

BASIC ROLEPLAYING UNIVERSAL GAME ENGINE

HANDOUTS PACK



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BASIC ROLEPLAYING
UNIVERSAL GAME ENGINE

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BRP FOR NEW PLAYERS



Basic Roleplaying has only a few core concepts at its heart, and once your players know these, they'll be fine.

Characteristics are usually 3–18 (the higher the better).

Most issues are resolved with a percentile dice roll (D100).

Make a characteristic roll (usually a characteristic $\times 5$) when there is no opposition and a resistance roll when there is an opposed force.

A resistance roll is based on equal forces having a 50/50 chance against one another. The more unequal the forces are, the greater the difference. Only one side rolls: either the active side or the player. Both chances add up to 100%.

Skills are rated in percentages (the higher the better). Roll low on percentile rolls to succeed. A roll of 99 and/or 00 is a fumble. A roll over the skill rating is a failure. A roll equal to or under the skill rating is a success. A roll of 1/5 the skill rating is a special success. A roll of 1/20 your skill is a critical success.

Usually, roll full skill rating on percentile dice. If there's no reason the skill can't be performed successfully, it's Automatic, so don't roll. If it's Easy, double the skill rating. If it's Average, do not modify it. If it's Difficult, cut the skill in half. If it's Impossible, don't even roll, as it always fails.

Occasionally, skill ratings are modified by a value (usually within the range of $\pm 20\%$) if an outside factor makes things more challenging or aids the attempt.

Characters' lives are measured in hit points. These are lost through injuries and other harmful situations. When a living being runs out of hit points, they die.

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Characters may have powers such as mutations, psychic abilities, magic, or superpowers. Most powers use power points.

OPTIONAL RULE CHECKLIST



Following are all the optional rules and their effect in play.

Characters and Character Creation

- **Choosing Characteristic Values (page 10):** Players assign characteristics where they want, resulting in characters more suited to their preferences.
- **Higher Starting Characteristics (page 10):** More robust and generally more competent characters.
- **Education/Knowledge Roll (page 19):** Useful for games in the modern settings.
- **Cultural Modifiers (page 18):** Best in settings with dramatically different cultures and societies.
- **Nonhuman Characters (page 222):** Used in high fantasy and science fiction settings.
- **Point-based Character Creation (page 10):** Characters are designed by the players, allowing for precise customization.
- **Step Six (page 11):** Results in competent and well-rounded characters.
- **Increased Personal Skill Points (page 16):** Characters are professionals with prior experience.
- **Hit Points per Location (page 21):** Useful for very combat-intensive settings, ideally with Armor by Hit Locations.
- **Total Hit Points (page 20):** Characters can survive considerable damage. If only player characters and important nonplayer characters use this, gameplay becomes very heroic.
- **Fatigue Points (pages 24):** Best used in gritty, combat-, survival-, or travel-focused games.
- **Sanity (page 218):** Useful in games with horror elements.
- **Distinctive Features (page 25):** Primarily for flavor, useful everywhere.
- **Freeform Professions (page 32):** Useful for customized, difficult-to-categorize player characters.
- **Aging and Inaction (page 120):** Useful for long-term campaigns where characters age significantly.

Skills

- **Skill Category Bonuses (page 23):** If skills are important, skill bonuses are useful. Not compatible with Simpler Skill Bonuses.
- **Simpler Skill Bonuses (page 23):** A simpler approach to skill bonuses. Not compatible with Skill Category Bonuses.
- **Complimentary Skills (page 38):** Useful in any game or setting.
- **Acting Without Skill (page 34):** Allowing a minor chance of success in any skill, regardless of training. Freak luck might break suspension of disbelief in some games.

- **Literacy (page 46):** Useful whenever reading and writing is less common.
- **Skill Ratings Over 100% (page 37):** Essential for high-powered settings with hugely competent characters.

Powers

- **Projection (page 93):** Necessary when using superpowers.

System

- **Opposed Skill Roll Systems (page 113):** Largely a matter of preference.
- **Encumbrance (page 118):** Useful for grittier, combat-, survival-, or travel-oriented games, especially when paired with Fatigue.

Combat

- **Eliminating or Reversing Statement of Intent (page 124):** This speeds combat considerably.
- **Initiative Rolls (page 124):** This adds randomness to combat round-to-round.
- **Power Use in the Action Phase (page 124):** Emphasizes powers in combat.
- **Attacks and Parries over 100% (page 131):** Best with high-powered fantasy and superhero adventure, though combat gets somewhat slower.
- **Dodging Missile Weapons (page 133):** Best for games where combat is exaggerated and unrealistic.
- **Dying Blows (page 131):** Useful for giving a beloved player character (or hated villain) a dramatic ending.
- **Armor by Hit Locations (page 177):** Best for detailed and simulation-oriented games.
- **Damage and Hit Locations (page 133):** Best for detailed and simulation-oriented games.
- **Miniatures, Maps and Virtual Tabletops (page 138):** Best for detailed and simulation-oriented games.

Miscellaneous

- **Allegiance (page 211):** Useful for games with gods that actively intervene in the world.
- **Fate Points (page 113):** Players can spend power points to adjust dice results and introduce narrative elements.
- **Passions (page 214):** Allows characters to act in personality-driven fashion.
- **Reputation (page 216):** A useful metric for achievement and fame.
- **Personality Traits (page 203):** Useful to help define characters and nonplayer characters alike.

