	Prim	20	1d4	1	1	Fast	3	-	-	50%	Slash
Battle Axe	Low	105	1d10	1d8	1	Slow	1	1	2	25%	Slash
Blackjack	Low	10	1d4	1d2	1	Fast	1	-	-	20%	Bash
Bastard Sword	Low	250	1d12	1d8	1	Med	1	-	-	25%	Slash
Broadsword	Low	200	1d12	1d6	1	Med	1	-	-	25%	Slash
Dagger	Low	25	1d8	1d4	1	Fast	1	2	3	15%	Prc
Epee/Foil	Low	50	1d6	1d3	1	Fast	2	-	-	50%	Prc
Flail	Low	75	1d10	1d6	2	Med	1	-	-	40%	Bash
Greatsword	Low	280	3d6	1d10	1	Slow	2	-	-	30%	Slash
Greataxe	Low	160	2d8	1d10	2	Slow	2	-	-	30%	Slash
Halberd	Low	120	1d12	1d8	1	Slow	3	-	-	60%	Sl/Prc
Katana	Low	750	1d12	1d8	1	Fast	1	-	-	35%	Slash
Mace	Low	50	1d10	1d6	2c	Med	1	-	-	15%	Bash
Rapier	Low	100	1d8	1d4	1	Fast	2	-	-	40%	Prc
Shortsword	Low	85	1d10	1d6	1	Fast	1	1	2	25%	Prc
Warhammer	Low	65	1d10	1d6	1	Med	1	1	2	15%	Bash
Chainsaw	Ind	125	1d12	1d8	2c	Slow	1	-	-	60%	Slash
Stun Baton	Elec	2,500	2d6	1d8	2c	Fast	1	-	-	40%	Elec
Vibra Blade	Elec	5,000	2d8	1d8	1	Med	1	-	-	50%	Slash
Filament Whip	Fut	50,000	3d6	2d4	1	Fast	2	-	-	50%	Slash
Plasma Sword	Fut	250,000	3d8	1d10	1	Fast	1	1	2	10%	Pls

### Ranged Weapons:

Weapon	Tech	Cost	Damage	Critical	Locs	Speed	Range	Rate	Break	Type
Net	Prim	10	0	0	1d4	Slow	2	1	50%	---
Rock	Prim	0	1d4+(4)	1d2	1	Med	3	2	---	Bash
Sling	Prim	10	1d6+(2)	1d3	1	Slow	6	1	20%	Bal
Throwing Axe	Prim	45	1d8+(6)	1d6	1	Slow	3	1	15%	Slash
Throwing Knife	Prim	15	1d6+(4)	1d3	1	Med	4	2	25%	Prc
Bow	Low	40	1d8+(4)	1d6	1	Med	10	2	40%	Prc
Crossbow	Low	100	1d12+(4)	1d6	1	Fast <sup>1</sup>	10	1	50%	Prc
Longbow	Low	50	1d10+(5)	1d6	1	Med	15	2	45%	Prc
Shuriken	Low	10	1d4+(2)	1d2	1	Fast	4	3	5%	Prc
Compound Bow	Ind	200	1d10+(7)	1d6	1	Med	17	2	50%	Prc
Machine Gun	Ind	200	2d8+4 <sup>2</sup>	1d8	1	Fast	10	3*	50%	Bal
Minigun	Ind	3,500	2d12+6 <sup>2</sup>	1d10	2	Slow	12	3*	50%	Bal
Pistol	Ind	75	1d12	1d6	1	Med	10	2*	30%	Bal
Rifle	Ind	120	2d8	1d8	1	Slow	20	1*	20%	Bal
Shotgun	Ind	250	2d8+4 <sup>2</sup>	1d10	3	Med	3	2*	30%	Bal
Microwave Rifle	Elec	5,000	2d12	1d6	2c	Slow	5	1*	25% <sup>†</sup>	Elec
Sniper Rifle	Elec	2,500	2d10	1d8	1	Slow	35	1*	40%	Bal
Taser	Elec	2,000	1d4	1d4	1	Med	2 <sup>3</sup>	1*	40%	Elec

Freeze Ray	Fut	50,000	2d6	1d8	2c	Med	15	2*	35%	Cold
Geiger Pistol	Fut	12,000	1d4 Fit	1	-	Slow	10	1*	25% <sup>†</sup>	Rad
Laser Pistol	Fut	8,000	2d8	1d6	1	Fast	12	2*	15% <sup>†</sup>	Lsr
Laser Rifle	Fut	10,000	2d10	1d8	1	Med	25	2*	15% <sup>†</sup>	Lsr
Mass Enhancer	Fut	24,000	-	-	-	Slow	15	1*	15% <sup>†</sup>	---
Plasma Rifle	Fut	20,000	3d8	1d10	2c	Med	20	2*	35% <sup>†</sup>	Pls
Rail Gun	Fut	7,500	3d10	1d12	1	Med	40	1*	40% <sup>†</sup>	Bal

### Area Effect Weapons:

Weapon	Tech	Cost	Damage	Critical	Locs	Speed	Area	Range	Rate	Break	Type
Molotov	Low	10	2d6 (1d6+3)	1d6	3	Slow	2	3	1	75% <sup>†</sup>	Fire
Bazooka	Ind	1,500	3d10 (2d10+3)	1d10	3	Slow	5	15	1	50% <sup>†</sup>	Con
Flamethrower	Ind	500	3d6 (2d4+3)	1d6	3	Med	1 wide	3	1	80% <sup>†</sup>	Fire
Flash Grenade	Ind	250	-	-	-	Slow	5	5	1	50%	---
Grenade	Ind	120	3d8 (2d8+3)	1d8	3	Slow	3	5	1	50% <sup>†</sup>	Con
Improvised Bomb	Ind	500	3d10 (2d10+3)	1d10	3	Slow	6	---	1	100% <sup>†</sup>	Con
Incendiary Grenade	Ind	120	3d6 (2d4+3)	1d6	3	Slow	3	5	1	50% <sup>†</sup>	Fire
Smoke Grenade	Ind	80	-	-	-	Slow	3	5	1	50% <sup>†</sup>	---
C4	Elec	2,500	4d10 (3d10+3)	1d12	3	Slow	7	---	1	90% <sup>†</sup>	Con
Cheese Grenade	Elec	10	1d4	1	1	Slow	3	5	1	50% <sup>†</sup>	Chz
Grenade Launcher	Elec	3,000	---	---	-	Med	---	12	2	45% <sup>†</sup>	---
Sticky Grenade	Elec	750	3d8 (2d8+3)	1d8	2	Med	3	5	1	50% <sup>†</sup>	Con
Stinger Missile	Elec	250,000	3d20 (2d20+3)	2d10	3	Slow	10	---	1	50% <sup>†</sup>	Con
Tactical Nuke	Elec	6,000,000	3d100 (2d100+3)	3d20	6	Slow	500	---	1	50% <sup>†</sup>	Con
Stun Grenade	Fut	250	1d6 (1d4+3)	1d2	2	Slow	3	5	1	50% <sup>†</sup>	Con

### Notes

\* Indicates that the weapon is not reloaded manually on each shot and holds a fixed amount of ammo. When these weapons run out of ammo, one action must be sacrificed to reload them (attack or non).

<sup>†</sup> When break occurs, backfire is indicated, attacker takes full damage.

<sup>1</sup> A crossbow is considered a fast weapon if loaded and cocked, and slow if not loaded at the beginning of the round.

<sup>2</sup> Intellect bonus is not added to shotgun and machine gun damage, a flat +4 is used instead.

<sup>3</sup> A taser has a max range of 10.

### Ammunition:

Item	Tech	Cost	Effect	For Use With
Arrow	Prim	15 per 20	-	Bow, Longbow, Compound Bow
Quarrel	Prim	10 per 20	-	Crossbow
Sling Bullet	Prim	5 per 10	+3m Range	Sling
Bazooka Shell	Ind	250	-	Bazooka
Bullet, Pistol	Ind	1	-	Pistol
Bullet, Rifle	Ind	2	-	Machine Gun, Rifle
Bullet, Advanced	Elec	5	-	Sniper Rifle
Bullet, Armor Piercing	Elec	10	-3 to DR	Pistol/Rifle/Machine Gun/Sniper Rifle
Gasoline	Ind	4 per Gal	-	Chainsaw, Flamethrower, Power Armor
Shotgun Shell	Ind	2	-	Shotgun
Battery Pack	Elec	10	-	Vibra Blade/Taser/Stun Baton
Energy Pack	Fut	500	-	Force/Chameleon Armor, Laser Pistol/Rifle
Plasma Cell	Fut	1,000	-	Plasma Sword, Plasma Rifle, Freeze Ray

## **Break Odds**

Weapons are often thought of as fairly rugged devices, but they do go through some very heavy-duty use and see a great deal of abuse. Any time an attacker rolls a natural 1 in combat, he will need to roll a d100 (or percentile dice) and try to get above the break odds percentage of his weapon. If he does not, his weapon will break and will be considered useless (within reason that is—a broken spear may still work as a dagger, for example). Break odds are rolled even for ranged weapons, which may jam, crack, or even explode under the stress of heavy use.

*Option:* Break odds may be rolled with a melee weapon on a natural 20 attack roll as well, and if the weapon breaks, the result indicates that the weapon has broken off in the defender's body, dealing an extra point of critical damage. This rule may not be for everyone, as it adds a bit of a punishment for getting a great roll.

## **Primitive Melee Weapons**

**Club:** A club is the most primitive of weapons, but still quite effective. It is simply a stick with a heavy business end. When swung it can break bones, smash skulls, and all sorts of fun stuff. And it's free!

**Fist/Kick:** This is simply using your fist or foot to strike your opponent. If you take the powers in the path of the master (see the heroic powers chapter), you can improve the stats for this attack.

**Knife:** A knife is a short, thin blade, not necessarily designed for fighting. Primitive knives can be made from bone or obsidian. Knives are, by definition, more fragile than daggers.

**Lance:** A lance is a long, tapered piece of wood, essentially a thin tree trunk sharpened on one end. It is heavy and unwieldy, and though a one-handed weapon, can only be used when mounted. Its primary purpose is to use the strength of one's mount to drive the point through one's enemies. When using a lance, you can substitute your mount's Strength damage bonus for your own.

**Spear:** A spear is basically a knife tied to the end of a pole. It is primitive and very easy to make, yet incredibly powerful and deadly. A spear is also a very versatile weapon. It can stab, slash, bash, or be thrown. And can even be used as a lever. Its primary feature is the ability to kill from a distance. See "polearms" in the combat chapter for how weapons with reach work. When thrown, the hurler's Strength can be substituted for Intellect up to a total of 4. A spear may be used one or two handed, though when used one handed, it loses its reach.

**Spear, Long:** A long spear is a knife tied to the end of a ridiculously long pole. Its primary purpose is to allow you to stab your opponent before he can get to you. It is also useful in a unit as it can reach over the front line, allowing more than one row of men to fight. A long spear may only be used two-handed.

**Garrote:** A garrote is a leather cord or wire used to choke one's opponent as part of a grapple attack. Usually the end of the cord is wrapped around the hands several times to ensure a secure grip. There are special rules for the garrote in the combat chapter; see these for details. Use of a garrote requires two hands.

**War Maul:** An effective if inelegant weapon, a war maul is a very heavy (and often jagged) object attached to the end of a long handle. It requires two hands to wield, and is rather slow, but deals devastating damage if it connects.

**Whip:** A length of braided leather strips forming a short rope. When swung with skill, the end of the whip will snap fast enough to create a small sonic boom, enough to frighten animals, or at least get attention. The whip is a unique weapon in that it deals a great deal of pain without a significant amount of actual damage. Whips deal normal stamina damage, but only deal 1 wound point per hit. As such,

they are perfect weapons for subdual fighting.

### Low Tech Melee Weapons

**Battle Axe:** A much plainer weapon than generally depicted in fantasy art, a battle axe is simply an axe modified for battle. It is generally lighter than a woodsman's axe and has only one blade, allowing it to be swung with one hand in combat. It is very effective against armored opponents, and useful at a tool as well as a weapon.

**Blackjack:** Essentially a leather sock filled with lead pellets, a blackjack is a weapon designed to knock out opponents. It is swung in an upward motion, using the leverage of the sock to make the lead connect to the back of the head at tremendous speed. The blackjack increases the Will roll to resist a knockout attack by 5 (making it 16 + Strength).

**Bastard Sword:** The oddly-named bastard sword is essentially a broadsword with an extended handle, allowing the wielder to switch between one and two-handed fighting styles on the fly.

**Broadsword:** Oft called by many names, a broadsword is a two-edged sword with a thick, heavy blade that is used one-handed and designed for slashing instead of piercing. Most broadswords have a reinforced or basket-shaped crossguard to protect the hand and allow for safe parrying.

**Dagger:** Not so much a knife reinforced for combat as a sword shrunk down to the size of a knife, most daggers are two-edged, thick-bladed, and have a solid crossguard to protect the hand. In combat they are mostly used for stabbing, not cutting, though the edge is useful for cutting a throat or slicing up a ham. Because it is short and durable, a dagger is fairly indestructible, and makes a very versatile tool.

**Flail:** Though it comes in many shapes and varieties, the flail is best represented as the classic ball and chain. Sometimes a flail has multiple balls, and sometimes the balls are spiked, but a flail is basically a heavy object (Such as an iron ball) connected to a handle via a short chain or rope. The chain allows the user to whip the ball around, employing centrifugal force to get it moving at tremendous speeds, enough to shatter a skull or cave in a helmet. Even the famous nunchuck is just a type of flail, being two handles connected via a chain. A flail may be used one or two handed.

**Greatsword:** Also called the two-handed sword or sometimes a claymore, the greatsword is just what its name implies—a really big sword intended for use with two hands. With its extended reach, the greatsword is generally employed in a broad sweeping motion, creating what some might call a “lawn-mower effect” on the battlefield.

**Greataxe:** Like a greatsword, a greataxe is essentially a very large axe, requiring two hands to wield. Unlike the battleaxe, a greatsword may actually have two heads so that the weapon can be swung in a back and forth motion.

**Halberd:** The classic polearm, a halberd is basically an axe head mounted on the end of a spear. The weapon can be used to thrust or swing and chop. It is not so effective when fighting alone, as once an opponent closes, it is somewhat useless, but in a unit, it is deadly. Halberds are often given to the second line of an army so they can chop at the enemy over the heads of the front line. A halberd may only be used two-handed.

**Katana:** An elegant weapon, the katana is a curved, single-edged sword that can be used either one or two-handed. Katanas are lightweight, making them easy to swing about, but they make up for this by being incredibly sharp. The process for making a katana is very time consuming, and these swords tend to be rather expensive.

**Mace:** Not to be confused with a flail, a mace is a heavy object mounted at the end of a stick. Maces



are generally either topped with iron balls (often spiked) or flanged, with blunt metal pieces sticking out all around the head. A mace topped with a spiked iron ball is sometimes called a morningstar. A mace may be used one or two handed.

**Rapier:** A sword designed for swiftness rather than force, a rapier is a long, thin-bladed, one-handed weapon. It has a sharp edge, though the edge is more used for worrying an opponent to provoke an opening to thrust.

**Shortsword:** A sturdy, dependable weapon, the shortsword (known by many names, including the gladius), is a heavy, edged, one-handed weapon short enough (usually about two feet) to be easily handled. Though the sword does have a sharp edge (usually two), its most deadly function is in stabbing. The tapered, broad blade goes in easily and leaves a big hole coming out.

**Warhammer:** As the name implies, this is a hammer engineered for battle. Generally the handle is extended to give the weapon reach, and the claw is often replaced with a small axe or spike for piercing through armor. The weapon is similar to a mace, though it concentrates its damage into a much smaller area. The warhammer may be used one or two handed.

### Industrial-Age Melee Weapons

**Chainsaw:** A modern tool not really designed for a weapon, a chainsaw contains a number of small ripping blades mounted on a chain that is rotated about via a motor. When it contacts things like wood or flesh, it tears the material apart, cutting through even the most dense of objects. Most chainsaws are gas-powered and make a great deal of noise, though electric versions are available. Chainsaws are heavy and unwieldy, and require two hands for proper use. A tank of gas (one gallon) will run the saw for about 100 rounds (17 minutes) of constant use.

### Electrical-Age Melee Weapons

**Stun Baton:** This nasty device is basically a metal club with a battery that discharges an electric shock when the club connects. The charge provides extra damage, as well as a potential stun effect. Any target struck by the baton must make a Will roll of 18 or better (DR applies) or be stunned (awake but unable to act) for 1d3 rounds. Stunned targets do not get defense rolls (basically, all attacks are made as if by stealth). Because of the nature of this device, any roll of 1 on the attack or defense die (breaks odds rolled or not) results in the wielder taking 1d6 points of electrical damage and a potential stun.

**Vibra Blade:** This is essentially a broadsword with a serrated edge that vibrates at high frequency, allowing the wielder to cut through heavier resistance. Some vibra blades are made to be one handed, while others are designed for two hands, depending on the grip. A few are designed like bastard swords, allowing the wielder to switch between one and two-handed modes on the fly. A vibra blade requires two battery packs, which are good for about 100 rounds of fighting. Without power, the blade is just a fragile broadsword.

### Futuristic Melee Weapons

**Filament Whip:** A futuristic take on the flail, consisting of a small weight connected to a handle by way of a 2-meter length of microscopically thin wire. The whip cuts through flesh like butter, but is hard to control. If the break odds are rolled, and the weapon does not break, then the wielder takes full damage from his own swing.

**Plasma Sword:** This deadly one-handed weapon consists of a powered handle that emits a beam of plasma, vaguely resembling a sword in shape. The plasma beam is very intense, and can cut through most objects, including flesh, with little to no resistance. The sword can also be used as a tool to cut through metal or other materials. Because plasma melts through flesh instead of cutting, it cauterizes wounds instantly, so Will rolls from lost limbs do not need to be made past the first round and targets



cannot die from blood loss. Plasma cells to power the device are very expensive and last about 100 rounds (about 17 minutes) of constant use.

### Primitive Ranged Weapons

**Net:** A net weighted for fighting is not so much a weapon as a tool to entangle one's opponents. See the dirty tricks section in the combat rules chapter for details.

**Rock:** Just what it sounds like it is, a rock is simply a bit of stone that is hurled at one's opponent.

**Sling:** Not to be confused with a slingshot (which is more of a child's toy), a sling is a flap of leather with two cords tied to it. A rock or metal bullet is placed in the flap and the sling is spun around at high speeds. The wielder then lets go of one of the cords and the flap opens, releasing the stone at high velocity. Not quite a gun, but deadly.

**Throwing Axe:** A throwing axe is basically a hatchet balanced for throwing.

**Throwing Knife:** A knife balanced for throwing. Generally spun end over end. It takes some skill to get this right so it hits with the blade and not the handle.

### Low Tech Ranged Weapons

**Bow:** A long piece of wood with a string connecting both ends, bending it into an arch, the bow is actually one of the greatest military inventions of all time. When the string is pulled back, the stick snaps it forward at high speed, allowing it to project a small pointed stick known as an arrow at deadly speeds.

**Crossbow:** A crossbow is a small bow turned sideways and mounted on a handle so it can be operated much like a gun. Instead of being pulled back by hand, the string is wound back with a crank, which applies leverage to the string and can fire the quarrel (or bolt) with a force much greater than that of a bow. A crossbow is slow to load, but can be wound and cocked and then fired at a moment's notice with the pull of a trigger. When pre-loaded, it is considered a fast weapon, but when not loaded at the start of combat, it is considered slow.

**Longbow:** An advancement of bow technology, the longbow is quite literally, a very long bow, typically as tall as the archer using it. The arrow is fired not at the center, but closer to the top of the bow. A longbow has a considerably improved range than a regular bow, but is somewhat more cumbersome.

### Industrial-Age Ranged Weapons

**Compound Bow:** A more modern take on the bow, the compound bow uses pulleys to allow the string to be pulled back with greater force than with a regular bow, firing the arrow with greater speed.

**Machine Gun:** This inelegant weapon is essentially a rifle with an automatic fire rate, allowing the weapon to spew a great number of very powerful bullets in very little time. Due to the inaccuracy of this weapon, Intellect bonus is not added to damage—a flat +4 is used instead.

**Minigun:** This class of weapons includes all sorts of heavy machine guns, most of which require a tripod or mounted turret to fire. It usually takes a few seconds to spin up, but once it gets going, it packs a tremendous punch, firing faster than a machine gun and with more power and a higher caliber.

**Pistol:** A small gun designed to fit in one hand. It is easily concealable and has fair range for its size. This weapon type includes both revolvers and pistols.

**Rifle:** A long gun with a grooved (or “rifled”) barrel that spins the bullets as they travel out, giving them much greater stability, accuracy, and range. Most rifles have a viewing sight on them for long-range firing.

**Shotgun:** A broad-barreled gun that fires not bullets but a great number of tiny metal pellets. Not effective at long range, but devastating up close. Due to the inaccuracy of this weapon, Intellect bonus is not added to damage—a flat +4 is used instead.

### Electrical-Age Ranged Weapons

**Microwave Rifle:** Essentially a microwave oven turned inside out and focused into a beam. Range is limited, but particularly effective vs. metal armor (deals double damage). Those victims holding metal objects or weapons without wearing gloves must roll a Will roll vs. the damage dealt or be forced to drop the held objects.

**Sniper Rifle:** A more accurate (and typically more powerful) version of the rifle with a considerably more advanced scope. This weapon can kill from tremendous distance. Due to the range, it is often difficult to tell where a sniper shot came from.

**Taser:** This small, handheld device looks a bit like a pistol, but fires a barbed needle with a wire linking it back to a battery. If the barb connects, the battery discharges an electric shock that delivers some damage and a potential stun effect. Any target struck by the taser must make a Will roll of 20 or better (DR applies) or be stunned (awake but unable to act) for 1d3 rounds. Stunned targets do not get defense rolls (basically, all attacks are made as if by stealth). Because the barb is connected by a wire to the gun, the taser has a maximum range of 10 meters. This is a one shot weapon, and if it misses, it cannot be fired again (unless reloaded out of combat). If it hits though, the taser can be fired up to twice more as a standard attack action requiring no to-hit roll, unless the target removes the barb. Removing the barb requires a standard action (can be an off-hand action) and deals 1d2 points of damage to the target. Each use requires a new battery pack.

### Futuristic Ranged Weapons

**Freeze Ray:** This odd bit of advanced technology takes the shape of a short rifle, but uses plasma cells to fire an intense burst of exceptionally cold goo. Those hit by the goo find that the goo will freeze their skin and body at the point of impact, preventing movement. Anyone struck by a freeze ray must make a Reflex roll of 20 or better (DR applies) or be immobilized (awake but unable to act) for 1d4 rounds. Immobilized targets do not get defense rolls (basically, all attacks are made as if by stealth). Frozen targets may choose to try to move on any given round if they absolutely must, but such action requires a Will roll of 20 and deals 1d4 points of wound damage each to two contiguous wound locations for each round of movement, as the frozen skin breaks and cracks. One plasma cell provides approximately 25 shots.

**Geiger Pistol:** This nasty device emits focused beam of radiation that weakens the body of the target. Instead of Wound damage, the target takes damage to his Fitness score. As this drops, all stats based on Fitness drop accordingly. When the Fitness falls to 0, the victim is unconscious (and dead below minus normal Fitness). For those who survive, Fitness heals just like Wound points, although there may be some long term effects (such as a shorter lifespan and increased cancer risk).

**Laser Pistol:** An advanced version of the pistol that shoots a high-powered beam of light instead of a bullet. It is considerably quieter than a regular pistol and much harder to stop. One energy pack provides approximately 100 shots.

**Laser Rifle:** A much more powerful version of the laser pistol. It is also more accurate and has greater range. One energy pack provides approximately 60 shots.

**Mass Enhancer:** This unusual weapon temporarily increases the effects of gravity on the target. When hit, the target must make a Reflex roll vs. the attacker's Ranged Attack roll or become too heavy to move, collapsing. As the target is now effectively 10 times his normal weight, it is possible he may fall through the floor or some other collapse may occur. If the defender succeeds at the Reflex roll, he still takes a -1d8 cumulative penalty to all of his subsequent Reflex rolls. The effects wear off in 5 to 10 (1d6+4) minutes. Handcuffs may be hard to apply to immobilized victims, but most who use this weapon employ other means of restraint, such as paralyzing drugs. One plasma cell provides approximately 20 shots.

**Plasma Rifle:** This advanced weapon fires small balls of plasma that stick to and melt whatever matter they strike. Unlike a laser rifle that leaves a small pinhole in one's opponent, a plasma rifle disintegrates half your opponent's body. One plasma cell provides approximately 50 shots.

**Rail Gun:** An enhanced version of the sniper rifle, a rail gun uses magnetic fields to fire a bullet with nearly zero friction down the barrel, allowing the bullet to travel at unparalleled speed, greatly increasing range and firepower. It is also considerably quieter than a gunpowder-based weapon. One energy pack provides approximately 50 shots.

### Area-Effect Weapon Types

Area-effect weapons are ranged weapons that differ from most in that they have an explosive effect. First, the attack is rolled as a normal ranged attack, and the defender (if struck) takes the first damage listed in the chart. Then, anyone (or anything) else within the indicated distance from the defender must also suffer the effects of the explosion, taking the damage indicated in parenthesis (often known as "splash damage").

When rolling splash damage, do not add your Intellect to the total. This is a miss, so your intent doesn't matter much. Instead just add a +3 to the total, representing the whim of fate.

Area-effect weapons also differ from other weapons in that a miss is never just a miss. A bomb going off on a battlefield is still going to affect someone, just maybe not the intended target. For all misses, roll to see where the strike actually hits. If using a hex map, roll a d6 for direction, and a d8 if using a square map. Then roll the next closest die to the weapon's range increment to see how many meters from the target it lands. For example, a bazooka has a range increment of 15m. When calculating a miss, roll a d20 and that will be how many meters the shell will strike (in the randomly rolled direction) from the target.

When rolling misses on critical failures (a natural 1 on the attack die), first roll break odds to check for backfires. A backfire directly targets the wielder. Otherwise, double the miss distance rolled.

### "Cooking" Grenades

Area-effect weapons with timed fuses (such as all grenades), can be "cooked" before throwing by pulling the pin and then waiting a few seconds. You can cook grenades up to 6 seconds. For each second cooked, you gain a +1 to your attack roll, but the change of a critical failure also increases by 1. For example, if you were to cook a grenade for 4 seconds, you'd get a +4 to hit with the grenade, but any roll of 1-5 would now be considered a natural 1 (and very likely a backfire). There is no Reflex penalty to cooking a grenade, as the grenade will still go off at the same time, it's just a matter of where.

### Fire Effects

Weapons with the "fire" type distinction, such as the flamethrower and the Molotov, have the additional effect of lighting targets on fire. Anyone hit by these weapons must succeed at a Reflex roll (vs. 15 for a direct hit and 12 for area damage) or ignite. While on fire, targets who received a direct hit take 2d8 points of damage per round, and those who took area (or "splash") damage take 1d8 points

of fire damage.

The fire burns until put out. Actions such as using a fire extinguisher and jumping into a lake will put out a fire easily. If these options aren't available, burning characters can drop and roll, losing all other actions for the round (and becoming prone). When dropping and rolling, the character is allowed a Reflex roll on his turn each round to put out the fire. A Reflex roll of 15 will put out a direct hit, and a 12 will put out a splash hit. Fire damage is rolled at the end of each round, and does not start until the round after the attack was made.

Wound damage from fire is applied across 3 wound locations. Fire is much more likely to leave you scarred and burned across most of your body than to outright kill.

Being on fire is not a situation that can be put off for long. Damage reduction from Armor only applies to the first round of fire damage. Additionally, at the start of each round, all characters on fire must roll Focus vs. the total amount of damage they have taken from the active fire over all rounds—failure means that the only action they can take this round is to try to put the fire out.

Flaming characters are also likely to catch on fire any flammable items they come into contact with. Items like paper will always catch, but less easily flammable items such as trees or grass won't always (as a general rule, figure a 5% chance per point of damage taken each round). Once a fire catches, it may consume the entire area.

Characters caught in the flames of a burning building or field or the like also take 2d8 points of damage per round. But death is more likely to come from smoke inhalation if the fire burns in a confined space. Adjudicate this as bad air—partial if there is at least some room to breathe, or full on if the fire is raging and there is no ventilation.

### Low-Tech Area-Effect Weapons

**Molotov:** A Molotov is an improvised weapon consisting of a glass bottle full of gasoline (traditionally a vodka bottle) and a rag. When the time comes for use, the bottle is opened, the rag is shoved into the opening, and the rag is lit on fire like a fuse. Then the bottle is thrown. If it strikes a proper target (anything hard), the bottle will break open, the gasoline will splash out, and the rag will catch the whole mess on fire with a nasty explosion. A Molotov can catch targets on fire (see above).

### Industrial-Age Area-Effect Weapons

**Bazooka:** A bazooka is a handheld rocket launcher. It is essentially a large metal tube that directs the trajectory of the rockets that are fired out of it. It is crude and unwieldy (most are around six feet long), but effective. It requires some training, and the weapon can be as dangerous to the wielder as the target. Care must be taken to fire in a clear area. Anyone behind the launcher when it fires is hit by rocket exhaust, and may catch fire as above.

**Flamethrower:** A flamethrower is a pressurized gas tank worn as a backpack with a hose coming out of it that can be opened to spray the gasoline in a jet. An igniter is mounted at the end of the hose that turns the gas jet into a tremendous jet of flame that incinerates anyone it hits. Flamethrowers are fire-based weapons, and may ignite targets (see above). Flamethrower max range is 15m. A flamethrower holds up to five gallons of gas, and each gallon can fuel twelve bursts of flame. Flamethrowers are dangerous weapons to wear. If the wielder catches fire, the flamethrower will explode after one round of damage. This explosion affects an area with a 3m radius, dealing 3d6 points of direct and 2d6 points of indirect damage for each gallon (or fraction thereof) left in the tank.

**Flash Grenade:** Not technically a weapon, but a hunk of phosphorous that when triggered, burns with a tremendous flash of light. If this happens in anything other than broad daylight, this counts as



an unexpected flash as described in the vision types section in the Racial Powers chapter.

**Grenade:** A grenade is a small, handheld explosive device surrounded by a metal case designed to fragment and turn into shrapnel. It is thrown like a rock and has a timed fuse. Throwing a grenade is an art, as it can bounce or roll and sometimes can come right back at the thrower. If a miss is rolled and a wall is in the way of the final location, adjust the final location away from the wall in a natural trajectory from the thrower by as much as the miss would have gone past the wall.

For example, Rolf throws a grenade at a zombie, who is 6 meters away and standing 2 meters from a wall. Rolf misses, and rolls straight ahead as his random direction. A grenade has a range of 10, so Rolf rolls a d10 and gets a 10, for 10 meters past his target. At 2 meters past its intended target, the grenade hits the wall and then comes 8 more meters back at Rolf. Since Rolf is 8 meters from the wall, the grenade bounces back and lands at his feet, then explodes.

**Improvised Bomb:** A makeshift bomb, typically the weapon of those who cannot afford proper explosives, such as rebel forces or separatist groups. Generally made from fertilizer and packed with nails and other bits of shrapnel. These bombs are extremely unstable and dangerous to work with. They cannot generally be thrown, but must be set in a location and triggered by a fuse or a tripwire, or (in electrical and futuristic settings) by a mobile phone.

**Incendiary Grenade:** Essentially, this is a higher-tech version of a Molotov, or arguably a grenade version of a flamethrower. Basically the same effect as the Molotov, only it packs more power and covers a larger area. Anything in the area of the explosion may catch fire (see fire rules above).

**Smoke Grenade:** Not a weapon exactly, this grenade does not harm others, but simply releases a thick and fast cloud of colored smoke (generally black or white, but different colors are available for different prices). Awareness rolls in or through the smoke are reduced by 10. Anyone in the smoke may attempt to Hide. If the hide roll succeeds, the character may attempt to use Stealth to get away. The smoke clears in 2d8 rounds indoors and 2d4 outdoors. It may clear faster in a windy area or when affected by spells or fans or the like.

### Electrical-Age Area-Effect Weapons

**C4:** This powerful explosive is very unstable and easily triggered. It looks something like clay, and is not so much thrown but placed carefully wherever it needs to go and then triggered remotely via an electronic device. If used with skill, it can bring down a building.

**Cheese Grenade:** Essentially a can of aerosol cheese rigged to explode. While mostly used for amusement, it does have a few interesting applications. One, it is often a humane distraction for animals or creatures who may decide it is more worth their while to eat the cheese than the thrower. And secondly, it is used as a scent marker for tracking. Anyone hit by a cheese grenade becomes marked by the odor of the cheese. Those with Hunter scent or better (see racial abilities chapter), such as bloodhounds, gain a +5 to tracking rolls for the next 2d4 hours against the target (or until he washes very well with soap). Higher tech versions of this device are available made with space age pheromones that increase this bonus to +10, though the price is quite high (750 units). Ironically enough, despite the wishes of their manufacturers, they are still known as “cheese grenades”.

**Grenade Launcher:** A grenade launcher is essentially an automatic rifle that shoots grenades instead of bullets. This means that bounce rules apply to misses (see grenade for details). Because grenades come out of the gun at a faster rate and with a greater range, care must be taken not to blow one's self up. It is not advised to use this indoors.

**Sticky Grenade:** This advanced version of a standard grenade has retractable metal barbs on its surface that can be engaged so that it sticks to clothing and flesh like a burr. Once stuck on a victim, it



generally is not possible to remove it before the fuse blows. Sticky bombs deal a more targeted blast to the victim, and are more likely to kill than a standard grenade.

**Stinger Missile:** This advanced electronically-guided missile can be controlled remotely and flown via a small targeting module that shows the user a constant view from the missile's cameras. Though it is guided, it moves very quickly and cannot navigate indoors. It is mostly used to take down planes or to hit outdoor targets from a safe distance. The missile can be programmed and put on autopilot, in which case the missile's ranged attack roll (of 15) is used in place of the targeter's.

**Tactical Nuke:** This is a small, briefcase-sized nuclear bomb. It has no launch mechanism, but can be mounted on a rocket, pushed out of a plane, set down gently, or whatever. It can be set to go off at a specific time, after a fixed amount of time, or triggered remotely by some kind of radio device. The blast zone is about a kilometer in diameter. Most buildings and vehicles in the area will be flattened as well as the people in them. Unlike with other area-effect devices, a direct hit is considered to be anything within 50 meters of ground zero.

**Stun Grenade:** This advanced non-lethal grenade sends out a concussive pulse instead of white-hot shrapnel. All targets in the effective area of stun grenades must make a Will roll of 20 or better (head DR applies), or be knocked unconscious for 2d4 rounds. Since this is a grenade, bounce rules apply (see grenade for details).

### Ammunition Types

**Arrow:** An arrow is a light stick with a sharp, often barbed point on one end, and feathers on the other so as to keep it pointed forward when flying through the air.

**Quarrel:** A quarrel is essentially a short arrow, modified to fit in a crossbow.

**Sling Bullet:** A sling bullet is a metal pellet designed to be thrown from a sling. Proper sling bullets add 3 meters to the range increment of the sling (as opposed to random rocks).

**Bazooka Shell:** A small, self-propelled rocket. It can be discharged without a bazooka, but its path cannot be controlled and will fly in a random direction. A bazooka shell has a trigger on its tip, and it will explode on impact. It could possibly be used to stab at one's opponent like a dagger, but both the attacker and defender take full damage in such a hit.

**Bullet, Pistol:** A bullet contained in a metal shell that holds the gunpowder. A pin striking the back of the shell will fire the bullet... or better yet, a pistol.

**Bullet, Rifle:** A larger, longer bullet designed for use with a rifle.

**Bullet, Advanced:** This is a more precise version of the rifle bullet, designed to fly longer and more accurately. These bullets are typically used by snipers.

**Bullet, Armor Piercing:** These advanced bullets are made of high-density metal (such as depleted uranium) and bypass the first 3 points of damage reduction provided by an opponent's armor.

**Gasoline:** Ordinary gasoline, usually stored in some kind of plastic or metal can. If it catches fire, it can explode (see flamethrower for details of this).

**Shotgun Shell:** A large bullet shell filled with tiny metal pellets instead of one bullet. When fired, the pellets go in many different directions. The range is much less than a gun, but you are way more likely to hit your target with at least some of the pellets.

**Battery Pack:** A small, cylindrical battery cell for use with electric-age weapons and armor. Batteries are about 4cm long and about as thick as a thumb.

**Energy Pack:** A small, round battery cell for use with futuristic weapons and armor. Energy cells are flat discs, about 5mm thick and about as big around as a golf ball.

**Plasma Cell:** A plasma cell holds raw plasma for use with plasma rifles and swords. Plasma cells are about the size and shape of a small pill bottle. If struck with a hammer, caught in an explosion, or set on fire, they can explode (roll percentile dice; if result equals or is less than the damage taken by the pack, explosion occurs). Explosion has an area of 5 meters and deals 5d20 damage to the wielder and 3d10 to all others in the area.

## UTILITY ITEMS

Not all useful equipment is meant to directly kill or protect from killing. Some things make other jobs possible, such as being an engineer or a doctor... or a thief.

You may notice this list is rather small. We'd love to list everything in the whole wide world you could ever want or need here, but it's not clear that would really do much for your game. Instead, we encourage you to come up with your own items for your characters. It's not that hard... if there's something in the real world you think might be useful, just write it down. Your GM should be able to tell you if the item exists in the game world (a cell phone would not exist in a medieval setting, for example). The only real stat you'll typically need to come up with is cost. Once you figure that out, you can buy your item.

Unfortunately, cost really depends on your game world. To set prices fairly, it's best to think of a reasonably equivalent item and price it at about the same level. Which is why we've given you a few items here to start with.

### Consumables

<u>Food/Beverage</u>	<u>Cost</u>
Food, 1 day	4
Fine Food, 1 day	12
Military Rations, 1 day	3
Beer, Bottle	3
Holy Water. flask	120
Liquor, Bottle	15
Wine. Bottle	40

### Utility Items

<u>Item</u>	<u>Tech</u>	<u>Cost</u>
Ladder (3m)	Prim	35
Rope (per 15m)	Prim	10
Sack	Prim	4
Waterskin	Prim	6
Backpack	Low	40
Grappling Hook	Low	25
Lockpick Set	Low	120
Rope, Silk (per 15m)	Low	200
Folding Ladder	Ind	180
Handcuffs	Ind	40
Medical Bag	Ind	250
Toolkit	Ind	50

Advanced Tools	Elec	100
Electronic Keys	Elec	2,000
Hacking Computer	Elec	3,000
Portable Computer	Elec	500
Quick Cuffs	Elec	1,200
Medi Computer	Fut	4,000
Medi-strip	Fut	500
Noise-canceling Boots	Fut	2,400
Plasma Cutter	Fut	30,000
Portable Scanner	Fut	5,000
Stim Pen	Fut	250

### Consumables

**Food:** Average-quality travel food not worth writing home about. Canned beans, cured meat, hard cheese, etc. Light enough that a week or two worth can be carried without trouble. This standard food will spoil after about one month.

**Fine Food:** Tastier fare than average rations. Otherwise, not significantly different.

**Military Rations:** Lighter, more processed rations, usually dried and canned. Military rations do not spoil and can last for years if stored properly. Not something you'd eat unless you needed to though. Since these are lighter than regular food, a person could carry up to a month's worth at a time.

**Beer:** A bottle of average beer. Beer prices can vary greatly depending on quality, anywhere from 1 to 20.

**Holy Water:** A small bottle of water blessed by a priest. Not really a beverage, but used for some magical rituals and religious ceremonies. If splashed on undead creatures, affects them similarly to fire. Throwing a bottle on an undead creature is akin to hitting them with a Molotov (without the fire effect or the risk of burning anything). If put in a wineskin (must be a clean and blessed one) and squeezed, the resulting spray will act as a flamethrower against undead creatures. There is no extended damage or chance of burning with holy water.

**Liquor:** A bottle of average liquor. Can be used in a pinch to clean wounds if medical alcohol isn't available. Also is generally flammable, and can be used to start fires.

**Wine:** A bottle of average wine. Like with beer, wine prices can vary, only more so, ranging from 5 to 20,000 for rare vintages.

### Utility Items

**Ladder:** A simple wooden ladder, usually about 3 meters in length (10'). In more primitive settings this may be simply sticks tied together. More advanced settings will have more stable and probably more lightweight ladders.

**Rope:** A length of rope, strong enough for climbing. Assists with use of the Climb field skill (see the Field skills chapter). Keep in mind that rope is bulky, and it's not feasible to carry more than about 60m of rope without some kind of transport device.

**Sack:** A fabric or leather bag, big enough and strong enough to carry off a bunch of loot. Sacks are rather unwieldy, but have one advantage over something like a backpack—they can be dropped without thought or effort at a moment's notice if danger arises.

**Waterskin:** A leather or plastic pouch that holds a liquid (primitive versions are made from animal

bladders). When squeezed, the water (or whatever) will jet out up to 5 meters. Can be used to put out a fire, douse vampires with holy water, or as an impromptu flamethrower.

**Backpack:** A leather or fabric bag with straps that attach over the shoulders. A backpack (if not completely overloaded) does not impede combat, and even provides some armor protection (DR2) to torso hits that come from the rear. This DR even stacks with worn armor DR.

**Grappling Hook:** A metal hook that attaches to a rope. Has enough weight that it can be thrown, allowing the rope to catch on high up objects, such as rooftops and castle windows. The Use Rope field skill explains details on use (see the Field skills chapter).

**Lockpick Set:** A basic set of tools needed to open mechanical locks. It is necessary to have a set in order to use the Open Lock field skill (see the Field skills chapter for details).

**Rope, Silk:** A stronger, thinner, lighter version of the standard rope. The average character can carry up to 100m without assistance.

**Folding Ladder:** A portable ladder, usually metal, that folds out into a longer version. Folds down to about 4' long (1 m) and extends out to 16' (5 m). Hooks can be extended from the end to catch on things like fire escapes and barbed wire.

**Handcuffs:** Metal wrist cuffs that lock with a key. Can be used to restrain most humanoids.

**Medical Bag:** A bag containing basic medical equipment: bandages, alcohol, scissors, painkillers, etc. Generally necessary in order to use the Healer trade skill (see the Trade skills chapter for details). The First Aid trade skill also requires bandages, but these may be improvised if material is available. A primitive version of this kit is available in primitive cultures, but isn't of use in other settings.

**Toolkit:** A metal box full of tools, like a hammer, screwdriver set, pliers, etc. Needed in order to use the Engineer field skills and the Jury Rig trade skill (unless a good explanation is given as to when it can be skipped).

**Advanced Tools:** A standard toolkit equipped with more modern tools, such as electrical meters, wire strippers, tiny screwdrivers, etc. Needed for electrical engineer work.

**Electronic Keys:** A set of technological devices designed to hack electronic locks. As with the Lockpick set above, these are needed by thieves in order to open electronic locks with the Open Lock field skill.

**Hacking Computer:** A top-of-the line computer with all the bells and whistles. Good enough for standard computer hacking tasks.

**Portable Computer:** A small, portable computer. Not powerful, but good enough to perform most computer tasks and to connect to networks, etc.

**Quick Cuffs:** High-tech, electrically enhanced handcuffs. Just touch to the target's wrist and they snap into place. Decreases the Grapple penalty for applying handcuffs to -2. Thumbprint release prevents key loss and lock picking.

**Medi Computer:** An advanced computer with a blood sampling-needle and a scanner that performs a full medical scan and diagnosis. Will identify any standard diseases, injuries, and disorders. Can be programmed to learn new patterns as well.

**Medi-strip:** A large bandage coated with a flesh-regenerating gel that can be applied to an open wound. Each medi-strip applied restores 2d4 Wound points to a single location over about 10 rounds.

**Noise-canceling Boots:** These black leather boots have microphones and built-in speakers that send

out cancellation waves, negating the sound of the wearer's footsteps. Adds +5 to all Stealth field skill rolls. Powered by a standard energy cell that lasts roughly 48 hours of solid use.