THE RESISTANCE TABLE

Passive Characteristic		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
	1	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	2	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—	—
	3	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—	—	—	—
	4	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	RANGE OF AUTOMATIC SUCCESS			—	—
	5	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—				—	—
	6	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—	—
	7	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—	—
	8	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—	—
	9	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—	—
	10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—	—	—
	11	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95				
	12	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95			
	13	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95		
	14	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	
	15	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
	16	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
	17	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
	18	—	—	RANGE OF AUTOMATIC FAILURE			—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
	19	—	—				—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
	20	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70
	21	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65
	22	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60
	23	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55
	24	—	—	—	—	—	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50

For success, roll D100 equal to or less than the indicated number.

SKILL RESULTS TABLE



These are the ranges for critical success, special success, and fumbles. The results for special successes incorporate the number range for critical successes. Whenever a roll result is in the range of both a critical and special success, the results of the critical success (if appropriate) should be applied, not both.

Base Chance	Critical	Special	Fumble
01–05	01	01	96–00
06–10	01	01–02	96–00
11–15	01	01–03	96–00
16–20	01	01–04	96–00
21–25	01–02	01–05	97–00
26–30	01–02	01–06	97–00
31–35	01–02	01–07	97–00
36–40	01–02	01–08	97–00
41–45	01–03	01–09	98–00
46–50	01–03	01–10	98–00
51–55	01–03	01–11	98–00
56–60	01–03	01–12	98–00
61–65	01–04	01–13	99–00
66–70	01–04	01–14	99–00
71–75	01–04	01–15	99–00
76–80	01–04	01–16	99–00
81–85	01–05	01–17	00
86–90	01–05	01–18	00
91–95	01–05	01–19	00
96–00	01–05	01–20	00
101–105	01–06	01–21	00
106–110	01–06	01–22	00
111–115	01–06	01–23	00
116–120	01–06	01–24	00
Each +5	Etc.	Etc.	00

DAMAGE MODIFIER

STR+SIZ	Dam. Mod.	STR+SIZ	Dam. Mod.
2 to 12	–1D6	33 to 40	+1D6
13 to 16	–1D4	41 to 56	+2D6
17 to 24	None	57 to 72	+3D6
25 to 32	+1D4	Ea. +16	+1D6

ATTACK AND DEFENSE MATRIX

Attack Roll	Parry Roll	Dodge Roll	Result
Critical	Critical	Critical	Defender parries or dodges damage, no other result.
Critical	Special	Special	Attack partially deflected or dodged and achieves a success. Attacker strikes defender and rolls damage normally. Defender's armor value subtracted from damage. Parrying weapon or shield takes 2 points of damage.*
Critical	Success	Success	Attack marginally deflected and achieves a special success. Attack does full damage† plus normal damage modifier and appropriate special result. Defender's armor value subtracted from damage. Parrying weapon or shield takes 4 points of damage.*
Critical	Failure	Failure	Attack achieves a critical success. Attack does full damage† plus normal damage modifier (or attacker may choose a special success instead). Defender's armor value is bypassed.
Critical	Fumble	Fumble	Attack achieves a critical success. Attack does full damage** plus normal damage modifier (or attacker may choose a special success instead). Defender's armor value does not apply. Defender rolls on the appropriate fumble table.
Special	Critical	Critical	Defender parries or dodges attack; no other result. If attack is parried, attacking weapon takes 1 point of damage.*
Special	Special	Special	Defender parries or dodges attack, no other result.
Special	Success	Success	Attack partially parried or dodged and achieves a normal success. Defender's armor value subtracted from damage. Parrying weapon or shield takes 2 points of damage.*
Special	Failure	Failure	Attack achieves a special success. Attack does full damage** plus normal damage modifier and appropriate special result. Defender's armor value subtracted from damage.
Special	Fumble	Fumble	Attack achieves a special success. Attack does full damage** plus normal damage modifier and appropriate special result. Defender's armor value subtracted from damage. Defender rolls on the appropriate fumble table.
Success	Critical	Critical	Defender blocks or dodges damage; no other result. If parried in melee combat, attacker's weapon takes 2 points of damage.*
Success	Special	Special	Defender blocks or dodges damage; no other result. If parried in melee combat, attacker's weapon takes 1 point of damage.*
Success	Success	Success	Defender blocks or dodges damage, no other result.
Success	Failure	Failure	Attack strikes defender and rolls damage normally. Defender's armor value subtracted from damage.
Success	Fumble	Fumble	Attack strikes defender and rolls damage normally. Defender's armor value subtracted from damage. Defender rolls on the appropriate fumble table.
Failure	—	—	No damage; no effect.
Fumble	—	—	Attack misses completely and attacker rolls on the appropriate fumble table. Defender unharmed.

* If the parrying weapon or shield is destroyed during the parry attempt, roll the attacking weapon's normal damage and subtract the points of damage used in destroying the parrying weapon or shield. The remaining damage penetrates the parry attempt to damage the defender (armor still protects). If the attacking weapon is destroyed during a successful attack, damage is still inflicted on the defender and the weapon is broken at that moment.

** This is the damage which that type of attack would normally do. This is not the same as 'maximum damage'. For a greatsword, full damage is 2D8 on a normal success, 2D8 bleeding damage on a special success, and on a critical success it does 16 damage ignoring. Damage modifier, in all cases, is rolled separately and added afterwards.