**Plasma Cutter:** A miniature version of the plasma sword that's about the size of a pocket knife. It can be used to cut through almost any material if given enough time. Mostly, it is used to cut things like ropes, chains, wood, sheet metal, etc. One plasma cell lasts for about 2 hours of constant use. Does 2d6 (1d6) damage if used in combat. However, it is not designed for combat use, and the wielder will take full damage to his hand on any critical failure (natural 1).

**Portable Scanner:** A small handheld digital device that can detect all electric fields and living creatures within 100m. Will provide details such as temperature and barometric changes throughout the area. Can infer walls if electrical cables run through them, and will provide a rough map on the surrounding area. Unknown whether it can detect zombies.

**Stim Pen:** A medical needle containing a stimulant. Will revive sleeping people instantly, and unconscious people within 1 round. Those with negative or zero Wound points in the Head or Torso will not be able to move on their own, but should be able to speak (assuming they have a jaw left).

## MAGIC ITEMS

These core rules do not cover magical items (that's a whole book to itself), though this does not mean you cannot include them in your games. If the story warrants it, the GM is free to invent any sort of magical item that can do literally anything. Just decide what you want the item to do, and then write it down. Of course, having no limits is often kind of daunting, so we will take a moment here to offer up some guidelines.

To the layman, magic is simply a term for something one doesn't understand. A television might seem magical to a person from a primitive culture, or even to someone from a hundred years ago. Being able to fly might seem like a magic power to someone from today's culture, but who knows what someone would think of it a hundred years from now.

Technology has its own sense of limitlessness but, this stuff is not really what we are talking about here when we talk about magic. Technology (even future tech) is presented in the lists above alongside all the other more mundane inventions we have come up with along the way. When we say magic in this chapter, we are referring to an unexplainable supernatural force that provides power in ways impossible to measure by science. Or, on a more meta level, magic is anything that breaks the rules of the game.

It's entirely up to the GM as to how the rules get broken in a given game. Sure, it's generally pretty safe to give out the standard magical swords that add +2 to your attack and damage rolls, but we generally prefer to think of magic items as being something a bit more special.

It doesn't really seem right to think of magical items as one might think of technology—cookie-cutter goods that got cranked out of some assembly line somewhere and sold on an open market. Magic items are not covered here in this book (a later supplement will follow), but it is not possible for a wizard to create an item of any kind of power without giving up some of his permanent life force, if not all of it. No one makes magical items to sell them. Magical items are crafted out of great need and great emotion. Each one is made for a purpose, and each one should have its own story (even if you don't get around to telling it).

So, yes, you can give your players a magical sword that adds +2 to their attack and damage rolls, but it should do something else as well. Maybe it glows blue when asherakes are around, maybe it drinks the blood of those it kills and gives its wielder a brief second sight. Maybe it has a name, or is cursed. Or maybe it's not a sword at all, but a mirror that shows everyone their true selves, but only they can



see them. If you are going to break the rules, break them well.

So, for now, if you want to have magical items in your games, add them. They should not generally be a commodity, but a reward, or maybe fuel to drive the story forward. And if your world doesn't have magic, you can usually do something similar with technology. But make your players earn it; don't just throw magic around like it's free. Keep it limited, and it will feel more special.

## CHAPTER 4 – FIELD SKILLS

Need to pick a lock? Jump from one rooftop to another? Sneak past a guard? Swim across a raging river? All of these situations represent one form of conflict or another, but weapon lists and combat stats aren't going to help you much with any of them. What you need now is skill.

In Osiris, anything your character does that needs to be measured in any way (outside of trying to kill or be killed) is handled by a skill stat. Skills represent your character's specific learning and training, and show the experience that life, education, and repetition brings. There is no limit to the number of skills out there; anything you can study or learn can be a skill you can invest training in.

Osiris skills come in two distinctly different types: Field skills and Trade skills. Field skills are those used “in the field”, and take only an instant to use. Field skills rely more on instinct than perseverance, and are in some cases opposed tests against other opponents... similar to combat skills without the whole murder concept getting in the way. Stealth, Jump, and Swim are all good example of field skills; you use them for a brief moment of time to do some fixed heroic action, and then you do something else.

Trade skills, on the other hand, all require long periods of time and concentration to perform—making a suit of armor, for example, or carving a statue. There is no possibility of doing such things in the heat of a battle. Such skills are generally more used to earn money than to win a fight, and are adjudicated differently. See the next chapter for details on trade skills. The rest of this chapter is dedicated solely to field skills.

### USING FIELD SKILLS

Use of a field skill represents generally a very black or white situation—you either succeed or you fail. Think of a jump across a chasm. If you make your skill roll, it doesn't really matter how good the roll was, you made it across. And if you fail the roll, it doesn't matter if you were close or not, you are still dead. Every situation is different though; it's up to your GM to determine what “success” and “failure” means for any given roll.

The term “skill” does imply that this is something your character may have some specialized training in, however most field skills relate to tasks that can be accomplished by anyone if they have enough fortune and dumb luck to pull them off. Some skills however, such as piloting a plane, cannot be attempted by a novice, and must be studied first or any attempt will be a failure no matter what.

Field skills are similar to combat rolls, only when rolling your skills, you will roll a d8 instead of a d20. This is done so that your actual training has more influence over the outcome than dumb luck. Once you start mastering a skill though, you can increase the size of your skill die, allowing you to push what luck you have farther.

- **Standard Field Skill Result:** Skill score + 1d8

To attempt to use a field skill, declare what you are trying to do, and roll a d8. Add your score in the appropriate skill to the roll. Then consult the details of the skill to measure success or failure. Some field skills are opposed rolls—meaning an opponent will make a skill roll and whoever got the higher roll will succeed, and the loser will fail (Stealth vs. Awareness for example). Other field skills give a mathematical answer to the question of success or failure. A Jump roll, for example, will result in the distance jumped. Compare that result to the distance needed to measure success or failure.

Unlike with combat rolls, rolling a 1 or an 8 doesn't mean automatic failure or success—just because you rolled an 8 doesn't mean you can jump a 100-foot gorge. Some skills may work differently though; consult the individual skill explanations for details.

## FIELD SKILL STARTING SCORES

Skill scores start out at the same level as the base stat they are most closely associated with. For example, Jump is a strength-based skill, so it starts out with the same number as your character's Strength stat. This represents your character's basic instinct and common sense. From there, skills must be trained through use and practice to increase.

When first created, new characters get a number of Adventure Points to spend on field skills equal to their age in years. These should be distributed amongst the skill list as desired or as makes sense with the character's background. One adventure point can be used to raise one skill one point. Whenever your character levels, he will get additional AP to spend on skills, and you can further improve any skill at this time.

When first starting out and distributing your age points, no skill may be increased by more than 4 (or your Intellect score if it is higher).

Some skills are very specialized and cannot be used at all unless a character has some level of specific training and knowledge on the subject. These skills are indicated with asterisks on the chart. Such skills require an extra AP to unlock before they can be trained normally. For example, Open Lock is based off of Wit, but can't be used untrained. A character will not be able to roll this skill until he spends 2 AP (1 to unlock it and one to train it up 1 point), at which point it will be scored at his Wit + 1. From here on out though, the skill can be advanced normally, increasing by 1 for every AP spent.

Also, unlocking any specialized skill requires some sort of narrative explanation for your character. Not everyone can simply read a book and suddenly become an effective pickpocket. Perhaps you spent a week in jail a while back and your cell mate taught you some things. But what were you in jail for? Be sure to work out these narrative hooks with your GM.

Use your skill points wisely. Field skills are key to unlocking the heroic powers that can make your character truly special. See the heroic powers chapter for more details on how this works.

You may note that field skills generally start out at a lower level than do combat skills, but advance more easily. That is intended. In general, you will not be competing against combat skills when using your field skills.

## SKILL MASTERY

So, the average joe (or jane) might be able to jump across a stream, but could he beat a trained athlete at a track meet? With dumb luck and only the basic skill rules, it may be technically possible, but not so if the athlete actually decides to put some focused effort into the contest. Here is where skill mastery comes into play.

Anyone who has trained up at least one point in a skill (as opposed to someone who is just rolling at his base stat) can, on any Field Skill roll, choose to spend 1 Stamina point to exert himself and roll a d12 instead of a d8.

This larger die reflects the trained character's understanding of his skill and his knowledge of how to apply his energy to best maximize his outcome. As a character trains more and more in a skill, this understanding will increase, and his ability to excel at skill rolls will accelerate almost exponentially.

When a character has put at least 5 points into a skill, he can choose to spend 1d4 Stamina to roll 2d8 instead of 1d8 for a given skill roll. And once he trains up to 10 points in the skill, he can spend 3d4 Stamina to roll a d20. And so on, as shown by the following chart:

<u>Skill Level</u>	<u>Stamina Cost</u>	<u>Skill Roll</u>
Base Stat	---	1d8 + Skill
Base + 1	1	1d12 + Skill
Base + 5	1d4	2d8 + Skill
Base + 10	2d4	1d20 + Skill
Base + 20	3d4	1d30 + Skill

Knowing when to expend Stamina points is the key to mastering Field Skills. Burn Stamina to sneak by every guard in the castle and you may tire pretty quickly (and then you won't even be able to fight when you get caught), but use it at the right times, and you might not have to fight at all. It's best to save the option for moments that truly matter to your character, and skip it for routine actions that pose little danger. The more you play, the more you will get the hang of it. You will become a master of the skill of using Skills just as your character may be a master of Stealth or Disguise.

## COMMON FIELD SKILL LIST

The following list gives the most common and useful field skills for a broad selection of game settings. Depending on your exact game and time period, this list could be wildly different. When adding skills to the list, use your best guess as to the stat it should be based on and whether it can be used untrained. See the next section in this chapter for detailed descriptions of these skills.

<b><u>Skill</u></b>	<b><u>Starting Score</u></b>
Acrobatics	Fitness
Animal Affinity	Connection
Awareness	Connection
Climb	Fitness
Computer Use	Intellect
Disguise	Connection
Drive Vehicle	Clarity
Examine	Intellect
Fly	Fitness
Focus	Clarity
Forgery	Depth
Hide	Wit
Intimidate	Strength
Jump	Strength
Jury Rig	Wit
Open Lock*	Wit
Pick Pocket*	Wit
Pilot*	Connection
Ride Animal	Magnetism
Rope Use	Intellect
Run	Fitness
Seduction	Magnetism
Silver Tongue	Magnetism
Stealth	Clarity
Subterfuge	Wit
Swim	Fitness
Tracking	Connection
Treat Injury	Connection
Two Weapon Fighting	Clarity

\* Indicates skills that can't be attempted without specialized training.

## SKILL EXPLANATIONS

Consult the details for each skill to learn how it can be used or applied in the game. Skills are listed here in alphabetical order. The dagger symbol (†) indicates winners in the case of a tie (when other than the skill being defined).

For “Passive” skills that can be used in open scenarios, GMs will need to make up a difficulty rating for each different use. Figure a rating of 6 is good for an easy task, 8 for average, 10 for challenging, 12 hard, 15 pros only, 20 extremely hard, 25 expert, and 30 master level.

### Acrobatics (Fitness)

Opposed Roll: Special

Acrobatics allows one to move one's body in extraordinary ways. This skill can be used in many situations. It can reduce fall damage, allow a character to roll through a melee unharmed, pole vault, do a back flip, or help someone land in the right place while skydiving.

Standard Uses:

- *Dodge in Combat:* If not making any attacks in a round, Acrobatics can be rolled at the start of the round to dodge. For every 3 points rolled (rounding down), add 1 to all of your defense rolls for the round.
- *Reduce Fall Damage:* When landing after a fall, you can roll Acrobatics to lessen the effects of the fall. At 10 and for every 4 points after, subtract 10 feet from the effective distance fallen.
- *Pole Vault:* If you have a good running start, a proper pole, and a solid place to anchor it, you can vault over things, such as walls. For every 2 points of your roll, you get 1 foot of height (so a roll of 20, say, might vault you over a 10 foot wall). It's harder than it looks, though a specially engineered pole may give you a bonus if you can get your hands on one.
- *Perform an Acrobatic Move:* If you want to do a somersault or a back flip for some reason, you would use Acrobatics. Your GM will assign a difficulty score to your move (16 for a standing backflip maybe) and you'll need to match that or better. Failure will result in base fall damage.

### Animal Affinity (Connection)

Opposed Roll: Animal Affinity†

This skill allows a character to interact with an animal without scaring it or causing it to attack. It can be used to calm attacking animals as well. It also allows the character to approach the animal and “speak” with it, touch it, or ride it. Animals are allowed opposed Animal Affinity rolls vs. the character's skill check to resist if they want to (Generally just Connection + 1d8). If the character wins, the animal is calmed.

Animal Affinity can also be used to train and command an animal, though a long period of time is required before the animal will follow orders (one week, plus at least one month per point of Intellect the animal possesses). Most animals possess an Intellect of between 0 and 2. Each month of training will also raise the animal's own Animal Affinity skill by 1 (up to a max bonus equal to its Connection). Once the animal is trained, you will not need to roll this skill to issue basic commands (i.e. anything you actually have practiced with the animal).

When trying to calm an animal that is following direct commands from another character, make opposed Animal Affinity rolls for the calmer and the commander. The opposed commander gets a bonus of +2, plus an additional +2 for every year he has worked with the animal. Use the Animal's skill in place of its master's if it is higher.



Note that calming an animal does not mean you can then issue it alternate commands, it just means it stops doing anything and listens to you. You will need to beat the commander by more than his animal's skill in order to issue reverse commands. You will also need to know the command words the animal responds to.

When training an animal or calming a commanded animal, the Animal Affinity skill cannot be used untrained.

### Awareness (Connection)

Opposed Roll: Stealth, Subterfuge, etc.

Awareness is used to notice things that are out of place in your environment. It is not generally a skill you use at will, but one that you use passively when some oddity is present (such as an assassin trying to sneak up on you). Awareness may be used with a difficulty score (such as your chance to notice the moon has turned green), or as an opposed skill roll (vs. Stealth for example, when someone sneaks up on you).

And in case that last bit didn't fully sink in, Awareness is arguably the most important Field skill there is.

Awareness generally assumes input from all senses together. Any character who is deficient in any sense (blind, deaf, etc.) receives a -5 cumulative penalty to all Awareness rolls that could possibly be influenced by the missing sense(s). This penalty may not apply in cases where only one sense has a chance of noticing something (such as hearing a distant scream).

On some occasions, GMs may wish to roll Awareness rolls in secret for players so as not to make them suspect anything out of the ordinary.

And though it somewhat breaks the game narrative, if a character is trained in this skill, it is generally best for the GM to warn the player if a given roll is particularly important, so that he has a chance to up his die if he wants to.

### Climb (Fitness)

Opposed Roll: Passive

This skill allows a character to climb things, like cliffs and ropes.

This is a passive skill, meaning the character must simply roll at or above a certain number fixed by the difficulty of the situation.

<u>Situation</u>	<u>Difficulty Roll</u>
Ladder	4
Knotted rope	6
Rope	8
Rough surface (cliff)	12
Smooth surface (wall)	20
Unstable surface	+4
Rain/Wetness	+3
Strong Winds	+3

Each check takes an amount of time equal to the difficulty score in seconds.

Success means upward progress equal to the skill roll in feet. (So a character climbs 10 feet up on a Climb roll of 10). In general, roll checks until the character has either reached his destination or has fallen.

Failure indicates the character made no upward progress. Failure by 5 or more means falling.

For example, Stengar is trying to climb a 30-foot-high, broken, and rotting ladder in strong winds and pouring rain to escape some zombies. Base difficulty is 4, but total difficulty is 14 due to conditions. His first roll is a 15, which is a success, so he climbs 15 feet. However, he is not at the top, so he must roll again. His next roll is a 12, a failure, but not a bad one. He simply wastes 14 seconds without getting anywhere. On his third roll, he gets a 9. He falls the 15 feet, which is not fatal in and of itself, except for the fact that the zombies eat his brain.

GMs may switch the scale to meters for long climbs to avoid having too many rolls.

Characters who possess a rope and some reasonable way to use it to assist them can add their base rope use skill score to their Climb rolls. Safety is fundamental.

### Computer Use (Intellect)

Opposed Roll: Computer Use

This skill allows the user to successfully complete some task on a computer or other technology. This can be a passive skill, where the difficulty depends on the task attempted, such as knowing how to search for a file on a given system. However, it is often an opposed roll against another person (or AI) and their own Computer Use roll.

Any attempt to break past any cyber-security system is an opposed roll against the person who set up the system, usually at a -5. Other situations may require an opposed roll as well; this is up to the GM to determine.

### Disguise (Connection)

Opposed Roll: Awareness<sup>†</sup>, Examine<sup>†</sup>

This skill can be rolled to make a character appear to be someone different. Roll a check up front to see how good a given disguise is. This check will be matched against Awareness rolls for all those who you come under the scrutiny of (you will not make a new roll each time). If you are trying to look like someone known to an observer, he gets a +4 to his Awareness roll.

If someone succeeds at their Awareness roll, it does not mean that they immediately see through the disguise, only that something seems out of place to them. Once a character's suspicion is aroused, he is allowed an Examine roll to see past the disguise. You must roll a separate Disguise roll each time you are examined in order to keep up appearances. Again, the examiner gets a +4 bonus to his roll if you have disguised yourself as someone known to him.

Disguise generally requires a makeup kit and some baggy clothing at a minimum. You may need certain other materials in order to pull off specific disguises. Your GM will let you know if anything special needs to be acquired first (such as a guard uniform, maybe).

### Drive Vehicle (Clarity)

Opposed Roll: Drive Vehicle

This skill is used to drive a car, tank, motorcycle, speedboat or any other basic form of mechanized surface transportation. Generally, a roll is only required when attempting certain difficult tasks, like taking a corner too fast in a car chase. The difficulty depends on the task attempted.

Your GM may choose to break this skill into separate skills (such as drive car vs. drive motorcycle) depending on the tech level of his game and the differences between the vehicles. Or he may require

you spend one AP to “unlock” new vehicles.

When adjudicating a chase scenario, roll opposed drive checks each round. The winner gains distance in 3 meter (10-foot) increments equal to the difference between the rolls. So, if Steve is racing Tony and Steve rolls a 10 and Tony an 8, Steve will be ahead by 20 feet (6 meters) at the end of the first round.

The GM may assign penalties or bonuses depending on the quality of the vehicle driven.

If you ever roll a 1 on your skill die, roll it again; a 1, 2 or 3 on this roll means you have crashed.

At any time, a driver can attempt a difficult maneuver (like driving through the marketplace, say). This increases his roll by a chosen amount, but also increases his chance of crashing by the same amount. Kids, don't try this at home.

For example, Yazwar tries to pull a u-turn in the middle of the highway in order to lose his pursuers. He chooses to add 5 to his roll, allowing him to gain an extra 50 feet on his opponent this round. However, now any natural roll of 1 through 5 on the skill die will result in a crash. However, he has upped his die to 2d8, so he has a decent chance.

Unlike with other skills, if a driver spends Stamina to up his die, it applies to the entire chase scenario instead of just a single roll. This will greatly reduce his chance of crashing if he has a decent skill.

Note: Though the trade skill Sailor exists, that skill is more about working on a boat and maintaining it. The Drive skill is what would be rolled when trying to drive a boat in a chase.

### **Examine (Intellect)**

Opposed Roll: Hide, Forgery, Disguise

Examine is used to uncover a particular object or piece of information when doing an intensive search. It is used when ransacking a house, checking a captive for weapons, or scanning a hard drive. It can also be used to check an object (such as a lock or a chest) for traps.

When looking for an object, this skill is opposed with the Hide skill if the object was deliberately hidden. If the item is simply lost, a difficulty can be set by the GM.

When scrutinizing a forged document, this skill is rolled against the forger's Forgery skill. When attempting to see through a disguise, it is opposed by the Disguise skill.

When checking for traps, roll against the Hide skill of the person who set the traps.

This skill differs from Awareness mostly in that it requires a conscious and focused effort to use, whereas Awareness is a passive defense that is up at all times against all possible threats. When using Examine you must have something very specific in mind. Also, typically with Examine, you are using your hands, while with Awareness it is just your eyes and ears (and nose).

### **Fly (Fitness)**

Opposed Roll: Fly

Fly is used mostly by characters or creatures that have wings. It allows these creatures to perform difficult maneuvers in the air. In use, it works the same as the Drive skill.

Note that this skill is intended to be rolled by the object or creature actually doing the flying. If you are flying in a craft or on top of a dragon, use Pilot or Ride Animal instead.

### Focus (Clarity)

Opposed Roll: Damage Taken (passive)

Focus allows a character to concentrate on the task at hand when beset with distractions. The most common use of Focus is when a spellcaster gets hit when trying to cast a spell and must then beat the damage taken with a Focus roll or lose the spell (see chapter 9, Magic, for details). This skill is also a prerequisite for a great number of heroic powers.

### Forgery (Depth)

Opposed Roll: Examine<sup>†</sup>, Forgery<sup>†</sup>

Forgery is used to create falsified documents (and to spot them). Make a Forgery roll when creating a forged document. Anyone viewing the forged document must roll an opposed Examine roll. If the examiner wins, this indicates that they suspect that something is possibly wrong with the document and can then scrutinize it.

Anyone deliberately scrutinizing a forged document to determine if it is genuine or not may roll an opposed Forgery roll against the document. If this succeeds, the document is spotted as a forgery. Note that if a document is suspect, many people can try opposed Forgery rolls to prove the suspicion.

When doctoring an existing document, a forger may only make one attempt to make a skill roll. When creating a new forged document, if the first Forgery roll is poor, the forger may throw out the document and try again. However, the second roll must be kept.

### Hide (Wit)

Opposed Roll: Awareness<sup>†</sup>, Examine<sup>†</sup>

Hide is the art of hiding oneself or an object out of sight. When choosing a hiding place for oneself, Hide is rolled opposed to Awareness. When hiding an object, Hide is rolled opposed to Examine. Hide may be augmented or penalized by environmental conditions.

Hiding smaller objects or creatures is easier than hiding big ones. For every 20 pounds under 100, add a +1 to one's hide roll (up to +5 for anything under 1 pound). For every 100 pounds over 200, subtract 1 from one's hide roll.

Hide differs from Stealth in that Stealth is only used when a character is moving. Hide is never used when moving.

### Intimidate (Strength)

Opposed Roll: Will

Intimidate is a limited form of Diplomacy that is entirely based on Strength and non-verbal threats. It can only be used to threaten. Roll vs. a character or creature's Will+1d8. Success means the other party is scared of you to some degree. Whether that is useful or not depends on the situation.

Intimidated opponents who have the ability to will simply flee, while those who cannot run away generally are granted a -2 penalty to their skill rolls and attack rolls for the rest of the encounter. Mindless enemies (such as zombies) may not care at all, so it will be up to the GM to determine the final result.

When using Will in a skill contest, characters roll a d8 instead of a d20. Players can choose the d12 upgrade option though if their character has a Will of 10 or better. At 15 Will, the character can upgrade to 2d8, a d20 at 20 Will and a d30 at 30 Will.

Intimidate cannot normally be used during combat. Both attackers and defenders gain a +1 cumulative

bonus to their roll for each person that their team outnumbered the opposition by. GMs should actually go off of the difference in total levels between the teams if power levels vary greatly (a solitary supervillain isn't going to be intimidated by a group of 6 high-school kids).

The Silver Tongue skill is actually the true diplomacy skill and can do exactly the same thing as this skill, only without the physical element. Silver Tongue is more about the art of creative threatening than physical browbeating. If your character is more clever and charismatic, then train that skill up and ignore this one. If you are more the strong, silent type, put your points here.

### Jump (Strength)

Opposed Roll: Passive

Jump measures how far a character can jump in a single jump, both up and forward. Jumping is harder than one might think, at least for humans (some non-human races may get a bonus to Jump).

When making a running forward jump, distance moved in feet is equal to your Jump roll.

With a standing forward jump, you gain one half foot of distance for every point of your Jump roll.

When making an upward jump, gain two inches per point of your Jump roll. An upward jump with a running start gives a 20% bonus. (So, 20 inches for a roll of 20, 24 with a running start).

This upward jump roll simply measures your maximum vertical reach. If you are trying to clear a wall or a pole (like with an Olympic high jump) you may make an Acrobatics roll and add it to your Jump roll to see how high (in inches) an obstacle you can clear.

If a forward leap has a drop to it (like jumping from one roof to a lower one), add +1 to your roll for every foot of drop. If jumping to a higher ledge, subtract two from your roll for every foot gained, plus, you must make a second roll as if trying to clear the upward distance on an upward jump.

For example, Finbar is trying to jump the proverbial chasm. The chasm is 12 feet across and he has a running start and a base Jump skill of 9. He rolls a 4 on his 1d8, jumps 13 feet, clears the chasm, and lives.

Alternatively, Dungar has fallen into a pit and needs to reach the lip of it to pull himself out. The pit is 10 feet deep, he has a Jump skill of 10, and his arms can reach about seven feet standing up. He has no ability to make a running start, so he will need to clear 36 inches (3 x 12) to jump the 3 feet to reach the lip. In this case, he needs a 8 on his 1d8 to reach the top. Fortunately, he has plenty of time and should make it out eventually, though each roll will cost him one round of time to make. (Or he could expend some Stamina to up his die if he is in a hurry).

For purposes of this game, one combat square (or meter) is equal to three feet. Do not forget to add your armor bulk penalty to your Jump rolls. GMs who like the thrill of danger may make jumpers reroll any 1s—a reroll of a 1 or a 2 is considered an automatic failure.

### Jury Rig (Wit)

Opposed Roll: Passive

The Mechanic trade skill (see chapter 5) is used to make permanent repairs to broken items or machinery. However, Mechanic requires that the correct tools, environment, and materials are available. Also, repairing something properly generally takes a significant amount of time.

Fortunately, the Jury Rig field skill can be used in a pinch to temporarily configure mechanical devices in order to get them to do something in a hurry. A Jury Rig roll can be attempted to get a dead en-



gine running, set a bucket full of acid above a doorway, or build a catapult out of a bed frame. Generally, results achieved via Jury Rig can only be used once. If proper time and materials are available, Jury Rig is not recommended, and can even make the problem worse.

Jury Rig can also be used to disable mechanical devices, such as traps. Base roll to disable something is the same as to fix it.

Difficulty depends on the situation and object needing repair. Every situation and use is different, and is hard to quantify. The following list may help as a starting point though. Before attempting any Jury Rig roll, a player must give the GM a clear and exact idea of what he is attempting to do. If it can't be quickly explained, it can't be quickly done.

<u>Repair to be Attempted</u>	<u>Difficulty Roll</u>
Prop Something Up	4
Tie Something Together	6
Fix Simple Machinery	10
Fix Standard Machinery	14
Fix Complex Machinery	18
Fix Masterwork Machinery	24
Limited Time	+3
Insufficient Tools	+3
Poor Conditions	+3

Failure by 5 or less generally means lack of success. Failure by more than 5 (or any natural roll of 1) indicates the object in question has been broken and further attempts cannot be made. In general, a proper Jury Rig roll takes 5 minutes of game time. Again, this may vary from one task to another.

### **Open Lock\* (Wit)**

Opposed Roll: Passive

This skill is used to pick locks. One must have the right tools available to even attempt to open a lock (see the equipment chapter for details). The better the lock, the more difficult the roll necessary.

Locks can be typically measured by tech level and quality.

<u>Lock Quality</u>	<u>Difficulty Roll</u>
Primitive	8
Low-tech	11
Industrial	14
Electrical	18
Futuristic	24
Cheap	-3
Standard-quality	0
High-quality	+3
Master	+6

Success means the lock has opened. This does not mean that any spells, alarms, or traps on it do not go off though. An Examine roll can be made before opening any lock to determine if it has any special properties. A separate Jury Rig roll will be needed to remove each of them.

Failure means one has wasted up to five minutes without opening the lock. Failure by more than 8 means one cannot try again.

### **Pick Pocket\* (Wit)**

Opposed Roll: Awareness

This skill is used to remove some item from a person's body without them noticing. Roll this skill at a -4 vs. Awareness under standard circumstances, adjusting the penalty based on the situation. If Stealth is used to sneak up and pick someone's pocket unawares, the -4 penalty is removed when taking objects not directly in contact with the target (such as a key hanging from his belt).

The item to be removed must be removable, such as loose in a pocket or dangling from an easily cuttable tether. Worn objects, such as rings or jewelry, incur an additional -4 penalty. (Some rings may be considered stuck and not really removable). Also, using Pick Pocket generally implies small objects are taken. An additional penalty of -1 per pound applies to objects weighing 1 pound or more.

Use of this skill requires close contact with the person whose pocket you are picking. If that is not readily possible (such as when you are locked in a gunfight with him), this skill may not be usable.

Failure generally means that the person in question has noticed what you are doing and has stopped you from doing it. What happens after that depends on the circumstances.

It is often the practice of pickpockets to hire assistants to distract the target while the picking occurs. For each additional person involved in the heist who has unlocked this skill, reduce the -4 penalty by 2. Roll using the highest skill rating out of the group.

### **Pilot\* (Connection)**

Opposed Roll: Pilot, Passive

This skill is used to fly a plane, submarine, spacecraft, or the like. Generally, a roll is required when taking off, landing, and when attempting certain difficult tasks, like pulling up out of a nosedive. The

difficulty depends on the task attempted.

Your GM may choose to break this skill into separate skills (such as pilot plane vs. pilot helicopter) depending on the tech level of the game and the differences between the vehicles.

Takeoff and landing difficulty ratings are based upon the size and maneuverability of the vehicle being piloted. Individual vehicles will have these numbers listed. For simple crafts (like a small plane), take-off and landing have a difficulty of 10, and the numbers go up from there for larger vehicles.

Much like the Drive roll, Pilot can be used as an opposed roll in a chase. The rules are much the same as with drive, but vehicles will have a speed rating to add to the Pilot rolls and a maneuverability rating that decreases the chance of a crash. Also, instead of 10 foot increments, each gain/loss point is equal to 100 feet (30 meters).

### **Ride Animal (Magnetism)**

Opposed Roll: Ride Animal, Animal Affinity, Passive

This skill is used to control an animal that one is riding and to guide it in combat. It is primarily rolled in three scenarios, when attempting to ride an unfamiliar animal, when in a chase, and when attempting some difficult maneuver (such as riding hands-free so as to shoot a bow, for example).

When trying to ride an unfamiliar animal, this skill must be rolled opposed to the animal's Animal Affinity to get it to move and follow directions. Note that getting on the animal in the first place requires the Animal Affinity skill; Ride Animal is only used once successfully mounted.

In a chase, Ride Animal works much like Drive, only distance gained/lost is measured in meters. If for whatever reason, a reasonable chase is being made between an animal and a vehicle, pick either 10-foot increments (if they are both fast), or meters (if they are both slow) for the results, and make opposed Ride Animal vs. Drive checks. In most cases though, it is simply not feasible to have a fair chase between a horse, say, and a motorcycle. In these cases, multiply the Drive roll by 3 and use meters as the measure.

When making a difficult maneuver, the rider must simply beat the difficulty of the challenge. Difficulties below are given for a horse-like creature. Ratings may vary from one creature to the next. Generally a roll must be made for each stunt attempted or for each round that the stunt is sustained.

<u>Ride Animal Check</u>	<u>Difficulty</u>
Jump obstacle	4x Height in Feet
Jump distance	2x Distance in Feet
Jump distance (full running start)	Distance in Feet
Control swimming mount in water	12
Ride hands-free for a round	10
Control mount after it takes a hit	Damage taken

### **Rope Use (Intellect)**

Opposed Roll: Strength<sup>†</sup>, Jury Rig<sup>†</sup>

This skill is used to tie knots and to use ropes to create nets or lassos or to bind other creatures. In general, the better the roll, the better the knot.

When attempting to bind another creature, roll this skill (add +4 if the opponent is not struggling). If you can beat your Rope Use roll with an Examine roll, you can see a weakness in the knot, and may attempt the Rope Use roll again.

If the bound creature wishes to escape, he may make a Strength roll (to tear his way out) or a Jury Rig roll (to weasel out or untie the knots. Escape can only be attempted once for Strength and once for Jury Rig. If either roll beats the Rope Use roll, the creature can get loose. The GM may wish to adjust this roll up or down a few points depending on the quality of the rope used.

For every point of Rope Use you have above 10, the -10 penalty to apply a rope during a grapple is reduced by 1.

Anyone with a Rope Use skill of 10 or better may use rope to tie and throw lassos in combat as a ranged attack. Roll ranged attack vs. ranged defense. If the attack hits, roll a location roll, and that location is snared by the lasso. Treat as a net that can't be shaken off. You can take proficiencies in Lasso.

Rope Use is also effective in climbing. See the climb skill for details.

### **Run (Fitness)**

Opposed Roll: Run

This skill (if taken) replaces the standard Fitness roll for movement. A character can move a number of meters in a single round equal to his Run skill roll. If this isn't fast enough, he may run, costing 1 Stamina point and doubling his move rate for the round. If still not fast enough, a character may spend 1d4 Stamina and sprint for the round, tripling his normal move rate.

If you are wearing armor, your armor's bulk penalty is subtracted from your Run roll (after multiplication is done).

### **Seduction (Magnetism)**

Opposed Roll: Seduction, Silver Tongue

This skill is used to cause another person to become sexually interested in you. Typically, it is rolled as a part of a conversation. You can make suggestive comments or posturing to trigger a roll. Generally this skill is rolled opposed to Will, though the defender may roll Silver Tongue or Seduction if either is higher. A -8 cumulative penalty is applied to the seducer if he is the wrong gender or species of the subject's preference.

Success means that the person is aroused, but not necessarily that they will act on this feeling. Success by 10 or more may be considered practically compulsory though. Failure depends on the situation. The other person may simply not notice, or he may be offended or even repulsed.

This skill may also be used to measure how good a character is "in the sack". If trying to impress another with your prowess, roll this skill opposed to the other person's seduction skill. The winner has generally impressed upon the other somehow.

When using Will in a skill contest, characters roll a d8 instead of a d20. They can choose the d12 upgrade option though if they have a Will of 10 or better. At 15 Will, they can upgrade to 2d8, a d20 at 20 Will and a d30 at 30 Will.

### **Silver Tongue (Magnetism)**

Opposed Roll: Will, Silver Tongue

Silver Tongue is the art of verbal diplomacy, and is used in negotiating with other characters. It can be used to threaten, calm, strike a deal, etc. The better the roll, the more likely the character will succeed in his desired task.

There are generally three broad categories of use for this skill, intimidation, de-escalation, and negotia-

tion. Intimidation essentially works just like with the intimidation skill, only the threat is verbal instead of physical.

De-escalation is the art of getting people actively trying to kill you (or others) to stop and listen to reason. Roll opposed to the highest Will score of the attacking group, plus 1 for each attacker beyond the first. If you succeed, you get the attackers to stop for one round and listen to you. What you say next is essential; if it does not interest the attackers, they will resume their attacking, and you are not allowed a further attempt to stall them.

Negotiation is essentially trying to wrangle a deal from someone with their own agenda. Whether this is haggling over an item, negotiating the release of a prisoner, impressing a fickle countess, or discussing terms for surrender. Roll this skill opposed to the other character's Silver Tongue skill (or Will if it is higher). If you win, you are likely to get your way. Penalties or bonuses may be applied if your position or argument is particularly flimsy or strong.

When using Will in a skill contest, characters roll a d8 instead of a d20. They can choose the d12 upgrade option though if they have a Will of 10 or better. At 15 Will, they can upgrade to 2d8, a d20 at 20 will and a d30 at 30 Will.

Note: in our games we almost never roll this skill for negotiation. Players are encouraged to talk as their players, and the better their speech, the more likely the GM will decide that they have succeeded.

### Stealth (Clarity)

Opposed Roll: Awareness<sup>†</sup>

Stealth is the art of moving without being detected. Use Stealth when you want to sneak around without someone observing that you are present. You may need to sneak past a guard to get into a castle, or sneak up behind a watchman to assassinate him quietly, or whatever.

When using Stealth, there is generally no difficulty score, but instead you must make an opposed skill roll against the Awareness skill of anyone who might reasonably detect you. You may get a bonus or penalty depending on the conditions. Stealth generally assumes that you have some kind of reasonable cover; you cannot simply sneak right in front of someone in broad daylight. Generally, cover means shadows, shrubbery, or that you are at least outside of the field of vision of the person you are trying to sneak past.

Note that Stealth is a catch-all skill for remaining undetected by multiple senses: vision, hearing, scent, and sensation. Failure on a Stealth roll indicates that you have been detected by someone in some manner. Generally this means that someone saw you, but in many cases it may simply mean that someone heard your approach or smelled your cologne or whatever. In these cases, you may be able to attempt a Hide roll before being completely ratted out (depending on the circumstances).

Some typical condition modifiers are as follows:

<u>Condition</u>	<u>Stealth Bonus</u>
Total Darkness	+4
Not visible (behind a wall, etc)	+5
Noisy surface (crunchy leaves, etc)	-3
Magically silenced	+4
Noticeably stinky	-2
Downwind of observer	+2

Unless you have heroic powers that say otherwise, you can only move at half your movement rate when using Stealth, and you must make a Stealth roll for each round of movement you make while



trying to remain unnoticed. If at any point you decide to remain still for a round, you should make a Hide roll instead.

### **Subterfuge (Wit)**

Opposed Roll: Silver Tongue<sup>†</sup>, Subterfuge<sup>†</sup>

Subterfuge is the art of slipping coded messages into spoken or written conversation. This skill can also be used to write and decode messages. It is also the key skill to unlock heroic powers such as Ventriloquism or Read Lips.

If using this skill to insert a coded message into verbal communication, declare your intent and roll a Subterfuge roll. Those listening may attempt a Silver Tongue or Subterfuge roll (whichever is higher) to notice the message. A successful Silver Tongue roll will not reveal the contents of the message, only the fact that one was encoded. A Subterfuge roll will do the same, however, if it succeeds by 5 or more, it can detect the gist of the message. If you have arranged your code ahead of time with someone whom you are speaking to, he will not need to make rolls to understand your message.

Much like with verbal communication, Subterfuge can be used to write and read encoded messages. To write an encoded message, roll Subterfuge. Anyone trying to decode the message must beat your roll by at least 5 with their own Subterfuge roll to understand it. If the encoding is intended to be subtle, the reader must first match your roll or better to even notice that it is encoded. When trying to decode a message, one Subterfuge roll may be made per day. Again, those who know the code do not need to roll to understand it.

### **Swim (Fitness)**

Opposed Roll: Passive

Swim is used to swim in water or any other type of liquid. A basic swim roll of 4 is needed to not drown under calm conditions, and a 6 is needed to actually get anywhere.

Standard swim speed is your Swim roll in feet per round, plus or minus whatever the current is. So if you are swimming upstream against a 10 ft/round current, and you roll 20, you move 10 feet. If you roll 15, you move 5 feet. If you roll 5, you fail to move at all and are swept back 5 feet. If you are swimming across the current though (or with it), the current won't penalize you, and can even help speed you up.

Your armor penalty is extremely important to this skill and applies to all Swim rolls. If the conditions are particularly treacherous, or the liquid you are in is thicker than water, a penalty to your roll may apply (up to the GM).

Much like Drive, Swim can be used in chase scenarios. The unit of measure for Swim is feet though instead of 10-foot increments.

Naturally aquatic creatures gain a heavy racial bonus to their Swim skill. This ranges from a +6 for mer-men with webbed feet, to a +12 for creatures like sharks that are engineered entirely to move quickly in the water.

### **Tracking (Connection)**

Opposed Roll: Passive, Stealth

Tracking is used to follow the footprints and other signs of a specific creature's movements in the wilderness.

Difficulty depends on the terrain and age of the trail. Start with the difficulty rating for the terrain type, and then subtract 1 for every increment of degradation time that has passed since the trail was made.

<u>Terrain</u>	<u>Base Difficulty</u>	<u>Degradation</u>
Sand	4	Day
Mud	6	Day
Soft ground	8	Hour
Forest/woods	12	Hour
Hard Ground	16	Hour
Pavement/Rock	20	10 Minutes

Tracking rolls must be made every time the track changes direction or terrain, or crosses water. If the creature being followed has actively tried to cover their tracks, add their base Stealth skill to the difficulty of this roll. Of course, covering one's tracks will slow you down a bit.

For example, Argon is trying to follow the trail of some goblins through the forest. The goblins are not particularly bright, and have not bothered to cover their tracks. The tracks were laid 4 hours ago, so Argon's difficulty roll is 16. If the goblins had tried to cover their tracks, Argon's difficulty roll would be 24 (16 plus the goblins' Stealth skill of 8).

Tracking is a difficult art, and a skill that must be well-honed before it can be of much use. However, one's species may give one a leg-up; having an advanced sense of smell adds to all tracking rolls—see the racial powers, scent types section for details.

### **Treat Injury (Connection)**

Opposed Roll: Passive

Treat injury is essentially a first aid skill; the ability to quickly treat and stabilize a wounded creature. It is not to be confused with the Healer trade skill, which is used for long-term care of a sick or injured patient.

Treat Injury may be employed as first aid during (or immediately after) battle to fix wound damage that has gone into negative. Roll one attempt per hit location so damaged. For every 4 points rolled above 2, remove 1 point of wound damage (without taking the hit location above 0 WP). If a location is at 0 exactly, and has not yet been treated, a Treat injury roll of 10 or better will restore the location to 1 WP. Treat Injury cannot be used on severed limbs or dead characters.

Treat Injury can be attempted only once per wound. For this reason it is best to leave first aid to the best medic available if at all possible. If one character treats a wound and does a poor job, another character may not then come and try to treat the wound again.

A critical failure (a natural 1) on a Treat Injury roll deals one further point of wound damage to the attempted location, which may actually kill or permanently maim the patient. In this case, a second medic may actually try to treat the wound again, but the original medic may not roll a second time.

The Treat Injury skill can also be used to help when dealing with certain types of poisons (See environment chapter for poison details). If treatment is performed within 10 minutes of wounding on injury-type poison or within 30 minutes of swallowing for ingested-type poison, and before the poison's onset time, a small amount of poison can be removed from the wound (or the stomach). For every 3 points rolled above 7, subtract 1 from both the poison's Fatigue and Mortal damage. A critical failure on this roll results in the medic coming into contact with the poison and receiving a half-strength dose.

## Two Weapon Fighting (Clarity)

Opposed Roll: None

This skill is not actually rolled. Every 5 points possessed in this skill reduces the penalty for using two weapons by 1. The base attack penalty for fighting with two-weapons is -4, so once this score reaches 20, there is no penalty at all for two-weapon fighting.

See the Combat chapter for details on two-weapon fighting.

## FEET AND METERS

It may seem odd that while most things in OSRS are measured in meters (like combat movement), other things (like jumping) are measured in feet. This has been avoided as much as possible, but generally, in places where meters are too imprecise (like jumping), we have gone down to a more granular level. If you ever have trouble converting, remember 1 meter is just a little over 3 feet, and 10 feet is about 3 meters. One foot is 12 inches. That should be about all you need

We prefer to use the metric system where possible as over 90% of the people in the world use metric, however, it's not always possible, and if we started getting into centimeters, the math would get too much and the game would slow down. So think of it as a compromise, Americans have to think about meters, and everyone else in the world has to think about feet. All's fair.

## TIEBREAKERS

As with combat, ties in opposed skill rolls go to the attacker; though, unlike with combat, a critical success on a defense roll doesn't trump a critical attack roll.

Of course, who the attacker is on a skill roll can often be hard to determine, so we have calculated it all out for you. For starters, anyone doing something sneaky (Stealth, Forgery, Disguise, etc.) is generally considered the defender, though Pick Pocket is an exception to this.

With passive skills, the attacker is always the character making the roll, meaning he needs to either get or exceed the difficulty number given to him by the GM to succeed.

With drive type skills, actual ties are possible (and perfectly allowable), meaning neither party gains any ground in the round.

Other skills may be harder to categorize though. So to alleviate confusion, in the skill descriptions above, the skill being defined is always considered the attacker unless the opposed skill is marked with a †.

## CHAPTER 5 – TRADE SKILLS

Not everything your character does will take place in the heat of a battle. Sure in a fantasy game, you will likely spend more time in battles than in real life, but if you are playing the game right, the stuff that happens between fights can be just as important, if not more so. When there are no battles to fight, trade skills are likely how your character will spend his time and earn his way in the world. Trade skills also allow your character to build great things and make amazing devices. And if nothing else, trade skills help you prepare for the next battle, by keeping your sword sharp, your armor polished, your belly full, your wounds healed, and your arsenal stocked.

Trade skills are basically all those occupations that require time and effort. Using a sword or a rope may be the act of a moment, but making one is an entirely different matter. Like field skills, trade skills are also unlimited in number—anything someone might do to earn money or survive in the world requires some kind of talent and can be measured as a skill if necessary.

Every character has a background, has likely worked at something mundane at some point in his life, and indubitably has some sort of hidden talent that can be translated into a trade skill. And here is where your character can really come to life and be given some depth. What does he do when he's not fighting? What does he want to achieve from his battles? Does he want to be a great poet, a builder, a maker of wild and arcane artifacts? Perhaps he is an excellent brewer, or a potent cheese maker. Trade skills can really help define who your character is and allow you to play him with much more flavor and vigor. They can also just help you make some really nifty stuff.

### USING TRADE SKILLS

Trade skills, since they require time, effort, and often materials to use, follow their own separate set of rules than field skills. Failure, for one, is much more forgiving. Fail an Armorer roll and you may get some arrows that don't fly very straight, fail a Jump roll and you may end up dead at the bottom of a chasm.

Quite unlike with field skills, trade skills are measured by percentages. Your skill number is not just an arbitrary number, it is your percentage chance to succeed at any use of the skill.

- **Trade Skill Result:** 1d100

To attempt to use a trade skill, declare what you are trying to do. Depending on the skill used, your character will be required to sacrifice a certain amount of money and maybe materials to attempt a skill roll. Once the game time has been spent and the materials consumed, roll percentage dice. If you roll your skill score or below, you have succeeded. Don't worry too much if you fail; if you rolled twice your skill score or lower, you still had partial success. However, above that, you basically just wasted your time and materials without producing anything of note.

Generally, skill percentages do not vary based on the difficulty of the task undertaken. If your Carpenter skill is 40, building a house and building a doghouse both have the same chance of success (40%). However, building a house is a much greater risk, as the time and cost involved in making the attempt are much greater. Failing to build a doghouse might waste a few hours, failing to build a house may take months. Generally, it is best not to risk more difficult tasks until your skill is high enough to warrant it.

Also, keep in mind that most skills can be retried if time and money permits. So maybe you failed to make a sword the first time, well try-try again. Also, many skills (such as Mason) work better if multiple people share the load. A house may take a carpenter months to build, but it may only take six carpenters a month to build. When working on a team, the team leader gets to make the skill roll. If

he succeeds, the whole team gets experience.

When rolling your skills, note that a natural 01-05 on any trade skill roll indicates instant success, and a natural 96-00 indicates instant failure. If your skill is above 95 though, you still succeed if you roll your skill or lower. However, no matter what your score, a natural 01 is always considered an exceptional success, and a natural 00 is always considered a critical failure. Rolling an 01 generally results in the best possible outcome of using your skill; you may produce twice as much, heal more, or simply use half the time. The result is up to the GM. Likewise, a 00 means not only did you fail, but something bad happened in addition—like maybe not only did you not make a sword, but you broke your hammer as well. If your skill is 100, a 00 becomes only a normal failure, not a critical failure.

## SKILL USE EXAMPLE

So, say your character wants to make a shortsword. He has a forge and all the tools necessary, and an Armorer skill of 35. He spends the 20 hours necessary to make the weapon, plus the 2 gold coins worth of iron and leather required. At the end of the 2 days or so, he makes an Armorer skill roll. He rolls a 40. Technically this was not a success, but neither was it a total failure. He has produced a weapon, but it is of low quality. Its damage die is 1 less than a proper sword, its break percentage double, and its value half. Still, it could kill a goblin, and your character has learned something more about sword making.

## SUMMARY

<u>1d100 Roll</u>	<u>Result</u>
01-05	Critical Success
Skill Level or Below	Full Success
Double Skill Level or Below	Partial Success
Above Double Skill Level	Failure
96-100	Critical Failure

## STARTING TRADE SKILL SCORES

Many trade skills are at least somewhat intuitive. You may not be a decent artist, but you still should be able to draw *something*. These skills are classified as common, and start out at 10 plus the relevant core stat for that skill.

Other skills are less easy to wing. If nobody had taught you how to make a sword, could you really make one? Probably not. These are classified as specialized skills, and start out at only the relevant stat, much like field skills.

And finally, some skills are so complex that you would not even be able to attempt them unless you had some basic training—like a language skill, or a magical-based skill. These skills are classified as rare, and must be unlocked before they can be used, usually by reading a specific book, or having a teacher show them to you. Rare skills many not even be attempted until you have met the requirements to unlock them. Once they are unlocked, they start at the same level as specialized skills.

When you first make your character, you will get to choose what he has spent his youth learning or working at. Choose as many skills as your Intellect score, and then add your age to them (you may choose any one skill twice here if you want to). These skill points represent your character's background, and should have some plausible explanation that links into his story. You can't just get 20 points in armor making if you've never spent any time hanging around a blacksmith's workshop.

For example, your new character has an Int of 3 and is 22 years old. You may pick any 3 trade skills to add 22 points to, or you may pick 1 skill to add 44 to, and another to add 22 to. Note that when



creating a new character, you may unlock rare skills for free if it makes sense to (with GM approval, of course). Like if your uncle was a wizard and you spent summers playing around in his tower, you are welcome to take an arcane knowledge skill.

Also, if you use the Linguist skills in your game, starting characters get +50% in their native language (+45% in illiterate game worlds). They also may get +30% to as many foreign languages as they have Intellect points (GM option).

You may note that trade skills are on a totally different scale than field or combat skills. Don't worry about that. Trade skills are never used to compete with other skills, they only compete against themselves and the dice.

## COMMON TRADE SKILL LIST

The following list offers a basic set of the most common and useful trade skills for a broad selection of game settings. Depending on your exact game and time period, this list could be wildly different. When creating new trade skills, use your best guess as to the stat it should be based on and what class it falls into. See the following section in this chapter for detailed descriptions of these skills.

Skill	Class	Starting Score
Architect	Specialized	Depth
Armorer	Specialized	Depth
Artist	Common	Depth
Blacksmith	Specialized	Strength
Brewer	Common	Depth
Carpenter	Common	Clarity
Cartographer	Common	Intellect
Chef	Common	Wit
Engineer, Specific	Specialized	Intellect
Farmer	Common	Connection
Fisher	Common	Connection
Gambler	Common	Wit
Healer	Common	Connection
Herbalist	Common	Intellect
Hunter	Common	Connection
Laborer	Common	Clarity
Linguist, Specific	Rare	Intellect
Mason	Common	Clarity
Mechanic	Specialized	Intellect
Merchant	Common	Intellect
Musician	Common	Magnetism
Navigator	Common	Connection
Performer	Common	Magnetism
Potter	Common	Depth
Sailor	Common	Fitness
Scholar, Specific	Specialized	Intellect
Scholar, Arcane	Rare	Intellect
Seer	Rare	Depth
Shipwright	Specialized	Intellect
Survivalist	Common	Connection
Tailor	Common	Depth

## "SPECIFIC" SKILLS

A few of the skills in the list above have the word "specific" after them. This means that these are not skills but skill categories. Each time a skill in this category is taken, it must be specifically named.

For example, the Linguist skill involves speaking a specific language. Each time you take a Linguist skill, you must name the language you know. So "Linguist, English" and "Language, Russian" would be skills your character might take that are based on the Linguist skill category. Likewise, the Engineer and Scholar skills each require a specific field of study to be named along with them. So you would not take "Engineer" or "Scholar", but "Engineer, Electrical" or "Scholar, Astronomy". The Arcane Scholar skill is broken out as its own skill as it is rated as rare instead of specialized.

## TRADE SKILL ADVANCEMENT

Unlike with field skills, which go up as you decide to focus training on them, your trade skills go up as you use them. How fast they go up depends on your campaign:

- *Fast:* DMs who run short-lived campaigns may want characters' skills to improve quickly. In this case you will want to divide the skill by 30 (rounding up) to get how many successes are needed to improve the skill by one point. (1-30=1; 31-60=2; 61-90=3; 91-99=4)
- *Medium:* For the average campaign, you will want to divide the skill by 20 (rounding up) to get how many successes are needed to improve the skill by one point. (1-20=1; 21-40=2; 41-60=3; 61-80=4; 81-99=5)
- *Slow:* If you are running a campaign in which the same character will be used for years, you may want them to advance at a more realistic pace. For every ten points of your skill score (rounded down), that is how many times you must use it successfully to raise it by 1 (just take the tens digit from your skill to get the number of successes needed).

Note that partial successes count towards skill advancement.

For example, you are running an average campaign and have a Merchant skill of 37. Dividing by 20, that's 2. So that means you must succeed twice at the skill to raise it to 38. So now if you just manage to successfully appraise two different pieces of jewelry, you can increase the skill. Once your skill reaches 41, it will require 3 successful uses to advance the skill.

Obviously, it's better to tackle smaller, easier jobs when trying to hone your skills than long-difficult ones. Leave that stuff to the experts.

You can also train trade skills through study and practice. Certain tomes found in the course of your adventures may increase your trade skill scores, and some more arcane skills aren't even usable until you have at least read the basic instruction manual. Also, you can spend time working on your skills. If you are under the instruction of a tutor or master, you can gain the equivalent of two successful uses for every week you spend dedicated to training that skill. If you work alone, this increases to one per week. For low level skills though, this is the only way to train up, as you likely will not know enough to succeed yet at a real trial.

Note that a trade skill can never rise above 100%. At that point, you are considered to be a master of your trade.

## SKILL EXPLANATIONS

See the details of each skill to learn how it can be used or applied in the game. Skills are listed here in alphabetical order.

### Architect (Depth)

*Classification: Specialized*

An architect designs buildings and fortifications and plans cities. Characters with the architecture skill can design structures for someone to build (usually a carpenter or a mason).

Success generally means that the building plans were successfully created. Partial success indicates the plans are done, but the building is flawed in some way (not earthquake safe, for example). Failure means the plans were not able to be completed, or the building as planned can't be built.

*Time:* One day per 100 square feet of interior space, double for fortified buildings. Double again for unusual building materials or unconventional designs.

*Materials:* Paper and ink, measuring tools, books.

### Armorer (Depth)

*Classification: Specialized*

An armorer makes weapons and armor. Using this skill requires a double roll, one roll for the Armorer skill, and one roll to handle the base materials. Making metal items require an additional Blacksmith roll, leather items a Tanner roll, ceramic items a Potter roll, wood items a Carpenter roll, cloth items a Tailor roll, and so on. Only a partial success is needed in the base material roll. Any imperfections can be worked out in the armoring process.

Success at the Armorer roll means one has produced a standard-quality item. Producing a better quality item generally means increasing the time spent on the item and the cost of the materials going into it.

Partial success usually means the item was created, but is of poorer quality than desired. These items usually have half the value of standard items, break twice as easily, and have some sort of flaw, such as a reduced damage die, reduced damage reduction, or a -2 to the relevant attack or defense roll.

Failure on either the materials roll or the armorer roll means the item was not produced. Materials used such as metals and gemstones can generally be reused, but wood, leather, and ceramic materials are generally destroyed.

*Time:* One hour per 15 units of value of the item produced.

*Materials:* Forge and tools. Raw materials depends on the item; usually cost is 1/10<sup>th</sup> of final item price.

### Artist (Depth)

*Classification: Common*

An artist can draw, paint, sculpt, create mosaics, and so on. If the GM feels the need, this skill can be split out into more specialized skills. This skill is typically used to make a living, but it also may be useful when creating weapons, clothing, and magical items. It may be required for certain magical pursuits as well, such as rune magic.

Partial success generally results in items of half value.

*Time:* Typically 1 day per 50 units of value of the item produced.

*Materials:* Depends on the medium. Usually cost is 1/100<sup>th</sup> of final item price.

## **Blacksmith (Strength)**

*Classification: Specialized*

A blacksmith can craft items out of metal. Generally this is done by heating up the metal and pounding it into shape with a hammer and anvil. Most generally this skill will be used to make weapons and armor, but any number of useful items can be made from metal, from nails to horseshoes to tools.

Partial success generally means a functional but ugly item. Half value if intended for sale.

If rolling this skill as part of an Armorer check, use the time and materials chart for that skill instead.

*Time:* One hour per 10 units of value of the item produced.

*Materials:* Depends on the item. Usually cost is 1/10<sup>th</sup> of final item price.

## **Brewer (Depth)**

*Classification: Common*

A brewer can make beer, wine, spirits, and any other sort of alcoholic beverage. In a primitive culture, this is also often the best way of purifying water for drinking.

Partial success generally means a functional beverage that doesn't taste very good. Half the intended value if meant for sale.

Time involved in this check is the time required to fully create the beverage, even though the brewer need not be present for this entire time. Typically some time is invested up front and then the beverage is put into a barrel somewhere to ferment for a while. A brewer may be able to make multiple checks concurrently if he has the space to keep several batches going at once.

*Time:* Minimum two months for beer and spirits, six months for wine. For every additional month spent, increase the value by 10%.

*Materials:* Depends on the item. Usually cost is 1/10<sup>th</sup> of final item price.

## **Carpenter (Clarity)**

*Classification: Common*

This skill is used for any work done with wood. This includes making a broomstick as well as building a house.

Partial success typically means the work is done, but flawed. A building may topple in a storm, or a bed may break if used heavily, etc. Alternatively, the work may not be completed, and more time may be required to finish. Add 10-60% more time and roll again upon completion.

If rolling this skill as part of an Armorer check, use the time and materials chart for that skill instead.

*Time:* 1 hour per 5 units of value of the item produced.

*Materials:* Depends on the item, usually wood. Cost is typically 1/4<sup>th</sup> of final item price.

## **Cartographer (Intellect)**

*Classification: Common*

This skill is used for making maps. While traditionally, a cartographer makes maps for sale, this skill will most often be used in the game to create maps of areas you have explored. After exploring an area, roll this skill, and if it succeeds, the GM can draw you a quick map of where you just were. You may be able to sell this map, depending on the game world.

Success normally means an accurate map, partial success indicates inaccuracy to some degree. A failed roll results in a wildly inaccurate map.

*Time:* Exploration time, plus 1 hour per 100 square inches of map.

*Materials:* Paper, ink, measurement tools.

### **Chef (Wit)**

*Classification:* Common

The Chef skill is used to make any sort of food, whether it be soup, cake, pastries, cured fish, and so on. Success means you made what you set out to.

Partial success generally means an edible dish that doesn't taste very good. Half the intended value if meant for sale.

*Time:* ½ hour for a basic meal for up to 4 people. 1 hour for a gourmet meal, 2 hours for a special meal, and 4 for a holiday meal. Add ½ hour for each additional 4 people to be fed.

*Materials:* Food, kitchen tools, oven. Cost is typically 1/4<sup>th</sup> of final item price.

### **Engineer, Specific (Intellect)**

*Classification:* Specialized

An engineer designs machinery. However, machinery takes many different forms; a machine can mean anything from the gate to a castle to the engine of a spacecraft. For this reason, as well as the intense training that goes into this skill, this skill is split into sub categories. One might be an electrical engineer or a mechanical engineer, or a fluid engineer, a shipwright, software engineer, or whatever. It is up to the GM to decide how to divide this skill to match the tech level of his world.

Note that (with the possible exception of a software engineer) an engineer doesn't make engines or machines, he only designs them. It requires a talented mechanic to make the designs a reality, not to mention a skilled blacksmith (probably) to craft all the parts.

Success means that the schematics were successfully created. Partial success indicates the schematics are done, but the machine is flawed in some way (apt to catch on fire if driven too hard maybe). Failure means the schematics were not able to be completed, or the machine as planned can't be built.

*Time:* Two hours for every part in the machine.

*Materials:* Paper and ink, measuring tools, books.

### **Farmer (Connection)**

*Classification:* Common

The farmer skill involves growing and harvesting crops as well as raising and butchering farm animals.

Success means what was attempted was completed. Partial success generally means half the yield.

*Time:* Varies greatly depending on the task. Milking a cow may take an hour. Harvesting a crop may take a day. Growing a crop from seeds may take half a year.

*Materials:* Seeds, water, land, animals, feed.

### **Fisher (Connection)**

*Classification:* Common

A fisher catches and cleans fish. This skill can also be rolled to find the best place to fish.

Success means fish have been caught. Partial success indicates smaller fish, the wrong kind of fish, or half the number of fish as desired.

*Time:* 1 hour per 1d10 pounds of fish caught.

*Materials:* Pole, hooks, bait, string, fish rake, net, etc.



## **Gambler (Wit)**

*Classification: Common*

The gambler makes a living by playing games of chance for money.

For each hand played in any game, assess how much money each player wishes to risk and roll the Gambler skill for each participant, then roll a final percentage roll to determine the winner of the round. If no skill were involved, the chances for winning would be perfectly even for all participants. The Gambler roll, however, measures how well each character played his hand and can skew his chances of winning up or down. A Full success offers a +10 on the win roll. Partial success is even, failure results in a -5, and critical failure a -10. A critical success offers +15%.

To determine the winner of a hand, go around the table and roll a percentage roll in turn for each gambler. The base win percentage is based on the number of players in the hand. The Gambler roll will modify this to the final percentage. Once any player rolls his win target or lower, he wins the hand. If nobody makes his roll, start over again.

- Two Players 50%
- Three Players 33%
- Four Players 25%
- Five Players 20%
- Six Players 17%
- Seven Players 15%
- Eight Players 13%

The participant with the highest Gambler skill rolls first, and then so on in that order. The prize depends on the game. Typically, the winner gets his bet back times the number of players while the loser simply loses his bet.

A player can choose to cheat on any hand. Declare this before making the Gambler roll. Any positive bonus is doubled. Any negative result may mean the cheater is caught—make an opposed Subterfuge roll vs. the Awareness of all at the table. Anyone who beats or matches your Subterfuge roll notices you cheating.

With some games (such as horse racing) the players don't actually play against each other. Base the win chance for each player on the number of horses in the race. Then just roll once for each player to see if he wins or loses.

## **Healer (Connection)**

*Classification: Common*

A healer is essentially a doctor, although many take a more spiritual approach than their modern counterparts. The healer skill essentially comes into play in two scenarios, the first is diagnosing a sick patient, and the second is performing surgeries and caring for sick patients. The First Aid field skill is often used in conjunction with Healer to stabilize a patient before long term treatment.

When diagnosing a patient, you must examine and interview him, do a little research, and then roll to make a diagnosis. Success means you know exactly what is wrong. Partial success gives a general idea of the ailment. Note that this skill only tells you what illness a person has. Herbalist is required to know the correct medicine to apply to cure him.

When tending to a patient under your care, you can improve his natural healing rate. Base natural healing rate is a number of Wound points equal to the patient's Fitness score per week. A full success in Healer increases the patient's effective Fitness score by 1d6 with regard to how fast he will recover

from his wounds. Partial success increases effective Fitness by 1d4. This roll covers whatever medical techniques are necessary to keep the patient healthy, including surgeries, bed rest, setting bones, and so on.

A healer with a skill of 80% or better may attempt to reattach a severed limb (assuming the limb was severed within the last 12 hours and is recoverable). Partial success does not count for this action. If this roll is failed, the limb is forever lost. If the roll succeeds, it will be regained at the minimum WP to keep a limb. (So if a character had 4 WP max in his arm, then the limb would be reattached at -4 and would have to then heal up from there.)

*Time:* Diagnosis takes 1 hour. Tending a patient takes 4 hours per day the patient is healing. Reattachment surgery takes 2d4 hours.

*Materials:* Medical kit, bandages, fresh water, lab equipment, cot, etc.

### **Herbalist (Intellect)**

*Classification:* Common

A herbalist not only understands how to identify plants, but knows their use and knows how to use them. This skill can be used quite effectively in conjunction with the Healer skill to treat sick patients. It can also be used to poison, drug, get high, etc. The skill is generally rolled in three separate scenarios, identifying herbs, gathering them, and creating medicines from them. It is also rolled in conjunction with Healer to identify the right medication for a sick patient.

Herbs can be identified in two ways. One may need to figure out what a particular plant is, or one may need to figure out the right plant to treat a given ailment. In either case, roll a skill check. If books are available, a partial success counts as a success. If not it counts as a failure.

When gathering herbs, spend the time and roll a skill check. Full success means that enough herbs were gathered to treat one patient for two days. Partial success is enough for only one day.

When creating medicines, you must first have a recipe. Most herbalism books will have at least a few basic ones. You will also need a lab, which really is little more than kitchen. Gather the ingredients, follow the recipe, and make a skill roll. Success means the recipe worked as planned. Partial success means the recipe failed, but harmlessly. A failed roll will create a poison (unless one is trying to create a poison, in which case it will create nothing of value).

This skill is the basis for creating magical potions, although no magic may be created with Herbalism alone. Generally some sort of spell is needed as well. Refer to the magical book of Alchemy for details.

*Time:* 1 hour for identification. 1d8 hours for gathering. Creating tinctures depends on the recipe.

*Materials:* Herbs, lab equipment (mostly a stove, some beakers, a distillation set, and a pot), jars for potions.

### **Hunter (Connection)**

*Classification:* Common

A hunter can find meat in the wilds. Generally this skill is used when rolling Awareness, Sneak, and attack rolls for stalking a deer becomes tedious.

Success means that an animal has been brought down and dressed for meat. Partial success indicates a small animal, an undesired kind of animal, or twice the time required.

*Time:* 1d4 hours per animal caught

*Materials:* Bow, arrows, camouflage, duck calls, etc.

## **Laborer (Clarity)**

*Classification: Common*

Though frequently referred to as “unskilled work”, a laborer’s job does require skill, it is just the kind of skill that is easy to find training in and inexpensive to learn. The Laborer skill encompasses all forms of manual labor not covered by other skills, including factory work, landscaping, ditch digging, stevedoring, and so on.

The real skill in being a laborer is in being able to endure hour and hour of repeated tasks, both physically and mentally. Sure, anyone can dig a hole, but how many people can dig 100 holes in a day, every day for years?

The laborer does not generally determine what he wants to work on, his work and the expectations for it are generally set by his supervisor. When rolling this skill, A partial success generally means that the laborer produced as much in his shift as his employer expected him to. Full success means 20% higher yield, and a critical success means 50% more than expected. Failure, however, means that only 80% of the expected work was accomplished, and critical failure means only 50% was completed. A roll of 100 on the dice generally means some kind of accident occurred and either no work was produced or someone was injured (unless your skill is 50 or above).

This skill also applies to mining, though only to the physical aspects of the job. To determine where to dig and how to engineer the mine itself, one would use something like an Engineer, Geology skill.

*Time:* 8 hours per shift

*Materials:* Shovel, rain gear, boots, hard hat, etc.

## **Linguist, Specific (Intellect)**

*Classification: Rare*

This skill allows you to speak and understand a specific language. This skill must be taken as a separate skill for each language known (such as Linguist, Elven, or Linguist, Dover).

Generally, you must have at least 40% in a language to converse fluently in it. If you have over 50% in a given language, you are able to read and write in it as well. If your skill is less than 40%, you will need to roll this skill every time you try to speak or understand the language. Success means you did. Partial success means you got the grammar wrong or didn’t understand all the phrasing, but the meaning was conveyed correctly.

Beyond 40%, you do not generally roll this skill, except when perhaps someone is trying to use flowery words to talk over your head. Going from 40% to 50% requires training. Once you are able to read and write, you can improve this skill by writing. Every 4 hours you spend writing counts as a use of this skill.

If you wish to write something worthwhile, you can roll your skill in the appropriate language. Success means your work is good. Partial success means it gets its point across, but holds no literary value. Failure means it is bad enough that no one will bother reading it. Roll once per work created (an essay may take a day and gain you experience; a novel may take six months and be a total failure).

All starting characters get +50% in their native language (+45% in illiterate game worlds). *GM Option:* If characters have had significant cultural exposure to other languages, they get to add +30% to these language skills as well (up to as many languages as they have Int points).

*Time:* Conversing takes whatever time it takes. Writing takes 1 hour per page produced.

*Materials:* Pen, ink, and paper.

## **Mason (Clarity)**

*Classification: Common*

This skill is used for any work done with stone. Generally this means building a wall or a castle. It can also mean creating weapons such as mauls.

Partial success typically means the work is done, but flawed. A building may topple in a storm, or a wall may break if charged by a bull, etc. Alternatively, the work may not be completed, and more time may be required to finish.

If rolling this skill as part of an Armorer check, use the time and materials chart for that skill instead.

*Time:* 1 day per 100 cubic feet of stone laid (10' x 10' x 1' wall).

*Materials:* Tools and stone. Cost depends on the quality of the stone. Cheap stone may be free. Fine marble may cost 10 units per cubic foot if bought in bulk. Also, do not forget the cost to transport the stone.

## **Mechanic (Intellect)**

*Classification: Specialized*

This skill is generally used to repair or sabotage machinery. It also allows for the initial assembly of such machinery (assuming schematics and all necessary parts are available). The most common use of this skill is a starship's mechanic keeping the engines intact.

Proper mechanical repairs require all necessary parts and tools, otherwise the Jury Rig field skill is more appropriate. To repair a machine, spend the time and make the skill roll. Success means the repair worked. Partial success means the repair worked, but only temporarily, and the machine is susceptible to break in the same manner if used heavily.

Initial assembly of a machine is a significant undertaking, and requires a full Engineering schematic as well as all parts and tools, and a proper workshop to do the work.

Subtle sabotage requires a successful Engineer roll first to determine what to break. Otherwise, a less-subtle approach is needed (this damage takes longer and is rather obvious to anyone observing the machine). Success means the sabotage worked as planned. Partial success means the machine is damaged, but still works, perhaps not at full power though.

*Time:* Repair times vary greatly depending on the complexity of the machine. Fixing a toaster may take 5 minutes, fixing a starship significantly longer. When working with large, complex machines, figure 1-4 days per major function to be restored. Sabotage takes 1d10 minutes if subtle, 3d10 minutes if not so. Assembly of a machine varies as well. Figure 1d4 days per 1000 lbs. for complex machinery.

*Materials:* All required tools and parts, plus overalls and a proper workshop.

## **Merchant (Intellect)**

*Classification: Common*

A merchant knows the price and value of goods, and knows how to sell them at their value. This skill is commonly used to appraise items as well as to know where a certain item or commodity is best bought or sold. If only haggling for a fair price, the Silvertongue field skill is more appropriate.

When appraising an item, one need only examine it and possibly research it. Make a skill roll. Success gives a rough identity of the item and a fair approximation of its worth. Partial success indicates solely whether an item has value or not (beyond its obvious face value).

When looking to buy or sell an item or commodity, do some research and roll this skill as well. Success indicates the merchant knows of a good market for the good. Partial success indicates the merchant

knows where he can buy or sell the items, but not necessarily at the best price.

*Time:* 1d6 x 10 minutes.

*Materials:* Any appropriate research materials.

### **Musician (Magnetism)**

*Classification:* Common

A musician plays music, usually for entertainment value, but it can have some underhanded use. Those who succeed at a Musician roll gain a bonus of +5 to their seduction roll vs. anyone listening to the performance.

Musician is also a key skill for some types of magic, particularly that from the *Book of Music*.

Success on an musician roll generally means the audience found the performance satisfying. Partial success usually indicates the audience failed to appreciate the performance, but stayed to listen to the show nonetheless.

*Time:* Length of performance, plus rehearsal time, if any.

*Materials:* Musical instrument, sheet music, stage equipment

### **Navigator (Connection)**

*Classification:* Common

A navigator reads maps and plots a course, usually for a ship, but this skill is applicable to any other form of travel as well.

Success indicates the best possible course has been plotted. Partial success indicates a safe course, but slower than optimal. Failure means that there will be some peril on the course, whether pirates, a reef, stormy weather, doldrums, or whatever.

*Time:* 1d4 hours

*Materials:* Maps and measuring equipment

### **Performer (Magnetism)**

*Classification:* Common

A performer may either act out a role or put on a display showcasing a talent of some kind, such as dancing or fire eating. Generally this skill is used for entertainment values, but it can have some nefarious uses. For example, since acting is basically pretending to be someone else, those who take the time to rehearse a role can attempt a Performance roll to gain a bonus of +5 to their Disguise rolls for that same character.

Success on a performance roll generally means the Audience found the dancing or the acting transcendent. Partial success usually indicates the audience was entertained but not blown away. A failure might get one hit in the head with rotten fruit.

Performers who don't rehearse at all can still attempt a check, though their skill is halved for this roll.

*Time:* One week per hour of performance for rehearsal

*Materials:* Costumes, make-up, set costs, fees for other performers

### **Potter (Depth)**

*Classification:* Common

The potter skill is a catch all for all forms of ceramic, glass, and clay work. A potter can make items out of these materials, and can even become an armorer for certain specialty items. In some game



worlds, this skill may be more useful than others depending on the technology level (ceramics vs. clay, etc.).

Success means the desired item was created. Partial success generally means a functional but ugly item. Half value if intended for sale.

If rolling this skill as part of an Armorer check, use the time and materials chart for that skill instead.

*Time:* One hour per 5 units of value of the item produced.

*Materials:* Workshop with kiln and spinning or glassblowing equipment. Item materials depends on the item. Usually cost is 1/10<sup>th</sup> of final item price.

### **Sailor (Fitness)**

*Classification:* Common

A sailor knows how to propel a ship using wind power. He also knows how to tie the rigging, swab the deck, ballast, and anything and everything else necessary to keep a ship in working order.

Roll this skill each day a ship under your control sails. Full success means the boat travels 4d20 miles. Partial success means 2d20 miles. Failure means 1d20-10 miles.

This skill can also be rolled in crisis conditions, like when trying to keep a boat afloat during a dangerous storm. Success indicates survival. Partial success means survival, although the boat or its crew is damaged in some way. Failure usually means the boat has floundered.

Generally multiple sailors are needed for a large boat. The number depends on the design and size of the boat. Figure as a rule of thumb one sailor per 10 feet of ship length. If the boat is fully staffed, roll at the highest sailor's roll. If the boat is undermanned, subtract 5% for each missing sailor.

*Time:* 1 day

*Materials:* A boat, belaying pins, spiffy outfit.

### **Scholar, Specific (Intellect)**

*Classification:* Specialized

A scholar is person who knows something about something. He has spent his time loading up his brain with information about a specific subject, whether it be history, or astronomy, or nuclear physics. This skill may be taken multiple times, each one is a different field of study. It is up to the GM to determine how he wants to divide scholar skills for his game. (Just History? Or Modern History and Ancient History? Or Art History and Military History?)

Rolling this skill is a matter of asking a question and deciding whether the scholar knows the answer or not. Like when was the Peloponnesian War fought? Success might mean that the scholar would reply, "The first was fought from 460-445 BC. The second ran from 431-404 BC." Partial success might mean something like "Um, I think there were a couple of them around the low 400s BC." Failure generally means the scholar doesn't know. Critical failure generally means the scholar is certain he knows, but is dead wrong.

If a scholar fails his initial roll and has access to a library, he may attempt to research the question. This takes 1d4 hours and gives him a chance at a second roll. If that roll fails, he may try again if he has access to a different library. This can continue as long as the scholar has different resources to turn to to research the question.

Note that a scholar can't just sit around all day and ask himself questions to build up his skill... well, actually he can, but that's called training, and follows a different set of rules.

*Time:* 1d4 hours for research

*Materials:* Library, internet, or other reference materials.

### **Scholar, Arcane (Intellect)**

*Classification:* Rare

An arcane scholar is essentially a scholar skill centered around the study of magic. It is differentiated from the standard Scholar skill by its rarity on most worlds. One can't simply go into a library and read up on magic, well not in any way that would unlock this skill for truth. Generally the librums that tell the true tale are well-guarded and their secrets told to only a rare few. Alternatively, another magical scholar can serve as a tutor—this is a far safer way. If one plunges directly into a magical tome without any previous arcane skill, there is a 10 - Depth chance of going insane (5% for a character with depth 5, for example), and in any case there is only a 10 x Intellect% chance of the book actually unlocking this skill.

In addition to following standard scholar skill rules, this skill is a prerequisite for many different types of magic, such as creating potions or magical items. It is also used when trying to invent new spells. Determine what kind of spell you want to invent and do the research time. If this skill is rolled as a success, the spell can be learned (partial successes do not count in that case, though the roll can be reattempted after further research).

*Time:* Same as scholar. When researching a new spell, 1 week per order of the spell sought.

*Materials:* Library, magical paraphernalia.

### **Seer (Depth)**

*Classification:* Rare

A seer reads omens and their portent. This is very important in some cultures, but not so much in others. For those who have the skill, every time a character begins a new activity of any significance (or of none) he may attempt to read the portent of his future. This requires time, but if successful, is very indicative to the success of his venture. A successful Seer roll tells a character the fate of the particular action he is deciding, whether it be to buy a ship, sail to Deneb, or write to his mother.

The success chance of the Seer skill varies, depending upon the method used and the amount of time put into the check. The base check requires ten minutes of study to perform. If more time is spent or more money spent on incense or sacrifice or whatever, the chance of a successful reading increases.

Once the check is made, if the roll is successful, the character immediately understands the consequences of his chosen action, whether good or bad. If the portent is bad, in most cases the character typically gets some clue as to how to adjust his actions to achieve a more favorable result, such as by delaying his departure, leaving through a different door, or making a sacrifice to a particular god. Partial success may be less specific, but usually tells whether the action will produce favorable or unfavorable results. If the roll is failed, no clear reading is gotten, but the skill check may be attempted again if another ritual is performed.

The seer may not always be able to see anything in his future, even if this roll is successful. If no answer comes, the character's fate is at the mercy of the gods, and the reading should not be attempted again.

The Seer skill can prove useful in the game. Characters may attempt to read their fate from time to time, particularly when starting new ventures. The portent, good or bad, of one's journey will come into play a great deal, affecting encounters along the way, weather, illnesses, etcetera.

Each character is free to choose the ritual by which he glimpses his future, whether this be reading tea

leaves, burning goat entrails, dealing cards, or whatever.

*Time:* See chart below

*Materials:* Varies, cost is usually 10 units, plus any more spent on increasing one's odds.

### **Survivalist (Connection)**

*Classification:* Common

A survivalist knows how to survive in the wilderness under harsh conditions. While gathering food is done with the Hunter and Herbalist skills, this skill is typically rolled to build fires and to protect against harsh environments. It is also used to determine where to camp and where to find shelter or dig a well.

When building a fire, both success and partial success produce a working fire, though a partial success takes twice the time.

When dealing with harsh climates, this skill can help mitigate the effective temperature. Success results in a 10-degree shift in temperature, partial success in a 5-degree shift. Success also negates any kind of a wind-chill factor. See the environments chapter for details on the effects of temperature.

Success when looking for a campsite results in no site-related incidents. Partial success may indicate an uncomfortable spot or greater visibility to predators. Failure typically indicates an incident of some kind, whether a bear eating your food, the tide flooding your tent, a tree dumping snow on your site and burying it, or whatever.

*Time:* Fire starting takes 1d10 minutes. Dealing with climates and finding shelter takes one hour.

*Materials:* Sticks, furs, rope, knife, water, etc.

### **Tailor (Depth)**

*Classification:* Common

A tailor makes clothes out of cloth. In worlds where fashion rules the day, this is considered more of an art than a science. This skill can be used with the Armorer skill to create cloth-based armor (and possibly weapons). A tailor can also alter and repair garments. Typically a successful tailor roll is needed in order to wear the clothes (or magical robes) one has looted off one's enemies.

Success means the desired outfit was created, altered, or repaired. Partial success generally means a functional but ugly item. Half value if intended for sale.

If rolling this skill as part of an Armorer check, use the time and materials chart for that skill instead.

*Time:* One hour per 5 units of value of the item produced. When altering or repairing, 1d4 hours per specific alteration or repair needed.

*Materials:* Cloth, needles, thread, scissors, ribbons, etc.

### **Tanner (Clarity)**

*Classification:* Common

A tanner works with leather in all its forms. The tanner normally skins and tans the hide of an animal to make leather, but this skill includes crafting it as well. Leather can be used for all manner of items, from armor to belts to scabbards, purses, clothing, furniture, tents, ropes, etc.

Success means the desired item was created, altered, or repaired. Partial success generally means a functional but ugly item. Half value if intended for sale.

If rolling this skill as part of an Armorer check, use the time and materials chart for that skill instead.

*Time:* One hour per 5 units of value of the item produced. When altering or repairing, 1d4 hours per specific alteration or repair needed.

*Materials:* Hide or leather, knife, rack, needles, thread, scissors, grommets, etc.

### **Weaver (Depth)**

*Classification:* Common

A weaver creates cloth from raw materials such as wool or cotton. Weaving is a challenging and time-consuming occupation, and not generally something a tailor does. This skill could also be used to make nets, sails, or any other type of cloth.

*Time:* 2 hours per square yard of fabric produced, double if raw materials must first be spun into yarn.

*Materials:* Loom, thread, dye, tools. Typically one hour per 5 units of value of the item produced.

## CHAPTER 6 – CHARACTER RACES

Not all characters you play will be human. Much of the joy of role-playing comes from stepping out of your own skin and forcing yourself to think or act differently, and sometimes nothing pushes this to the forefront more than playing someone totally alien, both in form and thought. When role-playing, your game need never be limited by the bounds of reality (or even good taste); have fun and expand your horizons.

This chapter contains all the game-related information you need to play non-human characters, whether they be elves, dwarves, feral cat people, telekinetic jellyfish, or perfectly ordinary squirrels. And unlike with many other rule systems, you are not required to pick a standard race from this book and run with it—all the pieces are here for you to engineer your own races.

Keep in mind that not everything about your character will be contained in the stat blocks. When playing a non-human, it is important to adjust your mindset as well as your character sheet. Just like people from different cultures think about things in different ways, different species can have totally opposed motivations, beliefs, and attitudes. It's highly recommended not to pick your character race based on what has the best bonuses—find what fits in the game. And truth be told, sometimes it's a blast to play a weaker character—limitations can really get you thinking out of the box. Some of the most powerful, dangerous, and memorable characters in our own games once started out pretty small.

Though you likely will refer to this chapter only when you first roll up your character, it is still useful to understand some of the options and concepts covered here. The first section explains many of the advantages or disadvantages that different character races might have—this is especially useful when creating your own custom races. The second half of the chapter lists a number of pre-generated “standard” racial templates that you can use to get your games off the ground quickly.

### RACIAL ABILITIES

Racial abilities are exactly what the name implies, exceptional powers that some characters can get as a factor of their particular species. Since *Osiris* is supposed to be a basic rule set, and since we can't cover all the species in all possible settings, this section tries to cover the most common of racial powers and gives GMs a usable list that you can mix and match from to create your own racial templates.

Note that racial abilities generally can't be acquired in the course of the game—though they are easy enough to come by for those who have them. Racial abilities are simply a gift of birth. Most require little or no effort to use and are as natural as seeing or hearing might be to humans. There is no real penalty for having racial abilities, with the exception that a character may have other problems associated with his race in addition to the benefits. If you are up for playing a non-human character that is not in the list of standard templates, there is a wide variety of advantages and disadvantages that you can take. Consult with your GM to craft the race you would like to play, and use the following information as a starting guide to help. The section at the end of the chapter gives more details on customizing character races.

### STAT BONUSES

Stat bonuses are the most common form of racial abilities. Non-human characters will almost always receive some kind of bonus or penalty to their basic stats. Pick any creature—a gorilla, say, is much stronger than a human, but far less intelligent. A standard “gray” alien might far surpass the average human in intellect, but is comparatively frail and weak physically.

To help quantify racial differences, think about the stats in this way. 2 is the human average. 10 is the human maximum. 0 is not a minimum. It is perfectly feasible to have negative stats. Someone with a



strength of -1 would get a penalty of -1 to their damage rolls. Weak, but not unimaginable.

Note that a basic stat change also changes the maximum for a given score. If the human maximum is 10 for all stats and another race gets a plus 2, say, to Wit, then the maximum Wit score for that race would be 12. Not all stat changes are what might be considered “fair”, but it is simply not realistically feasible to balance out the stats for all races. A rat does not have an amazing depth to compensate for the fact that it is weaker and less intelligent than a human. A cao (detailed later in this chapter) with its plus 10 to Strength could potentially have a 20 Strength score, and could tear a man in half with one sweep of a claw; but a cao could never build a nuclear bomb. Unfairness is simply a fact of life.

When rolling up a non-human character, simply follow the rules for rolling up a human and then apply the stat bonuses and penalties after the initial scores have been set.

## VISION TYPES

One of the more common advantages of different races is having a different means of seeing the world. The following vision types are defined for Osiris, although this is by no means a limiting list.

### High-Color Vision

**Example Species:** Humans

**Colors:** Yes

**Shades:** Yes

**See Through Mist:** No

**See Invisible:** No

High-color vision is just what it sounds like, vision based almost entirely on color. High-color vision is fantastically entertaining, and all of the best artists and poets have it, making this by far the most common vision type in sentient creatures. However, high-color vision also requires bright light to function, particularly full-spectrum light, such as sunlight. High-color eyes don't function at all without light, and although they can see somewhat (albeit poorly) in dim light, it takes a while for them to adjust from bright to dark and bright again.

Since high-color creatures have trouble adjusting to changes in light levels, light and darkness can be used as an effective weapon against them. A high-color creature who has adjusted to the darkness and is suddenly exposed to bright light actually becomes temporarily blinded for a few seconds. This is a difficult effect to trigger with natural light; it requires something on the level of sunlight to cause a big enough flash, but it can be easily managed with magic or chemistry.

*Effect:* Reflex roll of 18 or better or become partially blind for 1d4 rounds:

- 40% chance of failure for any actions
- -8 to sight-based Awareness rolls
- No called shots

Each round reduce failure chance by 10%, Awareness penalty by 2.

A similar effect can be triggered by taking a high-color creature in bright light and immediately plunging them into darkness, only there is no chance to blink and avoid it (no Reflex roll).

### Low-light Vision

**Example Species:** Elves, were-creatures, most animals

**Colors:** Partial

**Shades:** Yes

**See Through Mist:** No

**See Invisible:** No

While civilized creatures spend their time dealing with color and art, the more feral species tend to develop much more efficient eyes. These “low-light” eyes, as they are called, don’t care what kind of light there is to be had, they will make use of whatever is available, and for the most part, things look the same no matter what the lighting. Low-light creatures mostly see only in shades of light and dark. To make out colors, those with low-light vision require full-spectrum daylight, just as humans do. However, even then colors are hard to tell apart, and will never seem as rich or as beautiful.

As the name implies though, low-light eyes can see just fine in even the lowest levels of light. When the moon is out, low-light eyes can see forever, but in places that are simply pitch black, those with low-light eyes will need to carry some kind of light source.

Rapid changes in light-levels still disrupt low-light vision, though not as severely, as feral eyes tend to adjust very quickly to different light levels. It takes but a second or two (one round maximum) for low-light eyes to adjust from bright light to sudden dim light. When subjected to sudden bright flashes of light in the darkness though, they are just as disabled as are humans.

### Heat Vision

**Example Species:** Goblins

**Colors:** No

**Shades:** No

**See Through Mist:** Yes

**See Invisible:** No

Those with heat vision still see with their eyes, but these organs are engineered to pick up something else other than light. Those with this gift seem to be able to detect minute changes in temperature between one object and the next. With heat vision, living things shine out like torches in the darkness, and most other objects fade into the background, making it easy to spot living creatures, even when they are hiding.

The eyes of most creatures with heat vision also let in light when it’s available too. Usually this is equivalent to low-light vision, though occasionally an odd species with heat vision mixed with high-color is known. The reason for backup eyesight is obvious—without additional senses, those with heat vision could not distinguish shades or colors, only shapes and the outlines of objects.