SKILL LIST BY CATEGORY



A complete list of skills divided by category follows. Each entry also lists the page of that skill's full description.

COMBAT	Page	COMMUNICATION	Page	MANIPULATION	Page	MENTAL	Page
Artillery (various)	38	Bargain	39	Art (various)	37	Appraise	37
Brawl	39	Command	39	Craft (various)	40	First Aid	41
Energy Weapon (various)	6	Disguise	40	Demolition	40	Gaming	42
Firearm (various)	41	Etiquette (various)	15	Fine Manipulation	41	Knowledge (various)	45
Grapple	43	Fast Talk	41	Heavy Machine (various)	15	Literacy (optional)	46
Heavy Weapon (various)	43	Language (various)	45	Repair (various)	50	Medicine	47
Marital Arts	47	Perform	48	Sleight of Hand	50	Psychotherapy	33
Melee Weapon (various)	47	Persuade	48			Science (various)	50
Missile Weapon (various)	47	Status	48			Strategy	51
Parry (various)	48	Teach	52			Technical Skill (various)	52
Shield	50						
PERCEPTION	Page	PHYSICAL	Page	PHYSICAL	Page		
Insight	45	Climb	39	Projection	48		
Listen	46	Dodge	33	Ride (various)	48		
Navigate	15	Drive (various)	40	Stealth	51		
Research	50	Fly	41	Swim	51		
Sense	50	Hide	45	Throw	52		
Spot	51	Jump	45				
Track	52	Pilot (various)	48				

NATURAL WEAPON ATTACK AND PARRY FUMBLES

D100	Result
01–25	Lose the next combat round (or this one if no action has yet been taken).
26–30	Lose the next 1D3 combat rounds (this includes this one if no action has yet been taken).
31–50	Fall prone.
51–60	Fall prone and twist ankle; modify MOV by –1 MOV for 1D10 full turns (and all combat turns within them).
61–75	Vision obscured; modify all appropriate skills by –30% for 1D3 combat rounds.
76–85	Miss and strain something; lose 1 hit point (in the attacking limb if hit locations are being used).
86–90	Hit nearest ally for normal damage or use result 76–85 if no ally nearby.
91–94	Hit nearest ally for special damage or use result 76–85 if no ally nearby.
95–98	Hit hard surface; do normal damage to self (in the attacking limb if hit locations are being used).
99	Blow it; roll twice more on this table (cumulative if this result is rolled again).
00	Blow it badly; roll three times more on this table (cumulative if this result is rolled again).

MELEE WEAPON ATTACK FUMBLES

D100	Result
01–15	Lose the next combat round and are effectively helpless.
16–25	Lose the next 1D3 combat rounds and are effectively helpless.
26–40	Fall prone.
41–50	Drop the weapon being used.
51–60	Throw weapon 1D10 meters away.
61–65	Lose 1D10 points of weapon's hit points.
66–75	Vision obscured, modify all appropriate skills by –30% for 1D3 combat rounds.
76–85	Hit nearest ally for normal damage or use result 41–50 if no ally nearby.
86–90	Hit nearest ally for special damage or use result 51–60 if no ally nearby.
91–98	Hit nearest ally for critical damage or use result 61–65 if no ally nearby.
99	Blow it; roll twice more on this table (cumulative if this result is rolled again).
00	Blow it badly; roll three times more on this table (cumulative if this result is rolled again).

MELEE WEAPON PARRY FUMBLES

D100	Result
01–20	Lose the next combat round (or this one if no action has yet been taken), and are effectively helpless.
21–40	Fall prone.
41–50	Drop weapon being used.
51–60	Throw weapon 1D10 meters away.
61–75	Vision obscured; modify all appropriate skills by –30% for 1D3 combat rounds.
76–85	Wide open; foe automatically hits with normal hit.
86–90	Wide open; foe automatically hits with special hit.
91–93	Wide open; foe automatically hits with critical hit.
94–98	Blow it; roll twice more on this table (cumulative if this result is rolled again).
99–00	Blow it badly; roll three times more on this table (cumulative if this result is rolled again).

MISSILE WEAPON ATTACK FUMBLES

D100	Result
01–15	Lose the next attack or other activity.
16–25	Lose the next 1D3 combat rounds or other activity.
26–40	Fall prone.
41–55	Vision obscured; modify all appropriate skills by –30% for 1D3 combat rounds.
56–65	Drop weapon; which slides or bounces 1D6–1 meters away.
66–80	Do 1D6 damage to weapon’s hit points (or use result 81–85 if the weapon has no hit points).
81–85	Break weapon; regardless of weapon’s current hit points.
86–90	Hit nearest ally for normal damage or use result 56–65 if no ally nearby.
91–95	Hit nearest ally for special damage or use result 66–80 if no ally nearby.
96–98	Hit nearest ally for critical damage or use result 81–85 if no ally nearby.
99	Blow it; roll twice more on this table (cumulative if this result is rolled again).
00	Blow it badly; roll three times more on this table (cumulative if this result is rolled again).