Additionally, ambient temperatures in the air eventually dim out heat signatures, so those with heat vision can only see objects up to a certain range, often only 60 feet or so. Light isn’t too effective a weapon against heat vision—it can knock out a creature’s secondary vision, but will do nothing to its heat vision. However, heat-sighted creatures still must rely upon light-sight for their distance vision.

Finally, since water is so much denser than air, those with heat vision can only see through it at a tenth their normal range. This also applies to glass and other transparent materials as well, though it is rare to encounter glass thick enough to block a creature’s heat vision.

### Echolocation

**Example Species:** Bats

**Colors:** No

**Shades:** No

**See Through Mist:** Yes

**See Invisible:** Yes

Technically, echolocation isn’t seeing, it is hearing, but it is a means of perceiving shapes and positions of objects, so in practice, it function much more like sight than sound.

Echolocators usually do have eyes as well, and generally can see at short ranges, but often their eyes

don't focus well on distant objects, and everything gets a bit blurry after ten feet or so. However, those with echolocation make up for their short sight by having exceptional hearing... hearing so good it actually helps them "see" the objects around them.

As with heat vision, echolocation cannot see shades or colors at all (that's a function of light), and it is limited to a certain range. One advantage echolocation has though is an increased field of vision. While humans might only be able to see what is placed in front of their faces, those seeing with their ears can see equally as well to the sides. They still can't quite "see" what's directly behind them though, but that doesn't mean they won't hear someone sneaking up on them. One thing to note is that echolocation can't see at all through transparent objects, like glass or water—to the ear, these substances are as opaque as steel.

Since echolocators both hear and see with sound, sound can be used as a weapon with them, just like light can with humans. Loud noises, like those of a lightning strike, can temporarily deafen (and thus blind) an echolocator just like seeing a lightning bolt in the dark can blind a human. Also, busy sounds can be used as camouflage (characters are allowed a hide roll from echolocators when near loud and constant noises like a waterfall). Of course, don't forget most echolocators have eyes too.

### Psychic Echolocation

**Example Species:** Haze

**Colors:** No

**Shades:** No

**See Through Mist:** Yes

**See Invisible:** Yes

Haze seem to be a category all their own, and though there are no other known examples of their vision type, it is interesting enough to warrant inclusion. Nobody understands quite how the haze see—the best explanation is that they see with their minds, sending out some kind of invisible psychic radio waves that bounce off things and then come back as vision. In practice, haze can see shapes and textures perfectly, but have no ability to distinguish colors or even shades of black and white. Haze function for the most part as those with heat vision, only without any kind of backup vision, which severely limits them—particularly with regards to distance.

Some people make the mistake of thinking haze are stupid, since they can't read a book or look at a painting or any of that other civilized stuff. They're not. In fact, haze can see textures a lot better than those with other vision types, and can actually learn to read and write by scratching letters out of stone or sand. The big advantage of psychic echolocation is that is that haze don't have a front or a back with regards to vision. They can see in all directions equally well at all times. This makes them particularly difficult to sneak up on. Again though, haze can't see through glass or water any better than those with echolocation, even if they do see with their minds. On the plus side, haze don't need any light at all to see and are totally immune to any sort of light effects.

### Scent Vision

**Example Species:** Farrain

**Colors:** No

**Shades:** No

**See Through Mist:** Yes

**See Invisible:** Yes

Scent vision isn't exactly a vision type—it is almost always a secondary sense in addition to normal vision—but it's worth a mention here. Those who see with scent don't really see the shapes of things, nor can they determine color or shades or any of the standard vision stuff, but they do seem to be able to determine the general sizes and locations of things, particularly of living things. They simply pick up

the natural scents that all things give off. It's no use to hide around these creatures, they will sniff you out without ever even noticing you are trying to hide at all.

Like with the haze, those with scent vision can "see" in all directions, though usually to a very limited range, often as little as 30 feet or so. They can even pick up the scents of invisible creatures or those otherwise magically altered in their appearance.

Since smell travels much slower than sound or light, scent vision is heavily affected by wind and air currents, and those relying entirely on scent to fight will often miss their opponents (20% chance of missing any attack before even rolling it) as the winds have shifted where their scent is concentrated. Strong winds can increase these mistakes (up to 40% depending on wind speed), and wind-based magic can be employed as a combat tactic. The "sight" range for scent vision is cut in half upwind, and doubled downwind.

Oddly enough, almost all creatures with scent vision are naturally able to secrete an identifying pheromone that they can use to mark objects and other people, allowing them to realize when they have come in contact with that person or thing before. These pheromones are also how individuals of a species tell one another apart. That's why dogs always sniff one another's rears when they meet.

### Supernatural Vision

**Example Species:** Elder vampires, gods

**Colors:** Yes

**Shades:** Yes

**See through Mist:** Yes

**See Invisible:** Yes

Many powerful supernatural creatures seem to be able to see via the use of magic of some sort, and generally can see perfectly to any distance in any lighting conditions, picking up colors and shades and everything, even through mists and illusions. The only drawback is that these creatures usually have a normal field of vision, meaning that one can still sneak up behind them... maybe.

### Blindness

Blindness means that a creature has no way to perceive the boundaries, presence, and position of objects around him. Movement is difficult and potentially dangerous. All Awareness rolls are made at a -10. All attack and defense rolls are made at a -10 as well (unless mitigated by the Blind Fighting heroic power). Blind creatures may not make called shots.

## HEARING TYPES

Though sound may be just as important as vision, there are not nearly as many different ways that creatures perceive it. Whether they have ears or something else, most creatures basically just pick up vibrations in the air and interpret them as sound. The variety is mostly in what vibration ranges they perceive and how sensitive their ears are.

### Basic Hearing

Basic hearing is what humans have. It is generally centered around the middle range of frequency, and can hear a variety of low and high-frequency sounds, but nothing too extreme. It is also susceptible to being dulled by noise. When in a loud or noisy area (like next to a waterfall or in a disco), all Awareness rolls are made at a -4.

### Low-Frequency Hearing

Low-frequency sounds are lower, deeper, and travel farther than higher-pitched sounds. Low frequency ears have trouble registering speech, but they are quick to sense danger and the presence of move-

ment on the ground. Low-frequency sounds are also harder to mask with white noise.

Gain double the typical range for hearing. Take -10% to all Linguist trade skills. All Awareness rolls are made at a -2, though there is no additional penalty for noise, and some awareness rolls may be possible (due to range) that are not normally possible.

### High-Frequency Hearing

High-pitched sounds are shorter, faster, and have more nuance than low sounds. Those who hear on the high range gain a general +2 to all Awareness rolls, but this falls to a -6 penalty when in a particularly loud or noisy area where there is a lot of white noise.

### Keen Hearing

Those with keen hearing have sensitive ears that hear fainter sounds than most, typically across the full-spectrum of sound. Gain a +2 to the Awareness skill, with no additional penalty for noise distractions. Also, the range for keen ears is 50% greater than for basic hearing.

Unfortunately, due to the sensitivity of keen ears, loud sounds (explosions, gongs, gunshots, etc) may be disruptive or even damaging. Creatures must make a Will roll when such events occur within 30 meters. Target for the roll is 30 minus the distance from the sound in meters (so 20 at 10 meters, and so on). Failure means the creature is deafened for 1d4 rounds.

### Deafness

Deaf creatures cannot hear anything. They are incapable of hearing spoken language, though they can use sign language and may be able to read lips if they have that heroic ability. Take a penalty of -8 to Awareness. Creatures who are deaf from birth suffer a -10% to all Linguist trade skills related to the written word (Linguist rolls for the spoken word are not even possible).

## **SCENT TYPES**

As human beings, we tend to forget that our sense of smell is perhaps the weakest of all animals. A dog may have 100 times the scent ability that we do, and when a sense is increased to such a degree it comes with extraordinary powers that may seem almost supernatural.

For purposes of these rules, scent is rated on a five point scale, starting with us at the lowest end.

### Basic Scent

Basic scent indicates a sense of smell equivalent to what the average human has. It offers no extraordinary benefits or penalties. Creatures with basic scent generally do not rely upon smell as their primary sense.

### Keen Scent

Those with keen scent have enough of a sense of smell as to be able to detect the presence of other creatures nearby, up to a range of 60 meters. Winds can change this distance, generally in the range of 30 to 90 meters. depending on the direction.

Note that only the presence of creatures can be detected, not the location. Those with keen scent can usually identify the species they are smelling (if familiar) as well as a very general number (one, many, or a veritable army).

Those with keen scent get a +2 to the Awareness skill. Keen scent may also be used to detect the presence of certain plants if they have a fragrance (add +5% to the Herbalist trade skill when identifying or gathering herbs).



### Hunter Scent

Hunter scent is similar to keen scent, only the direction of detected creatures is known, not just the presence. Also, individuals well-known to the hunter can be identified if present. Additionally, a hunter can better detect the number of creatures scented, usually with an accuracy of +20%.

A hunter can follow strong scent trails. When tracking a trail less than an hour old, the hunter gets +4 to his Tracking roll.

When dealing with other creatures, strong emotions such as fear and lust can be detected. Add +4 to the Awareness skill and +10% to Herbalist when gathering or identifying.

### Predator Scent

This is similar to hunter scent, yet stronger. The base range for predator scent increases to 90 meters. Additionally, individuals need not be well-known to be identified—only meeting someone once is enough to identify them again. This generally renders the Disguise skill (and many magical glamours) useless unless an active effort has been made to change one's scent.

Scent trails up to one day old can be followed, giving a +8 to Tracking under such circumstances.

When dealing with others, general emotions can be picked up easily, particularly fear, often giving away liars. Add +6 to the Awareness skill and +15% to Herbalist when gathering or identifying. Also, add +2 to Animal Affinity.

### Stalker Scent

The stalker has an almost supernatural sense of smell and can detect the presence of other creatures (and their respective distances) up to a kilometer away. Individuals can always be identified by their scent. The scent of fresh (non-scabbed) blood can be detected up to three kilometers away.

When tracking, the stalker can follow scent trails up to three days old, giving a +12 to Tracking under such circumstances.

All moods and emotions can be smelt, and lies can be detected. Add +8 to the Awareness skill and +20% to Herbalist when gathering or identifying. Also, add +5 to Animal Affinity. Those attempting to tell intentional untruths in the vicinity of a stalker must roll Silver Tongue vs. the stalker's Awareness or be found out.

Due to the incredible sensitivity of the stalker's sense of smell, it can unfortunately be used against him. When in a city or otherwise in the presence of strong smells (such as potent perfume, bleach, sewers, etc.), the stalker's senses become inundated and he suffers intense headaches and an urge to leave. Under such circumstances, the stalker takes a -2 penalty to all rolls.

Oddly enough, certain strong smells (rotten fish, rancid dung) can be so intense that they overload the stalker's senses altogether and act as a hallucinogenic drug, akin to psychedelic mushrooms or LSD to a human. Stalkers often feel a compulsion to coat themselves in these scents—a compulsion that can sadly become a powerful addiction.

### Anosmia

Though the condition is rare, a few creatures simply have no sense of smell at all. Generally this is accompanied by a lack of ability to taste. Though it does not seem particularly much a problem, it is worse than one might at first think. Scent is a very subconscious sense that plays a greater role than is obvious. Creatures with anosmia take a -6 penalty to the Awareness skill, as well as a general -1 to their Connection score.

## **OTHER RACIAL POWERS**

There is literally any sort of distinction that can separate one race from another, but some of the more useful for game play are as follows.

### **Claws**

Claws generally improve the damage of a character's unarmed attack. Typical animal claws may deal damage more like a dagger than a fist. The bigger the animal, usually the bigger the damage die. Clawed characters can still increase their damages with the martial arts heroic power. Claws can be a disadvantage unless they are retractable.

### **Dragon Breath**

Some creatures (dragons, mostly) can expel fire, acid, lightning or some other nasty thing out of their mouths. Generally, this is a natural thing that builds up in the body and can be forced out but is limited in quantity. Figure a number of uses per day equal to half the creature's Fitness score. Damage dealt (regardless of the form the attack takes) is generally 1d6 per point of Fitness. So a fire dragon with a Fitness score of 12 can do 12d6 points of fire damage 6 times a day (and that is nothing to sneeze at).

### **Gills**

Gills or other similar advantages may allow a species to breathe underwater. This is usually accompanied by a bonus to the Swim skill as well, as the creature is likely engineered better for water than humans (+4 to +12 depending on the circumstances). Characters with gills usually will need lungs as well if they are to interact with humans or other land creatures.

### **Horns**

Horns are not all that useful, but they may give characters a natural charge attack that they can use to gore their opponents. Each horn is roughly like a dull dagger, so if the charge hits that's 2d6+2+Strength points of damage, with a 1d6 critical die. Horns are also useful to hang things from, like tinsel.

### **Powerful Limbs**

Some creatures may have powerful hind legs or strong arms. These may add bonuses to the character's Jump or Acrobatics skills, increase his base movement rate, or allow him to deal extra damage in melee combat. The effects depend entirely on the character's exact physiology.

### **Tail**

Some tails may not be much of an advantage, but others can be used to hang from trees, trip up enemies, or hold small items. The exact effects depend on the tail. In any case, a bonus should be given to the Acrobatics skill (due to better balancing), and a new hit location is added to the character sheet, typically with ¼ WP. Tails also require special (or modified) clothing and armor.

### **Teeth**

Sharp teeth may give a character a bite attack that can be used along with other unarmed attacks, often giving three unarmed attacks in a round. Damage depends on the teeth. Find a weapon that seems equivalent and set stats accordingly.

### **Wings**

Wings allow a character to fly, giving him access to the Fly skill. Winged characters also usually get a racial bonus to the Fly skill (+4 to +12 depending on the circumstances), representing their natural affinity for flight. Remember that wings can sometimes be a disadvantage as they take up a great deal

of space, are delicate, and may make armor and clothing difficult to fit. Character's with wings usually gain additional wound locations (akin to extra arms), and will need a separate hit location chart. Most wings are fragile and not effective as weapons, but it is possible in some circumstances that they might give an additional natural attack form (like having titanium-razor wings).

## STANDARD CHARACTER RACES

While it is encouraged that you experiment with Osiris and make up your own races, that can be time consuming and make it difficult to jump right into the game.

When first starting out, feel free to just pick one of the following racial templates to get you going. Later on, feel free to work with your GM to refine these basic templates to be more suited to how you envision the creatures on your world to be built.

### HUMAN

It's not that humans don't have any racial abilities, they are just the standard norm upon which everything else is measured. Humans may not get any stat bonuses, but that doesn't mean their stats don't vary. The biggest advantage humans have is that they are flexible and adaptable. They may not be the strongest or the smartest out there, but they are generally close enough to make do in most pursuits.

#### Racial Abilities

- No Stat Modifiers
- High-color Vision
- Standard Hearing
- Standard Scent

### CAO

A cao is essentially a sentient feline roughly the size of a bus, with four ears, four wings, and two tails. These massive predators are not at all what they first appear to be. The giant, flying cat that is a cao is actually quite sociable and gregarious, and way more intelligent than it looks. Caos are creatures of the open sky, and typically hunt for smaller flying prey, but are quite at home in the city as well, where they often hire themselves out as taxis and mounts.

A cao isn't probably the best choice for a dungeon-based adventure (as they can't actually fit through doors), but in the right setting they are monstrosly useful and entertaining.

#### Stat Changes

- **Strength +10** Caos are the size of a school bus and muscled to match
- **Fitness +10** Caos are sturdy as they come

#### Racial Abilities

- **Massive** The average cao stands roughly 10 feet tall and 20 feet long. A cao gets a -4 to its ranged and melee defense skills due to presenting such a big target. Also, Caos suffer a -10 to the Hide skill, and -4 to Stealth
- **Low-light vision** Caos can see at night
- **Basic Hearing** Caos hear more like humans do than other cats
- **Keen Scent** Caos have a slightly better sense of smell than humans
- **Flight** Caos have two sets of wings and can fly, as per the Fly field skill. Flying caos can move up to 10 times as fast as the average person on foot

- **Four-legged** Caos cannot stand upright like humans, but stand on four legs like large cats. Though a cao does have opposable thumbs and can hold objects, unless it is airborne it cannot use or attack with more than one forepaw at a time.
- **Thick Fur** A cao is massive and has very thick skin and fur, giving it a natural damage reduction of 3. Typically, a cao cannot wear other armor though.
- **Mount** A cao can take on a rider and still fly easily. Figure about 50 lbs. per fitness point of weight can be added before it becomes a problem.
- **Flying Grapple** A cao can swoop past opponents on the ground and make a fly-by grapple attack using a claw. If it wins, the victim can be lifted up and carried away, and potentially dropped from a great height. If the cao uses both claws to grapple a single opponent, it gets a +4 to its grapple rolls.
- **Breath Weapon** Like a dragon, a cao can breathe out a gas that acts as a weapon, only in the case of the cao, it simply causes laughter and inability to fight. The cao can breathe the gas once per day per 4 points of fitness, filling an area about the size of the cao. Roll the cao's Fitness vs. Will. If the cao wins, the target breaks into fits of laughter and cannot attack (but can defend himself at a -4 to all rolls) for 1d4 minutes.
- **Natural Weaponry** The claws of a cao deal 1d12 points of damage. A cao's bite does 2d6. Both add 1d6 crit and can be improved via martial arts.

## DOVER

Dovers are noble canine humanoids with a love for nature. They are loyal, honest, organized, and very social. Dovers tend to have something of a dual nature; they are good-natured lawful creatures, yet very in tune with the natural order. In fact, the dovers see themselves as protectors of the natural world, and not only tend and nurture the earth, but war against those that use it improperly.

In form, a dover is basically a humanoid evolved from a dog instead of an ape. They have canine features, yet walk upright and they have opposable thumbs. A thick layer of fur, usually brown or black in color, covers their entire body, including their tails, which are often bobbed by civilized dovers for utilitarian reasons.

Like with dogs, dovers come in a great variety of shapes, colors, and forms. Some are more wolf-like in appearance, while others resemble more hounds or terriers. Dovers themselves do not discriminate much based on appearance, though outsiders often do. The typical dover reaches a height of 5½ feet and weighs around 150 pounds, but individuals can vary greatly.

## Stat Changes

- **Fitness +2** Dovers are quick and hardy

## Racial Abilities

- **Shortened Life Span** Dovers achieve full adulthood by 15 years and rarely live longer than 60
- **Low-light Vision** Dovers can see at night
- **High-frequency Hearing** Dogs can hear higher-pitched sounds than humans
- **Predator Scent** Dogs have an incredible sense of smell
- **Ambidexterity** Dovers do not favor one side of the body over another and are always equally skilled with one hand, foot, etc as the other. All dovers receive +10 to Two Weapon Fighting
- **Padded Feet** Dovers have paw-like feet, and gain a +2 racial bonus to all Acrobatics and Stealth rolls when not wearing shoes
- **Musk** Dovers can put their own personal pheromonal scent marker on objects and people. This marker is invisible to other creatures (at most it is just a musky smell), but a dover will be able to recognize it up to a month later. Dovers also can memorize the unique scent marker of those they encounter closely, and can detect objects that they have marked as well.
- **Natural Weaponry** The bite of a dover deals 1d6 points of damage (1d4 crit), and can be improved with martial arts.

## DWARF

The classic dwarf is stout and blustery, with a tall appetite and a short temper. Beards are not necessarily worn, but are considered a symbol of power and rarely neglected. Dwarves typically dwell beneath the ground in caverns or tunnels and are considered by some to be spirits of the earth.

In form, dwarves have thick torsos similar to that of a human, but with shorter, stouter limbs and larger heads. They stand, on average, somewhere between four and five feet tall.

### Stat Changes

- **Strength + 2** Dwarves are muscular and stout
- **Fitness +2** Dwarves are hale and hard to damage
- **Wit -2** Dwarves are not known for their eloquent charm or their delightful sense of humor, but are considered pragmatic and serious

### Racial Abilities

- **Extended Life Span** Dwarves live roughly twice as long as humans and age roughly only one human year for every two years they live
- **Heat Vision** Dwarves can see entirely in the dark
- **Low-light Vision** Dwarves can see at night too
- **Low-frequency Hearing** Dwarves evolved underground where high-pitched sounds don't travel far at all
- **Basic Scent**
- **Thick Skull** A dwarf quite literally has a thicker skull than a human, and has a natural damage reduction of 1 in his head (stackable with any armor worn).
- **Stone Sense** Dwarves can instinctively detect any unstable or man-made underground areas. 50% chance to sense a collapse before it happens or to notice any hidden modifications to a natural cavern

## ELF (HIGH)

In contrast to its more feral cousins, the high elf is an innately social creature. High elves are smarter and more beautiful than humans, and tend to consider themselves a superior race, often earning them the reputation of being haughty or arrogant.

In form, a high elf is tall and slender, with wide, almond shaped eyes, and long pointed ears. Their skin is unusually smooth and their features fine and delicate.

High elves are magically attuned, and through they may dwell in cities more than trees, elven cities are nothing like human cities—fantastical wonders of glass and silver mixed seamlessly with natural forces.

### Stat Changes

- **Intellect + 4** High elves are almost defined by their intense intelligence
- **Depth +2** High elves live for thousands of years and have time to develop some rather deep insights
- **Connection -2** High elves tend to value themselves more than others and so lack the basis to truly empathize and connect with other races
- **Magnetism +2** High elves are more refined and finer of face and form than humans
- **Strength -2** High Elves are slender and delicate, and while not weak, do not have the muscle mass that humans do

### Racial Abilities

- **Extended life span** Elves age roughly only one human year for every 10 years they live. Once they reach about 500, they stop aging altogether and can live indefinitely.
- **High-color vision** High elves have evolved to a more civilized state than their feral brethren, and like art



more than they need to see in the dark

- **Keen Hearing** High elves maintain the sensitive ears of their woodland brethren
- **Basic Scent**

## ELF (WOODLAND)

The classic wood elf is more a spirit of nature than a magically-charged snob. The wood elf is quiet, peaceful, and a great protector of his lands and environment. He is friends with the animals of the wood and familiar with the trees and plants of the wild.

In appearance, a wood elf is similar to a high elf, but perhaps slightly less delicate. Wood elves vary in form from world to world and can sometimes have plant-like features, such as skin that is textured like leaves or pine needles instead of hair.

### Stat Changes

- **Clarity + 2** Wood Elves are faster than humans, but not because they are physically more fit, but because their bodies are more connected to nature on an instinctive level.
- **Connection +4** Wood Elves are supernatural creatures much more in tune with unseen forces.
- **Magnetism +2** Wood Elves have a mystical pull over humans and other more mundane creatures
- **Strength -2** Wood Elves are slender and delicate, and while not weak, do not have the muscle mass that humans do

### Racial Abilities

- **Extended Life Span** Elves age roughly only one human year for every 10 years they live. Once they reach about 500, they stop aging altogether and can live indefinitely.
- **Low-light Vision** Elves can see at night
- **Keen Hearing** Elves have extra-sensitive ears
- **Keen Scent** Wood elves are closer to the natural world than humans

## FREY

The Frey are a race of upright felines that strongly resemble domestic cats in their morphology, only with opposable thumbs. They are independent, strong-willed, and clever, and quick and tenacious in a fight. Frey do not need to wear clothes, but most wear some sort of decorative material. Nearly all frey wear long leg wrappings that go up to their hips, allowing them to wade through puddles and mud without getting their fur wet.

Frey are not driven by a lust for power or control, but by one defining and encompassing quality: curiosity. The whole of a frey's existence is driven by the need to see what is around the next corner, hidden behind the locked door, or lost in caverns beneath the ground. It is impossible to tell what will capture the interest of a frey, but once its curiosity is piqued, not much, including great risk to its own life, can dissuade it from its course.

### Stat Changes

- **Strength -2** Frey are tiny and frail
- **Intellect -1** Frey tend to hyper-focus on one thought at a time
- **Wit +2** Frey are quick and clever
- **Magnetism +1** Frey are naturally charming and personable, and are rather cute

### Racial Abilities

- **Small** The average frey stands roughly 3 feet tall and weighs 40 pounds. All frey get a +2 to ranged and melee defense skills due to presenting a tiny target. Also, Frey get a +5 to the Hide skill
- **Shortened life span** Frey achieve full adulthood by 9 years and rarely live longer than 55

- **Low-light vision** Frey can see at night
- **High-frequency Hearing** Cats hear a higher range of pitches than humans
- **Keen Scent** Frey have a slightly better sense of smell than humans
- **Nimble** Frey get a +5 to the Acrobatics and Climb skills
- **Padded Feet** Frey get a +5 to the Stealth skill, and all damage dice from falling are reduced one class: 1d6 to 1d4, etc.
- **Adaptable Stance** A Frey can run on all fours if its hands are free, effectively doubling its Fitness score in a chase
- **Natural Weaponry** The claws and bite of a Frey deal 1d3 points of damage (1d2 crit), and can be improved with martial arts
- **Stinging Strike** When attacking with his claws, a Frey is instinctively drawn to strike at a sensitive area, such as at a dog's nose or a human's groin. This allows the Frey to use the heroic power Bash when attacking with his claws (even if he hasn't purchased it or doesn't meet the prerequisites)

## HAZE

Haze are stout, heavily-muscled, noble warriors, and are well-renowned for their loyalty, adherence to rules, and their prowess in combat. They are the subject of much wonderment from other races due to their unusual physiology.

Haze are said to have evolved on a distant world perpetually enshrouded by an impenetrable layer of fog. In this natural environment that rendered traditional forms of vision useless, the haze developed psychic sensory organs to compensate for their blindness. However, their unusual physiology does not stop there. Haze are also mutes and natural vampires, though they are not feared or mistrusted.

## Stat Changes

- **Strength +2** Haze are larger and stronger than humans
- **Fitness +2** Haze are healthy and sturdy
- **Wit -2** Haze tend to be a bit "thick" and do not have many thoughts of their own
- **Magnetism -2** Haze are naturally subservient, and though determined, lack a true will of their own

## Racial Abilities

- **Psychic Echolocation** Haze possess 360-degree psychic echolocation to a base range of 50 feet (plus 5 feet per point of Intellect). Beyond this range they are totally blind, and must rely on hearing and smell. Haze still are required to make Perception checks to spot hidden things in their field of vision, and do so without any bonus or penalty. Haze "see" only black, white, and shades of grey; they cannot discern color at all. Haze cannot be blinded by any type of darkness, fog, or silence effect, even of magical origin, nor can they be affected by any attack requiring sight to function. Haze have a full field of vision, have no top, bottom, back or side in combat, and cannot generally be snuck up on
- **Basic Hearing** Haze do not have visible ears, but still hear much like humans do
- **Hunter Scent** Haze have developed an excellent sense of smell since they lack eyes
- **Tough Hide** Haze have thick, bony skin that provides a natural damage reduction of 1 – a bonus which adds to any armor worn
- **Telepathy** Haze have the ability to impart their thoughts telepathically to anyone within range of their "vision". This is done with pure thought and does not make a sound. Haze can choose to either impart their thoughts to all within range or to one single individual at a time. Haze cannot read the minds of others. Haze spellcasters must "shout" or impart their thoughts to all within range when casting a spell requiring verbalization
- **Not Easily Fooled** Haze do not see illusions at all, and can see invisible creatures normally
- **Natural Weaponry** Haze have two claws that deal 1d6 (1d3 crit) and a beak pierce that deals 1d8 points of damage (1d4 crit)
- **Bloodsuck** If a haze hits a creature with its beak and then maintains a grapple afterwards, it can suck out

the creature's blood, dealing 1d3 points of Wound damage to the torso per round until death ensues

## NIGHTLING

No other sentient race anywhere is as lazy and parasitic as the lizard-like nightlings. These large, muscular, olive-colored reptiles demonstrate remarkable strength and endurance, yet loathe any form of physical labor and instead occupy their time leeching vital goods and services from others.

Nightlings stand about six-and-a-half feet tall and have dark, green, leathery skin and a prominent jaw. They possess strong, muscular tails, small, pointed claws, and bony horns.

Though they live on the surface world, the nocturnal nightlings appear to have evolved in a subterranean environment and are thought to have been driven above ground long ago by some unknown event.

Nightling social status is measured by one's weight. The fatter one is, the more important you must be in order to get others to do your labors for you.

### Stat Changes

- **Strength +1** Nightlings are larger and stronger than humans
- **Clarity +1** Nightlings are lazy, but remarkable quick to act when an opportunity presents itself
- **Depth -1** Nightlings are rather driven by instinct and base desires and don't think far past their stomachs
- **Connection -1** Nightlings have little compulsion about stealing from other races or tribes, or even their own family, for that matter
- **Magnetism +1** Nightlings are oddly persuasive. They even have a knack for leadership—particularly of bandit groups

### Racial Abilities

- **Low-Light Vision** Nightlings can see easily at night)
- **Heat-vision** Nightlings possess heat vision up to 60 feet as a secondary vision type
- **Basic Hearing** Nightlings hear much like humans do
- **Hunter Scent** Nightlings by nature are wild raiders
- **Tough Hide** Nightlings have thick, scaly skin that provides a natural damage reduction of 1 – a bonus which adds to any armor worn
- **Tail** Nightlings have strong, muscular tails, and can use them to trip creatures within five feet of them. In place of any normal attack, a nightling may opt to use his tail instead in a grapple attack – if the grapple succeeds, the opponent is tripped
- **Natural Weaponry** A nightling has a powerful bite, which deals 1d8 points of damage (1d4 crit) on a hit.
- **Light Sensitivity** Nightlings suffer a -1 penalty to all attack, defense, and skill rolls in bright sunlight or within the area of effect of equivalent magics
- **Dark Affinity** Nightlings have an almost spiritual connection to darkness, and may acquire the book of Light and Darkness for half the mana cost, and need not meet any of the prerequisites for the book or first-order spells

## PICKER

Pickers are roguish little reptiles with a strong affinity for collecting and appraising interesting items. Pickers stand about four feet tall and are quite slender, with yellow, scaly skin and friendly expressions. The ends of their fingers and toes are covered in micro-suction ridges, allowing them to climb sheer surfaces. Pickers are nimble and quick and are quite intelligent, though prone to carelessness.

In theory, pickers are merchants, buying items at bargain prices, and then reselling them to the right buyer for a sizable profit. However, in practice, pickers often slide deep into the shadow of klepto-

mania, lifting an item here and an item there. Most pickers are good natured, and the guilt from their thieving often provokes them to give their items away to those in need. A picker almost always carries a wide variety of useful objects and objects d'arte with him at all times.

### Stat Changes

- **Strength -1** Pickers are slight of stature and build
- **Intellect +1** Pickers have incredible memories and capacity for recall
- **Clarity +2** Pickers are quick and have excellent reflexes
- **Depth -1** Pickers tend to often let their curious natures get them in trouble

### Racial Abilities

- **High-color Vision** Pickers are creatures of daylight
- **Basic Hearing** Pickers hear much like humans do
- **Basic Scent** Pickers have an ordinary sense of smell
- **Small** The average picker stands roughly 4 feet tall and weighs 60 pounds. All pickers get a +1 to ranged and melee defense skills due to presenting a small target. Also, pickers get a +3 to the Hide skill
- **Merchant** A Picker gets an innate bonus of +20% to the merchant trade skill
- **Sticky Grip** A picker can cling to most surfaces, allowing him to move up walls or across ceilings at half walking speed without having to make climb checks. He also receives +10 to the Climb skill wherever applicable
- **Enhanced Memory** A picker can recall with great precision every detail that it knows about any object of interest that it has seen, heard of, or read about. This only applies to items; a picker's memory is normal in regards to everything else.
- **Detect Magic** A picker can detect magic at will. This innate ability drains 1d4 stamina points to use, and can detect the presence of and general nature or magical auras, creatures, and objects.

## CUSTOM RACIAL TEMPLATES

The preceding list of playable races is relatively short. We could have added many more, but however many we included in these basic rules, it would inevitably not include something you would like to include in your game. Therefore, you are encouraged to work together with your GM to define playable races for your games. When doing so, you will want to follow some basic rules:

- Don't aim to cheat; aim for realism
- Try to keep special powers to a minimum
- Think of negatives as well as positives
- Try to have an explanation for each ability
- When in doubt, just stick with the basic human ability range

As you will have noticed, there are two basic steps for creating a race—creating the stat modifications and enumerating any special powers, penalties, or abilities.

### Stat Blocks

In general, only the physical stats will differ from the human range much, though species that are notably quicker than humans may have elevated Wit or Clarity scores.

Adjust physical stats proportionally based upon size. For the other stats, if a species is near to human ability, leave the stats alone. If the species is noticeably better on average than humans, give them a +1 or +2 in whatever makes sense. If the species is remarkably better, give them a +3 or +4. If the species is nowhere near human level, give them up to a +6. If the creature is worse than a human, give them a negative along the same scale.

When thinking about the other basic stats, ask yourself the following questions:

**Intellect:** Does the creature have a better memory, faster recall ability, or a better ability to hold complex thoughts? Can it learn new things faster?

**Wit:** Is the creature able to switch between thoughts quickly, be more creative, or think on his feet?

**Clarity:** Is the creature more instinctive than a human. Does it have better reflexes and make quicker decisions.

**Depth:** Is the creature more artistic, or does it feel emotions more intensely? Is it more independent and less-reliant on others for its opinions?

**Connection:** Is the creature more intuitive than a human, more sensitive to magic or the supernatural, or more empathetic to the feelings of others?

**Magnetism:** Is the creature more charismatic, more persuasive, more beautiful, or does it generate more excitement than a human by its very nature? Does it inspire others or hold a more socially elevated position?

### Special Abilities

Here's where you need to have a very solid vision of the creature and how it functions physically as well as mentally. List anything extraordinary as well as try to enumerate any adaptations it might have towards a particular environment.

Consider some of the following:

- Is the creature noticeably larger or smaller than a human? Can it fit through most doors?
- Does the creature have opposable thumbs or at least the ability to hold and use objects?
- How does it see, hear, smell?
- Does the creature have an unusual anatomy? Does it have special hit locations? Can it wear/use standard equipment?
- What is its environment, and how might it function in others?
- How does it communicate.
- How does it interact with other species?
- Does its anatomy make it unsuitable for a social or city environment?
- Does it have any unusual mental abilities?
- Is there anything supernatural to the creature, or does its functions have purely scientific explanations?

### Racial Template Example – Yeti

OK, say Dave wants to play a yeti. Since there's isn't a lot of scientific research on yetis to fall back on, the GM asks Dave to clarify a bit. Dave decides he wants play a classic, snow-white, abominable-snowman-like monster. He and his GM discuss the implications and end up with the following:

### Stat Changes

- **Strength +6** Yeti are humungous monsters
- **Fitness +4** Yeti live comfortably in the frozen wastes without any of the modern comforts. They are tough.
- **Intellect -4** Yeti may be sentient, but they have no known civilization, don't need tools, and probably don't write poetry and make art and stuff, so have little need for higher-level thought
- **Wit -2** Yeti aren't exactly great at puzzles and telling jokes, and they don't tend to have more than one thought going at a time.
- **Depth -2** Yeti are pretty simple minded creatures, with a motivation range generally fixed in the realm of hungry, kill, eat.
- **Magnetism +4** Yeti are magical creatures and have an almost palpable aura of mystery and fear around them



## Racial Abilities

- **Huge** The average yeti stands roughly 8 feet tall and weighs 1000 pounds. A yeti gets a -2 to ranged and melee defense skills due to presenting such a big target. Also, yeti suffer a -5 to the Hide skill in any environment other than snow white
- **Resist Cold** Yeti have crazy thick fur and suffer no ill effects from cold weather conditions. Even against cold-based attacks they resist the first 10 points of damage on any given attack.
- **Heat Sensitive** A yeti has a heavy fur coat that it can't take off. It overheats at 20 degrees lower temperatures than humans, however, it doesn't suffer extra damage from fire-based attacks as its fur is insulating.
- **Camouflage** Yeti are white and live in snow. +5 to all Hide rolls in snow.
- **Claws** Like 5 daggers hitting you all at once – 2d6 base damage; not retractable
- **Teeth** Pointed and large – 1d10 base damage
- **Low-light Vision** Yeti can see at night
- **Low-Frequency Hearing** With all that shrieking Himalayan wind, yeti pretty much have had to give up on the high-range of sounds, but they can hear feet crunching in the snow from miles away
- **Stalker Scent** Yeti just love the scent of blood
- **Terror Shriek** Yeti can paralyze prey with their blood-curdling shrieks. 3 times a day the yeti can scream and roll a magical attack. Those who hear must beat this with a Will roll or be paralyzed with fear for 1d4 rounds.

## CHAPTER 7 – HEROIC POWERS

Once your character's skills reach a certain basic level of competence, you have the opportunity to purchase special powers. These heroic powers are what give your character the edge over the generic would-be hero. Each power is designed for a specific circumstance and allows your character the option to specialize his abilities towards a more specific type of role.

Heroic powers come in many forms, and each one is different. Unlike with many other game systems, there is no fixed template that your character must adhere to in order to gain powers. Each one can be earned separately, allowing for each character you make to be unique and different. A heroic power may allow your character to exert himself more in combat in order to deal out more damage, for example, or perhaps enable him to stay conscious past 0 wound points. Not all powers are combat-related though—it is advised that you familiarize yourself with all of them before you decide which ones you want your character to acquire.

Heroic powers do not come cheaply though. When you use your powers, they draw from your current pool of Stamina points. To do extraordinary things, your character must exert himself, which will wear him out over time. Use your powers too much, and you will run out of stamina fast in a fight and get cut down quick. Use them too little, and the fight might drag on until you are overwhelmed by your enemies. It's a bit of a trick to know how to use your powers only when you really need them, and also the measure of a truly good warrior.

No character will be able to acquire all of the powers in the game, so you must pick and choose that ones that seem right to you. Unlocking a power requires the sacrifice of permanent Stamina from your character sheet. This is engineered to force characters to limit themselves to only the powers they really want. Take too many powers, and you won't have the stamina required to use them when the time comes. Not everyone can do everything.

To acquire a power, your character must first meet all of the prerequisites listed for the power, and then you must make the sacrifice listed. Once the power is purchased, you may use it as often as you want (or can, more practically). Each time you use a power, you must subtract the stamina cost from your current Stamina, just as if you took a minor hit in combat. These points will come back when you rest, but your permanent Stamina sacrifice will not.

A few powers have a Stamina cost of 0. These are considered to be “passive” powers that are constantly in effect. These generally cost a little more to unlock, but easily pay for themselves over time.

### READING THE LIST

The rest of this chapter is simply a list of the powers your character can acquire. Each power has a name and then a stat block. Below the stat block, you will find an explanation of what the power does. The stat block for a given power will contain the following fields:

- *Prerequisite:* What skills (and at what level) your character must have in order to unlock this power.
- *Stamina Cost:* How many stamina points it takes to use this power once.
- *Sacrifice:* Number of stamina points that must be permanently sacrificed in order to unlock this power for use.
- \*: An asterisk in the prerequisite list indicates that a character's appropriate proficiency counts towards the prerequisite where applicable (such as a weapon attack score).

## HEROIC SURGE

Heroic surge is one of the key features of Osiris' mechanics. This power applies to all situations in the game whenever a d20 must be rolled. All characters are considered to have this power for all situations in which they have a 10 or better in the base score that is added to the die roll.

*Prerequisite:* Score of 10 or better in any combat skill, or base stat

*Stamina Cost:* 1d4

*Sacrifice:* None

On your next roll and your next roll only, use a d30 instead of a d20. This can be used for any d20 roll—whether it be for Reflex, Will, Attack, Defense, or whatever—as long as the character has a 10 or better in the appropriate base score. This power can even be used for stat rolls (such as Strength) if the character has a base stat of 10 or better.

Note that when rolling a d30, the chance of scoring an automatic success or critical (natural 30) is lower. However, the chance of a normal success is much greater. Generous GMs may allow the critical hit range to be increased by one when using heroic surge, or allow players to roll a 50/50 chance of a critical when rolling a 29. Stickler GMs may require a natural 30.

## PATHWAYS TO POWER

As a massive, alphabetical listing of powers tends to be rather unwieldy, the powers in this chapter are presented in general categories. Within a category, the powers listed escalate in level of mastery as you read down the list. Though anyone who meets the prerequisites for a power can purchase it, it is more likely that you will have purchased many of the earlier powers in a category before moving onto the later ones. Because of this, you can think of these categories as pathways to power—different ways in which your character can achieve the most impressive moves in the game.

Though it is conceivably possible for a character to take all the powers in this chapter, it is hardly feasible, and each power taken does require a permanent sacrifice from your character, so it is best to pick and choose the powers that fit your character's individual story and personality.

This list is far from comprehensive, and you are encouraged to develop your own powers to supplement it (with game master approval).

It is highly recommended that you not stick to a single pathway. A cookie-cutter character just isn't as fun to play. These groupings are not meant to limit your characters, but to help you make sense of and find the powers in the list. Read all the pathways, pick and choose, and look at the prerequisites... you may already be able to purchase some interesting stuff right off the bat.

## THE PATH OF THE ALPHA

The alpha is the top dog, the party leader, the dominant outgoing personality at the forefront of your group. His skills are geared around his relationships with others and his own (sometimes selfish) glory.

### Entry-Level Power

*Dilettante:* Minor Bonus to Any Roll

### Novice Powers

*Fake It:* Bonus to bluff-based rolls

*For the Cause:* Combat bonus for your followers

*Troll:* Get the other guy to throw the first punch

### Apprentice Powers

*Commandant*: Skill bonus to those carrying out your mission

*Oh God, Part 2*: Rise again

*Stall*: Prevent another character from acting

#### *Journeyman Powers*

*Pacify*: Calm your opponents in battle

*Parlay Voo*: Understand foreign languages

*Shazbot*: Boost your reputation for fun and profit

#### *Adept Powers*

*Hypnotize*: The power of suggestion

*Rrrrowwr*: You can't touch this

#### *Expert Powers*

*Demagogue*: Control the angry mob

*False Mind*: Flawless psychic defenses

#### *Master Powers*

*Avatar*: Absorb your followers' life energies

#### *Build Tips*

There's no strict hard and fast rule for what makes someone a good leader, but you can skew the stats in your favor at character creation if you want to pursue this path.

- High Stat: Spirit
- Low Stat: Body
- Skew Mind to Intellect
- Skew Emotion to Depth
- Skew Spirit to Magnetism
- Field Skills: Seduction, Silver Tongue (also Subterfuge)
- Trade Skills: Performer (also Seer, Linguist)

#### *Dilettante*

*Prerequisite*: Seduction 8, Silver Tongue 8, Will 8, Magnetism 4

*Stamina Cost*: 1

*Sacrifice*: 0

The defining trait of the Alpha is an overpowering self-confidence. This positive mental energy infects your actions, allowing you to succeed far beyond what is warranted given your abilities. You may pay the cost of this ability at any time to add a +1 bonus to any die roll your character makes in the game.

Try not to push your luck though. You must keep track of how many times you use this ability. When this number equals your Magnetism, you may not use this ability again until you pay 1d4 Stamina per level you have attained to reset this count to 0. This count also resets when you gain a level.

#### *Fake It*

*Prerequisite*: Seduction 10, Performer 30%

*Stamina Cost*: 1d4 (stackable)

*Sacrifice*: 1

Your belief in your own abilities is powerful enough to convince others to believe in you as well. Add 1d6 to any roll made to convince someone you are something other than you are (Disguise, Silver Tongue, Performer, etc.). When rolling for trade skills, add the bonus to your base skill before rolling.

Every 10 points in Performer over 30% allows you to stack this ability on top of itself in a single use

(so at Performer 40% you can roll 2d4 for the cost and gain a 2d6 bonus, and so on).

This bonus is added in addition to any die upgrades that may be purchased for the skill roll.

### **For the Cause**

*Prerequisite:* Silver Tongue 10, Intellect 4, Magnetism 5

*Stamina Cost:* 0

*Sacrifice:* 1

You are such an inspiring presence that anyone who considers you their leader and fights alongside you in combat gains a +1 to all attack and defense rolls and a +3 to Will rolls.

### **Troll**

*Prerequisite:* Silver Tongue 10, Subterfuge 10

*Stamina Cost:* 1

*Sacrifice:* 1

You know people, which means you know exactly how to push their buttons. By saying something inflammatory, you can compel another person to attack you. This doesn't generally work on allies or neutral parties; there has to be some sort of tension or animosity in play first; like when being cited by a police officer, or dealing with a guard, tavern drunk, or rival lover.