MAJOR WOUND TABLE

1D100	Result
01–10	Severed leg tendons cause limping; fused ankle bones cause limping; back muscles or spinal nerve damage bend the torso to the left or right; a shattered knee cannot bend; or make up a new wound effect. Lose 1D3 DEX and reduce MOV by the same amount. The character is still able to fight.
11–20	Much of the nose has been sliced away; multiple scars deface both hands; an ear has been cut off; a livid scar lends an evil cast to appearance; or make up a new wound effect. Lose 1D3 CHA. The visible and unappealing deformity cannot be disguised. The character is still able to fight.
21–30	Wrist or hand damage; a slab of arm or shoulder muscle has been cut away; a chunk was hewn from thigh or calf muscles; spinal nerves are damaged; several fingers or toes are severed; or make up a new wound effect. Lose 1D3 STR; this loss may change what weapons can be used. The character is still able to fight with a weapon, but not a shield.
31–40	A punctured lung leads to a weakened respiratory system; deep stomach wounds become chronically reinfected, or belly wounds weaken digestion and general health; kidneys and liver are damaged; or make up a new wound effect. Lose 1D3 CON; reduce MOV by the same amount, and hit points may be lowered. The character is still able to fight.
41–50	Concussion damages hearing and limits Listen and Insight to maximums of 65%; injury to the head thereafter require Luck rolls each time to use any Mental skills; blows or cuts which affect depth perception leave missile weapon skill ratings at a maximum of 65%; multiple wounds to the face and neck limit the skills of any Communication skills to a maximum of 65%; or make up a new wound effect. Lose 1D3 INT; this loss may affect the character’s ability to use any powers, such as sorcery. The character is still able to fight.
51–60	Refer to 01–10, but expanded to the loss of one or both arms or legs. Lose 1D6 DEX and reduce maximum MOV by that same amount. The character is unable to fight.
61–70	Refer to 11–20, but the major wound now includes worse mutilations. Lose 1D6 CHA; it creates one or more visible deformities that cannot be disguised. The character is still able to fight.
71–80	Refer to 21–30 for examples of mutilating cuts and losses. Lose 1D6 STR, perhaps adjusting damage modifier. The character is still able to fight.
81–90	Refer to 31–40 for various wounds to the vitals. Lose 1D6 CON; may affect hit points and damage modifier and reduces MOV equal to the CON loss. The character is unable to fight.
91–92	Bad facial and vocal cord injuries. Lose 1D6 CHA. The character is still able to fight.
93–94	Broken bones and severed ganglia. Lose 1D6 DEX; from now on the character can only use one-handed melee weapons. The character is still able to fight using their remaining arm.
95–96	Nerve damage to left or right arm. Lose 1D6 DEX; hereafter your character can only wield weapons or equipment in their undamaged arm. The character is still able to fight using their remaining arm.
97–98	Nerve damage to both arms. Lose 1D6 DEX; though the legs are fine, neither arms nor hands can wield anything. The character is unable to fight, unless using their legs or head butts.
99	Mutilated with vicious wounds. Lose 1D3 points each from CHA, DEX, and CON. The character is unable to fight.
00	Deliberately mutilated after collapsing. Remove 1D4 points each from four characteristics (gamemaster’s discretion). The character is unable to fight.

CONDITIONS OF MEDICAL CARE

Medical Conditions	Effect on Healing Rate
Poorly equipped, unsanitary, and/or full of stressful elements; patient is mobile and exerting self heavily (combat, rugged travel, etc.); or receiving no medical care whatsoever.	Caregiver (doctor, nurse, healer, self, etc.) must succeed in a <i>Difficult</i> First Aid or Medicine roll for any healing to occur. If successful, the patient heals normally (1D3 hit points/week); if unsuccessful no healing occurs. A fumble inflicts 1D3 additional hit points in damage.
Decent and sanitary conditions, restful environment, care provided, only moderate physical exertion.	The patient heals 1D3 hit points naturally.
Excellent conditions and equipment utilized, environment conducive to healing and restoration, full bedrest and therapy, full-time high-quality medical care provided.	The patient heals 1D3 hit points naturally; a further successful First Aid or Medicine skill use allows possible additional healing (page 41 and 47).

MAGIC SPELL SUMMARY



Following are the most known magic spells. Each spell's cost per level is given in parentheses, and each spell's effect lasts for the duration of the spell.

- **Blast (3):** Ranged, does 1D6 points of magical damage per level.
- **Change (1):** Transforms 3 SIZ points of an item or being per level.
- **Conjure (type) Elemental (1):** Summons or dismisses an elemental of a specific type.
- **Control (1):** Allows control over a target's mind, requires a resistance roll.
- **Countermagic (1):** Reflects incoming spells back at the magician.
- **Dark (1):** Fills an area with darkness.
- **Diminish (1):** Reduces one of the target's characteristics by 1 per level.
- **Dispel (1):** Eliminates existing spell effects, may banish supernatural beings.
- **Dull (1):** Reduces a weapon's attack chance and damage.
- **Enhance (1):** Increases one of the target's characteristics by 1 per level.
- **Flame (3):** Ranged, does 1D6 points of fire damage per level.
- **Frost (3):** Ranged, does 1D6 points of frost damage per level.
- **Heal (3):** Heals 1D6 points of damage per level.
- **Illusion (1):** Creates 3 SIZ points of an illusion per level.
- **Invisibility (1):** Each level makes 3 SIZ points of an object or person invisible.
- **Lift (1):** Lifts 3 SIZ points of an object or person per level.
- **Light (1):** Fills an area with light.
- **Lightning (3):** Ranged, does 1D6 points of lightning damage per level.
- **Perception (1):** Allows the magician to detect one thing within range.
- **Protection (1):** Adds 1 point of armor value per level against physical attacks.
- **Resistance (1):** Reduces damage from heat and/or cold by 1 point per level.
- **Seal (1):** Joins two inanimate objects together.
- **Sharpen (1):** Increases a weapon's attack chance and damage.
- **Speak To Mind (1):** Allows mental communication between the magician and a target.
- **Teleport (1):** Teleports 3 SIZ points per level anywhere within range.
- **Unseal (1):** Separates two connected objects.
- **Vision (1):** Allows the magician to see what is happening elsewhere, or in the past.
- **Wall (1):** Creates a barrier to protect your character.
- **Ward (1):** Defines an area protected by Blast and Countermagic.
- **Wound (3):** Causes 1D6 points of damage per level.

PSYCHIC ABILITIES SUMMARY



Each ability costs a minimum of 1 power point to use, with additional power points spent for longer duration or effect. Range is usually a multiple of POW.

- **Astral Projection:** Leave physical body and travel in psychic form.
- **Aura Detection:** Perceive the aura emanated by a living being.
- **Clairvoyance:** Project awareness into another place.
- **Cryokinesis:** Create an area of intense cold on an area, object, or target.
- **Danger Sense:** Detect danger from other characters or situations.
- **Dead Calm:** Resist mental shock or delay the effects of sanity loss.
- **Divination:** Ask a higher power for guidance and insight.
- **Eidetic Memory:** Perfect and total recall of previous experiences.
- **Emotion Control:** Affect the emotional state of a target or targets.
- **Empathy:** Detect the inner feelings of a target or targets.
- **Intuition:** Detect a certain person or class of item.
- **Levitation:** Floating movement above the ground.
- **Mind Blast:** A psychic attack against a target.
- **Mind Control:** Controlling the physical body and will of a target.
- **Mind Shield:** A protection against psychic interference and attacks.
- **Precognition:** A brief glimpse into the future.
- **Psychometry:** 'Read' past emotions associated with an object or place.
- **Pyrokinesis:** Heat an area, object, or target to extreme temperatures.
- **Sensitivity:** Detect psychic emanations or supernatural beings in an area.
- **Telekinesis:** Manipulate and move objects mentally.
- **Telepathy:** Read minds or speak mind-to-mind with a target.

SORCERY SPELL SUMMARY



Following are the sorcery spells from this section, categorized by types, with the range of spell levels in parentheses. Each spell costs 1 power point per level, and each spell's effect lasts for the duration of the spell (usually a sorcerer's POW in combat rounds).

Augmentation Spells

Cloak of Night (1-4): Adds +20% per level to Hide.

Leap (1-4): Adds +20% per level to Jump.

Sureness (1-4): Adds +20% per level to Stealth.

Characteristic Spells

Bolster the Soul (1-3): Adds 3 points per level to POW.

Inhuman Plasticity (1-3): Adds 3 points per level to SIZ.

Lightning Speed (1-3): Adds 3 points per level to MOV.

Relentless Vitality (1-3): Adds 3 points per level to CON.

Suppleness of the Serpent (1-3): Adds 3 points per level to DEX.

Titan's Strength (1-3): Adds 3 points per level to STR.

Unearthly Beauty (1-3): Adds 3 points per level to APP.

Wisdom of the Sage (1-3): Adds 3 points per level to INT.

Combat Spells

Hammer of the Gods (1-4): Adds 1 point damage per level to blunt weapons.

Hell's Razor (1-4): Adds 1 point damage per level to cutting weapons.

Sorcery's Sharp Flame (1-4): Adds 1 point damage per level to impaling weapons.

Sorcerous Armor (1-4): Adds 1 point of armor per level.

Talons of the Beast (1-4): Adds 1 point damage per level to unarmed or brawling weapons.

Unbreakable Bulwark (1-4): Adds 1 point of armor per level to shields.

Enhancement Spells

Make Fast (1): Glues together two inanimate objects.

Make Whole (1): Repairs a broken item.

Midnight (1): Creates an area of darkness.

Moonrise (1): Creates a floating globe of light.

Elemental Spells

Bounty of the Sea (4): Fills an area with water.

Fires of the Sun (4): Fills an area with flame.

Gift of the Earth (4): Fills an area with dirt.

Wings of the Sky (4): Fills an area with wind.

Manipulative Spells

Curse of Sorcery (4): Causes target to suffer a disfiguring feature.

Fury (1): Enrages target, speeding their attacks.

Inescapable Bonds (3): Immobilizes target, requires a resistance roll.

Liken Shape (4): Assume the image of another person.

Muddle (1): Disorients target.

Pox (1): Reduces target's power points, requires a resistance roll.

Occult Spells

Brazier of Power (4): Creates a reservoir of power points.

Chain of Being (4): Creates a pool of power points.

Undo Sorcery (1-4): Cancels various sorcery spells.

Ward (3): Creates a magical alarm.

Summoning Spells

Summon Demon (1): Summons a demon.

Summon Elemental (1): Summons an elemental.

Utility Spells

Bird's Vision (1): Controls a bird and sees through its eyes.

Breath of Life (1): Provides breathable air underwater or elsewhere.

Farsight (1): Doubles range at which something can be seen.

Heal (2): Restores lost hit points.

Keen Ear (1): Carries spoken words across great distances.