Roll Silver Tongue vs. Will; if you win, your opponent throws the first punch. Take a -3 penalty if you know nothing personal about the target. Also, take a -3 penalty if you outnumber your opponent or have him clearly outgunned in some way. This ability is mainly for when you already intend to attack someone, but it is to your advantage to get them to appear to be the aggressor. You might want to whisper this into their ear if you want to still look like the good guy.

### **Commandant**

*Prerequisite:* Silver Tongue 12, Reputation 20

*Stamina Cost:* 2d4

*Sacrifice:* 1

You are so trusted by your followers that you can impose upon them the great importance of any one command. When directly acting upon this order (whether in battle or not), the follower gains a +3 to Will and +2 to all field skill rolls (and +5% to all relevant trade skills) related to the task until the task is completed. Tasks must be specific and have a stated success condition. Each time you use this power, it applies to a different follower or task. A "follower" in this case is anyone who willingly follows your orders without resentment. The Will bonus does not stack with the same bonus given by the For the Cause power.

### **Oh God, Part 2**

*Prerequisite:* Seduction 12, Will 12

*Stamina Cost:* 1d6

*Sacrifice:* 1

Immediately rise to the occasion a second time. Stamina cost is double for a third, double that for a fourth, and so on. You know what we mean.

### **Stall**

*Prerequisite:* Will 12, Silver Tongue 12

*Stamina Cost:* 1

*Sacrifice:* 1

You are so eloquent that you can effectively filibuster any action another is trying to make. Roll an



opposed Will roll vs. the other person to make them stand and listen with confusion for a round. You can keep this up for as long as you are willing to pay the Stamina. If the other person is attacked or engaged in combat, this ability will not work.

### **Pacify**

*Prerequisite:* Silver Tongue 14, Performer 50%

*Stamina Cost:* 1d4

*Sacrifice:* 1

You can calm and stop opponents in combat. To do so you must spend a full round doing nothing but speaking to them calmly in a language they understand (dodging is permissible). Your allies must not attack during the round either. At the end of the round, roll a Silver Tongue (opposed by Will) roll against all your opponents. Roll for the opponent with the highest Will, plus 1 for each additional person in the group. If successful, all opponents will stop fighting and listen to what you have to say for at least 1d4 rounds (unless attacked). The ability feeds well into Stall above, as once opponents are Pacified they can be Stalled for as long as you can pay the Stamina cost. Also, see Hypnotize and Demagogue below.

### **Parlay Voo?**

*Prerequisite:* 4 or More Language skills at 50 or better

*Stamina Cost:* 0

*Sacrifice:* 1

You have come to understand language at an intuitive level. You can use your Intellect x 5 in place of your language skill roll to try to understand any spoken language you are not familiar with. Also use your Intellect x 5 to try to speak it. Use your Intellect +10 for trying to read or write (as opposed to no roll at all). May not work for certain alien languages spoken by other species (GM's choice).

### **Shazbot!**

*Prerequisite:* Performer 40%, Seer 40%

*Stamina Cost:* 1d10

*Sacrifice:* 2

Whatever badass move it was that you just did, this power guarantees that a video of it, no matter how unlikely, will show up on the internet within 24 hours... even if it's just some fuzzy security cam footage.

### **Hypnotize**

*Prerequisite:* Seduction 16, Silver Tongue 16, Will 16

*Stamina Cost:* 1d6

*Sacrifice:* 2

You have learned how to control your voice to lull any one person not in combat into a peaceful hypnosis. The subject must make an opposed Will roll against you after one full round of listening or become hypnotized. If you win the contest of wills, you can put the subject to sleep, or may implant a suggestion in the person's head that he feels compelled to act on. In most cases (except when dealing with severely depressed individuals), this action cannot be one that directly harms the subject, like jumping off a cliff.

### **Rrrrowwr!**

*Prerequisite:* Seduction 16, Reputation 20

*Stamina Cost:* 1d6 per 5 rounds

*Sacrifice:* 2

You are so hot that when you strut your stuff people sweat. All attackers in combat must take a -2

penalty to hit you, -4 for people with the appropriate gender preference. May not work against members of another species. Warning, if you have friends around, they will probably get shot at instead of you.

### Demagogue

*Prerequisite:* Seduction 18, Silver Tongue, Will 18, Performer 60%

*Stamina Cost:* 1d10

*Sacrifice:* 3

You have learned to direct your words to inspire anger, outrage, and action in those who hear them. Typically this ability is used to direct a crowd's anger at a specific person or idea. To use this ability, you must speak upon the ills of what or whom you wish to direct anger towards for a full two minutes to a willing listener or group of listeners. At the end of the two minutes, all who hear and are able to comprehend must succeed at opposed Will rolls against you, or their attitude becomes hostile towards the subject of the rant. If you win the contest of wills by 5 or more, the listener will feel compelled to act upon his outrage. This hostility lasts for one hour per experience level you have attained. Those who are specifically loyal to the cause berated receive Will bonuses of +10.

If a crowd of listeners is too large, the GM may make a single roll for the entire crowd, using the median Will roll of those in the crowd. Specific individuals crucial to the story and those with loyalty bonuses should be rolled for separately.

Note that this ability may be used in conjunction with others, such as Stall. If using Stall, remember that two minutes is equivalent to 12 rounds.

### False Mind

*Prerequisite:* Will 18, Performer 60%

*Stamina Cost:* 1d6

*Sacrifice:* 2

You are so confident in yourself that you actually believe your own bull crap. Whenever someone attempts to read your mind (whether psychically or magically, or whatever), they get back only whatever information you present to them, whether it is true or not. You are also alerted to the fact that someone is reading your mind (and may choose to pay the cost if you want your false mind active). This ability can also protect against things such as lie-detector tests and magical lie-detection divinations.

### Avatar

*Prerequisite:* Will 20, Silver Tongue 20, Seduction 20

*Stamina Cost:* 0

*Sacrifice:* 4

Your followers revere you so much that they see you almost as a god. Their energies flow into you and drive you forward to greatness. You can use the Stamina and Mana pools of your followers to fuel your spells or heroic powers. A follower in this case is anyone who is within 100 feet of you and willingly allows you to take their life energies. Certain items or magical talismans may increase this distance limit.

## **THE PATH OF THE GEARHEAD**

The gearhead stays down behind the scenes, fixing things like spaceship engines, hovercars, and frequently slipping into systems where she isn't exactly wanted. It's not a glamorous job, but someone has to do it, and if you are a true gearhead, it's never boring.

### Entry-Level Power

*Blade Hack:* Tweak your weapons

### Novice Powers

*Blind Typing:* Use your gear in the dark

*Smack of Life:* The art of percussive maintenance

*Total Recall:* Flawless Memory

### Apprentice Powers

*Back Door Man:* Hacking bonus

*Gearslayer:* Combat bonus vs. machines

*Technobabble:* Obfuscate your lies

### Journeyman Powers

*Free Range:* Boost your wi-fi signal

*Hot Mess:* Turn a machine into a booby-trap

*Read Circuit:* Identify strange machinery

*X:* Serious cool points

### Adept Powers

*Scent of a Circuit:* Smell technology

*Universal Algorithm:* Understand alien machines

*Wipe:* Destroy data with a touch

### Expert Powers

*Tesla:* You are your own power source

*Virus:* Infect technological devices

### Master Powers

*Freejack:* Hack without a computer

### Build Tips

As the gearhead is more about her skills than her combat ability, you may not want to worry too much about dialing in all your character's stats for this path... just make sure her intelligence is off the charts and then worry about statting her out for survival. But if you insist:

- High Stat: Mind
- Low Stat: Body
- Skew Mind to Intellect for engineering, Wit for Jury Rig
- Skew Emotion to Clarity
- Skew Spirit to Magnetism for salesmanship, Connection for mad skills
- Field Skills: Computer Use, Jury Rig, Subterfuge (also Awareness, Focus, Silver Tongue)
- Trade Skills: Engineer (Electrical), Mechanic, Seer

### Blade Hack

*Prerequisite:* Jury Rig 8, Intellect 4

*Stamina Cost:* 0

*Sacrifice:* 0

You like to tinker with your weapons, and have found little ways to improve them, using only a few spare parts. This ability can be applied to any weapon, and allows you to increase one of the weap-

on's properties while subtracting from another to gain potential benefits. For example, you may give up 2 points of accuracy to gain a die upgrade for damage, or reduce the damage of your weapon to gain a +2 to hit. Adjusting a weapon in this manner takes 1d4 hours. The weapon remains adjusted until it breaks or you undo the modification using this ability again.

When performing the modifications, pick one of the following properties to increase, and another to decrease.

- Plus/minus 2 to Attack
- 1 Damage Die Upgrade/Downgrade
- 1 Crit Damage Die Upgrade/Downgrade
- Increase/Decrease weapon speed one category
- Increase/Reduce Range by 5

This ability can also be used to make minor miscellaneous adjustments to weapons, such as changing the fuse time on a grenade, or changing the damage for a weapon from 1d8 to 2d4.

Use of this ability adds 25% to break odds.

### **Blind Typing**

*Prerequisite:* Intellect 4, Awareness 10, Focus 10

*Stamina Cost:* 1 per minute

*Sacrifice:* 1

You are so familiar with your gear that you can use it without looking at it. This could mean using a keyboard in pitch darkness, typing a distress code into a hidden keypad, tie a perfect bowline in a silk rope, or reloading a ranged weapon blind.

It is up to the GM to determine if any given situation fits this ability. Generally this ability depends upon familiarity and does not work if there are unknown or variable prompts to respond to. You can maybe log into your computer blind because it works the same way every time, but you cannot surf the internet or break into an unknown security system, as it requires reading what the specific prompts are and responding to them.

### **Smack of Life**

*Prerequisite:* Jury Rig 10

*Stamina Cost:* 1d4

*Sacrifice:* 1

You have become skilled at the art of percussive maintenance. Any time a technical device stalls or goes slightly out of whack, you can hit it to get it to start back up again. Roll a Jury Rig roll as if fixing the problem, only there is no time involved in the repair job (well... one attack action maybe). Note that this does not work with any job that requires parts or actual fixing, only things that have gone slightly out of alignment or gotten a short. This ability can also be used to revive unconscious characters who failed Will rolls from wound damage (though it doesn't stop their bleeding).

### **Total Recall**

*Prerequisite:* Intellect 4, Focus 10, Subterfuge 10

*Stamina Cost:* 1

*Sacrifice:* 1

You can instantly store numbers and patterns in your brain. When you witness someone typing in a password, see a written number, read a snippet of text, etcetera, you can pay the Stamina cost to store the info away for later use. You will be able to recall the stored info at any time without error.

### **Back Door Man**

*Prerequisite:* Connection 4, Computer Use 12, Subterfuge 12

*Stamina Cost:* 0

*Sacrifice:* 1

You are adept at reading people and predicting their behaviors. When attempting to break past any cyber-security system, you may forgo the usual -5 Computer Use penalty if you have any reasonable familiarity with the person who set up the security (or if you have access to any research on the person or the assistance of someone close to them).

### **Gearslayer**

*Prerequisite:* Melee Attack 12\*, Jury Rig 12, Mechanic 30%

*Stamina Cost:* 1d4 (stackable)

*Sacrifice:* 1

You are particularly skilled at fighting objects, typically those that seem to be enabled to move of their own power, such as robots, cars, steamrollers, and the like.

When attacking objects, you can pay the cost of this ability to deal an additional 1d10 points of damage on a successful hit. For every 4 points of Jury Rig past 8, this ability may be stacked on a single roll – dealing 2d10 for 2d4 at 12, 3d10 for 3d4 at 16, and so on. Unlike similar skills, this is paid at damage rolling time, once the attack has already been determined to hit. However, it only applies to a single melee attack.

### **Technobabble**

*Prerequisite:* Silver Tongue 12, Subterfuge 12, Engineer (Any) 30%

*Stamina Cost:* 0

*Sacrifice:* 1

You are practiced at the fine art of technical bull crap. You can come up with any sort of plausible-sounding technical jargon that you need at the drop of a hat. Anyone not an expert in the field will think it sounds believable. You are also skilled at detecting this line of garbage. Make an opposed Subterfuge roll against the speaker's Silver Tongue roll to detect that they are full of it.

### **Free Range**

*Prerequisite:* Computer Use 14, Jury Rig 14, Seer 30%

*Stamina Cost:* 0

*Sacrifice:* 1

Your body is so in tune with energy waves that it seems to focus and amplify them. You are able to get double the effective range out of any kind of wireless device as long as you are in contact with it.

### **Hot Mess**

*Prerequisite:* Jury Rig 14, Mechanic 40%

*Stamina Cost:* 1d6

*Sacrifice:* 2

You can rig any mechanical or electrical device to crash when it is powered on. This might range from the gears grinding together and locking up to the fuel tank exploding. Make a successful Mechanic roll as per the standard trade skill rules to sabotage the machine, and then either power it on or leave it for some poor sucker to start up.

### **Read Circuit**

*Prerequisite:* Computer Use 14, Engineer (Electrical) 40%

*Stamina Cost:* 0



### Sacrifice: 1

You are so familiar with electronics that you can tell what a device does before it is turned on by simply examining its wires and circuits. Roll a successful Engineer roll to decipher (or a partial success to get the gist of it). Keep in mind that you may have to open the device to look at its innards though. Campaigns with more primitive technology may allow a modified version of this skill based upon Mechanic that allows readings of clockworks.

### X

*Prerequisite:* Computer Use 14, Seduction 14

*Stamina Cost:* 1d12

*Sacrifice:* 4

We don't know what this power does, but man, you sure are cool if you have it.

### Scent of a Circuit

*Prerequisite:* Awareness 16, Mechanic 50%, Engineer (Electrical) 50%

*Stamina Cost:* 0

*Sacrifice:* 1

You are so accustomed to working with technology that you can literally smell the presence of a technological device. If there is any such device within 100 feet, you can detect its presence, general type (electrical vs. mechanical, etc), and rough location and distance. You can also sense the presence of radio waves in the air (and other forms of wireless communication). What exactly counts as a technological device is really rather dependent on your campaign world.

### Universal Algorithm

*Prerequisite:* Computer Use 16, Jury Rig 16, Subterfuge 16

*Stamina Cost:* 0

*Sacrifice:* 2

You now know enough about machines and computers that you can interact with systems that were designed in languages with which you are not familiar by programming at a machine language level.

### Wipe

*Prerequisite:* Computer Use 16, Jury Rig 16, Engineer (Electrical) 50%

*Stamina Cost:* 1d6

*Sacrifice:* 2

You can release a pulse of energy from your fingertips that polarizes memory banks, generally erasing any data on them. You have to directly touch the drive to wipe it. Make an Electrical Engineer roll (only a full success counts). Success means you have wiped the memory. Your chances are cut in half if the memory banks are specifically insulated against this kind of attack.

You may be able to use this against things like robots if you can make a successful unarmed attack against them. You must first make an Electrical Engineer roll to determine where to strike. Partial success on this roll cuts your chances of wiping in half.

### Tesla

*Prerequisite:* Focus 18, Computer Use 18, Engineer (Electrical) 60%

*Stamina Cost:* 1d4 per minute

*Sacrifice:* 2

Your body can generate and transmit low levels of power, generally enough to power any kind of small electronic device. You need not touch the object's battery port; simple contact is enough. You might use this to power a phone with a dead battery or get an extra shot out of a dead laser pistol.

## Virus

*Prerequisite:* Computer Use 18, Subterfuge 18, Engineer (Electrical) 60%

*Stamina Cost:* 1d6

*Sacrifice:* 2

You have learned how to create machine viruses to infect enemy computers and circuits. The system must first be studied, and you must have sufficient time and equipment to create the virus. Make a Computer Use roll to create the virus. The score needed to succeed is a 20, but penalties are applied to the Gearhead's roll depending on the system and the time taken. A base skill check represents one hour of game time. A gearhead must spend at least 5 minutes to create a virus.

<u>Virus Check</u>	<u>Roll Modifier</u>
Per extra hour spent	+1
If rushing, per every 5 minutes shorted	-2
System is simple	+5
System is average	-0
System is complex	-5
System is very complex	-10

If your virus succeeds, it can do many different things. The limits will be up to the GM. Generally, viruses cannot destroy sophisticated systems, but can transfer information from them, disable or activate physical interfaces (such as automated guns), delete non-critical files, and slow them down. While the system is fighting the virus, any further rolls that the system may make to fight off hackers will be made at a -5. Primitive systems might allow system files to be deleted, effectively destroying the computer system.

## Freejack

*Prerequisite:* Awareness 20, Computer Use 20, Jury Rig 20, Seer 50%

*Stamina Cost:* 1d6 per minute

*Sacrifice:* 3

You no longer need a computer to access wireless networks. Your brain can pick up and transmit the signals from the air. For as long as your stamina pool lasts, you may access any network as if you had a device that could talk to it.

This ability may be used with abilities above such as Virus, but since the time one can remain on the network is limited by Stamina, it might be necessary to spend the minimum of 5 minutes to create the virus, eat the -22 Computer Use penalty that comes with it, and d30 the roll.

## THE PATH OF THE MARKSMAN

The marksman may stay far from the heat of battle, but he can still kill you dead from 100 yards away. These skills are designed to help you bring down your enemies from a safe, yet manageable distance.

### Entry-Level Power

*Steady Shot:* Bonus when taking extra time to aim

### Novice Powers

*Finishing Shot:* Cull the herd

*Quick Draw:* Don't get caught off-guard

*Pierce:* Boost your weapon damage

### Apprentice Powers

*Bullet Dance:* Fire while in a melee

*Quick Load:* Don't lose a shot to reload

*Prairie Doggin':* Use cover to cover your ass

*Surgical Strike:* Boost your crit range

### Journeyman Powers

*Bull's Eye:* Reduce called-shot penalties

*Eagle Eye:* Increase your weapon range

*Hands Free:* Fire from horseback (or the like)

### Adept Powers

*Fire Into Crowd:* Stop hitting your friends

*Shot on the Run:* Fire adeptly while running

### Expert Powers

*Opportunity Blasts:* Gain bonus attacks while defending

*Rain of Death:* Boost your crit damage

### Master Powers

*Multishot:* Gain an extra attack every round

### Build Tips

Creating a marksman character requires some careful planning if you want to maximize his sharpshooting abilities. Not all the stats here are obvious.

- High Stat: Mind
- Low Stat: Body
- Skew Mind to Intellect for damage, Wit for accuracy
- Skew Emotion to Clarity
- Skew Spirit to Connection
- Field Skills: Awareness, Focus (also Ride Animal)
- Trade Skills: Healer

### Steady Shot

*Prerequisite:* Focus 8, Reflex 8

*Stamina Cost:* 0

*Sacrifice:* 0

You can give up any one attack to focus and concentrate, gaining a +2 to your next attack roll. This is best employed when firing from a position of stealth, where you can take time to line up a good shot.

### Finishing Shot

*Prerequisite:* Awareness 10, Healer 25%

*Stamina Cost: 0*

*Sacrifice: 1*

You have become so good at reading your enemies that any time you fire at a group of enemies, you can instinctively target the member closest to death (generally, the one with the fewest Stamina and Wound left).

### **Quick Draw**

*Prerequisite: Ranged Attack 10\*, Reflex 10*

*Stamina Cost: 1*

*Sacrifice: 1*

You are so in tune with your weapon that you can draw it instantly, without losing any attacks if caught off guard. Normally it takes at least one action to draw a weapon.

### **Pierce**

*Prerequisite: Ranged Attack 10\*, Intellect 4*

*Stamina Cost: 1 (stackable – see below)*

*Sacrifice: 1*

Upgrade the damage die by one increment for your Ranged weapon for one round. Die upgrades follow the following path: 1d4(1d3); 1d6; 1d8(2d4); 1d10; 1d12(2d6,3d4); 2d8; 1d20; 2d12; 1d30 (3d10); 2d20.

You can stack this ability when your attack skill reaches 15 and every increment of 5 thereafter, though stacks past the first cost 1d4 Stamina. So cost is 1d4+1 for two increments at 15, 2d4+1 for three increments at 20, and so on.

### **Bullet Dance**

*Prerequisite: Melee Defense 12\*, Awareness 12, Focus 12*

*Stamina Cost: 1d4*

*Sacrifice: 1*

Your finely-tuned reflexes allow you to dodge and weave in the heat of combat and still get a clean shot off. When using this ability, you may ignore the penalty to Melee Defense for using a ranged weapon for one round. (Normally there is -5 penalty to your Melee Defense rolls for using a ranged weapon.) This may eat up some of your energy, but it sure beats getting whacked.

### **Quick Load**

*Prerequisite: Ranged Attack 12\*, Reflex 12, Focus 12*

*Stamina Cost: 1*

*Sacrifice: 1*

You are so in tune with your ranged weapon that you can load it instantly. Normally, you would lose at least one attack to reload when you run out of ammo. With this ability, you do not lose any attacks and can continue firing at a constant rate. Quick load cannot be employed when using two weapons at once (such as a pistol in each hand). This cannot be used with weapons that specifically take a full round or longer to reload.

### **Prairie Doggin'**

*Prerequisite: Ranged Defense 12\*, Awareness 12, Reflex 12*

*Stamina Cost: 1d4*

*Sacrifice: 1*

You have become an expert at shooting from behind cover; popping up to shoot and then popping back down when someone decides to shoot back.

Pay the cost for this ability to gain the benefit of full cover for the round (+12 to Ranged Defense). Normally you have to expose your head and arm(s) and can only gain +6 or maybe +8.

This ability only works when there is reasonable cover you can use to hide fully behind – a wall, a thick tree, or even your slow-moving friend. If you do get hit though, it will still be either in the head or the weapon arm. Note that cover may not always protect against grenades and the like.

### **Surgical Strike**

*Prerequisite:* Ranged Attack 12\*, Focus 12

*Stamina Cost:* 1d4

*Sacrifice:* 1

For one full round, your critical range with your ranged weapon is increased by one (from 20 on the die to 19 or 20, usually).

### **Bull's Eye**

*Prerequisite:* Ranged Attack 14\*, Focus 14

*Stamina Cost:* 1 (stackable – see below)

*Sacrifice:* 1

For a single shot, reduce your called shot penalty with a ranged weapon by 2. This ability can be stacked with itself (so paying 4 will reduce your penalty by 8).

### **Eagle Eye**

*Prerequisite:* Ranged Attack 14\*, Awareness 14

*Stamina Cost:* 0

*Sacrifice:* 1

You have become so adept at ranged attacks that you don't start taking a range penalty until after 4 range increments. Also, your maximum weapon range increases from Range x10 to Range x12.

### **Hands Free**

*Prerequisite:* Ride Animal 14

*Stamina Cost:* 0

*Sacrifice:* 1

You have mastered the art of steering your mount with your legs. Your hands can now be freed up to wave, pick your nose, shoot a bow, or whatever.

### **Fire Into Crowd**

*Prerequisite:* Ranged Attack 16\*, Reflex 16, Awareness 16

*Stamina Cost:* 0

*Sacrifice:* 2

You are able to fire your weapon into a wild melee without fear of hitting your allies. A critical failure (roll of 1) may still hit the wrong target. Without this ability, any missed shot is calculated in turn against the defense scores of everyone in melee combat with the target, using an attack score of 10+1d20.

### **Shot on the Run**

*Prerequisite:* Ranged Attack 16\*, Focus 16

*Stamina Cost:* 0

*Sacrifice:* 1

The penalty for attacking while moving is reduced by 4. This means you can shoot while moving or running with no penalty, and take only a -2 penalty while sprinting.



### **Opportunity Blasts**

*Prerequisite:* Ranged Attack 18\*, Reflex 18, Focus 18

*Stamina Cost:* 1d4

*Sacrifice:* 1

Your reflexes are so swift that you can now make parries against ranged attacks. Anytime you achieve a critical success on a Ranged Defense roll, your opponent has given you an opening, and you may pay 1d4 Stamina to take a free bonus shot back at him. This does not cost against your fire rate for the round.

### **Rain of Death**

*Prerequisite:* Ranged Attack 18\*, Awareness 18, Weapon Proficiency 5

*Stamina Cost:* 1

*Sacrifice:* 2

Increase the critical damage rating for your ranged weapon by one die increment for the round. Die upgrades follow the following path: 1d4(1d3); 1d6; 1d8(2d4); 1d10; 1d12(2d6,3d4); 2d8; 1d20; 2d12; 3d10; 2d20.

You can stack this ability when your attack skill reaches 20 and every increment of 5 thereafter, though all stacks past the first cost 1d4 Stamina. So cost is 1d4+1 Stamina for two increments at 20, 2d4+1 for three increments at 25, and so on. This ability can be used in conjunction with other abilities such as surgical strike, etc. It may only be used with weapons with which you have a Weapon Proficiency.

### **Multishot**

*Prerequisite:* Ranged Attack 20\*, Reflex 20, Focus 20

*Stamina Cost:* 1d4

*Sacrifice:* 3

You are so skilled at loading and firing that you can squeeze an extra shot out of any weapon on a given round. This is treated as a rapid-fire shot (see combat for details). Essentially, the fire rate of your weapon increases by 1. Cannot be used with weapons that specifically have a load time of one full round or greater.

## **THE PATH OF MASTERY**

The master has complete control and union of his body and soul. He can feel the energies of the universe swirling around them and can channel them into a solid and effective force. The path of mastery is a difficult one, but perhaps the most transformative of all pursuits.

### Entry-Level Power

*Ki Shield:* Bonus to defense

### Novice Powers

*Martial Arts:* Do lethal damage with your hands

*Pummel:* Upgrade your unarmed damage

### Apprentice Powers

*Crushing Knuckles:* Increase your unarmed crit range

*Ki Speed:* Major boost to reflex

*Scrappy:* Safer grapples and trips

### Journeyman Powers

*Craptaculation:* Embarrass your enemies

*Deflect Bullets:* Ping, ping, ping

*Stunning Fist:* Stun with your unarmed attacks

### Adept Powers

*Ki Strike:* Make ranged unarmed attacks

*Meditation:* You no longer need sleep

### Expert Powers

*Leap of Faith:* Fly with your feet

*Uncanny Senses:* Stay one step ahead of danger

### Master Powers

*Ki Explosion:* Make area-effect unarmed attacks

### Build Tips

The master is statted out like a melee fighter with more emphasis on unarmed combat and finesse than brute force. In addition to the following, you will want to put your proficiency points into Unarmed Attack.

- High Stat: Spirit
- Low Stat: Mind
- Keep Body Even
- Skew Mind to Wit
- Skew Emotion to Clarity
- Skew Spirit to Connection
- Field Skills: Acrobatics, Awareness, Focus (also Jump)
- Trade Skills: Healer, Seer

### Ki Shield

*Prerequisite:* Connection 4, Acrobatics 8, Focus 8

*Stamina Cost:* Up to 2

*Sacrifice:* 0

You have tapped into that mysterious and powerful force within known as the Ki. Pay the stamina cost at any time to gain a bonus equal to the Stamina spent to any Will or Defense roll.

## **Martial Arts**

*Prerequisite:* 2 Points in Unarmed Attack Proficiency

*Stamina Cost:* 0

*Sacrifice:* 1

Your unarmed attacks always do lethal damage, dealing 1d6 (+1d3 crit) instead of 1d4 (+1d2 crit). Non-humans get a similar increase (one die upgrade) to their natural attacks.

## **Pummel**

*Prerequisite:* Unarmed Attack 10\*, Strength 4

*Stamina Cost:* 1 (stackable – see below)

*Sacrifice:* 1

Upgrade the damage die by two increments for your unarmed attacks for one round. Die upgrades follow the following path: 1d4(1d3); 1d6; 1d8(2d4); 1d10; 1d12(2d6,3d4); 2d8; 1d20; 2d12; 1d30(3d10); 2d20.

You can stack this ability when your attack skill reaches 15 and every increment of 5 thereafter, though stacks past the first cost 1d4 Stamina. So cost is 1d4+1 for 3 die upgrades at 15, 2d4+1 for 4 die upgrades at 20, and so on.

## **Crushing Knuckles**

*Prerequisite:* Unarmed Attack 12\*, 3 Points in Unarmed Attack Proficiency, Focus 12

*Stamina Cost:* 1d4

*Sacrifice:* 1

Increase the critical range by one (generally to 19-20) and the critical damage rating for your unarmed attacks by one die increment for the round. Die upgrades follow the following path: 1d4(1d3); 1d6; 1d8(2d4); 1d10; 1d12(2d6,3d4); 2d8; 1d20; 2d12; 3d10; 2d20.

You can stack this ability when your attack skill reaches 15, paying 2 Stamina for two damage increments, and 20, paying 3 for three increments, and so on. Stacking the ability does not increase the critical range bonus.

## **Ki Speed**

*Prerequisite:* Connection 5, Reflex 12, Acrobatics 12, Focus 12

*Stamina Cost:* 1d4

*Sacrifice:* 1

You can enter a trance-like state that slows down your awareness of time, allowing you to move and react with blinding speeds. Add 1d10 to your Reflex rolls when using this ability. When Reflex, Awareness, and Focus all reach 15, you may stack this ability, paying 2d4 Stamina for +2d10 Reflex. When these skills all reach 20, you may stack this again, paying 3d4 Stamina to gain +3d10 Reflex.

## **Scrappy**

*Prerequisite:* Unarmed Attack 12\*, 2 Points in Grapple Attack Proficiency, Acrobatics 12

*Stamina Cost:* 1d4

*Sacrifice:* 1

You are wily. You can make grapple or trip attacks in combat without giving your opponents a free melee attack at you first.

## **Craptaculation**

*Prerequisite:* Unarmed Attack Skill 14\*, Healer 30%

*Stamina Cost:* 1d4

*Sacrifice:* 1

You know right where to strike. If your next unarmed attack hits, your opponent must make a Will roll vs. 10+damage or immediately soil his trousers.

### **Deflect Bullets**

*Prerequisite:* Connection 6, Ranged Defense 14\*, Focus 14, Awareness 14

*Stamina Cost:* 1d4

*Sacrifice:* 1

Your Ki knows no bounds, no allowing you to reach out and catch objects moving too fast for the eye to see. Anytime you pay the cost, you may add 2d6 to your Ranged Defense rolls for the round. This ability doesn't just apply to bullets though; if you beat a Ranged Attack roll by 10 or more you can catch an arrow or thrown weapon.

*Note:* Blocking ballistic attacks requires a shield, a solid melee weapon, or golden bracelets. Catching arrows only requires a free hand.

### **Stunning Fist**

*Prerequisite:* Unarmed Attack Skill 14\*, Focus 14

*Stamina Cost:* 1d6

*Sacrifice:* 1

On your next attack roll and your next roll only, a successful hit will stun your target for 1d4 rounds if he fails a Will save vs. a target of 10+damage (or just your base attack skill if greater). Stunned targets can't take any actions and do not get to roll for defense; they only get their base defense skill as their defense.

### **Ki Strike**

*Prerequisite:* Connection 7, Unarmed Attack Skill 16\*, Focus 16, Awareness 16

*Stamina Cost:* 1d4 per 3 meters

*Sacrifice:* 2

The master learns to guide the forces of the universe with his movements. His ki flows out from his hands, delivering fearsome blows to all who stand before him. A ki strike allows the master to extend the range of his unarmed attacks (or his attacks with melee weapons), striking at a distance with energy rather than his actual body. His unarmed or melee attacks effectively become ranged attacks. Pay the cost to extend one's range for one full round, and then strike as if fighting in melee, only from a distance. There is no limit to the range of this ability (other than one's stamina pool, that is).

Since this attack is treated like the master's normal unarmed attack, it can be stacked with other master abilities, such as Pummel, Crushing Knuckles, or Stunning Fist.

### **Meditation**

*Prerequisite:* Connection 7, Focus 16

*Stamina Cost:* 0

*Sacrifice:* 1

You are so in tune with your body that you can enter into a state of meditation at will. In this state you can't get up and move about, but you are awake, aware of your surroundings, and use half the food, water, and air of a normal person. Meditation also takes the place of sleep, meaning you never need sleep again if you don't want to.

### **Leap of Faith**

*Prerequisite:* Reflex 18, Focus 18, Jump 12

*Stamina Cost: 1d4*

*Sacrifice: 1*

You are so well connected to your Ki energy that you can use it to push yourself forward through the air, greatly increasing your jumping abilities. Roll a base d20 instead of a d8 when jumping. Running forward jumps now propel you 2 feet per number rolled, standing jumps propel you 1 foot per number, and upward jumps propel you 1/2 foot per number. (So if your Jump score is a 13 and you roll a 17, you can jump upward 15 feet). You may also pay an extra 1d4 stamina to boost your skill die to a d30.

Oh yeah, you may also now make attacks mid jump while using this ability as if simply attacking while running (-4 to hit). Normally, such a thing is not even possible.

### **Uncanny Senses**

*Prerequisite: Connection 8, Awareness 18, Seer 30%*

*Stamina Cost: 0*

*Sacrifice: 2*

Your instincts alert you whenever you are in danger, split seconds before trouble strikes. Awareness rolls to detect stealth attacks are made at a +4. Also, always get your full defense score against all attacks, even if from behind or by stealth.

### **Ki Explosion**

*Prerequisite: Connection 10, Unarmed Attack Skill 20\*, Focus 20, Awareness 20*

*Stamina Cost: 1d8 per 3 meters*

*Sacrifice: 3*

The true master is at one with the destructive forces of the universe. On any given attack, the master may explode his ki outward, striking all enemies in sight. The master rolls once for the attack, and then all enemies in range within his field of vision (that are not located entirely behind other enemies) must roll Melee Defense or be struck as if by a normal unarmed attack. Unlike with ki strike, the cost must be paid per attack, not per round. For humans, the vision field is a 120 degree arc. For other races, this may be different.

In addition to the normal damage dealt, those struck by the explosion must roll a Reflex roll vs. the damage received or be knocked backwards to the outer range of the explosion (minimum 2 meters), falling prone. This may send them over a cliff, into a vat of molten steel, or whatever.

Since this attack is treated like the master's normal unarmed attack, it can be stacked with other master abilities, such as Pummel or Stunning Fist.



## THE PATH OF SHADOW

The shadow strikes from the darkness, always when you least expect him. He hides, creeps, bides his time, and waits for your guard to come down, if only just for a second.

### Entry-Level Power

*Litterbug*: Reverse pickpocket

### Novice Powers

*Backstab*: Deal bonus damage from stealth

*Layabout*: Fight from the comfort of the ground

*Still Shot*: Make ranged attacks without being seen

### Apprentice Powers

*Blind Fighting*: Fight in the dark

*Clobber*: Improved knockout attack

*Get Back*: Swing when your opponent is distracted

### Journeyman Powers

*Flesh Wound*: Better chance to poison

*Slow Fall*: Take less damage from falling

*Tarzan*: Flawless jumping and climbing

### Adept Powers

*Cling Tenaciously*: Hide in impossible places

*Crowd Surf*: Hide in a crowd of people

*No Honor*: Stealth attack from the front

### Expert Powers

*Grace*: Traverse impossible surfaces

*Innocuous*: Hide in plain sight

### Master Powers

*Assassinate*: Kill in one blow

### Build Tips

The shadow requires a commitment to stealth, speed and manual dexterity. Overall, the shadow requires more even starting stats across the four main categories and more skewed stats within those categories.

- High Stat: Body for combat, Mind for stealth
- Low Stat: Emotion
- Skew Body to Fitness
- Skew Mind to Wit
- Skew Emotion to Clarity
- Skew Spirit to Connection
- Field Skills: Awareness, Climb, Hide, Pick Pocket, Stealth (also Acrobatics, Jump, Disguise, Subterfuge)
- Trade Skills: None

### Litterbug

*Prerequisite*: Pick Pocket 8, Stealth 8

*Stamina Cost*: 0

*Sacrifice*: 0

Generally picking someone's pocket implies you are taking something. Those with this ability have

practiced something slightly different, leaving items behind. Items may range from slips of paper to jewelry to live grenades. You probably want to set a long fuse timer.

### **Backstab**

*Prerequisite:* Weapon Attack 10\*, Pick Pocket 10, Stealth 10

*Stamina Cost:* 1 (stackable)

*Sacrifice:* 1

When attacking from outside of an opponent's field of vision and with the advantage of surprise, you can deal an additional 1d10 points of damage on a successful hit.

For every 5 points of Stealth past 10, this ability may be stacked on a single roll – dealing 2d10 for 2 Stamina at 15, 3d10 for 3 Stamina at 20, and so on. The cost must be paid before the attack is rolled, so if you miss, the Stamina is wasted.

### **Layabout**

*Prerequisite:* Melee Attack 10\*, Acrobatics 10, Reflex 10

*Stamina Cost:* 1d4

*Sacrifice:* 1

The Stamina cost for this power gives you enough energy to worm around on the ground for a round and put up a reasonable fight from a prone position. For the entire round, lose the normal -4 penalty to Melee Attack, Melee Defense, and Ranged Defense that comes from being prone, lying on the ground, or the like.

### **Still Shot**

*Prerequisite:* Ranged Attack 10\*, Hide 10, Stealth 10

*Stamina Cost:* 1

*Sacrifice:* 1

When making a ranged attack, if you are using a quiet weapon and hiding, you may fire without being noticed. Even if someone does notice your attacks (perhaps because they get shot), they will not be able to tell where they are coming from.

### **Blind Fighting**

*Prerequisite:* Melee Attack 12\*, Melee Defense 12\*, Awareness 12

*Stamina Cost:* 0

*Sacrifice:* 2

You are skilled at fighting in the dark or while blind. You have learned to use your ears and sense of smell to perceive the movements of those around you. Receive only a -5 penalty to attack and defense rolls and Awareness checks while blind instead of the standard -10. You also may now make called shots.

### **Clobber**

*Prerequisite:* Weapon Attack 12\*, Awareness 12, Stealth 12

*Stamina Cost:* 1d4

*Sacrifice:* 1

This ability adds to the damage dealt by knockout attacks. Add a bonus of 1d8 to the force of your blow. Normally, knockout attack damage is Minimum Weapon Damage + Strength + 10. This adds an additional 1d8. This ability also works with the Trickster's Knockout Blow ability and stacks with bonuses from knockout weapons such as blackjacks. As your attack score increases, this ability may be stacked on a single roll – dealing 2d8 at 15, and 3d8 at 20.

### **Get Back**

*Prerequisite:* Melee Attack 12\*, Hide 12, Stealth 12, Reflex 12

*Stamina Cost:* 1d4

*Sacrifice:* 1

Anytime your opponent is fighting at least one other melee combatant, you are able to weasel around and find a way to strike when he is not looking, no matter your footing or positioning.

Pay the cost at the start of the round. All melee attacks against a single opponent for that round are made at a +4 (the standard bonus for attacking from behind) as long as that opponent is fighting one other melee attacker, and no one is already behind him. This ability never draws an interruptive attack, though it does not work against creatures with 360 degree vision.

### **Flesh Wound**

*Prerequisite:* Melee or Ranged Attack 14\*, Awareness 14, Stealth 14

*Stamina Cost:* 1

*Sacrifice:* 1

You are familiar with poisons and know how to injure the body so as best to allow them to enter the bloodstream. Subtract 1d8 from all rolls for the round made to see if poison takes effect when dealing only Stamina damage (see chapter 10 for details on poison). As your attack score increases, this ability may be stacked on a single roll – subtracting 2d6 for 2 at 16, 3d8 for 3 at 18, and 4d8 for 4 at 20.

### **Slow Fall**

*Prerequisite:* Acrobatics 14

*Stamina Cost:* 1d4 (stackable)

*Sacrifice:* 1

You are trained at landing from a great height. Reduce the distance of a fall by 10 feet per 1d4 spent on this power.

### **Tarzan**

*Prerequisite:* Climb 14, Jump 14

*Stamina Cost:* 1d6

*Sacrifice:* 1

Move from one vine or branch or ledge or rooftop to another with ease and aplomb. You can basically pay the 1d6 and assume an automatic max roll on any Jump or Climb roll (you may still need to pay for a die upgrade). Bonus points if you know what plombs are.

### **Cling Tenaciously**

*Prerequisite:* Climb 16, Hide 16, Jump 16, Stealth 16

*Stamina Cost:* 1d6

*Sacrifice:* 1

You know those movies where the hero is fleeing and then suddenly disappears and the bad guys run past and then you see him clinging stealthily to the ceiling of an elevator or above a doorway or something? This is that move. Standard Hide vs. Awareness to not be seen once in place. OK, fine... you can take a +6 bonus to your Hide roll for pulling off something so bad ass.

This move can be performed during combat or during a chase, as long as there is at least one round in which your opponents cannot see you.

### **Crowd Surf**

*Prerequisite:* Disguise 16, Hide 16, Stealth 16

*Stamina Cost: 0*

*Sacrifice: 1*

You can hide in plain sight in a crowd of people (or maybe zombies). Roll a Stealth roll when running into a crowd to evade your pursuers.

### **No Honor**

*Prerequisite: Melee Attack 16\*, Stealth 16, Subterfuge 16*

*Stamina Cost: 1d6*

*Sacrifice: 1*

You are so skilled at masking your intentions that you can make stealth attacks from full view as long as combat has not started yet and your opponent has not realized you intend to strike. This ability requires a weapon that can be quickly drawn, and some kind of distraction, such as conversing with your opponent, bumming a cigarette, presenting him with a gift, or the like. you must be within melee range of your opponent to use this ability.

### **Grace**

*Prerequisite: Climb 18, Stealth 18*

*Stamina Cost: 1d6*

*Sacrifice: 2*

You are so gracefully stealthy that you can run across the top of water or climb up sheer walls. 1d6 Stamina buys you one round of amazeballs. Sheer walls means any surface not normally climbable, treat as a smooth surface as per the Climb skill rules. As for the water thing, as long as you are sprinting, you will not sink below the surface of the water.

### **Innocuous**

*Prerequisite: Awareness 18, Hide 18, Subterfuge 10*

*Stamina Cost: 0*

*Sacrifice: 2*

You are so attuned to how people's minds work that you no longer need a hiding place to hide. You can't be actively being watched while you hide, or actively be being looked for, or it won't work. The enemy has to not be aware you are about. This ability may only be used within reason. You can't stand in a hallway where people have to walk around you, for example, nor can you wear bright clothing that will obviously appear out of place. It's about blending into your surroundings and just avoiding people's attention. Roll your Hide rolls at a -4 when you don't have a hiding place.

### **Assassinate**

*Prerequisite: Weapon Attack 20\*, Pick Pocket 20, Stealth 20*

*Stamina Cost: 1d10*

*Sacrifice: 3*

When attacking an unaware opponent from a position of stealth, your first attack (if it hits) is applied directly to Wound points, bypassing all Stamina. Armor still applies, unless you roll a critical strike. Don't forget to make it a called shot.

## **THE PATH OF THE SOLDIER**

The soldier is loyal and proud, and serves to protect the things he holds dear. A good soldier favors discipline and skill over force and aggression, and can fight just as well from a distance as up close and personal.

### Entry-Level Power

*Untouchable*: Minor defense bonus

### Novice Powers

*Juggernaut*: Wear heavy armor without penalty

*Quick Draw*: Don't get caught off-guard

*Soldier*: Bonus when fighting in formation

### Apprentice Powers

*Bodyguard*: Protect others with your defense roll

*Lightning Reflexes*: Succeed at any Reflex challenge

*Shoot First*: Act sooner in combat

### Journeyman Powers

*Battle Hardened*: Quick stamina renewal

*Quick Learner*: Use your proficiencies against unfamiliar weapons

*Pincushion*: Balance your wound damage

### Adept Powers

*Combat Senses*: Move through the battle unchallenged

*Hard Stop*: Break your attackers' weapons

*Human Shield*: Defend allies from area damage

### Expert Powers

*Ironsides*: Get more protection from your armor

*Spike It*: Use your shield for both attack and defense

### Master Powers

*Unbreakable*: Gain a growing defense bonus as you take damage

### Build Tips

The soldier will want to keep his stats more balanced than most, not putting too much in any one discipline. A little fine tuning can't hurt though. Try aiming for the following:

- High Stat: Body
- Low Stat: Spirit
- Skew Body to Fitness for a quick defense
- Skew Mind to Wit for speed
- Skew Emotion to Clarity, or keep even for more endurance at low levels
- Field Skills: Acrobatics, Awareness (also Focus, Run, 2-Weapon Fighting)
- Trade Skills: Survivalist

### Untouchable

*Prerequisite*: Defense (Melee or Ranged) 8\*, Reflex 8, Awareness 8

*Stamina Cost*: 1 (stackable – see below)

*Sacrifice*: 0

Your heightened sense of vigilance can be exhausting, but just might save your life. Add a +1 bonus to any one physical defense roll whenever you pay the cost for this ability. You must have at least 8 in Melee Defense to use this ability with Melee Defense rolls, and likewise with Ranged.