Refutation (1-4): Protects against Undo Sorcery

Vermin's Vision (1): Controls vermin and sees through its eyes.

Witch Sight (3): Determines target's POW.

SUPERPOWER SUMMARY



These are the superpowers in this section.

Absorption: Absorb energy from an attack and turn it into power points.

Adaptation: Each level allows survival in one hostile environment.

Alternate Form: Each level is an alternate body to switch into.

Armor: Each level provides 1 point of protection against a specific energy type.

Barrier: Each level creates a 1-meter-square section of protective wall.

Defense: Lowers the chance to be hit by -1% per level.

Density Control: Each level adds or subtracts 1 point of density (SIZ).

Diminish/Enhance Characteristic: Lowers a characteristic by -1D6 per level.

Drain: Each level drains 1 hit point, power point, fatigue point, or sanity point from a target.

Energy Control: Allows creation of and control over a specific energy type.

Energy Projection: Allows projection of a focused beam of damaging energy.

Extra Energy: Each level provides +10 additional power points.

Extra Hit Points: Each level provides +1 additional hit point.

Flight: Each level allows self-powered flight for 1 SIZ point.

Force Field: Each level offers 1 point of protection against a specific type of energy.

Intangibility: Allows movement through solid objects.

Invisibility: Each level turns 1 SIZ point invisible.

Leap: Adds to the normal jumping distance, horizontally and vertically.

Protection: Each level reduces the level of an attacking energy type.

Regeneration: Each level returns 1 lost hit point per combat round.

Resistance: Each level resists 1 point of damage from a single energy type.

Sidekick: A loyal associated character.

Size Change: Each level adds or subtracts 1 point of SIZ.

Snare Projection: Each level is 1 STR and/or SIZ of a net, web, rope, or other confining snare.

Stretching: Stretch body into different sizes and shapes.

Super Characteristic: Extra points in STR, CON, SIZ, INT, POW, DEX, APP, or EDU.

Super Movement: Each type involves a unique method of movement.

Super Sense: Each type improves an existing sense or adds an extraordinary aspect to the sense.

Super Skill: Each level adds +20% to a specific skill.

Super Speed: Each level adds an additional action or movement each combat round.

Teleport: Each level allows instantaneous teleportation of 1 SIZ point of an object or target.

Transfer: Each level allows transfer of 1 hit point, power point, fatigue point, or sanity point to a target.

Unarmed Combat: Increases ability in unarmed combat.

Weather Control: Alters or creates weather in an area.

SAMPLE POISONS



Poison	Speed of Effect	POT	Symptoms
Arsenic	½ to 24 hours	16	Burning pain, vomiting, violent diarrhea.
Belladonna	2 hours to 2 days	16	Rapid heartbeat, impaired vision, convulsions.
Black Widow venom	2–8 days	7	Chills, sweating, nausea.
Cobra venom	15–60 minutes	16	Convulsions, respiratory failure.
Curare	1 combat round	25	Muscular paralysis, respiratory failure.
Cyanide	1–15 minutes	20	Dizziness, convulsions, fainting.
Rattlesnake venom	15–60 minutes	10	Vomiting, violent spasms, yellowish vision.
Scorpion venom	24–48 hours	9	Intense pain, weakness, hemorrhaging.
Sleeping pills	10–30 minutes	6	Normal sleep; each additional dose increases chance of respiratory failure by +5%.
Strychnine	10–20 minutes	20	Violent muscle contractions, asphyxiation.

RANDOM MUTATIONS



Roll D100 to determine mutations (or pick, at the gamemaster's discretion). Adverse conditions are marked with an asterisk*

Result	Mutation	Description
01–03	Adaptability	Survival in unusual environments.
04–05	Allergy	Skills reduced by contact to an allergen.
06–09	Biped (Quadruped)*	If two-legged, forced to walk four-legged.
10–12	Camouflage	Skin has a concealing texture or color.
13–15	Coloration	Unusual coloration (minor only).
16–19	Congenital Disease*	Suffers from a debilitating disease.
20–22	Decreased Characteristic*	Characteristic decreased.
23–25	Disease Carrier*	Carries (but is immune to) an infectious disease.
26–29	Group Intelligence	Part of a hive mind.
30	Hands	Has extra hands or prehensile limb.
31–33	Hardy	Resistant to damage.
34–35	Hybrid	Has an animalistic trait.
36–37	Imitation	Imitates an animal's natural trait.
38–44	Increased Characteristic	Characteristic increased.
49–50	Luminescence	Emits a light from body.
51–53	Metabolic Improvement	Has a beneficial but unusual metabolism.
54–57	Metabolic Weakness*	Has a disadvantageous and unusual metabolism.
58–60	Natural Armor	Has natural armor (scales, horn, hide, etc.).
61–65	Natural Weapon	Has natural weapon (spine, claw, teeth, etc.).
66–67	Pain Sensitivity*	Low resistance to pain.
68	Pheromone	Emits chemicals that can affect others.
69–70	Reduced Sense*	Impaired or missing primary sense.
71–72	Regeneration	Able to heal rapidly.
73–74	Sensitivity	Has an unusual affinity for a substance.
75–76	Speech (Mimicry)	Can imitate animal noises or speak clearly.
77–81	Structural Improvement	Has an unusual and beneficial body form.
82–86	Structural Weakness*	Has an unusual and disadvantageous body form.
87–89	Venom	Emits a natural poison.
90	Wings	Has wings and can glide or fly.
91–00	Gamemaster or Player Choice	Pick or roll again.

* Adverse mutation.

CHAOTIC FEATURES



Demons and other creatures of chaos are inconsistent in their appearance and powers. Just as living beings have mutations, unnatural creatures may have chaotic features. If desired, each individual chaotic creature may have one or more chaotic features, rolled or chosen from the following table.

D100%	Chaotic Feature
01–03	POW+1D6
04–05	POW+2D6
06	POW+3D6
07–09	DEX+1D6
10–11	DEX+2D6
12	DEX+3D6
13–14	STR+1D6
15	STR+2D6
16–17	CON+1D6
18	CON+2D6
19–20	Never surprised.
21–22	Absorbs 1 point of any magic or sorcery cast against it, adding +1 power point per spell.
23–24	Spits acid of 2D10 POT 1D6 times per day, six-meter range.
25–26	Breathes 3D6 fire 1D6 times per day; single target, three-meter range.
27–28	Reflects 1-pt. magic or sorcery back at user.
29–30	Highly flammable; if ignited burns all within three-meter radius for 2D6 points damage until extinguished.
31–32	Hypnotic pattern on skin; viewers must succeed in an Idea roll or be stunned for 1D3 rounds.
33–35	Appearance is confusing; all attacks against it are at –20%.
36–37	Large and valuable gem clearly visible on body.
38–40	Regenerates 1 hit point per combat round until dead.
41–42	Can attempt to befuddle a target each round in addition to any combat, with a POW vs. POW resistance roll. Failure puts the target into a confused and highly suggestive state. To perform any actions, the target must make a Difficult Idea roll, and may be ordered by the creature to act contrary to their normal wishes. Resisting these commands also requires a successful Difficult Idea roll.
43–45	Creature seemingly invincible; appears to take no damage until it reaches 0 hit points, then falls over dead.
46	Invisible until it attacks.
47–48	Appearance is extremely confusing; all attacks against it are at –30%.
49–50	Poison touch of 2D10 POT; natural attack must do 1 hit point of damage for poison to work.

D100%	Chaotic Feature
51–52	CON is –2D6, but regenerates 3 hit points per round until dead.
53–54	6-pt. armored skin. If already has armored skin, +6 to its current armor value.
55–56	MOV 12
57–58	Absorbs 1 or 2 points of any magic or sorcery cast against it, adding the amount to current power points.
59–60	Can launch a POW vs. POW attack each round; if successful, target loses 1D6 power points.
61–62	Explodes upon reaching 0 hit points, causing 3D6 damage to all within three meters. Armor, shields, etc. will protect against this, though weapon parries cannot.
63–65	Appears far more dangerous than really is.
66–67	Can turn invisible at will when not in combat.
68–70	Reflects 1- or 2-pt. magic or sorcery back at user.
71–72	8-pt. armored skin. If already has armored skin, +8 to current armor value.
73–74	10-pt. armored skin. If already has armored skin, +10 to current armor value.
75–76	12-pt. armored skin. If already has armored skin, +12 to current armor value.
77	Appears utterly harmless until it enters combat.
78–80	Regenerates 1D6 hit points per combat round until dead.
81–82	Can leap vertically or horizontally ten meters from a standstill.
83–84	Undetectable through magic or sorcery.
85	Appearance extremely disorienting; all attacks against it are at –40%.
86–87	Extremely valuable gem (or gems) inside creature, discovered if creature is cut open.
88–90	Makes agonizing screams continually.
91–92	Overpowering stench causes nausea in any who breathe near it. If target fails a Stamina roll, all actions against this creature are Difficult for 1D6+2 rounds.
93–94	Reflects 1D6+2-pt. magic or sorcery back at user. Roll randomly each turn a spell is cast against the creature to determine how much is reflected.
95–96	The hideous appearance of the creature demoralizes those who it beats in a POW vs. POW resistance roll. If target fails, all actions against this creature are Difficult for 1D6+2 rounds.
97–98	SIZ +2D6
99	Roll twice again on this table. If this is rolled again, add another two chaotic features, and roll again, etc.
00	This creature has CHA 5D6 and is particularly endearing. It attacks with a CHA vs. INT resistance roll. Failure causes the victim to befriend the creature, perhaps even offering to serve it. The creature may have up to 1D6 current companions of this nature, at the gamemaster's discretion. The charmed character may even fight friends to defend the creature.

PRIMITIVE MELEE WEAPONS

Weapon	Skill	Base	Dmg	Attk	Special	Range	Hands	HP	Parry	STR/DEX	Mal	Value	SIZ/Enc
Axe, Hand	Axe	15	1D6+1+dm	1	Bleeding	Short	1H	12	Yes	7/9	—	Cheap	0.5
Club, Heavy	Club	25	1D8+dm	1	Crushing	Medium	2H	22	Yes	9/7	—	Cheap	2.0
Club, Light	Club	25	1D6+dm	1	Crushing	Medium	1H	15	Yes	7/7	—	Cheap	1.0
Fist	Brawl	25	1D3+dm	1	Crushing	Short	1H	—	No ¹	—	—	—	—
Grapple	Brawl	25	Special ²	1	Entangle	Short	2H	—	No ³	—	—	—	—
Head Butt	Brawl	25	1D3+dm	1	Crushing	Short	—	—	No	—	—	—	—
Kick	Brawl	25	1D3+dm	1	Crushing	Short	—	—	No	—	—	—	—
Knife	Dagger	25	1D3+1+dm	1	Impaling	Short	1H	15	Yes	4/4	—	—	0.2
Net	Other	05	Special ⁴	1	Entangling	Medium	1H or 2H	6	Yes	12/10	96–00 ⁵	Cheap	3.0
Spear, Long	Spear	15	1D10+1+dm	1	Impaling	Long	2H	15	Yes	11/9	—	Cheap	2.0
Spear, Short	Spear	15	1D6+1+dm	1	Impaling	Long	1H or 2H	15	Yes	7/8	—	Cheap	2.0
Torch	Club	25	1D6+flame ⁶	1	Crushing	Medium	1H	15	Yes	6/9	96–00 ⁷	—	1.0