You may stack this ability when your defense reaches 10 (and every 5 after that), but stacking costs 1d4. In other words, at defense 10 you can add +2 for 1d4+1, at 15 you can add +3 for 2d4+1, and +4 for 3d4+1 at 20, and so on.

### **Juggernaut**

*Prerequisite:* Strength 4, Run 10

*Stamina Cost:* 1 (stackable – see below)

*Sacrifice:* 1

Pay 1 stamina point to reduce your armor's bulk penalty for the round. This can be stacked as much as needed. This can make the difference between life or death if you are forced to jump, swim, or run for your life (or someone else's).

### **Quick Draw**

*Prerequisite:* Melee Attack 10\*, Reflex 10

*Stamina Cost:* 1

*Sacrifice:* 1

You are so in tune with your weapon that you can draw it instantly without losing any attacks when caught off guard. Under most circumstances, you must give up at least one attack to draw your weapon when surprised. This ability can be used in concert with other powers, such as bodyguard below.

### **Soldier**

*Prerequisite:* Attack (Melee or Ranged) 10\*, Defense (Melee or Ranged) 10\*, Reflex 10

*Stamina Cost:* 0

*Sacrifice:* 1

You are trained and used to fighting in a tightly controlled unit. Gain a +2 to all Attack, Defense, Reflex, and Will rolls when fighting in formation with your trusted comrades. This only applies when you are in close combat alongside at least two other individuals that also have this ability.

### **Bodyguard**

*Prerequisite:* Defense (Melee or Ranged) 12\*, Acrobatics 12

*Stamina Cost:* 1

*Sacrifice:* 1

You are experienced at protecting others on the battlefield. Anytime an opponent makes an attack (melee or ranged) on someone who is within 2 meters of you, you can pay the cost of this ability to step in front of the blow (or shot), substituting your defense roll for the intended target. If you succeed at this attack roll, the attack misses.

If you fail this defense roll by 10 or more, it will strike at its intended target (and the target can then roll defense as normal). If you fail by less than 10, you may choose to have the attack hit you instead of proceeding towards the target.

You may not use this more times in a round than you have attack actions (though this ability does not cost an attack to use).

### **Lightning Reflexes**

*Prereq:* Acrobatics 12, Awareness 12, Reflex 12

*Stamina Cost:* 1d6 (stackable)

*Sacrifice:* 1

Move with supernatural quickness. You may add your Stamina cost for this power to any incidental Reflex roll (meaning anything other than the rolls to determine who goes first in combat). This can be

combined with Heroic Surge which allows you to upgrade your die as well. You may stack this ability an unlimited number of times—whatever you need to get you out of danger.

### **Shoot First**

*Prerequisite:* Awareness 12, Reflex 12

*Stamina Cost:* 1d4 (stackable)

*Sacrifice:* 1

You have kicked down enough doors and been in enough firefights to have developed a knack for getting the jump on your opponents. At the start of any round, you may pay 1d4 Stamina to move up your reaction time, adding 1d10 to your Reflex roll to determine who acts first. This does not actually increase your number of attacks in the round, it simply moves all your actions up. So if you normally went on reflex 20 and got a 10 boost from this ability, you'd go on 30 instead, but still only get one attack.

You may stack this ability once for every 2 points of Reflex you have over 10.

### **Battle Hardened**

*Prerequisite:* Fitness 6, Focus 14, Survivalist 30%

*Stamina Cost:* 0

*Sacrifice:* 2

You are so accustomed to a life of battle that your body has adapted to it fully. Your Stamina returns fully after 4 hours of rest instead of 8.

Note that you can only pay for this ability once per roll. You can't stack only 2d6, fail the roll, and then retroactively go back and try to stack 2d6 more into the roll.

This ability is particularly useful against magic.

### **Pincushion**

*Prerequisite:* Reflex 14, Acrobatics 14, Defense (Melee or Ranged) 14\*

*Stamina Cost:* 1 (see below)

*Sacrifice:* 1

You have learned how to protect your own vulnerable areas. After any hit on you that deals Wound damage, you can pay 1 Stamina to force the attacker to reroll the hit location if you are unhappy with the first result. If you are out of Stamina, you can burn 1 Wound from any location of your choice.

The main goal here is to protect sensitive areas, such as your head, though secondarily this can be used to spread wound damage around your body to undamaged locations, thus keeping you up and fighting. It is also useful when not in a full suit of armor.

If the attack is a called shot, add the cost of this ability to your defense roll. This ability does not apply to stealth attacks.

### **Quick Learner**

*Prerequisite:* Defense (Melee or Ranged) 14\*, Reflex 14, 5 points in any physical Defense Proficiency

*Stamina Cost:* 1

*Sacrifice:* 1

Your defense skills have become so well-honed that you are able to extrapolate your knowledge and apply it to almost any combat scenario.

If you have a maxed out (5) defense proficiency in any discipline, you can pay 1 Stamina per defense roll in the same attack category (ranged or melee) to gain a +2 bonus against other types of weapons.

This bonus stacks with your other proficiencies up to a maximum total bonus of 5.

So, for example, if you had a defense proficiency of 5 against 1-handed weapons, you could pay 1 Stamina on any given roll to get a +2 to your less-well-trained grapple proficiency.

### **Combat Senses**

*Prerequisite:* Acrobatics 16, Awareness 16

*Stamina Cost:* 0

*Sacrifice:* 2

You have become so in tune with the energy of a battle that you know where all your opponents are at all times. You no longer draw interruptive attacks by moving past or away from enemies, and your opponents no longer get an attack bonus when attacking you from the rear.

### **Hard Stop**

*Prerequisite:* Melee Defense 16\*, Awareness 16, Reflex 16, 5 points in any Melee Defense Proficiency

*Stamina Cost:* 1d4

*Sacrifice:* 2

You have become so skilled at parrying and blocking blows that you have learned how to use the attacker's force against itself. Anytime you succeed at a Melee Defense roll, you can pay the cost for this ability, and your attacker must then roll break odds for his weapon. If the odds come up in your favor, the weapon breaks.

### **Human Shield**

*Prerequisite:* Awareness 16, Reflex 16

*Stamina Cost:* 0

*Sacrifice:* 2

You have the courage and discipline to be able to shield others from explosions with your own body. Any time an area effect weapon goes off that catches you in its splash area, you can choose to take the full damage of the blast, and any allies within 1 meter of you will not take any damage.

If you are the primary target of the attack, you can effectively direct the blast to one direction or another so only a half-circle of area will be affected. Alternatively, you can smother the bomb with your body, taking twice normal damage, and preventing anyone else from taking damage.

### **Ironsides**

*Prerequisite:* Defense (Melee or Ranged) 18\*, Awareness 18, 5 points in any Defense Proficiency, Reflex 18

*Stamina Cost:* 0

*Sacrifice:* 2

You are so used to wearing and fighting in armor that you know exactly how to use it to your best advantage. You instinctively move in a way that puts your protected areas outward and keeps the vulnerable areas in.

Any armor you wear gains a boost of +2 to its effective damage reduction rating. What's more, this +2 also applies to Wound damage from critical hits. So, for example, if you are hit by a critical that does 2 Wound, it actually does no Wound damage at all.

This ability provides no bonus to any hit location that is unarmored.

### **Spike It**

*Prerequisite:* 5 points in Shield Attack Proficiency, Reflex 18, 2-Weapon Fighting 10

*Stamina Cost: 1d4*

*Sacrifice: 2*

You are so skilled with a shield that you can use it for both attack and defense in the same round. Pay the cost for the round and your shield's defense bonus (and its attack bonus) still applies for the round, but you may now also attack with it at any point on your turn as if attacking with two weapons. Go for the spiked shield.

### Unbreakable

*Prerequisite: Defense (Melee or Ranged) 20\*, Reflex 20, Awareness 20*

*Stamina Cost: 0*

*Sacrifice: 3*

For every 5 Stamina points or 1 Wound point you lose in battle, you gain a "resilience point". These can be spent on any Defense, Will, Reflex, or defensive field skill roll that must be made during that same battle. One resilience point provides a +2 bonus to the roll, and you may stack as many of these into one roll as you want. Once you spend these points though, they are gone.

Stamina you spend on abilities in combat counts towards your resilience points. As does any damage absorbed by your Ironsides bonus.

Once combat ends, any unspent resilience points will go away, so don't be miserly with them.

## THE PATH OF THE SORCERER

The sorcerer uses magic more than weaponry, and generally doesn't have much stamina left over at the end of the day to do any fancy moves. But there are still a few tricks of the trade one must know if one wants to survive to become the arch mage.

### Entry-Level Power

*Training Wheels: Cast with a wand*

### Novice Powers

*Immolation: Burn wound to fuel spells*

*Power Spell: Boost spell damage*

*Solar/Lunar/Shadow: Astronomically based spell bonus*

### Apprentice Powers

*Fry: Disrupt electronics*

*Ghost in the Machine: Hide your true nature*

*Speed Dial: Bonus for casting the same spell twice in a row*

### Journeyman Powers

*Counterspell: Send spells back at their casters*

*Quiet Casting: Cast spells without words*

### Adept Powers

*Go Deep: Gain mana from taking damage*

*Look, Ma: Cast without your hands*

### Expert Powers

*Play God: Pick and choose spell targets*

*Time Delay: Delay spell effects*

### Master Powers

*Blur*: Cast two spells at once

### Build Tips

Not just any character can be an effective sorcerer. You will want to be extra careful with your stats so as to maximize your magical potency.

- High Stat: Spirit
- Low Stat: Body
- Skew Mind to Intellect for attack, Wit for defense
- Skew Spirit to Magnetism for attack, Connection for defense
- Skew Emotion to Depth
- Field Skills: Focus, Focus, Focus
- Trade Skills: Arcane Scholar

### Training Wheels

*Prerequisite*: Magical Attack\* 8, Focus 8

*Stamina Cost*: 0

*Sacrifice*: 0 (See Below)

You have learned how to cast your spells with the help of some kind of amplifying or focusing antenna (also known as a wand). Unfortunately, while this seems to work, it does make you somewhat dependent on it. Add +1 to your Magical Attack and Defense rolls when using your wand, and take a -2 penalty if you are ever without it.

If you ever want to wean yourself of this ability, you will need to sacrifice two Stamina points to get rid of it.

### Immolation

*Prerequisite*: Will 10, Focus 10

*Stamina Cost*: 0

*Sacrifice*: 1

If you run out of Mana points, you can fuel your spells from your Wound points. Wound points provide 2 Mana per Wound burned up, but your body will shrivel and wither. It is possible to kill yourself with this power.

### Power Spell

*Prerequisite*: Magical Attack\* 10, Intellect 4

*Stamina Cost*: 1 (stackable –see below)

*Sacrifice*: 1

Upgrade the damage die by two increments for your damage-dealing (or healing) spells for one round. Die upgrades follow the following path: 1d4(1d3); 1d6; 1d8(2d4); 1d10; 1d12(2d6,3d4); 2d8; 1d20; 2d12; 1d30 (3d10); 2d20.

You can stack this ability when your Magical Attack skill reaches 15 and every 5 increments afterwards, though all stacks past the first cost 1d4 Stamina. So cost is 1d4+1 for three increments at 15, and 2d4+1 for four increments at 20, and so on.

### Solar Caster/Lunar Caster/Shadow Caster

*Prerequisite*: Focus 10, Arcane Scholar 20%

*Stamina Cost*: 0

*Sacrifice*: 1

You draw your power from either the sun, the moon, or the black of night. A solar caster gains 50%



more mana when the sun is up, but has half his mana pool when the sun is down. A lunar caster receives a similar benefit when the moon is out and a similar penalty when not. A shadow caster gains 50% more mana when the sun is down, but has half his mana pool when the sun is up.

If you are not at full mana when a transition happens, either multiply your current mana by 1.5 or divide it by two.

You can only take this power once, and may only pick one option when choosing it.

### **Fry**

*Prerequisite:* Magical Attack 12, Computer Use below 10

*Stamina Cost:* 1d6

*Sacrifice:* 1

Computers hate you. You give off some strange electrical pulse from your fingertips that crashes phones, computers, and other digital devices at a touch. These devices are useless until rebooted.

### **Ghost in the Machine**

*Prerequisite:* Will 12, Focus 12

*Stamina Cost:* 0

*Sacrifice:* 2

Your magical abilities can be hidden. No casual observation of you will reveal the fact that you can cast spells, nor can any kind of technological device read the potential from you. Magical detection spells might still work, but you gain a +5 to any Will rolls to avoid detection.

### **Speed Dial**

*Prerequisite:* Focus 12, Reflex 12, Arcane Scholar 30%

*Stamina Cost:* 0

*Sacrifice:* 1

Your muscle memory is strong and you find it easy to repeat patterns. Anytime you cast the same spell twice in a row (or more), the second time the mana cost is rolled with a die downgrade. Die downgrades follow the following path: 1d4(1d3); 1d6; 1d8(2d4); 1d10; 1d12(2d6,3d4); 2d8; 1d20; 2d12; 1d30 (3d10); 2d20. So a spell that costs 2d8 mana would now cost 2d6.

This bonus is lost if you sleep between castings.

### **Counterspell**

*Prerequisite:* Magical Defense 14\*, Focus 14, Arcane Scholar 40%

*Stamina Cost:* Mana only (see below)

*Sacrifice:* 1

You are so familiar with magic that you can overpower the spells of others and send them back at their casters.

To do a counterspell, you must first be using Magical Defense to defend from a spell. If your defense roll exceeds the attack roll by 10 or more, you may choose to cast a counterspell as a free action. Simply pay a number of Mana points equal to the order of the spell fired at you, and the spell will rebound back at the caster, and he will then need to defend against his own attack roll.

### **Quiet Casting**

*Prerequisite:* Magical Attack 14\* or Magical Defense 14\*, Focus 14

*Stamina Cost:* 1d4

*Sacrifice:* 1

You have become so skilled at casting spells that you can cast them without speaking any of the necessary magical words or incantations. Your Magical Attack is reduced by 2 when you cast quietly, but you may also gain the asset of surprise.

### **Go Deep**

*Prerequisite:* Will 16, Focus 16

*Stamina Cost:* 1d4

*Sacrifice:* 1

Pain inspires you and drives you forward. Any time you take damage in combat, you can add a little salt to your wound by spending 1d4 Stamina, and then get the full total (damage plus the 1d4 cost) back in Mana points.

### **Look, Ma**

*Prerequisite:* Magical Attack 16\* or Magical Defense 16\*, Focus 16

*Stamina Cost:* 1d6

*Sacrifice:* 2

Magic flows through you so easily you can manipulate it with your mind. You can cast any spell (with-in reason) without the use of your hands. Your Magical Attack is reduced by 2 when you cast without moving (and this stacks with the penalty for quiet casting). This can be used together with Quiet Casting for quite the effective surprise.

### **Play God**

*Prerequisite:* Magical Attack 18\*, Will 18, Focus 18

*Stamina Cost:* 1d6 per target

*Sacrifice:* 1

Your magical skills are so precise that you can choose to shield certain targets from your area-affect spells. Pay 1d6 Stamina for each target in the area of effect that you want to not be affected by the spell.

### **Time Delay**

*Prerequisite:* Magical Attack\* 18 or Magical Defense 18\*, Focus 18, Arcane Scholar 50%

*Stamina Cost:* 1d6

*Sacrifice:* 1

Your understanding of magical energies and their properties is so complete that you are able to cast any spell into a suspended state, where it will remain dormant until a certain amount of time has passed, and then it will go off as if cast normally.

You must specify how long the spell will remain dormant when you cast it, although if you remain present (line of sight, generally), you can manually trigger the spell to go off at any point before its due date. Triggering a dormant spell is a standard action. You do not need be present in order for the spell to activate at its set time.

Another wizard can detect a dormant spell by rolling a successful Detect Magic check (See the Magic chapter for details). Once spotted, the spell can be dispelled using any kind of dispel magic.

### **Blur**

*Prerequisite:* Magical Attack 20\* or Magical Defense 20\*, Focus 20

*Stamina Cost:* 1d6

*Sacrifice:* 3

Casting has become such a second nature to you that you can perform it almost without thinking. This

ability shortens the time it takes to cast a single spell. Full-round spells can be cast in one action, single-action spells can be cast instantly, giving you up to two spells for a single action. This ability can only be used once per round.

## THE PATH OF THE TRICKSTER

The trickster knows no honor. No bit of dirty fighting is too low for him. Not the most gifted of muscle or power, the trickster wins the day with his tongue and his mind... and his disturbing lack of shame. The trickster may not generally defeat the enemy by himself, but he sure makes it easier for the warrior or others to do that job. Many tricksters also cross over into the path of the Alpha (and vice versa); there's really rather more of a gray line between being the good guy and the bad guy than we'd like to admit.

### Entry-Level Power

*Distraction:* Lower your opponent's defense

### Novice Powers

*Feint:* Lower your opponent's Reflex rolls

*Taunt:* Cause your opponent to attack you

*Reversal of Fortune:* Gamble with fate

### Apprentice Powers

*Butterfingers:* Free disarm when opportunity strikes

*Duck and Roll:* Reduce your opponent's damage

*Read Lips:* Read lips

### Journeyman Powers

*Bait and Switch:* Reduce called shot penalties

*Nut Shot:* Hit em' where it counts

*Schadenfreude:* Bonus attack when your opponent screws up

*Ventriloquism:* Throw your voice

### Adept Powers

*Feign Death:* Appear dead to even experts

*Lucky Bastard:* Reroll failed rolls

*Knockout Blow:* Make knockout attacks in melee

### Expert Powers

*Don't Look Now:* Distract from something specific

*Just Kidding:* Erase people's recent memories

*Mesmerize:* Your opponent forgets to attack

### Master Powers

*Infamous:* Major fear-based defense bonus

### *Build Tips*

The path of the trickster is generally more of a hobby than a full-time occupation. You may want to arrange your stats for your day job first, but if you do want to maximize your rapsallionism, rule number one is to smile and keep your wits about you.

- High Stat: Spirit
- Low Stat: Emotion
- Skew Body to Fitness

- Skew Mind to Wit
- Skew Emotion to Clarity
- Skew Spirit to Magnetism
- Field Skills: Acrobatics, Seduction, Silver Tongue, Subterfuge (also Focus, Intimidate)
- Trade Skills: Performer, Seer (also Navigator)

### **Distraction**

*Prerequisite:* Melee Attack 8\*, Acrobatics 8, Subterfuge 8

*Stamina Cost:* 0

*Sacrifice:* 0

You know how to draw an opponent's attention in combat. When engaged in melee combat with an opponent you may use this ability in place of one of your actions to throw your opponent off guard and block his line of vision, effectively giving him a Melee Defense penalty of -2 against all other attackers for the rest of the round. This move may be used with your off-hand (note that this still counts as an attack for purposes of the two-weapon fighting penalty).

### **Feint**

*Prerequisite:* Melee Attack 10\*, Acrobatics 10

*Stamina Cost:* 1

*Sacrifice:* 1

Use this ability in place of one of your actions this round in order to confuse any one opponent in melee combat with you, lowering his Reflex roll for the start of the next round by 2d6. This move may be used with an off-hand (note that this still counts as an attack for purposes of the two-weapon fighting penalty).

### **Reversal of Fortune**

*Prerequisite:* Seduction 10, Seer 30%

*Stamina Cost:* 1d4

*Sacrifice:* 1

Not so much an advantage as a gamble, the Trickster can use this ability to change his fate when he feels the winds are not blowing in his favor. When this ability is activated, all d20/d30 rolls the Trickster makes or are made directly against him have the 1 and the 20 (or 30) switched. So a 1 is a critical hit and a 20 is a critical failure. This ability lasts until the combat ends or the Trickster pays to flip fate back.

### **Taunt**

*Prerequisite:* Intimidate 10 or Silver Tongue 10, Performer 30%

*Stamina Cost:* 1d4

*Sacrifice:* 1

You have a way of doing something so infuriating, humiliating and insulting to an opponent in combat that he loses his focus and just attacks you no matter what else is going on. Pay the cost and then roll an opposed Intimidate or Silver Tongue vs. your opponent's Will roll. If you win, your opponent uses all his attacks on you on his next round of actions.

### **Butterfingers**

*Prerequisite:* Melee Defense 12\*, Reflex 12, 2 Points in Grapple Attack Proficiency

*Stamina Cost:* 1d4

*Sacrifice:* 1

Anytime your opponent scores a critical failure on a melee attack (rolls a 1 or you beat him by more than his base attack and by at least 10), you may make an immediate opposed Strength roll to disarm

him. Note that not all opponents can be disarmed (such as a tiger fighting with its claws), so some GM judgment is required. If you have a free hand, you may take your opponent's weapon, otherwise, it falls to the floor.

### **Duck and Roll**

*Prerequisite:* Defense (Melee or Ranged) 12\*, Acrobatics 12

*Stamina Cost:* 1d4

*Sacrifice:* 1

Decrease the damage die for all opponents' weapons (ranged or melee) targeting you by two increments for a full round. Die decreases follow the following path: 2d20; 3d10; 2d12; 1d20 (2d10); 2d8; 1d12(2d6,3d4); 1d10; 1d8(2d4); 1d6; 1d4; 1d3; 1d2; 1; 0.

### **Read Lips**

*Prerequisite:* Subterfuge 12

*Stamina Cost:* 0

*Sacrifice:* 1

You are skilled enough in the art of subterfuge that you can understand what others are saying simply by observing them speak out of earshot.

To read lips, roll percentage dice and add your Subterfuge skill to the result, this is the percentage of the words observed that you are able to make out.

For example, Tristram has a Subterfuge skill of 15. He is observing a guard speaking the words, "The prisoner will be transferred at six o'clock." He rolls a 51, which results in him making out 66% of the statement. How this works is somewhat up to the GM. Ideally, the GM would roll percentage dice for each word at 66% to see if Tristram understands them. This may be tedious, so the GM may have him roll for the important words only ("prisoner", "transfer", and "six", in this case) or simply decide which words Tristram hears. Or, since 66% is roughly two-thirds, he can just leave out every third word, resulting in "The prisoner xxxx be transferred xxxx six o'clock."

Note, you have to speak a language fluently to read lips. Also, the creature you are observing must have lips, and their lips must be visible.

Finally, a creature who knows they are being observed may attempt to use Subterfuge to disguise their lips from being read. In this case, the reader must beat them in an opposed Subterfuge roll to try to read their lips—and then only the percentage rolled is used; the reader cannot add his skill to the result.

### **Bait and Switch**

*Prerequisite:* Melee Attack 14\*, Subterfuge 14

*Stamina Cost:* 1 (stackable – see below)

*Sacrifice:* 1

For a single shot, reduce your called shot penalty with a melee weapon by 2. This ability can be stacked with itself (so paying 4 will reduce your penalty by 8).

### **Nut Shot**

*Prerequisite:* Melee Attack 14\*, Navigator 30%

*Stamina Cost:* 1d4

*Sacrifice:* 1

Your next attack, if it hits, will connect squarely to the junk. Your opponent must make a Will roll vs. 10+damage (or your attack skill if better) or take a -4 on all rolls for the next 1d4 rounds.



### **Schadenfreude**

*Prerequisite:* Melee Attack 14\*, Reflex 14

*Stamina Cost:* 1d6

*Sacrifice:* 1

Get a free bonus attack against an opponent any time he rolls a 1 on a Melee Attack, Melee Defense, or Ranged Defense roll.

### **Ventriloquism**

*Prerequisite:* Subterfuge 14

*Stamina Cost:* 0

*Sacrifice:* 1

You have trained yourself to speak without your lips moving. This means that nobody can use the Read Lips ability on you. It also means you can make your voice appear to be coming from someplace other than your mouth. Make a Subterfuge vs. Awareness roll to fool someone. Maximum range for throwing your voice is your Subterfuge skill in meters.

### **Feign Death**

*Prerequisite:* Focus 16, Subterfuge 16

*Stamina Cost:* 1d6

*Sacrifice:* 1

Slow your body's functions down (including breathing, heart rate, and pulse) so as to appear dead to all but the most highly skilled medical personnel and equipment. Roll Subterfuge vs. Treat Injury to avoid detection. 1d6 Stamina buys you 5 minutes of dead time. This ability can even fool magical spells—roll Subterfuge vs. Magical Attack to evade the spell.

### **Lucky Bastard**

*Prerequisite:* Seduction 16, Seer 40%

*Stamina Cost:* 1d6

*Sacrifice:* 2

Things always just seem to go your way, don't they? Reroll any failed roll after the fact. Rerolls can't be rerolled though, you cheater.

### **Knockout Blow**

*Prerequisite:* Melee Attack 16\*, Reflex 16, Subterfuge 16

*Stamina Cost:* 1d6

*Sacrifice:* 1

No, it's not uncut coke.... During combat, you may attempt to knock out your opponent by striking him in the head or other sensitive areas. Make a called shot (generally to the head unless you are fighting a non-human), roll your attack as normal, and if it hits it deals minimum damage, but your opponent must make a Will save vs. 10 plus the damage you just did or go down for 1d6 rounds... enough time to tie him up and stuff him in a closet, or to steep a little tea.

Generally only blunt weapons can be used to do this move (a fist works). Some weapons, such as the blackjack, give a +5 to the difficulty roll your opponent has to make to stay vertical. (Brass knuckles add +3).

Without this power, you must be in a position of surprise to make a knockout attack, and you cannot knock someone out unarmed. This ability works nicely with Bait and Switch above, and with the Shadow's Clobber ability.

### **Don't Look Now**

*Prerequisite:* Acrobatics 18, Silver Tongue 18, Subterfuge 18

*Stamina Cost:* 1d6 (stackable)

*Sacrifice:* 2

Through a combination of acrobatic movements and confusing speech, you can make an opponent entirely forget about or not notice one thing for a round. This may be a comrade sneaking past to go kill the king, the fact that a bomb is about to go off, or that your sneaky friend is even a part of the combat at all. You can use this ability against as many opponents as you want in a round, though each one costs 1d6 Stamina to target. You must win an opposed Silver Tongue or Acrobatics roll vs. Will.

If this ability is succeeds, the person forgotten by the target may attempt a Stealth vs. Awareness check to get in a stealth attack on the target, even though the target may be in combat.

### **Just Kidding**

*Prerequisite:* Silver Tongue 18, Subterfuge 18

*Stamina Cost:* 1d6

*Sacrifice:* 2

Ever find yourself saying something stupid? Yeah, we know you do. Use this ability to attempt a Silver Tongue roll vs. someone's Will to make them forget (or at least to make them think unimportant) that thing someone just heard or that they saw you do. Umm... I slipped in the shower and fell on it... really. This may not be applicable in all cases – depends on GM judgment call.

### **Mesmerize**

*Prerequisite:* Melee Attack 18\*, Reflex 18, Seduction 18, Performer 40%

*Stamina Cost:* 1d6

*Sacrifice:* 2

You are a master of mind control on the battlefield. You know how to move and act in such a way in melee combat that your opponent is so confused and focused on you that he forgets to attack.

You can use this ability in place of any of your actions. Roll an opposed Seduction vs. your opponent's Will. If you succeed, your opponent loses all actions that he has not taken yet in the current round. This move may be used with an off-hand (note that this still counts as an attack for purposes of the two-weapon fighting penalty).

### **Infamous**

*Prerequisite:* Silver Tongue 20, Subterfuge 20, Reputation 20

*Stamina Cost:* 1d4 per round.

*Sacrifice:* 3

Your cruelty and villainy is so well known that the enemies you face literally quake in their boots at your presence. Amp up the charm for a round, and all those opposing you receive a -4 penalty to all their rolls for that round due to fear. (A successful Will vs. your Silver Tongue roll reduces the penalty to -2.)

## THE PATH OF THE WARRIOR

The warrior is strong and proud, and lives for the rush of the battlefield. The warrior is built to fight up close and personal, dealing and withstanding massive amounts of punishment. And while he wouldn't admit it, his braggadocio and bluster belies a touch of the showman.

### Entry-Level Power

*Focused Swing*: Minor melee attack bonus

### Novice Powers

*Bash*: Boost your melee damage

*Berserker Rage*: Boosts attack but lowers defense

*Harvest Time*: Bonus attack after a kill

### Apprentice Powers

*Battle Cry*: Scare your opponents away

*Bull in a China Shop*: Knock your opponents over in melee combat

*Lunge*: Increase your weapon's reach

*Play Hurt*: Fight on an injury or broken limb

### Journeyman Powers

*Precise Blow*: Boost your crit range

*Self Destruct*: Sacrifice Wound for extra Stamina

*Throwback*: Push people away from you

### Adept Powers

*Cheat Death*: Stay awake while gravely wounded

*Death Blow*: Boost your crit damage

*True Grit*: Never fail a Will roll again

### Expert Powers

*Lawnmower*: Make an area-effect melee strike

*Shatter*: Destroy your opponents' weapons

### Master Powers

*God of War*: Steal your opponents' stamina for yourself

### Build Tips

There are plenty of ways to build a solid melee fighter, but this one is engineered for maximum attack. Most successful warriors will keep these tips in mind.

- High Stat: Body
- Low Stat: Spirit
- Skew Body to Strength for a strong attack
- Skew Mind to Wit for dexterity
- Skew Emotion to Clarity, or Depth for more endurance at low levels
- Field Skills: Acrobatics, Awareness, Intimidate
- Trade Skills: Performer

### Focused Swing

*Prerequisite*: Melee Attack\* 8, Will 8, Intimidate 8

*Stamina Cost*: 1 (stackable – see below)

*Sacrifice*: 0

You simply refuse to let your opponents interrupt the perfect arc of your weapon. Add a +1 bonus to any one Melee Attack roll whenever you pay the cost for this ability.

You may stack this ability when your Melee Attack reaches 10 (and every 5 after that), but stacking

costs 1d4. In other words, at Melee Attack 10 you can add +2 for 1d4+1, at 15 you can add +3 for 2d4+1, and +4 for 3d4+1 at 20, and so on.

### **Bash**

*Prerequisite:* Melee Attack\* 10, Strength 4

*Stamina Cost:* 1 (stackable – see below)

*Sacrifice:* 1

The bread and butter of the warrior, Bash allows you to deal out more damage with every hit. Pay the cost and upgrade the damage die by two increments for your melee weapon for one round. Die upgrades follow the following path: 1d4(1d3); 1d6; 1d8(2d4); 1d10; 1d12(2d6,3d4); 2d8; 1d20(2d10); 2d12; 1d30(3d10); 2d20.

You can stack this ability when your attack skill reaches 15 and every increment of 5 thereafter, though stacks past the first cost 1d4 Stamina. So cost is 1d4+2 for three increments at 15, 2d4+1 for four increments at 20, and so on.

### **Berserker Rage**

*Prerequisite:* Melee Attack 10\*, Will 10, Intimidate 10

*Stamina Cost:* 1d4

*Sacrifice:* 1

You can enter into a mad combat bloodlust at will, adding a +2 to all Attack, Will, and strength-based Damage rolls, and subtracting 2 from all Defense rolls. 1d4 Stamina buys you 1d4 rounds of whoopass.

Note that though you may engage this ability at will, you cannot end it early and must let it expire on its own time.

### **Harvest Time**

*Prerequisite:* Melee Attack 10\*, Strength 6

*Stamina Cost:* 1d4

*Sacrifice:* 1

Any time you take out an enemy in combat with a melee weapon, you can follow through and make an additional free attack roll on any enemy in front or to the side of you within reach of your weapon. This can conceivably be continued ad nauseam until the area around you is clear of enemies (or you run out of Stamina). This ability works best with longer weapons that can reach more enemies.

### **Battle Cry**

*Prerequisite:* Intimidate 12, Performer 30%

*Stamina Cost:* 1d6

*Sacrifice:* 1

With a blood-curdling yell, Inject fear in the hearts of your opponents. When you shout your battle cry, anyone opposing you in melee combat must make a Will check vs. your Intimidate roll or flee. Those unable to flee get a -2 penalty on all attack rolls. The effect lasts 2d4 rounds.

Unlike other similar checks that are d8 based, this is a standard 1d20+Will will roll vs. your Intimidate skill roll.

A battle cry does not have to be a wordless scream; it can be a slogan, an oath, or even the name of someone you have vowed to avenge. Be sure to select something appropriate for your character's story. And also be sure to act out your battle cry yourself whenever your character goes into battle.

Your battle cry cannot affect more enemies than your Performer skill divided by 5 (nearest enemies are affected first).

### **Bull in a China Shop**

*Prerequisite:* Melee Attack\* 12, Strength 6, 2 Points in Grapple Proficiency

*Stamina Cost:* 1d4

*Sacrifice:* 1

You have learned how to throw your weight around on the battlefield. You may now make overrun-like attacks without a running start, allowing you to knock over those you are engaged in melee with. This takes the place of one of your normal melee attacks.

To make the attack, you must simply move into your opponent's space and roll opposed Strength checks. If you win, your opponent is knocked down prone.

Your opponent is allowed an interruptive attack if he has any attacks ready when you move into his space. However, if you give up a second attack for the round, you can avoid this.

### **Lunge**

*Prerequisite:* Melee Attack 12\*, Reflex 12, Acrobatics 12, 3 Points in Weapon Proficiency

*Stamina Cost:* 1

*Sacrifice:* 1

You have become so familiar with your own weapon and its interplay with your body that you know exactly its boundaries, and know how to lunge forward and back with sudden speed, giving you an effective +1 to your weapon's Reach rating.

This means you can get an interruptive attack in on opponents with similar weapons as they close on you in combat... meaning you get to strike first.

This ability must be purchased once per Attack roll in which it is used. See the Polearms section in the Combat chapter for info on Reach.

### **Play Hurt**

*Prerequisite:* Will 12, Intimidate 12

*Stamina Cost:* 1d4

*Sacrifice:* 1

You are so accustomed to injury that you are able to shake off any negative effects from accumulated wound damage. For 1d4 Stamina, you can ignore the injury in one wound location for the round.

This means a Wounded hit location will be treated like an uninjured one, and more importantly, that a disabled limb can be treated like a merely wounded one.

This will allow you to act where others would fail. You can still run or jump on a broken leg and still attack with a broken arm. You are truly a master of your own pain.

If you are out of Stamina, you can substitute 1 Wound point from a location of your choice.

This ability will not prevent you from losing consciousness when your head or torso goes below 0. However, the Cheat Death ability (below) will.

### **Throwback**

*Prerequisite:* Melee Attack 14\*, Strength 6, Acrobatics 14

*Stamina Cost:* 1d4

*Sacrifice:* 1

On any melee strike, you can pay the cost for this ability to put your full Strength behind the blow. If the attack hits, you can then make an opposed Strength check vs. that opponent, and if you win, he will be forced back 1 combat square for every 5 points (or fraction thereof) you beat him by.



This works well if you are fighting on the edge of a cliff or fire or something. It also pairs well with the Lunge ability, as he will now have to close with you again. If you throw your opponent into a wall, he won't go anywhere, but will take 1d4 points of damage per square he didn't move.

### **Precise Blow**

*Prerequisite:* Melee Attack 14\*, Awareness 14

*Stamina Cost:* 1d4

*Sacrifice:* 1

For one round, your critical range with your melee weapons is increased by one, (typically from 20 on the die to 19 or 20).

Note that you still have to hit with a 19 in order for it to be considered a critical.

### **Self Destruct**

*Prerequisite:* Will 14, Intimidate 14

*Stamina Cost:* None (See Below)

*Sacrifice:* 1

Your callous disregard for your own safety and well-being knows no bounds. You can now push yourself beyond the limit, achieving superhuman results, as long as you don't care if you injure yourself in the process.

At the start of any combat, you may sacrifice one Wound point from any location to gain 1d6 Stamina points. This ability is stackable for every 2 points of Intimidate you have above 10. (So with a Intimidate of 16 you can sacrifice up to 3 Wound for 3d4 Stamina). Stamina gained from this ability is temporary—once combat ends, your Stamina will drop down to its normal maximum if it is still above it.

Additionally, you may use Wound points to fuel the Stamina costs of your heroic abilities. Roll the cost of the ability you want to attempt, and then roll d6s until you equal that cost. The number of d6s rolled is the number of Wound points you will have to sacrifice to fuel that ability without any Stamina. If you are unwilling to pay the cost, you may either pay with Stamina, or simply skip using that ability in the current round.

### **Cheat Death**

*Prerequisite:* Will 16, Intimidate 16

*Stamina Cost:* 1d4 per round

*Sacrifice:* 1

Keep your consciousness after slipping to 0 Wound points or lower in your head or torso. Every round you remain in this state, you must make a Will roll vs. 10+Negative Wound points to avoid unconsciousness. If your Wound points are below 0, the difficulty of this roll increases by 1 every round. Death still comes immediately once past negative total wound. This ability only draws Stamina points if the character has any left; if he is at 0 Stamina, this ability is free.

### **Death Blow**

*Prerequisite:* Melee Attack 16\*, Awareness 16, Weapon Proficiency 5

*Stamina Cost:* 1

*Sacrifice:* 1

Increase the critical damage rating for your weapon by one die increment for the round. Die upgrades follow the following path: 1d4(1d3); 1d6; 1d8(2d4); 1d10; 1d12(2d6,3d4); 2d8; 1d20; 2d12; 3d10; 2d20.

You can stack this ability when your attack skill reaches 20, paying 1d4+1 for two increments, and 25,

paying 2d4+1 for three increments, and so on. This ability can be used in conjunction with other abilities such as Precise Blow, etc.

### **True Grit**

*Prerequisite:* Intimidate 16, Will 16

*Stamina Cost:* 1d6 (stackable)

*Sacrifice:* 1

Grit your teeth and take it like a hero. You may add your Stamina cost for this power to any Will roll. This can be combined with Heroic Surge which allows you to upgrade your Will die to a d30 as well. You may stack this ability an unlimited number of times—whatever you need to to blow through the pain.

You must, however, declare how many d6s you are going to burn before rolling.

### **Lawnmower**

*Prerequisite:* Melee Attack 18\*, Acrobatics 18

*Stamina Cost:* 1d6

*Sacrifice:* 2

When surrounded by enemies, instead of making multiple attack rolls, you may choose to make one single Melee Attack roll for the round and each enemy within range of your weapon must make a defense roll or take damage. This ability is most effective with longer weapons, though it does not work with piercing type weapons. A critical hit with this power is only applied to the first defender to get hit.

### **Shatter**

*Prerequisite:* Melee Attack 18\*, Strength 8, Intimidate 18

*Stamina Cost:* 1d4

*Sacrifice:* 1

Your wild and ferocious swings in combat aren't simply barbarian sloppiness, they are trained and focused to goad your opponent into making a mistake. Any time you miss with a melee attack you may pay the cost of this ability to force your opponent to roll break odds on his weapon. If he rolls the odds or under, his weapon breaks and becomes useless in combat.

### **God of War**

*Prerequisite:* Melee Attack 20\*, Intimidate 20, Will 20

*Stamina Cost:* 1d10

*Sacrifice:* 3

Your prowess on the battlefield is unparalleled. You are so accustomed and driven by the battle lust that it propels you onward, making you stronger the longer the battle lasts. On any given swing, you can pay the cost for this ability, and if you connect, you receive the damage you deal with your blow as a boost in Stamina. So, for example, if you spend 6 points, then hit and deal 12, you get an overall boost of 6 Stamina points.

Whenever you use this ability, it exhausts you once the battle lust leaves. You will lose half of whatever Stamina you have left when combat ends.

## CHAPTER 8 – CHARACTER ADVANCEMENT

One of the key features of a roleplaying game is that your character gains experience as he overcomes challenges, allowing his stats to improve over time. In many respects, this makes perfect sense; the more you do something, the better you get at it. In others, a little suspension of disbelief is in order. As your character advances in power, he will be able to do more damage, perform superhuman feats, and take an incredible amount of punishment. However, he will likely be expected to face considerably greater obstacles and foes.

Once you have played your character through enough adventures, the time will eventually come to “level” your character. This term simply means increasing your character’s skills and stats to take him to the next level of play, offering greater threats and greater rewards. That’s why we always fill out our character sheets in pencil. All the numbers that you wrote on your character sheet back in chapter 1 are simply your character’s starting point. Where he goes from there is entirely up to you.

At the end of every gaming session, the GM will award each character with a number of Adventure points based on how many challenges he overcame in the game. The GM may also award some characters bonus Adventure points or specific skill or stat increases at notable times during the game for doing heroic or exceptional acts or for meeting specific game objectives. These merit-based points can be applied immediately. Standard adventure points, though, will need to be saved up until your character has accumulated at least 20, at which point, he can be “leveled”.

There are two ways to level your character—either by using a leveling template, or by spending individual Adventure points piecemeal. If you are relatively new to the game, just pick a level template (see below) and follow the instructions. If you really know what you are doing, using Adventure points can give you a great deal more flexibility and control over your character’s stats.

Regardless of which advancement method you use, for every 20 Adventure points you spend, add 1 to the “Level” score on your character sheet. This helps to keep track of your power level relative to other characters in the game. For GMs, a character’s level stat is the single most important piece of data he can use to measure the intensity of challenges the character might be ready to face.

### AWARDING ADVENTURE POINTS

Adventure points are awarded by the GM over the course of playing the game. Speed of character advancement is left entirely up to how fast the GM wants the characters to level. It is recommended that characters get between 5 and 10 AP per game session—although this can vary if your sessions are overly short or long. Some GMs may still prefer their characters to advance faster or slower. Figure out the average rate you want your characters to advance and then determine how many points per session that is. Make that your standard award, and then add or subtract a few points from this for each character depending on their performance.

For example, if you want your characters to advance about once every 3 game sessions, give out about 7 points per game. If you want them to advance every four, give out 5. This number really depends on how long you think your story will last and at what power level your characters no longer are suitable for the story you have in mind. It also depends on how far ahead you plan. If you plan everything up front, you will want to control what level the characters are at through each stage of your story. If you plan as you go, then you can just match your challenges against whatever level the characters are at when they meet them.

There is no maximum level that can be attained, but after about level 20 or so, the special powers start to run out, and the game mechanics start getting a big ridiculous. Very high stamina pools means fights can last a long time. GMs are advised to either plan challenges very carefully or start to wrap up a

story once characters get beyond this level.

Unlike with some other games, Osiris doesn't have any built-in mechanism to make higher-level characters level slower. If you as a GM need one, then simply lower the rate at which you give out AP over time. Our own campaigns tend to run a few months at most and if we limit this, then we never get the fun of playing higher-level characters or using higher-level powers. This is entirely up to you. GMs who run overly long-term games may choose to do otherwise. Note that while this practice is very common there isn't really all that good a reason to do it. You certainly want your characters to get past the first level or two quickly so they aren't so fragile, but beyond that, making the game harder for the sake of making it harder is nothing more than masochism.

## INDIVIDUAL BONUSES

In addition to the end of game session AP awards, it is recommended that GMs give out special bonuses for individual performances. These may be awarded in game, or with the general AP pool at the end. Unlike with AP, which can be spent on any skill later on, these bonuses are immediate increases to specific skills. A character who makes an impassioned and moving speech may be awarded with a +1 bonus to Silver Tongue. A character who uses some ordinary objects in a particularly clever way may be given a Jury Rig bonus.

Don't be afraid to get creative though as a GM either. You may give out special powers or abilities that aren't available otherwise. Not all bonuses need to make a character overpowered, some can just be given for fun. If you really follow the circumstances of the game, you will find a lot of inspiration for interesting or unusual bonuses. I played a starship captain in one game that had a +2 to any attack roll involving a toilet. Other characters got things like bonuses against poison, a high tolerance for alcohol, 100% break odds when using a chair as a weapon, and so on.

You can also feel free to break the rules as a GM here a bit. If you think a character deserves a special ability that he doesn't have the prerequisites for, then maybe you can give it to him. It's your game; do with it what you will.

## EXAMPLE

On the night of the dead moon, Thod the Barbarian charged into the Gray Wizard's tower with his axe brandished and single-handedly took out the wizard's evil horde of henchman, then bashed open the door to the sacred chamber, slayed the snake god, and stormed out with the priceless Eye of the Serpent. Meanwhile, Daktari the Thief climbed up the tower in the middle of the night, sneaked past the guards, talked the wizard's mistress into poisoning the wizard while he slept (thus ending the spell of gloom over the land) and then slinked back down with the girl under one arm and the wizard's staff of power under the other.

For Thod, the GM decides to award 6 general Adventure points so he can improve his battle skills. He also gets 5 Reputation points, as everyone assumes he defeated the wizard.

Alternatively, Daktari is awarded only 3 general AP, though he gains a +1 increase to his Climb and Sneak skills, and a +2 bonus to his Seduction skill.

## FIRST-LEVEL CHARACTERS

All characters, when first starting out, are considered to be Level 1. After the first 20 AP are gained, the character can increase his skills and move to level 2—and so on up from there.

Whether a character gets any adventure points to spend at first level right after being rolled up is entirely up to the game master. The official answer is no, but Spellcasters do get one free book of

magic, so it's only fair that other character types get a few points to spend too, typically no more than 5 AP total. Use the piecemeal charts for spending these points. At this low level, Stamina, Mana, and Weapon Proficiencies are probably the best bang for the buck. It is up to the GM if he wants to forbid any specific bonus on the chart.

## **SPENDING ADVENTURE POINTS**

Spending adventure points is easy. Any time you have at least 20 AP accumulated, you may "level" your character. For beginners, choose the template below that best fits your character and read through the bonuses granted. Take the improvements listed in the template and write them on your character sheet. You will also need to recalculate your individual wound locations if your Wound score went up.

Once you have leveled, don't forget to consult the heroic powers chapter and sacrifice Stamina points to purchase any powers you may want. Likewise, magic-oriented characters can sacrifice Mana points to buy spells and access books. In fact, it is probably best to look a few levels ahead and start working now on improving the skills your character will need to pick up the heroic powers you want down the road.

More experienced players may want to use the piecemeal chart and essentially craft their own custom template each time they level. This is a bit more time consuming, but offers a lot more control over the details.

## **LEVEL TEMPLATES**

Newer players will likely find it easier to use a template to level. A level template represents a balanced approach to leveling that increases skill and combat abilities together in a fairly realistic manner.

There are four templates to choose from. Each one represents a different approach to advancement. Pick the template that best suits your character at the point in time of leveling, subtract 20 from your AP total, and follow the rules in the template to advance.

### **Warrior Template**

The warrior focuses heavily on his combat skills, with no magical abilities and few improvements to Field skills.

- Add +1 to Wound points
- Add 10 Stamina
- Add +1 to three of the following: Melee Attack, Ranged Attack, Melee Defense, Ranged Defense
- Add +1 to Reflex or Will
- Add +1 to two attack proficiencies.
- Add +1 to one defense proficiency.
- Add +1 to 4 field skills
- Purchase powers with Stamina points

### **Mage Template**

The mage maximizes his magical power, at the expense of all else.

- Add +1 to either Wound points, Reflex, or Will
- Add 6 Stamina
- Add 24 Mana
- Add +1 to Magical Attack
- Add +1 to Magical Defense\*
- Add +1 to Melee Attack, Ranged Attack, Melee Defense, or Ranged Defense



- Add +1 to one combat proficiency
- Add +1 to one magical proficiency
- Add +1 to 3 field skills
- Purchase powers with Stamina points
- Purchase spells and books with Mana points.

\* Note that a character must be able to cast spells in order to have a magical defense score.

### Priest Template

The warrior priest represents a balance between magical ability and combat skills.

- Add +1 to Wound points or Will
- Add 8 Stamina
- Add 16 Mana
- Add +1 to Magical Attack or Magical Defense\*
- Add +1 to Melee Attack or Ranged Attack
- Add +1 to Melee Defense or Ranged Defense
- Add +1 to Reflex or to 2 proficiencies (combat or magical)
- Add +1 to 4 field skills
- Purchase powers with Stamina points
- Purchase spells and books with Mana points.

### Rogue Template

The rogue eschews most magic and favors building his Field skills over his combat abilities.

- Add +1 to Reflex
- Add +1 to Wound points, Magical Defense\*, or Will.
- Add 8 Stamina
- Add +1 to Melee or Ranged Attack
- Add +1 to Melee or Ranged Defense
- Add +1 to 2 proficiencies (combat or magical)
- Add +1 to 8 field skills
- Purchase powers with Stamina points

## **PIECEMEAL ADVANCEMENT**

Instead of using a level template to advance your character, you always have the option of simply taking your 20 points and buying specific stat and skill increases as per the cost chart below. This is recommended for advanced players, or for those who want more fine-grain control over their character sheets.

There are some limitations to spending Adventure points. First, any given skill or stat can only be raised with adventure points once per level (not counting merit-based skill awards). Secondly, you may not buy Stamina more than once per level. Beyond that, you are on your own. GMs, feel free to impose any new arbitrary restrictions needed to thwart min-maxing (a trick of exploiting the rules to increase player advantage at the expense of realism or reasonability).

Improvement	Cost (in APs)
Wound Point (Single)	2
6 Stamina Points:	1
8 Stamina Points:	2
10 Stamina Points:	3
12 Stamina Points:	5
Mana Points (Per 4):	1

Attack Skill +1	2
Attack Proficiency +1	1
Defense Skill +1	2
Defense Proficiency +1	1
Reflex Skill +1	2
Will Skill +1	2
Field Skill +1	1
Magical Proficiency +1	1
Basic Stat Increase*	8

### Notes

\*Human stats normally cannot be raised above 10 without magic or cybernetics. Also, one stat in a category cannot be more than 4 points higher than the other stat (unless there is a GM-approved explanation).

If one of your basic stats is increased, refer to the appendix at the end of this book for a list of all combat skills that are affected. Don't forget to increase related Field and Trade skills as well.

Remember that spells, powers, and spell books are bought by permanently sacrificing Stamina or Mana points, not directly with Adventure points. Don't forget to buy your spells and powers after you advance.

Optional: Your GM may decide that Proficiency increases can only be made in skills you have actually used in the game. If you never use a sword, for example, you can't raise your sword proficiency unless you seek out an experienced trainer to help.

## CHAPTER 9 – MAGIC

No matter what realm of the imagination you play in, there will always be rules and conventions, ways to describe the commonplace and the ordinary. In our world, we have “the laws of physics”, which define how matter interacts. Things fall down, not up, for example; that is a rule. When things burn, they crumble away. For every action, there is an equal and opposite reaction. You may be able to imagine worlds with different rules, but still, they will have rules of some kind.

But what if just once, in some incredible moment, something fell up? A miracle, some might say, an act of god. Or maybe they would call it magic.

Magic in a RPG is a different beast altogether than the sort of tricks of attention and mechanics that magicians on our world perform. A magic trick is a way to use the normal laws of physics in a way that produces an unexpected result. Real magic is to go against those rules altogether.

In Osiris, magic has a very specific meaning. Magic, in this game, is a completely unique form of energy that adds a new dimension to reality. It is chaotic, yet creative, and its ability to affect the world knows few limits. It exists in all things, particularly living things, and when focused, can change nearly anything.

Of course, magic isn’t entirely unlike physics or chemistry; it’s simply imaginary, not arbitrary. It does have its rules, it’s just that perhaps they are not as well understood. To guide magic, mortals have to exert energies of their own, and the effects it produces seems relatively proportional to the amount of energy put into focusing it. Of course, not just anyone can feel and manipulate these energies, it has to be the right kind of person, perhaps one touched by a bit of magic himself at his inception.

### OVERVIEW

Magic is an entirely optional component to your RPG. If, for example, you choose to play your game in the modern world using only the rules of our own world, you probably don’t want to have people running around growing flowers out of the pavement and pulling fireballs out of thin air. A sci-fi themed space game probably doesn’t have much place for magic either. But a fantasy game is almost entirely dependent on it. Each world is different, so you, as a GM will need to decide whether you will introduce magic into your game, and what kind of a role it will play.

So why include magic in your game? Well, for starters, it’s fun. If you are going to pretend you are someone else, why pretend you are someone else who is subject to all the same rules and restrictions as yourself? Why not pretend you can shoot lightning out of your fingertips? When you open up the rules of the universe a bit, your room for creative expression begins to expand.

Secondly, magic can take your narrative places that the ordinary laws of physics simply can’t. Want to tell a different kind of story? Try introducing magic. Your role-playing is simply an exercise for your imagination; why limit it? If you ever find yourself thinking, “I have this really cool idea, but it’s impossible, so I can’t use it.” screw the it’s impossible bit, do it anyway and just call it magic.

Of course, fitting magic into your game takes a bit of finesse. Magic is a funny concept. In many cases, it can simply be something for which there is no explanation. In a primitive world, electricity or magnetism may be considered magic. In a modern world, magic may mean miracles or healing powers. Magic may mean characters can run around casting spells, or it may mean that freaky things may happen that will drive the story forward that the characters have no control over. Or maybe the characters just have a magic box that every time they step into it they end up somewhere else.

In general, it is probably wisest to keep magic to a comfortable minimum in your game. Magic is a breaking of the natural rules of things, and really should be reserved for special occasions or events

where it will really mean something. If everyone is running around tossing magic spells at each other all the time, the game can start to pick up a bit of a ridiculousness to it and lose some of its emotional impact.

To be honest, magic is so big a concept that its specifics are not covered here in the general ruleset, only the mechanics of the framework used to adjudicate its effects. The full Osiris magic system will be published in a set of separate releases called “The Books of Magic”, which is currently under development. In fact, as a historical side note, the magic system came first, over ten years ago now, and Osiris is simply a natural extension of it.

## MECHANICS

Depending on your game world, some element of magic may exist as a viable option for your character to pursue. Some characters may have innate magical abilities, and others may need to study with intense focus for years to even gain the most basic spells. Whatever your world, the mechanics of magic are the same. To cast spells, your character needs five things:

1. *Natural Gifts*: Not just anyone can tap into the mystical forces of the universe. In order to even feel the magic flowing around him, your character will need both an Intellect and a Wit score of at least 4, and either a Connection or Magnetism of at least 7. Anyone who does not meet these basic prerequisites is considered to have a Magical Attack and Defense score of 0, and cannot cast spells of any kind.
2. *Magical Affinity*: Not all gifted characters can wield magic. What makes your character special? To unlock your magical powers, you will need to have some kind of magical affinity. This may be your bloodline, or it may be that you studied forbidden tomes for years, or maybe you were born during an astrological convergence. Different affinities will lead you to different pathways of magic. Studious learning may be great for casting wards and bindings, but it sure won't help you cast any fairy magic. See “Awakenings” below for more information.
3. *Mana Points*: Your Mana pool measures how much magical energy your character can focus through his will on any one given day. Mana points are similar to Stamina points, but do not decrease as you take physical damage, only when you cast spells. Like Stamina, Mana points recover with rest (following the exact same rules).
4. *Spell Books*: A spell book represents a particular school of magical learning, such as Fire, or Light, or Plants. Spell books contain a list of spells in that school. Access to a spell book allows you to begin learning spells from that book. You will need to meet certain prerequisites before you can acquire a book.
5. *Spells*: Spells are specific magical actions your character can take. Your character can sacrifice permanent Mana points to gain the ability to cast specific spells from the books he has access to. To cast a known spell, temporary Mana is sacrificed, much like Stamina is used to fuel heroic powers. Like with books, you will need to meet the prerequisites for each spell before you can learn it (generally this means learning all the less-powerful spells that the spell is built upon).

## SPELL BOOKS

Before a mage can learn any spells, he has to consciously decide upon a field of study from which to gain magical learning. Spell Books represent these specific fields of study, and a mage must have access to one before he can cast spells from it. Starting magician characters may choose one free Book to have access to, but after that, a mage must sacrifice 5 permanent Mana points each time he begins a

new field of study.

A spell book is not necessarily a real physical book, though it could be. It simply indicates that the mage knows all the possible spells in a given school of magic, what they do, and how they build upon one another. This doesn't mean he can cast any spell from the book right off the bat though. He must first learn and practice the more basic spells before he can start combining their effects into the more powerful magics.

Aside from spending the necessary mana points, learning a new book is an intensive process. It doesn't just magically pop into your character's mind. Generally there are only three ways to learn a new book:

1. *Find a teacher:* This is the easiest and safest way to learn, but may be expensive.
2. *Research:* This requires instructional materials (aka, spellbooks), and sometimes goes horrible awry, but is probably the cheapest and most portable way to go.
3. *Pioneer:* You can always invent your own spell book if you are creative enough and have years of time to dedicate to the pursuit. Oh, and terrible horrible unexpected things may happen to you or your friends in the process.

*Commonly available Spell Books include:* Air, Water, Fire, Earth, Light & Darkness, Life, Beast, Plant, Time, Blood, Wards & Bindings, Glamour, Music, Summoning

## SPELLS

Specific spells are explained in the individual spell book manuals. If you have access to the book and meet the prerequisites for a given spell, you can learn it immediately and then cast it as often as you want, as long as you have enough Mana points to fuel its energies.

The basic concept of the Osiris magical system is that magic, like all things, starts small, but has a great potential to grow. More powerful spells build upon the lesser spells that you already know. If you have a fire spell and a wind spell, for example, combining them may allow you to cast a flame jet spell. In this way, your spells are not just a random collection of unrelated actions, they show a distinct progression of learning from novice to master. Learning lesser spells will unlock more powerful spells that your character can then learn the next time he levels.

Each spell book will contain a collection of different spells of increasing levels of power. The rules for learning and casting each spell are provided in these books. A given spell will look something like the following from the Book of Fire (a full explanation of the mechanics is given in the section following):

### **Flame Jet**

*Order:* 3

*Prerequisite:* Create Fire, Air Jet (A)

*Sacrifice:* 1

*Mana Cost:* 2d4

*Range:* Caster

*Target:* Area

*Area of Effect:* 1 meter diameter column, 10 meters long

*Duration:* Instant

*Roll:* Magical Attack

*Resist:* Reflex for partial damage (2d4)

*Casting Time:* 1 Action



*Effect:* A jet of flame shoots from the caster's fingertips, dealing 3d8+Depth points of damage

*Casting:* The wielder utters the Primal words for fire, air, and force while raising his arm and thrusting a clawed palm in the direction he wishes to blast. *efpay xi'a tūntal*

A description and detail of the spell is written underneath each spell's stats. If you haven't figured it out yet, this spell simulates a flamethrower, dealing damage similarly: 3d8+Depth (1d4 crit). Like with a flamethrower, this spell can set people and objects on fire. Unlike with the mechanical flamethrower though, this spell targets all those in the area of effect, even if someone is standing between them and the caster (hey, it's magic!)

### Spell Details

A given spell may have any combination of spell stats listed. Each listed stat is important in some way; anything not listed does not apply to the spell (spells that target individuals may not have an area listed, for example).

**Order:** A spell's order shows its relative power level. The first spells available to a magician are generally order 1. Spells of order 2 build upon the spells in order 1, and so on up the chain. There is no upper limit, though most books stop by 10. Because you must have a prerequisite for at least one level before you can buy the spells that build upon it, you will never be able to possess a spell of order greater than your character level.

**Prerequisite:** This lists the spells your character must already know in order to unlock the listed spell. Your character must have leveled since purchasing a spell to gain anything that depends upon it. Once you meet the prerequisites though and you have the book, just pay the sacrifice and the spell is now yours.

Prerequisites are typically from the same book as the spell in question, though there is some crossover. If the spell comes from another book, this will be indicated. In the example above, the Air Jet spell comes from the Book of Air.

**Sacrifice:** The number of permanent Mana points that must be sacrificed to learn the spell. Mana points spent on purchasing spells are permanently lost and cannot be used to fuel spell casting. You must be careful not to buy too many spells if you actually want to be able to cast them.

**Mana Cost:** How many Mana points it takes to cast the spell once. You must pay this cost in temporary Mana when casting the spell in order for its effects to initiate. Some spells may have optional mana costs that may depend upon the range, power, area, or duration of the spell. For example, an illusion-type spell may cost 1d6 Mana to cast initially and then an additional 1 point per round after that to keep the effect going.

**Range:** How far from the caster the effect can be produced. If "caster" is listed, the range is 0, meaning the spell effect emanates from the casters hand. If range is 100 meters, for example, the spell can be cast so its effect starts from a point up to 100 meters away from the caster. Range usually implies line-of-sight unless otherwise noted.

**Target:** What or who does this spell effect. Generally the target will be the caster, an object, a number of people, or an area. If area is listed, the area of effect (see below) will define the area affected.

**Area of Effect:** Describes where the spell manifests and how much room it takes up. Some spells shoot out in a cone or column from the caster, others affect a roughly circular area and are described by a radius. In these cases, anything closer to the spells origin point than the radius given is affected. Some spells affect a certain volume of matter (a purify water spell may purify a certain amount of water, for example). It is possible for a spell to have a square area of effect, but rare.

**Duration:** How long the magical effect lasts once produced. If the duration listed is “Instant”, this means that the spell happens and ends all in a brief instant. Our Flame Jet spell is a good example, it torches the area briefly, and then is over. Note though that a spell’s impact may last longer than the spell; in this case things may be set on fire by the spell and continue to burn once the magic is done.

For more time-based spells (an illusion is a good example) an initial duration is usually listed, along with an extra cost that can be paid if the caster wants to burn extra mana to keep the spell going. Unless otherwise noted, spellcasters don’t need to concentrate on a spell to keep it going, they just need to pay the mana each round. Some spells are more intensive though, and the caster cannot cast other spells while maintaining the current one.

**Roll:** The attack roll (if any) necessary to cast the spell. This is almost always Magical Attack, though defensive and warding spells use Magical Defense instead. Not all spells require a roll, some just work, like a heal spell, for example. Some spells require a minimum competence level (such as when the caster has to get a 15 or better), others allow affected targets a chance to resist the spell.

If the minimum skill roll is not met, or if a 1 is ever rolled on a casting roll, the casting fails. The spell simply does not work, and the caster has wasted his action. No mana is spent for a failed spell though. A resisted spell is a different story though.

**Resist:** The skill roll (if any) allowed by targeted individuals to defend against the spell. This is generally either: None (no chance to resist the effects), Will, Reflex, Ranged Defense, or Magical Attack. If this field is not present in a spell description, the spell cannot be resisted.

If Will, Reflex, or Ranged Defense is listed, the defender can roll the indicated skill to avoid (or lessen) the effects of the spell by trying to best the caster’s roll. If the defender is also a mage, he can use his Magical Defense roll in place of the roll indicated. If the defender wins, the spell usually has no effect, unless the spell description says otherwise. Some spells might still work but have a lesser effect if resisted. Note that resistance is always optional. If someone wants to get turned into a frog, they don’t have to roll, and the spell just works.

If Magical Attack is listed here, that indicates a special case. That means the spell is a ward of some kind. Anyone trying to break through the ward would need to first have the appropriate spell, and would then need to beat this roll with a Magical Attack roll. For example, our caster puts up a false mind spell. He rolls a 25 with his Magical Defense when he casts the ward, meaning anyone casting a mind reading spell on him must get a 25 or better on his Magical Attack. Note that a ward caster is always aware of how well his spell worked. If he has time and Mana to spend, he can keep casting the ward over and over until he gets a really good roll. Also, in the case of our false mind spell, just because a ward failed doesn’t mean the mage doesn’t get his standard Will resist roll.

**Casting Time:** This is how long it takes to cast the spell once. Most spells take but a single attack action, though some may take a full round, and others yet may take minutes, hours, or even days to cast. Generally, ritual-type spells take longer to cast, and may even require more than one wizard to power.

**Effect:** This section gives a quick overview of the spell. Full details are listed in the paragraph beneath.

**Casting:** This section is entirely for flavor and roleplaying. It describes how the spell is cast. Players playing wizards are encouraged to say the words and make the gestures when casting their spell in the game. Generally it is assumed that even if you don’t do this, that your character does it in the game when he casts unless he is using one or more of the Sorcerer heroic powers listed in Chapter 7 that allow him to cast silently or without gesturing. These powers typically increase the Mana cost of the spell, but provide a certain stealth bonus (or the ability to cast a spell with your hands tied behind your back).

Your character need not know the language that the Book he is casting from is written in in order to make his spells work, although he will need to learn it if he hopes to invent his own spells later on (see “adding new spells” below for details).

Material components may sometimes be listed here, but they are almost always optional, providing a bonus if present instead of a penalty if not.

## PREREQUISITES

Generally, once you learn a spell, you must level at least once before you can learn any spells that depend upon it as a prerequisite. When you acquire a new Book though, you can immediately learn any of the spells in the book for which you currently meet the prerequisites.

## ADDING NEW SPELLS

It is assumed that once a character knows a book that he is aware of all the spells in that book and what he needs to do to acquire them. With the GM’s approval, players are encouraged to write additional spells for any book they know. These spells should be balanced with the existing spells in the book and must fit the theme of the book. It is up to the GM to try to set Mana costs and damages appropriately. If in question, look at similar spells and mirror accordingly.

In order to successfully research new spells in a book, a caster must first study the language upon which the book is centered. When trying to come up with new spells, the caster must spend one week in research for each order of the spell sought. At the end of this time, he may attempt a Linguist trade skill roll in the language of the Book for which he wishes to add the spell. If the roll is a success, the new spell is created and learned. On partial successes, nothing is gained, although a bonus of 10% is added to the researcher’s Linguist skill on all successive rolls until something is discovered. This bonus is cumulative, so if you work at it long enough, you will eventually discover something. However, keep in mind that a critical failure equates to some kind of wild spell backfire which may cause injury or damage equipment or research materials.

## CASTING SPELLS

Casting a spell is an equivalent action to attacking with a weapon in the combat round. Characters need at least one hand free to cast spells, meaning they can’t use a two-handed weapon, two weapons, or a weapon and shield (assuming they have two arms). Characters that get a high enough Reflex roll to make extra attacks can cast extra spells, or they can mix and match weapon attacks with spells. Check the casting time of your spells though—some require an entire round of concentration or more than one action to perform.

All spells require hand gestures and archaic vocalization unless otherwise noted in the spell listing. Certain heroic powers can counter this. Conversely, spells do not require special material components unless specifically mentioned in the listing. In fact, for the most part, material components are almost always optional, providing an extra boost to the spell if they are present.

Spells need not be memorized or prepared ahead of time; meeting the prerequisites and paying the sacrifice permanently adds a spell to your list.

To cast a spell, pay its Mana cost and declare your intentions. Your spell will go off on your turn in the round. (Full round spells will go off at the end of the round.) If your spell is listed as having a roll, you will need to make a Magical Attack or Defense roll when your spell goes off. The target of the spell will then make the resistance roll indicated in the spell description (Will, Reflex, etc). The higher roll prevails, just like in melee combat. Magically awakened characters can always use their Magical

Defense score in place of any resistance roll.

## MANA

Your character's Mana pool works very much like his Stamina pool. As he casts spells, he must spend magical energies (a.k.a. Mana) to fuel them. These energies are drawn from his overall magical potential (represented from his Mana pool score). Unlike magical potential sacrificed in buying spells, Mana sacrificed in casting is only lost temporarily—your Mana pool will replenish itself after a full eight hours of rest.

For example. Merlin the wizard starts with a Mana pool of 30. He starts out with one book (Fire), but wants to buy another (Water). That will cost 5 permanent points from his pool, leaving him with a Mana score of 25. From these two books, he learns 5 spells, each costing 1 more permanent Mana point. That brings him to 20 total. So now he has only 20 points to use to cast spells. If he then casts spells until this pool runs out, his Mana score will be temporarily dropped to 0. However, if he gets a good night's rest, his score will be back to 20 in the morning.

How this normally works is you keep your permanent Mana score on your character sheet, and keep track of your current Mana on a separate sheet of paper. When your character rests, restore your current Mana to whatever is written on your character sheet.

If your character gets less than 8 hours rest, only a portion of his pool will replenish. So if he gets 2 hours rest (25% of 8 hours), 25% of his permanent Mana will be restored (5 points in Merlin's case). This may be enough to restore everything though if you haven't cast many spells recently.

It is possible to combine Mana and Stamina into a single pool for some games (such as if everyone who uses magic is some kind of battle mage), but this is not advised, as it makes it so the average wizard can take a serious pounding in combat without breaking a sweat.

## DAMAGE

Not all spells deal damage directly to opponents. A lightning bolt might, but a sleep spell certainly doesn't, and divinations and summoning rituals and so on have nothing to do with the concept. It's important to think of spell casters as more than heavy artillery. This isn't a video game, and creativity is more important than massive numbers.

Still, there are times when your mage will need to defend himself, and dealing direct damage is the obvious approach. Any spell that deals damage as part of its effect will list the amount of damage dealt in its description. Your Depth is always added to the spell base damage, much like your Strength adds to your melee weapon damage.

When magical damage is dealt, armor applies as normal, unless the spell description says otherwise. It is possible to get a critical hit with a spell. As with physical attacks, any natural 20 on your Magical Attack roll is a critical, as is any time you exceed the defender's roll by at least his base score. Unless otherwise specified, critical damage for spells is based on spell order. Use the die closest to the spell order, rounded up, starting with a d2. So a 1st order spell does 1d2 critical damage, and a 7th order spell would do 1d8.

As with other forms of combat, ties are awarded to the Attacker, except when the defender rolls a natural 20, which trumps all other rolls.

## SPELL FIZZLE

Casters that take damage during combat have a chance to lose the spell they are casting. When damage is received, roll a Focus skill roll, if the result is less than the amount of damage taken (Wound +



Stamina), the caster loses his current action and cannot cast any further spells that round. If the caster was casting a full-round spell, his entire round of actions is lost, otherwise he is allowed to come up with something else to do (like swinging a sword or running) when his secondary turns come up.

Fizzled spells do not cost any mana, they simply fail to go off and waste precious time.

## MAGICAL DEFENSE

Characters trained in the magical arts (anyone awakened) will have a Magical Defense score that is rolled in place of Magical Attack when casting spells on themselves. Typically this is used for magical warding. This defense roll sets the ward's potency (the score an attacker will need to best with his Magical Attack in order to overcome the defensive spell).

Magical Defense can also always be used in place of the normal resistance roll (whether Reflex or Will or whatever) against any magical attack. Basically, instead of resisting the effects of the spell, the mage tries to unravel or disrupt the magical force behind the spell.

Knowledge of a book provides a Magical Defense bonus to resist spells from that book (see "Proficiencies" below).

If you have the Counterspell heroic power (see chapter 7), you will roll your Magical Defense to use it.

## SPECIALIZATION

No wizard can be good at every magical pursuit. Since you have to sacrifice permanent Mana points to gain spells and books, you will have to be careful about what you learn. There is a balance you will have to find between flexibility and power. If you try to learn everything, you may make an amazing teacher, but you will fizzle out fast in a fight. Also, more powerful spells cost more Mana to learn and to cast, so if you ever want to get really good at something, you will generally need to pick a book or two and stick with it.

You will also likely want to purchase some magical proficiencies to give you a boost in the books you cast from most.

## PROFICIENCIES

Magical proficiencies add a bonus to your Magical Attack and Defense rolls involving spells from the books you are proficient in. Magical proficiencies are purchased just like melee or ranged proficiencies. Each time you take a proficiency, you must declare what book it is you are taking the proficiency in, and it adds +1 to all rolls involving spells from that book.

*Example:* You have taken 4 proficiencies in the Book of Fire, so now all Magical Attack or Magical Defense rolls you make involving the Book of Fire are made at a +4.

Like with combat proficiencies, magical proficiencies have a maximum limit of 5. If you have a 5 in any given book, the sacrifice cost to learn further spells from that book is reduced by 1.

Note that if you want to take advantage of a proficiency on a resistance roll, you must make a Magical Defense roll instead of Will or whatever else is listed.

## AWAKENINGS

Magic is a fickle mistress. There are those who spend their whole lives in its pursuit and never come close to understanding its secrets. And then there are others who are simply born to it, to whom



magic essentially flows through their veins. One thing is almost always true though; magic is not for just anyone. The average person probably has about as much of a chance of being able to cast a spell as the average dog has of barking out a #1 hit single. You can try and try, but if you don't know what you are doing and if fate doesn't fall your way, you will get nowhere.

Still some manage to catch a glimpse behind the veil of reality and gain some fuzzy vision of what lies beyond. Since this sort of thing really isn't supposed to happen, it's impossible to say what causes it, but to those for whom it does happen, it is life changing and irrevocable.

Before your character can learn any specific magical powers, he will need to be awakened to magic itself. Those who are awakened can feel magical energies and can therefore exert their force of will to focus them. When a character awakens to magic, he is still untrained in its ways and methods. He cannot just start casting spells around the place, but his abilities will still manifest in some specific way. This natural talent serves as his first building block for learning spells,

Though each story is unique, magical awakenings generally fall into few general categories. How a character awakens will influence what methods of magic he will be able to learn later on down the road. The most powerful magicians will need to awaken themselves in multiple ways so as to fully open themselves to the possibilities of magic's true nature.

The following methods are some of the most common ways that characters can become awakened to magic. With each one, a gift is granted; these minor abilities are known as the basic tenets of magic, and are detailed in the following section, "The Basic Tenets of Magic".

### **Bloodline**

To some lucky few, magic is simply a gift of birth. Their magical abilities are innate and come from their genetic makeup or from their historical significance. Often a child of a wizard or a fairy touched is born with the ability to wield magic on his own. Other times a child is born to the right people or at the right time and the collective will or expectations of a great mass of people imbue him with some sort of magical energy.

Not all those born to magic feel its pull from birth. Often it takes puberty or adulthood for the magical energies to fully form, allowing for a sudden and sometimes surprising awakening.

In any case, those born with magical ability have access to magic right from the moment of their awakening.

**Requirements:** GM Approval

**Natural Talent:** Any one Basic Tenet

### **Arcane Knowledge**

To those not born with magic, uncovering its secrets is a long and difficult road. Fortunately, there are always those who have gone before and who have left some record behind of their trials, victories, and pitfalls. This knowledge can be passed on from one wizard to the next, but it is usually hidden, and found only in old, lost, difficult, and rare tomes. Only the truly dedicated will be able to decipher enough knowledge from these volumes to put it to any use. And for every one who succeeds, another two will go mad in the process, losing their souls in the pursuit of power and their obsession.

Arcane scholars can only be awakened once they have achieved at least a score of 30% or better in their Arcane Scholar trade skill. If this is achieved under the tutelage of another wizard, awakening is automatic. If the scholar pursues the knowledge on his own (via reading forbidden books), it is a bit more complicated. Once his skill reaches 30% (and every time it increases after that) he may roll his

Arcane Scholar skill. If he achieves a full success, he is awakened. However, if he rolls a critical failure (96 or above), the knowledge becomes too much for him, and he goes temporarily insane. This madness will last 1-4 months, and can take almost any form, though typically it manifests as paranoia, mania, or even catatonia.

**Requirements:** Scholar, Arcane skill 30% or greater (see description)

**Natural Talent:** Detect Magic

### Fey Touched

The race of the Fair folk (or fairies, colloquially) is born of magic and is old as time. They exist in every world, but in no world completely. Or more accurately, they exist in their own magical realm which touches upon all mortal realms. When they choose to, or at certain times of astrological significance, they can pass between the worlds and come into contact with mortals. Sometimes mortals can be drawn into the fairy realm as well, and usually are much changed for it.

The lands of the fair are outside of mortal time, and those who are pulled into fairy, or at least those who partake of its offerings (like by eating the food or drinking the wine) become subject to the rules of fairy. If they step out again, it will not be likely in the same place, and definitely not in the same region of time. However, those touched by the Fair folk retain some of their magical energies, and the shocking difference between the two worlds awakens them to the veins of magics that run through and bind all things.

There are many ways to become fey touched. Certainly entering their realm and eating their food will do it, but also coming into contact with a fairy in one's own world can do it too. Particularly if the fairy chooses to awaken the person. A child may be fey touched at birth if he is chosen by the Fair, or he may be a child of the fair (a changeling) switched at birth with a mortal child. Like with the Bloodline awakening, Fey Touched is generally at the complete whim of the GM. If the GM introduces the Fair into the game, he may choose to awaken you. Or he may not. The Fair folk are fickle.

**Requirements:** Fey Touched (see description)

**Natural Talent:** Charm

### Spirit Touched

The realm of spirits is yet another world that exists in its own realm yet touches upon all mortal worlds. Unlike with the Fey portals, any mortal can cross to the spirit world at any time, although unfortunately this is typically a one-way trip. However, it is possible in some circumstances to see beyond the veil without going beyond it. The most common occurrence of this nature is the "near-death experience". This occurs when a soul is about to die, but is pulled back into its body at the last possible moment, generally by the help of some kind of medical personnel. The experience of being in another plane of existence is so shocking that it opens the person's eyes to the magical forces and spiritual energies in play around him at all times.

Of course, one doesn't have to die (or nearly do so) to encounter spirits. Sometimes spirits come to you. A person possessed by a demon or haunted by a powerful ghost may become awakened if the haunting is intense enough and the person is actually able to perceive the spirit in some way.

Essentially, it is up to the GM to decide if a given experience is enough to awaken a character to the spirit world. Not every serious wound dealt in the game will be an opportunity to become a magician. Spirit-touched is not generally the way most characters would choose to come upon their magical abilities; there is an element of terror to its inception.

The awakened spirit-touched soul is now attuned to the spirit world and can basically see ghosts, demons, nature spirits and the like. They can even communicate with these beings, though it is entirely up to the spirit as to whether it wants to talk back (unless a ritual binding is in place, but that is another matter).

**Requirements:** Spirit Touched (see description)

**Natural Talent:** See Spirits

### Elemental

Finally, a character can be awakened to magic through the force of nature itself. Nature is powerful, and it has a certain will and a whim, and when it chooses a champion, it gives him of its energy.

Certain natural events can awaken a character to the elemental nature of magic. Your character may be struck by lightning perhaps, or drowned, buried alive, or burned in a fire. He may be swept away by an avalanche or cast adrift on the sea. Nature's test is a cruel one. This type of experience offers a great deal of danger, but for those who survive, the rewards are great.

Those awakened by the elements themselves have a natural affinity to the forces of nature, and can feel the power of the elements flowing around them and through their veins. Awakening events may occur in the course of the game or at the GM's whim. Always there should be some risk of death involved; you can't become a mage by burning your hand on a stove; something greater must be at play. It is up to the GM to decide if an event is intense enough to awaken you. Once you are awakened though, you will feel changed forever.

**Requirements:** Elementally Awakened (see description)

**Natural Talent:** Spark

## THE BASIC TENETS OF MAGIC

Magic in Osiris is a system of building blocks. Unlike other systems where magical spells can be learned seemingly at random, your magic spells in Osiris build upon the spells you already know. As with most things in life, it is necessary to learn the most basic concepts first. Before you can shoot a fireball, for example, you'll need to know how to make fire.

The most basic elements of magic are known as "The Basic Tenets" of magic. These cornerstones provide all the fuel you may ever need for your magical fire. Think of them like the four basic proteins that make up a dna sequence. Individually they aren't much, but put them in the right combination and you can make a freaking t-rex.

There are actually a great number of basic tenets to magic, many of which are not even known yet. The most common of the basic tenets are listed below.

Some of these tenets can simply be learned like spells, but others must be awakened in very special manners. Certain books will require that the user know specific basic tenets before the book can be learned (the Book of Wards and Bindings requires Detect Magic, for example, and the Book of Glamour requires Charm). Other books may come with their own unique basic tenets that are granted for free when the book is purchased. Refer to each specific book of magic for its specific details.

All Basic Tenets are considered to be Spell Order 0.

### Breeze

*Prerequisite:* Awakened (Any)

*Sacrifice:* 1

*Mana Cost:* 1

*Duration:* 1 Round

*Area of Effect:* 5 meter sphere around the caster

*Roll:* Magical Attack 10 or better

*Resist:* None

*Casting Time:* 1 Action

Those with affinity to the natural elements can often reach out with their senses and push upon the air around them, causing it to move gently. This simple breeze is not fast enough to blow out candles or knock over enemies, but it might be refreshing on a hot day, or it might help clear a room of bad air, or move a cloud of poison away from the caster. It also allows the caster to purchase the Book of Air.

### **Charm**

*Prerequisite:* Fairy Touched

*Sacrifice:* 0

*Mana Cost:* 1

*Duration:* 10 minutes

*Roll:* Magical Attack 10 or better

*Resist:* None

*Casting Time:* 1 Action

Those with a touch of fairy magic in their blood can summon a bit of the charms of the Fair Folk to help bolster their own interactions with others. At the cost of 1 Mana point, the caster can add +2 to any field skill roll used for social interaction, such as Silver Tongue, Seduction, Intimidation, or Ride Animal. With trade skills, such as Performer or Musician, the caster can increase his effective skill by 5.

### **Detect Magic**

*Prerequisite:* Arcane Knowledge

*Mana Cost:* None

*Sacrifice:* 0

*Roll:* None

*Resist:* None

*Casting Time:* Always Active

Those with arcane knowledge have learned at a very scientific level how magic functions and how it interacts with the world. Such a character will have the ability to literally see magical energies emanating from spells, objects, and places. Of course since magic is all around, this generally means that the scholar can see the intensity of such magics and can read the potential for magic in any environment. Think of this like light in a way—light fills your room, yet you don't really think about it until you look at a light source and its intensity is blinding.

In practice, the scholar can notice magical objects and places imbued with magical energies. This includes things like dead zones and fairy circles. If he succeeds at an Arcane Scholar trade skill roll, he can actually identify to some degree the nature of the magical aura. A partial success might reveal the book from which the magic was cast, while a full success might reveal more specific effects. Some effects are complex and mysterious though, and don't come through just by casual observation—a curse might be revealed as a curse, for example, but the exact nature of the curse may not be so easy to determine.

Some magical effects may be warded against detection, and the scholar will need to best the ward's Magical Defense rating with a Magical Attack roll to notice the magic imbued in it.

### **Direction**

*Prerequisite:* Awakened (Any)

*Mana Cost:* None

*Sacrifice:* 1

*Roll:* None

*Resist:* None

*Casting Time:* Always Active

Those who have an affinity for the solid forms of matter can typically sense its positions in space, and hence, can easily tell how they are oriented relative to it. It is surmised that this is done by picking up magnetic fields like a compass, though it may be a bit more complex than that in truth. Those who take this tenet always know which way is North (and hence, West, South, and East as well) and can always tell up from down. They can also begin to cast spells from the elemental Book of Earth.

### **Harmonics**

*Prerequisite:* Awakened (Any)

*Mana Cost:* None

*Sacrifice:* 1

*Roll:* None

*Resist:* None

*Casting Time:* Always Active

Magicians with an ear towards music often find that their ear sharpens, aided by the fields of magical energy buzzing around them. Those who take this tenet essentially have perfect pitch. They always know what note a particular sound is, and can easily break sounds like speech into music. Taking this tenet permanently adds +10 percent to the mage's Musician trade skill score. It also allows the mage to learn the Book of Music.

### **Know Time**

*Prerequisite:* Arcane Knowledge

*Mana Cost:* None

*Sacrifice:* 1

*Roll:* None

*Resist:* None

*Casting Time:* Always Active

Experts in arcane energies often find that if they focus their senses just right, they can begin to see other forces at work in the universe, not just magical energies. This tenet, as its name implies, allows the caster to sense to movements of time around him. He can tell at any given moment exactly what time it is. From this, he can also sense how much time has transpired between any two moments. This ability may not be exceptionally powerful in and of itself, but it is undeniably useful, and it forms the basis for the Book of Time, which involves some of the most powerful of magics indeed.

### **Lend**

*Prerequisite:* Awakened (Any)

*Mana Cost:* 1

*Sacrifice:* 1

*Range:* Touch

*Target:* 1 Living Creature

*Roll:* None

*Resist:* None



### *Casting Time: 1 Action*

Some magicians find that they have acquired an attunement for their own life energy, and how it interacts with the life energy of others. With a touch, the caster can transfer 1d4 Stamina points from himself to another being. Even if the recipient is at his full Stamina, he can receive the bonus. In this case his Stamina remains over the maximum until he takes damage, and then it returns to its normal state when the person rests. To the caster of this effect, 1d4 Stamina is lost and will not return until he rests. No recipient may go more than 4 over their maximum through use of this tenet. This tenet is the basis for the Book of Life.

### **See Spirits**

*Prerequisite: Spirit Touched*

*Mana Cost: None*

*Sacrifice: 0*

*Roll: None*

*Resist: None*

*Casting Time: Always Active*

Those with this ability, as the name implies, are able to see the spirits of the dead and of other creatures (such as demons) that inhabit our world. Typically this means seeing ghosts, but far more sinister and horrible things can be encountered on the spirit plane as well. Also, since the mage is aware of the presence of these spirits, he is able to talk to the spirits, though the spirits are not at all compelled to talk back (assuming they even can talk).

This ability can be something of a blessing and a curse, as once you are in tune with the spirit world and can see spirits, this also means that they can see you. You may find that ghosts find you as a threat, or pick you to do their complaining to, or you may find yourself attracting unwanted attention from demons or other malicious spirits. It is best to start learning a few skills to deal with this unwanted attention (such as those found in the Book of Wards and Binding). This tenet forms the basis of the Book of Summoning.

### **Seek Water**

*Prerequisite: Awakened (Any)*

*Sacrifice: 1*

*Mana Cost: 1*

*Range: Caster*

*Target: Area*

*Area of Effect: 1 mile diameter sphere around the caster*

*Duration: Instant*

*Roll: Magical Attack 10 or better*

*Resist: None*

*Casting Time: 1 Action*

Those who develop an affinity for matter in its liquid form often feel drawn to it, pulled toward it by the desire to commune and interact with it. For the most part, this is not a particularly useful skill, but in the right circumstance, it can be essential. This tenet basically tugs the caster in the direction of the nearest conglomeration of water larger than a bucket or so. This can be used to find water in a forest, or find a place to dig a well in the desert. Water farther than a mile away cannot be sensed. This tenet is the basis of the Book of Water.

## Sense Life

*Prerequisite:* Awakened (Any)

*Mana Cost:* 1 per 10 meters of field

*Sacrifice:* 1

*Range:* Caster

*Target:* Area

*Area of Effect:* 120 degree arc in front of caster, at least 10 meters long

*Duration:* Instant

*Roll:* Magical Attack

*Resist:* Will

*Casting Time:* 1 Action

Those who have attained this tenet are able to use the connectedness of magic to reach out and feel the life energies of the things around them. This is a complex action that is not necessarily hard to do, but hard to interpret, particularly in a life rich environment. Those attempting to conceal themselves will often not be easy to spot in the reading, and more powerful magics, such as invisibility and glamour can easily fool it.

When the caster concentrates with this power, the area roughly equivalent to his near field of vision is illuminated, with the rough size, number, and kingdom (plant, animal, fungus, etc.) of all living things in the area visible. Germs and bacteria are visible as well, which is generally what makes it hard to pick up hidden creatures. This ability passes through walls and solid objects, so one might be able to sense if there were creatures in the room beyond, for example. This tenet forms the basis of the Books of Beast and Plant.

## Spark

*Prerequisite:* Awakened (Any)

*Sacrifice:* 1 (unless free with awakening)

*Mana Cost:* 1

*Duration:* 1 minute

*Roll:* Magical Attack 10 or better

*Resist:* None

*Casting Time:* 1 Action

Spark simply creates a small spark (like that from a flint and steel or an electric spark plug) in the caster's hand. It can come from his fingertips or from his palm as desired. Basically the caster snaps his fingers and the spark springs forth. The sparks acts like a normal spark, and can be used to start fires, make a small flash of light, shock someone (no damage, just a sting), or anything else one might do with a spark. Spark is the basis for both the Book of Fire and the Book of Light and Darkness, and it is also quite relevant to the Book of Air.

## MAGIC WORDS

Sound creates vibrations, and vibrations are a form of energy. Magic, in particular, seems to have an affinity to particular vibrations; the energy seems to focus it. Like a wave on the ocean may collect debris and sweep it along towards the shore, sound waves attract magical energies and direct them, perhaps even giving them meaning and purpose.

Even more so than simple vibrations, language is a way of imbuing sound with purpose. Used together with proper intonations, language is fundamental in focusing and directing magical energies. In particular, magic seems to be drawn to the oldest and most ancient of languages, those lost to time or

spoken only by immortal creatures. It is surmised that this stems from the evolutionary nature of language; all modern languages are evolutions of older languages, different branches to the same tree. A word in an old language may be the ancestor of a similar word in dozens or even hundreds of newer languages. When this word is spoken, it may not even be consciously comprehended, but it will resonate with a familiarity. The more living things that can pick up this resonance, the more powerful the magic that will be conveyed with it. Hence, the older the language, the more universally it can evoke its power.

Though it is arguably possible to fuel magical effects with everyday, familiar language, it is probably not worth the effort, as the results will ultimately lack a certain punch. Magic works best when its energies are felt on a subconscious level, and the power imparted by an ancestral word far exceeds the difficulty in unearthing the language's secrets.

All spells are empowered by magic words. Though it is possible for experienced sorcerers to cast without incantations, it is simply impossible for beginners to avoid them. They act as a focus for the will of the caster, a pattern for him to pour his will into and draw the magic out of. The hand gestures that go along with these spells are similar in nature, providing both a meditative trance for the caster and a pathway for the magic generated by his will to flow out of his body.

Though there are some words that are so powerful that they could level mountains with but a single evocation, knowing a word is not the same thing as being able to say the word. Intonation and voice is essential, and can make the difference between burning down a forest and burning down a leaf. Most wizards make do with rote memorization, picking out the words necessary to cast the spells they know and parroting them exactly as they have learned them. Those who want to pioneer their own pathways forward in magic though will want to study the ancient languages as an academic pursuit in and of themselves.

For those who do wish to go down this road, there are at least seven different fields of study that may prove worth the effort. These are known as the seven languages of magic, and each one is older than mankind itself. Few of these languages though are spoken by anyone who would choose to teach it, and just as few are written down or even have a way to write them down. Research is difficult without the correct teacher or library. The true scholar may need to make his way to other planes of existence in order to find a way to study his obsession.

### The Seven Languages of Magic

The seven languages, in order from oldest to most recent, are as follows:

**The First Tongue:** The first tongue isn't a language so much as a collection of sounds, almost like music in a way. It is the language of creation, the language the creator spoke as the universe was sung into existence. No one actually knows any words in this language (if they did, they could probably remake creation), but certain musical sequences are known to evoke effects reminiscent of the first tongue. It is thought that perhaps certain tunes equate to syllables in the first language; meaningless parts of a larger whole that only hint at the full potential.

Those who study the first tongue do it through pursuit of musical sounds and vibrations. The effects they can create are magical, but nowhere near what might be evoked by a true speaker of the first tongue. It is up to the GM if any words of the first language enter into the game. If this ever happens, it should be treated with care and handled as it were an item of ultimate power. In fact it is probably best if some relatively innocuous word is discovered, like "orange" perhaps, just to make it more interesting to see what the players do with it.

Echoes of the first language fuel the relatively common Book of Music. Real words from the first lan-

guage cannot be studied as a skill, each must be discovered and understood on its own, like a separate power.

*Relevant Skill:* Musician

**Runic:** If the first tongue was the first spoken language, runic was the first written language. Its originator is unclear, though legend has it that it was designed by the creator as a way for his agents to wield his power in a manner that they could control. Unfortunately, the results were less than satisfactory, and thus the Primal language was born instead.

Those who study true runes follow a completely different school of magic than all other casters. Now true runes are not to be confused with common magical runes. Most magical runes are simply the written form of Celestial, Sylvan or Draconic. True runes are patterns of tremendous power and energy. Runes cause magical energies to radiate from them when they are drawn. They can't be simply written down in a book. Like with words of the first tongue, if you introduce them into your game, you must have a plan and use them sparingly.

*Relevant Skill:* Scholar, Runes

**Primal:** The primal tongue is the first true language. The first language in which words were words and not simply sounds or symbols. It is heavy with elemental power, and is said to be the language that the mortal realms were created with. Primal has relatively few words, and it predates things like grammar. It might have a word for rock or fire, for example, but more complex terms like thought or circulation can only be hinted at by combining related words. No one would have a conversation with primal, but all of its words are immediately familiar to all who hear them.

Primal is the basis of all of the elemental books, Fire, Water, Air, Earth, Time, Light and Darkness, and Life. Scholars of the prime language tend to focus on simply finding words. One of the easiest ways to create magical effects is to combine different prime words. Fire, force, and wind, for example, make up our flamethrower spell shown above.

*Relevant Skill:* Linguist, Primal

**Celestial:** Celestial is a natural evolution of the primal tongue; the primal words refined and expanded for conversation. Celestial is spoken by both angelic and demonic beings, having been created long before the two split apart. It is written as well as spoken, and its complex pictographs are often mistaken for the runic language.

Being the language of the celestial forces, it is most commonly used in ritual, warding, and binding magic. It forms the basis of the Books of Wards and Bindings and Summoning. This is the first language that can be studied and spoken like a normal language; though be careful, misuse the wrong word at the wrong time and you could draw the attention of the wrong beings.

*Relevant Skill:* Linguist, Celestial

**Natural:** The language of nature is an odd concept. The natural language is not so much a spoken language, but the universal language of thought for all living beings. For mortals, the natural language is essentially the default hardware programmed into their brains. All other languages (though whether this is perceived or not) have to be translated into the natural language before they are fully understood and internalized by the subconscious. However, it's more complicated than that even, as even plants seem to respond to the natural tongue. Those who speak the language of nature can communicate with literally any living thing, though keep in mind that most things won't be able to communicate back.

The language of nature has no written form. Scholars focus primarily on the spoken word. This language, like the first tongue is inherently musical by nature. Words are not so much words, but patterns of sounds, combining tones and syllabic meaning together, like song. The Books of Plants and Beast

are based upon the natural language.

*Relevant Skill:* Linguist, Natural

**Sylvan:** When the first baby laughed, that laughter shattered, and the fragments turned into the Fey. That is one legend at least. The Fair folk may not predate mankind, but as individuals, they are immortals, meaning their original language has stood the test of time. Where mortal languages change or are forgotten, the Sylvan tongue endures. The Sylvan tongue is the first language based on the language of nature. It is also thought to be the basis of all the languages of man. Over the millennia, the words have not changed much, but the grammar has become refined and the language has expanded somewhat. Like Celestial, it is a full, living language that can be used for conversation or for writing epic novels. Since it is closer to mortal language than more celestial tongues, it seems to have a particular pull on mortals, and can be used to manipulate their emotions quite easily.

Scholars of the Sylvan tongue will find much to work with, though they inevitably will want to travel to the Fair realms to do their studies. This may have interesting effects of its own. Because of its strong pull on mortals, the Sylvan tongue is the basis for the Book of Glamour.

*Relevant Skill:* Linguist, Sylvan

**Draconic:** The tongue of the dragonkind is not actually all that different from the Sylvan language. It evolved at about the same time and from the same source. However, where Sylvan tends to focus on beauty and natural things, draconic tends to emphasize more power, strength, and violence. Draconic is a harsher and darker sounding language. Its written form is more prone to sharp angles and points than the natural curves and dots of the fairy tongue.

Scholars of draconic are usually warrior mages, seeking ways to destroy their enemies on the battlefield. Draconic is not difficult to research, though perhaps a little less well-documented than Sylvan. Draconic forms the basis for the Book of Blood.

*Relevant Skill:* Linguist, Draconic

## ROLLING UP A MAGICAL CHARACTER

Spellcasting characters are generally a bit more complicated to build than other characters, this is because they have all the same skills, powers, and nuances as everyone else, plus they have magic on top of that. For new players, it may be a fair option to not give spellcasters any special magical powers when first starting out and let the characters grow into spellcasting as they go up in levels.

For those who do want to cast spells right off the bat though, simply adhere to the following checklist, and you should be able to manage.

1. Make sure you meet the minimum requirements for spellcasting. These are: Intellect and Wit 4 or better, plus either Connection or Magnetism of at least 7. If your stats don't work for a mage, you will need to pull points from other stats (like Strength) to bolster your mental abilities.
2. Calculate your starting Mana score and write it on your sheet. This will change a few times, so write it in pencil.
3. Confer with the GM and determine your manner of awakening. This will set the style of magic you use, provide your first basic tenet, and limit the books of magic you can learn. Pick something that fits with your character's story but still allows access to the books you want. Note that you can have multiple manners of awakening. If the GM allows you to take the Arcane Scholar skill, you will definitely want to put your age points into it. If you are at least 15 you can double up on this skill and easily meet the 30% requirement.
4. Buy any additional basic tenets that you want and that you meet the prerequisites for. Note that



you aren't just bound to the list given in this chapter. Additional basic tenets will be provided in the various books of magic. For each tenet you buy, reduce your mana score by the cost listed (usually 1).

5. Pick the Books of Magic you have access to. You must meet the prerequisites for each book you take. The first book is free. Additional books will cost 5 permanent mana every time you learn one, so it is recommended that starting characters take only a single book. You can only learn spells listed in the books you have access to, so decide carefully.
6. Purchase your spells. You can learn any spell in the books you have access to for which you meet the prerequisites. For starting characters, this is almost always just going to be the first order spells in your books. Each time you purchase a spell, you will have to sacrifice permanent mana points, so you may not want to buy every spell available right off the bat. Spell costs are indicated in the spell descriptions, but are generally 1 Mana point for order 1 spells. Since you will need to level before you can purchase the next order of spells, you will probably want to look ahead to make sure you are picking the spells that will lead you down the path you want to go. There is always a tradeoff; some spells may not be too exciting but lead to better things down the road, while others may be cool by themselves, but don't provide access to much more.

## LEVELING A MAGICAL CHARACTER

All of this is covered above and in the advancement chapter, but a summary is provided here for your convenience. When your spellcaster character levels, you will want to run down the following checklist to make sure you are getting all the benefits you have access to.

1. Increase your Mana score. Your character should get new Mana points when he advances. These are essential. Don't forget them.
2. Buy powers from the path of the Sorcerer. If you qualify for any of the sorcerer powers in the heroic powers chapter, you may want to buy them now. These include things like the ability to cast spells silently or to cast counterspells.
3. Buy any new Books of Magic. If you want to start a new field of study, now is a good time. It costs a sacrifice of 5 permanent mana points to buy a new book. Once you buy a book, you have immediate access to whatever spells in it that you meet the prerequisites for. You may need to pay an extra Mana point first to pick up the basic tenet that unlocks the book though.
4. Buy new spells. You can buy any spells in your books that you qualify for. Note that you must have had prerequisite spells for at least one level (you can't buy a spell and then just immediately buy the next level of it).

If you are pioneering your own spells, they get written into your spell books as you discover them. Once they are in your spell book, they follow the same rules as any other spell. Note that you can buy spells and books at any point (not just right when you level), but this makes it a bit harder to keep track of what you actually have the prerequisites for.

Careful not to buy so many spells that you don't have the mana to fuel them when the time comes. While theoretically a 10th level wizard might be able to cast a 10th order spell, it's probably much safer to pick up a new order about every two levels. It's up to you to find the right balance between your mana pool and your spell list.

## PSIONICS

Psychic or psionic powers may be found in some rare games. Psychic powers work basically like magic,

only there is a different set of books (called “schools”) and spells (called “abilities”), and they pull from a separate pool of psychic energy instead of from the character’s Mana pool.

Psionics will be covered in a later publication.

## CHAPTER 10 ~ ENVIRONMENT

Not all your foes will be living creatures. Bad weather, gravity, and even plain old water can be every bit as deadly as an angry goblin with a barbed spear. Many of the following hazards may be encountered in your adventures. Though each game situation is unique, the rules given here should be enough to adjudicate most situations of natural peril.

### FALLING

It's a pretty well-known fact that falling from any height can be fatal. And in real life, any fall from a significant distance is almost always fatal. Your characters may be heroes, but they are still subject to the rather strict rules of gravity.

If a character falls in your game, apply damage per every 10 feet (or fraction thereof) fallen up to 200 feet. (After 200 feet, a falling character is considered to have reached terminal velocity.) Falls less than 3 feet are not counted.

The damage dealt from a fall is based on the kind of surface you land on. Falling onto a pile of scrap metal is going to hurt a lot more than falling onto a sand dune.

- **Loose sand:** 1d8
- **Soft Earth:** 1d10
- **Water:** 1d10
- **Hard Earth/Stone:** 1d12
- **Hard & Jagged:** 1d20

Falling damage is considered critical damage. For every 10 points taken, take an additional point of damage to Wound.

For example, if you fall 65 feet onto concrete, you take 7d12 points of damage. That rolls out to 42, so you also take 4 Wound points.

Armor applies normally to falling damage. Wound damage is distributed amongst three different wound locations rolled at random.

How you land matters too. A successful Acrobatics roll may lessen fall damage: For every 4 points rolled above 10, subtract 10 feet from the effective distance fallen.

Falling into water, despite popular belief, does not necessarily make much of a difference. However, Acrobatics is more effective, as your character can attempt a dive. For every 4 points rolled total, subtract 10 feet from the effective distance fallen. Of course, now your character has to deal with being in water.

### DROWNING/SUFFOCATION

A character who cannot breathe will slowly die. Even if one can hold one's breath, one can stave off the effects of suffocation for a while, but eventually, the last breath must run out... and suffocation begins.

No matter what the circumstances, any character who cannot breathe takes 1d12 points of damage per round. Also, each round of not breathing adds a -1 cumulative penalty to all rolls. Once Stamina is gone, Wound damage is applied evenly across all locations.

Holding one's breath (assuming one has the foresight and opportunity to do so) can stave off the ef-

fects of suffocation for a short while. Any character can hold his breath for up to 1 round per point of Fitness without taking suffocation damage. After that he begins to suffocate. However, holding one's breath is no substitute for breathing. The -1 suffocation penalty to all rolls begins to accumulate for each round one holds one's breath after half max time has expired... and once the breath runs out, the penalty only continues to build from there.

If air is restored before death ensues, the -1 penalty dissipates at a rate of 1 point per round. So if you went 4 rounds without air, it will take you 4 more rounds to fully recover.

## **BAD AIR**

There are certain circumstances where a character can breathe, but the air is depleted of oxygen. In this case, it is just as bad as drowning. No oxygen means slow death. Normal suffocation rules apply. Actually, this may actually be worse than no air, as one may not even realize what is going on before it is too late (allowing no opportunity to hold one's breath).

Fortunately, no oxygen at all is a pretty rare circumstance. If there is even a little oxygen mixed into the bad air, a character still may suffocate, but he will take only 1d6 per round instead of 1d12, and the all rolls penalty will increase only every other round, starting on the second round.

## **PRESSURE**

Severe and sudden changes in environmental pressure can cause injury and even death. Of course this needs to be pretty extreme pressure; general changes in air pressure won't really cause your character more than discomfort (excepting the vacuum of space; but that is another matter and is covered in the next section). Water pressure is a different animal altogether. The deeper one dives, the greater the pressure gets, and eventually no matter how one's body is built, it will be crushed. Death from pressure is no joke—literally every inch of your body is in excruciating pain, your lungs collapse and you can't draw a breath, and then worse things start to happen.

In general, a human being can't dive more than 40m (130 feet) below the surface without special equipment (primarily an air tank). Anyone diving beyond this depth without air suffers as described in the Bad Air chapter above.

For non-aquatic creatures with special lungs, gills, or some kind of breathing apparatus, 100m (330 feet) is about the maximum limit before the body starts breaking down. For every 10 meters past this, a character will suffer 1 point of damage every round until death ensues. So at 200m, the character would take 10 points per round; at 1000 meters, the character would take 90 points per round. Armor does not apply, but a character may attempt a Swim roll each round and subtract the total from this damage.

Special diving suits may increase the depth to which a character may dive. Generally the suit is rated to a certain depth at which the character takes no penalty, but beyond that depth, the suit is likely to break (1% per 10 meters past the rating each round) and then the character will be subject to the surrounding pressure, usually resulting in fairly immediate death.

Regardless of exact depth, rising out of deep water too quickly can result in serious problems, primarily a condition known as "the bends", in which bubbles form in the blood and bones. To determine if this affects a character, apply the following formula. Maximum safe rising rate from any dive over 40m is about 3m (10 feet) per round (roughly 1 foot per second). Each round the character exceeds this rate, total the number of meters beyond the limit. When the character reaches the surface, he will need to make a Fitness roll against this total accumulated for all rounds or take 1d4 points of damage for every

point by which he failed (max 20d4). Wound damage from this is spread evenly through the body.

For example, a character dives to 60 meters (200 feet) and rises in 2 minutes (12 rounds). That's 5 meters per round (2 over the limit each round), for 12 rounds. That adds up to 24 points over the safe limit. Since this is greater than 0, the character must make a Fitness roll, resulting in a 14. The character gets the bends, and suffers 10d4 points of damage.

Creatures of different races may be allowed different pressure thresholds; it is up to the GM to determine this unless it is explicitly listed in the character race description.

## VACUUM

The cold vacuum of outer space is probably the deadliest environment of all. Anyone caught fully in it without a spacesuit takes 5d20 points of damage per round, both from freezing and from rapid expansion.

A small hole in a spacesuit may be survivable (like a bullet hole, maybe; no bigger than one's fingertip at most). Such a hole bleeds pressure (and air, of course). Assuming one's air doesn't run out, a character will lose 1d12 points of damage per round from depressurization and cold. Anything bigger than a small hole is deadly, meaning one will take full vacuum damage.

## FIRE

Fire from magical spells and flamethrowers and such is measured damage—consult the spell or weapon for details. Flame from a natural fire is another matter. If it is a small fire, such as a campfire, take 1d10 points of damage from each round of direct contact.

Larger fires (such as a burning house) may be harder to adjudicate. If the character is simply in the area of the fire, smoke is the main problem—treat this as partial bad air. Also, extreme heat conditions (see below) may apply as well.

If direct contact with burning material is made, take 2d8 points of standard damage per round of exposure, in addition to smoke and heat effects. In cases of direct contact, there is also the risk of one's clothes or possessions catching on fire.

Those who make direct contact with natural or magical fire must succeed at a Reflex roll vs. a target of 15 or catch fire. While on fire, targets take 1d8 points of fire damage per round. The fire burns for 2d6 rounds. If the fire is allowed to burn until the end of the duration, the character's clothes, hair, and flammable or meltable possessions are irrevocably ruined.

Actions such as using a fire extinguisher and jumping into a lake will put out a fire easily. Taking one's clothes off will work too. If these options aren't available, burning characters can drop and roll, losing all other actions for the round (and becoming prone). When dropping and rolling, the character is allowed a Reflex roll on his turn each round to put out the fire. A Reflex roll of 15 will put out the fire. Fire damage is rolled at the end of each round, and does not start until the round after the contact was made.

Note that natural and magical fire follows slightly different rules than that of a flamethrower or Molotov. This is because, in the case of these weapons, one is not just on fire, but covered in gasoline and on fire. See the weapons section for fire damage details for these types of weapons.

## HEAT

Heat is rather a difficult situation to adjudicate, as there are many degrees (quite literally) to it. Ex-



treme heat, as from a fire, may kill quickly, but simple hot weather can be deadly as well, just over a longer period of time. Also, different creatures may respond to heat levels differently. The numbers listed below are applicable for most humans. Adjust the degree numbers up or down for other races as applicable.

- **Mild Heat (100-120°F):** Roll Fitness+d20 every four hours. If the total is less than 15, take 1d6 points of damage and a -1 cumulative penalty to all rolls.
- **Moderate Heat (121-160°F):** Roll Fitness+d20 every hour. If the total is less than 18, take 1d8 points of damage and a -1 cumulative penalty to all rolls.
- **Strong Heat (161-200°F):** Roll Fitness+d20 every ten minutes. If the total is less than 20, take 1d10 points of damage and a -1 cumulative penalty to all rolls.
- **Extreme Heat (Above 200°F):** Roll Fitness+d20 every minute. If the total is less than 25, take 1d12 points of damage and a -1 cumulative penalty to all rolls.

Roll penalties from heat remain until the damage taken from the heat is healed.

Note that a character who has a steady supply of water and can avoid the direct sun is treated at one level of severity less. And such a character in mild heat takes no game-measured penalties at all.

## COLD

Cold damage works much the same as heat. It's just the degrees that are different.

Characters who have proper cold-weather gear for the conditions can reduce the severity level of cold conditions by one (and in mild cold receive no game-measured penalties at all) Characters with no clothing at all are affected at one severity level worse.

- **Mild Cold (35 to 15°F):** Roll Fitness+d20 every four hours. If the total is less than 15, take 1d6 points of damage and a -1 cumulative penalty to all rolls.
- **Moderate Cold (14 to -10°F):** Roll Fitness+d20 every hour. If the total is less than 18, take 1d8 points of damage and a -1 cumulative penalty to all rolls.
- **Strong Cold (-11 to -50°F):** Roll Fitness+d20 every ten minutes. If the total is less than 20, take 1d10 points of damage and a -1 cumulative penalty to all rolls.
- **Extreme Cold (Below -50°F):** Roll Fitness+d20 every minute. If the total is less than 25, take 1d12 points of damage and a -1 cumulative penalty to all rolls.

Roll penalties from cold remain until the damage taken from the cold is healed.

## STORMS

For the most part, rain and wind are poetic additions to your game. They provide a mood and a feel, but don't really matter much in terms of the rules. This falls down, however, when two conditions arise, hurricane winds and tornadoes.

Strong winds make movement difficult, and may make it hard to keep your balance. Each round in which you try to move you must make a Reflex roll or fall prone. Also, any physical skills like Acrobatics, Jump, or Fly are made at a penalty (see chart below for details). The Jump skill falls into an interesting category though, depending upon the angle of the wind, the penalty can turn into a bonus.

<i>Wind Speed</i>	<i>Reflex Roll</i>	<i>Skill Penalty</i>
51-75	12	-2
75-100	15	-4
101-125	20	-6

126-150	25	-8
150+	30	-10

A tornado is a completely different animal. There is no chance of doing anything in a tornado. A tornado is an act of god, and if you are caught up in it, you are incapacitated until it decides to spit you out somewhere, no matter what or who you are. Anyone actively in a tornado takes 3d10 points of damage each round from force and flying objects.

## FOG

Fog does no damage, nor does it cause discomfort or require skill rolls or anything of that sort. It simply limits visibility. A heavy fog, for example, may limit visibility to thirty feet. This means a person with normal vision can't see farther than that (see details for vision types with regards to differences in fog). Since fog can vary, it is entirely up to the GM how far vision is limited; as close as 2 meters is possible in extreme conditions.

Fog obviously is beneficial for the sneaky sort. Generally, Awareness rolls are made at a -10 outside the visible area (you will need to hear or smell your attackers). Even in the visible area, Awareness rolls are made at a -2 as fog tends to blur even what is still visible.

## SANDSTORMS

A sandstorm is one of nature's truly most terrifying situations. The air itself comes alive and takes up arms against you. The sand fills your lungs and your eyes, and communication of any sort is almost impossible. Staying out in the elements is impossible, as the grit of the sand eats away at your flesh, but finding shelter is trouble as well, as the sand can easily bury any refuge you may stumble across, turning it into an quick grave.

In Osiris, Sandstorms work like fog, only with a few key differences. First, the wind is noisy, so Awareness rolls are not possible outside the visible area. Inside the visible area, Awareness rolls are made at a -4.

More importantly, the constant barrage of sand is painful and damaging. Each round you are exposed to the sand, roll a Will roll against the power rating of the storm (32 minus the visibility in meters). Failure on this roll result in 1d4 points of damage. DR applies to this, but the sand always deals at least 1 point of damage on a failed roll, no matter what the protection.

## ELECTRICITY

Electricity essentially just causes normal damage, but this is difficult to measure as intensity can vary so greatly. If a shock is caused by a weapon or a spell, refer to the spell or weapon details for damage. Otherwise, apply damage according to the strength of the jolt. Some common sources (and resulting damages) of electrical shock are given below.

<i>Source</i>	<i>Damage</i>
Electrical Socket	2d4
Electric Fence	2d6
Power Line	2d8
Electric Eel	2d10
Lightning Bolt (natural)	3d20

Note that armor DR generally does apply to electrical damage, but never DR from metal armor.

You may want to familiarize yourself with basic principles of electricity before including it heavily in your game. In general, large charges want to get to ground, and will take the path of least resistance, which sometimes unfortunately involves passing through a human body.

## ACID

Acid falls into a somewhat special category in OSRS, in that it cannot conceivably simply wear one down or make one tired; it dissolves flesh. In other words, acid always deals wound damage. However, clothing and armor may serve to protect from it.

Acid damage is always locational; roll location for every hit. Apply the damage to any clothing or armor worn on the affected location first. For every 5 points of acid damage a piece of damage armor or clothing takes, its DR is reduced by 1. When DR falls to -1, that item is destroyed; the acid will then begin to burn the flesh beneath.

Acid does not kill all at once, but deals damage over time. Acid ratings have a per-round damage rating and a time rating showing for how many rounds the damage should be applied. Acid damage is always applied at the end of the round. If an affected character can fully immerse the affected area in water, the acid will be neutralized for all but the current round.

<u>Type</u>	<u>Damage</u>	<u>Rounds</u>
Mild Acid	1d3	1d3
Standard Acid	1d4	1d4
Strong Acid	1d6	1d6
Concentrated Acid	1d8	2d4

Typical acid attacks are splash attacks that may hit more than one wound location at a time. Treat each location struck as a separate application of the acid.

Note that not just any acid can be used as a weapon—lemon juice may be highly acidic, but would not even qualify as a “mild acid” by the above chart.

## POISON

Poisons are the weapon of the weak, the stealthy, the dastardly, and the smart. A poison may kill just as effectively as a sword (if not more so), though it does not necessarily make for the best combat tactic. It's best to use poison stealthily. For example, a snakebite may kill a man in an hour. Once bitten though, that man will likely kill that snake in about 5 seconds. In short, poison is a very effective weapon, but must be used wisely.

### Poison Types

To affect someone with poison, one must first get the poison into their bloodstream. The way to do this though varies from poison to the next. Poisons fall into one of four categories:

- **Ingestion** poison must be eaten (or drunk) by the target, generally slipped inside some food or drink.
- **Injury** poison must get under the skin and into the blood (typically via a bite or a poisoned blade).
- **Inhalation** poison must be breathed into the lungs (generally as some form of gas).
- **Contact** poison is the deadliest form of all. It need only touch the skin, and can pass through the pores into the blood. This can be smeared on a doorknob or a toilet seat, or wherever.

**Ingestion poison** is easy to adjudicate. It is considered applied the moment it is ingested. With other

poisons though, it is not always so clear.

**Injury poison** is applied automatically when it is used with a weapon (or bite, etc.) that deals wound damage. If only stamina is dealt, things get more complicated. Stamina damage could still mean bruises, scratches, a bloody nose—minor injuries that do not affect the health of the target but may allow poison into the body.

In the case of plain Stamina damage, the poisoner must roll a d20. If the result is equal or less to the amount of damage done by the blow that applied the poison (after DR is applied), the poison takes effect. Certain weapons (such as the blowgun) as well as the Flesh Wound heroic power from the Shadow path provide a bonus to this roll.

*For example*, an assassin stabs a guard with a poisoned dagger; the blow deals 10 points of damage. The guard is wearing armor, so 3 points are reduced by DR, leaving 7. The player controlling the assassin then rolls a d20 and gets a 6. This is 7 or less, so the poison takes effect.

**Inhalation poison** is applied whenever the target inhales the vapors of the poison. If the target knows an inhaled poison is present, he can hold his breath to escape it. If the realization comes at the last moment, the target is allowed a Reflex roll to try to hold his breath before inhaling a dose. Roll vs. the potency rating of the poison (see chart below). If no knowledge of the poison is held, no roll is allowed.

**Contact poison** applies whenever the poison comes into contact with the target's skin. Outside of combat this is generally fairly straightforward. In combat, however, contact poison is similar to injury poison, only it gives a bonus of 5 to any rolls to determine if the poison took effect.

### Adhesiveness

Once a poisoned blade strikes and delivers its payload, it is considered spent and must be re-dosed before it can poison again. Even when not striking home though, poison on a blade or similar object can get wiped off in combat, and can lose its effectiveness. Any given dose of poison that fails 3 Stamina rolls is considered to be lost and must be reapplied.

For an extra cost, poisons can be thickened to increase this number. Generally this cost is 250 units per extra failure roll given.

For example, if the above assassin strikes three times with his dagger without getting his poison off, his poison is considered spent, and he must reapply it. For an extra 500 units, he could have bought poison that would have lasted 5 failed strikes.

### Onset

Just because poison has entered the body doesn't mean it has taken effect. Typically poisons must enter the blood and flow through the bloodstream for a while until they reach a certain target location (such as the heart or brain) before they do anything. This can take anywhere from a few seconds to a few hours. Each type of poison has an onset rating. This is how long it takes the poison to take effect once it has been applied.

### Effect

A typical poison generally has two effects—a fatiguing effect and a mortal effect. As the names imply, the fatiguing effect deals normal Stamina damage, and the mortal effect deals Wound damage. Once the onset kicks in, the fatiguing effect applies immediately. Then the onset resets and starts over again, and when this time is up, the mortal damage applies.

Mortal damage from poison is distributed evenly between the body and head. This makes it more

deadly than other forms of damage, as it is unable to cripple without killing. When the head or body reaches 0, the victim is unconscious. When either location goes to negative starting points, the victim is dead.

If an antidote is applied before the full onset kicks in, the poison can be neutralized. Any fatigue damage dealt before the antidote is applied remains, however.

A target may be dosed multiple times (such as by standing in an area of poison gas or getting bitten by the same animal repeatedly). Each dose is treated separately.

When poison effects apply, they occur at the beginning of the round.

### Paralysis/Unconsciousness

Some poisons are not mortal, but have a paralysis or unconsciousness effect instead. These are neurological in nature, and can be resisted by those with a strong Will. The number in parenthesis listed with these poisons is the score a target must get on a Will roll to resist the effect. This is only rolled once, and is rolled when the effect is about to happen.

Paralysis and unconsciousness effects last until the poison's duration rating expires, or until an antidote is applied. With things like giant spider venom, this is more than long enough for the creature to web the victim up and incapacitate him.

### Typical Poisons

The following poisons may be available in most games. Cost is per dose. Depending on the setting, cost and availability may vary greatly. Feel free to add or delete from this list as applicable for your game.

Poison	Type	Onset	Fatigue	Mortal	Dur	Cost
Anthrax	Inhale	1d6 days	3d6	2d6	-	850
Arsenic	Ingest	2d10 min	2d8	1d8	-	500
Cobra Venom	Injury	2d20 min	2d10	2d4	-	750
Curare	Injury	2d10 min	2d6	2d4+Paral (20)	2d12 hours	1,250
Cyanide	Ingest	1d4 rounds	2d20	3d6	-	1,000
Death Cap	Ingest	1d6 days	2d8	2d6	-	200
Ether	Inhale	1d2 rounds	2d6	Uncon (20)	1d10x6 min	200
Frog Oil	Contact	2d12 min	3d10	2d6	-	1,500
Giant Spider Venom	Injury	1d6 rounds	1d10	Paral (20)	2d10 min	4,000
Hemlock	Ingest	2d6 hours	2d12	2d6+Paral (18)	2d20 hours	250
Mustard Gas	Inhale	1d6 rounds	2d8	2d4	-	2,500
Nightshade	Ingest	3d10 min	2d6	2d4	-	200
Puffer Fish	Ingest	2d20 min	3d6	2d8+Paral (25)	2d10 hours	300
Rat Poison	Ingest	3d6 hours	1d8	1d6	-	10
Ricin	Injury	1d4 days	2d8	2d6	-	500
Stinging Bush*	Contact	1d4 min	2d4	1d4	Special	650
Toadstool	Ingest	2d6 hours	2d6	2d4	-	5
Wyrm Bile	Contact	1d4 rounds	3d10	2d8	-	20,000

\*Toxin from the stinging bush (aka "gympie gympie") causes permanent pain and irritation if mortal damage is taken. Subjects take a -1 penalty to all rolls and -4 to Focus until the toxin is removed from the body (whether magically, or via 3 consecutive full success rolls over 3 days from a Healer).



## Antivenoms

For those poisoned, death need not be their fate. For every substance that can harm, there is usually an equivalent substance that can heal. Unfortunately, in most circumstances, these healing substances are quite specific to the substance they heal. The cure for wyrm bile, for example, is derived from the blood of the same rare and dangerous beast that produces the venom, and so is equally hard to come by.

Antivenoms are usually applied via the same method as the poison they protect against (injected, swallowed, etc.), and when applied, prevent all further damage that has not occurred yet (because of the onset time). Damage that has already occurred is not erased, so it is important to apply an antivenom quickly. Unconsciousness and paralysis are likewise prevented if applied in time.

Keep in mind that antivenoms on their own are quite dangerous substances, meant to counter powerful effects. Rat poison, for example is simply a blood thinner that causes hemorrhages. The antivenom is a strong blood thickener, that by itself, could cause deadly blood clots. Typically if an antivenom is applied to a non-poisoned person, it has the same effect as a dose of the poison it is intended to cure, only dealing half damage.

Antivenoms generally cost roughly the same amount as the poison they protect from, yet rarely come cheap, costing a minimum of 200 units in almost all cases. They also don't last forever. Without special or magical containers, after one year, they fall to half strength, and after two years, they lose all potency.

For those who don't want to carry around an entire pharmacy with them, there are some general antivenoms that may not completely neutralize most poisons, but they can lessen their effects. In the table below, the numbers under fatigue and mortal are the amount of damage of each type prevented by taking the antivenom on time.

Antivenom	Type	Fatigue	Mortal	Cost
Weak	Ingest	1d6	1d4	250
Average	Inject	1d10	1d6	1,500
Strong	Inject	2d8	2d4	10,000

For example, the king is poisoned with arsenic. After 15 minutes, he begins feeling unwell and takes 2d8 points of damage (a 10 is rolled). His physicians recognize the symptoms, and have an average-strength antivenom on hand and inject him. Since the fatigue damage has already occurred, the antivenom does not prevent it. However, 15 minutes later, when the 2d8 wound is applied, the antivenom reduces this by 1d6. A 9 is rolled for the poison and 5 is rolled for the antivenom, so the total Wound damage is 4 (2 to the body, and 2 to the head), which is still serious, but the king has been saved from death.

The Treat Injury skill can also be used to help when dealing with Injury and Ingested poisons. If performed within 10 minutes (injury) or 30 minutes (ingested), and before the onset time, a small amount of poison can be removed from the wound (or the stomach). For every 3 points rolled above 10, subtract 1 from both Fatigue and Mortal damage. A critical failure on this roll results in the medic coming into contact with the poison and receiving a quarter-strength dose.

Treat injury may be used on some contact poisons (such as the Stinging bush) if a special device is possessed, consisting of a strip of fabric with sticky wax on one side. These devices typically cost about 10 units, but are not standard in most medical kits.

## **DISEASE**

Diseases may be about the least glamorous aspect of the environment, though woe to he who does not take them seriously. Pestilence can wipe out an army faster than almost any monster, and it can kill a warlord as easily as it may a child.

### **Mechanics**

In game terms, diseases function similarly to poisons. There must be an initial contact, which may be germ-ridden air, the bite of an infected animal, or so on. From here, if the victim fails a Fitness roll, the disease incubates in the body, and after a time, symptoms begin to show, which will lower one or more of the character's basic stats.

An illness will initially worsen, but then eventually, in most cases, the symptoms will fade. Medical treatment, bed rest, and proper medication can help fight the disease. No disease should be ignored; many of these maladies are quite potentially fatal or permanently crippling if not treated.

See the chart below for details of various diseases, then follow the steps below to adjudicate.

### **Disease Type**

The term "Disease" is a loose category that encompasses many things, including:

- Bacteria/Fungus - A microscopic organism that is feeding off the body.
- Cancer - A misgrowth of the body's own tissues.
- Imbalance - A chemical or mental imbalance, such as a vitamin deficiency
- Parasite - A not-so microscopic organism that is feeding off the body
- Virus - A rogue bit of DNA that disrupts the victim's own.

### **Exposure**

A victim may come into contact with a disease in many different ways. Bacteria may live in infected food or water, or viruses may be transmitted from individual to individual through contact or even via the air. In many cases, exposure is pretty clear (ate spoiled food or had intercourse with an infected person, say), in others it may not be so clear (shared an office with someone with a cold). Generally it is up to the GM to determine if contact has been made.

### **Fitness Roll**

Once initial contact has been made, the victim must make a Fitness roll (d20+Fit) vs. the strength of the disease. If this roll fails, the disease has taken root, and the incubation period begins.

### **Incubation**

This is the period of time after infection before any symptoms begin to show. With some diseases the victim may be contagious during the second half of this period. In these cases, a disease can be spread before it is even detected.

### **Symptom/Potency**

Active symptoms indicate contagion, and reduce one of the victim's basic stats (such as Fitness or Strength) by the disease's Potency score. All other scores based on this stat will be also reduced (see the appendix to see what stats affect what scores).

When symptoms first begin to show, reduce the stat indicated by the Potency shown. Medical treatment and medicines can help offset this penalty (see below for details).

A Fit score of 0 may result in blindness (20% chance) or paralysis (10% chance). If a victim's Str or Fit score ever drops below 0, he lapses into a coma and may die. Every time this happens, roll 1d4. If the result is equal to or less than the victim's negative score, he dies.

For example, if the victim has a -2 Fitness and rolls a 3 or 4, he will live, but a 1 or 2 means death.

### Frequency

After this period of time, the victim gets another roll to attempt to overcome the disease. If the roll succeeds, the disease fades, and damaged stats heal at the rate of 1 point per day.

If the roll fails, the disease's potency is applied again (penalties are usually cumulative), and the frequency period resets. If the disease lingers long enough, the victim can easily die. Note that a damaged Fit score weakens one's chances of besting one's disease, resulting in a literal death spiral.

### Drop

Some milder diseases naturally fade over time. Each time beyond the initial contact that a Fitness roll is made vs. the disease, reduce the score needed for success by this value (cumulative).

### Medical Treatment

Left to their own devices, even milder diseases can be quite dangerous. However, most can be eased significantly by even medical novices.

### Bed Rest

Rest and soothing foods can make an enormous difference. If the victim can avoid any physical exertion during the disease's frequency period, and can avoid alcohol, caffeine, and other harsh foods, +1d4 can be added to the next Fitness roll.

### Diagnosis

A Healer trade skill roll may be attempted to diagnose a given disease. If successful, this will allow a Herbalist skill roll to determine treatment:

- Critical Success: Add +30% to Herbalist roll
- Full Success: Add +20% to Herbalist roll
- Partial Success: Herbalist roll allowed
- Critical Failure: -20% to Herbalist roll
- No Roll: Knowing what a disease is without a full exam serves as a partial success

### Treatment

Once a disease is diagnosed, a Herbalist roll is required to determine the proper medicine and course of treatment. If the medicine is available and is administered to the victim, some of the stat points lost to the disease are restored and a bonus is applied to the next roll vs. the disease.

- Critical Success: +2 restore/+3d4 roll
- Full Success: +1 restore/+2d4 roll
- Partial Success: +0 restore/+1d4 roll
- Critical Failure: -1 to stat/-3d4 roll

The bonus given from medicine is cumulative with the bonus given from rest.

Vaccines, if applied *before* exposure, add a flat bonus to all rolls vs. the disease (2-10 depending on the quality).

### Common Diseases

There are more diseases in existence (even not counting imaginary ones) than could fill this entire book, so by no means should this list be seen as comprehensive. However, this should cover most circumstances. Feel free to mix and match effects if you want to make up unique diseases for your world.

*Please Note:* This book is for entertainment purposes only. It does not convey medical information.

Disease	Type	Exposure	Fit Roll	Incubation	Symptom	Pot	Freq	Drop
Addiction	Imbalance	Drugs	18 (Will)	Varies	Conn	1	1 week	0
Brain Fog	Viral	Contact	16	1d4 days	Int	1	1 day	1
Cancer	Cancer	Toxins	19	2d12 months	Fit	2	1 month	0
Cold, Common	Viral	Air	14	1d4 days	Fit	1	2 days	2
Consumption	Bacteria	Air	16	1d2 weeks	Fit	1	1 week	0
Dysentery	Parasite	Food	15	2d12 hours	Fit	1	1 day	1
Ebola	Viral	Blood	20	1d6 days	Fit	3	3 days	0
Gangrene	Bacteria	Contact	16	1d4 days	Fit	1	1 day*	0
HIV	Viral	Blood, Sex	20	1d12 months	Fit	1	1 month*	0
Influenza	Viral	Air	16	1d4 days	Fit	1	3 days	2
Leprosy	Bacteria	Contact	17	1d20 years	Fit	1	6 months*	0
Migraine	Imbalance	Trigger	14	1d4 hours	Cla	1	1d4 hours	1
Polio	Viral	Excrement	18	1d6 days	Str	1	1 week	0
Pus Pox	Viral	Contact	16	1d6 days	Mag	1	1 week	1
Rabies	Viral	Bite	22	2d6 weeks	Fit, Wit	2	1 day*	0
Salmonella	Bacteria	Food	16	1d6 hours	Fit	1	1 day	1
Scurvy	Imbalance	Diet	15	1d4 months	Fit	1	1 week*	0
Space Madness	Imbalance	Boredom	20 (Will)	1d4 weeks	Dep	2	1 week	0
Syphilis	Bacteria	Sex	17	1d4 weeks	Fit	2	1 week*	0
Tomb Rot	Fungus	Contact	18	2d6 days	Fit, Str	2	1d4 days	0
Weak Worm	Parasite	Water	16	1 week	Str	1	1 week	0

\*These illnesses do not allow a roll on the duration unless some form of appropriate treatment has been applied (antibiotics, maybe).

## APPENDIX ~ CHEAT SHEET

This sheet is designed to help with creating characters.

### BASIC STAT USAGE

Stat	Affects
Strength	Melee Attack, Melee Damage, Wound Points
Fitness	Melee Defense, Reflex, Stamina Points, Wound Points
Intellect	Magical Attack, Ranged Damage, Psychic Defense
Wit	Melee Attack, Ranged Attack, Magical Defense, Psychic Attack
Clarity	Melee Defense, Ranged Attack, Ranged Defense, Reflex
Depth	Stamina Points, Will, Magical Damage, Psychic Defense
Magnetism	Magical Attack, Will, Mana Points, Psychic Attack
Connection	Magical Defense, Ranged Defense, Mana Points

All stats also affect field and trade skills.

### STARTING SKILL VALUES

Skill	Starting Score
Wound	Strength + Fitness
Stamina	Fitness + Depth
Mana	Magnetism + Connection
Melee Attack	Strength + Wit
Ranged Attack	Wit + Clarity
Magical Attack	Intellect + Magnetism
Psychic Attack	Wit + Magnetism
Melee Defense	Fitness + Clarity
Ranged Defense	Clarity + Connection
Magical Defense	Wit + Connection
Psychic Defense	Intellect + Depth
Reflex	Fitness + Clarity
Will	Depth + Magnetism
Field Skill Points	Base Stat + Character Age in years (Max 5 or Int in any one skill)
Trade Skill Points	Base (add character age to as many stats as Int points)

### STANDARD DIE UPGRADES/UPGRADES

For use with all powers/rules that refer to die upgrades or downgrades. Numbers in parenthesis are equivalent rolls that will produce a more average result. These can be used as an option if desired.

1d4(1d3); 1d6; 1d8(2d4); 1d10; 1d12(2d6,3d4); 2d8; 1d20 (2d10); 2d12; 1d30 (3d10); 2d20; 5d12; 2d30



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