PRIMITIVE MISSILE WEAPONS

Weapon	Skill	Base	Dmg	Attk	Special	Rng	Hands	HP	Parry	STR/DEX	Mal	Value	SIZ/Enc	RF
Axe, Hand (thrown)	Axe	10	1D6+½dm	1	Bleeding	20	1H	12	No	9/11	—	Cheap	0.5	1/CR
Blowgun	Blowgun	10	1D3 ⁸	1	Impaling	30	2H	4 ⁹	No	/11	—	Cheap	0.5	1/CR
Bola (damaging)	Bola	05	1D4+½dm	1	Crushing	15	1H	1	No	9/13	—	Cheap	3.0	1/CR
Bola (snaring)	Bola	05	Special ⁴	1	Entangling	15	1H	1	No	9/13	—	Cheap	3.0	1/CR
Boomerang	Boomerang	05	1D4+½dm	½ ¹⁰	Crushing	50	1H	3	No	9/11	—	Cheap	0.5	1/CR
Bow, Self	Bow	10	1D6+1+½dm	1	Impaling	80	2H	6	No	9/9	—	Cheap	0.5	1/CR
Club, Light (thrown)	Throw	Throw	1D6+½dm	1	Crushing	20	1H	15	No	9/7	—	Cheap	1.0	1/CR
Dart	Dart	10	1d6+½dm ¹¹	1	Impaling	20	1H	4	No	/9	—	Cheap	0.5	1/CR
Javelin	Javelin	15	1D6+½dm	1	Impaling	25	1H	10	No	9/9	—	Cheap	1.5	1/CR
Knife (thrown)	Throw Knife	15	1D3+½dm	1	Impaling	10	1H	15	No	7/11	—	Cheap	0.2	1/CR
Lasso	Other	05	Special ⁴	½	Entangling	10	2H	1	No	9/13	—	Cheap	1.0	1/5CR
Net (thrown)	Other	05	Special ⁴	1	Entangling	5	1H	6	No	9/12	96–00 ¹²	Cheap	3.0	1/3CR
Rock (thrown)	Throw	Throw	1D2+½dm	2	Crushing	20	1H	20	No	5/5	—	—	.05	1/CR
Sling	Sling	05	1D8+½dm	1	Crushing	80	1H	2/12 ¹³	No	7/11	—	Cheap	0.1 (.1) ¹⁴	1/CR
Spear, Short (thrown)	Spear	05	1D6+1+½dm	1	Impaling	15	1H	15	No	12/10	—	Cheap	2.0	1/CR
Spear, Long (thrown)	Spear	05	1D10+1+½db	1	Impaling	15	1H	15	No	12/10	—	Cheap	2.0	1/CR

Notes:

1. Brawl can parry Brawl or Grapple attacks (see the Brawl skill, page 39).
2. See the Grapple skill (page 43).
3. Grapple can parry Brawl or Grapple attacks (see the Grapple skill, page 43).
4. See **Entangling** (page 147).
5. A net malfunction means it is tangled, taking a full round and a successful *Difficult* Agility roll to untangle.
6. See **Fire** (page 148).
7. A malfunction means torch goes out.
8. Blowgun darts are usually poisoned (see **Poisons**, page 151).
9. A blowgun has 4 hit points and blowgun darts each have 0 or 1 hit point.

10. If the user throws the boomerang to return, make an Agility roll to catch it on the next round. If throwing multiple boomerangs, the attack rate is 1 per round.
11. Darts are often poisoned (see **Poisons**, page 151).
12. A net malfunction means it is tangled, taking a full round and a successful *Difficult* Agility roll to untangle.
13. A sling has 2 hit points and a sling stone has 12 hit points (lead or stone).
14. First number is weight of the sling; parenthetical weight is each sling stone.

HISTORIC MELEE WEAPONS

Weapon	Skill	Base	Dmg	Attk	Special	Rng	Hands	HP	Parry	STR/DEX	Mal	Value	SIZ/Enc
Axe, Battle	Axe	15	1D8+2+dm	1	Bleeding	Medium	1H	15	Yes	9/9	–	Average	1.0
Axe, Great	Axe	15	2D6+2+dm	1	Bleeding	Medium	2H	15	Yes	11/9	–	Average	2.0
Axe, Wood	Axe	15	1D8+2+dm	1	Bleeding	Medium	2H	20	Yes	8/7	–	Inexpensive	1.5
Blackjack	Hand	25	1D8+dm	1	Crushing	Short	1H	10	No	7/7	–	Inexpensive	0.2
Cestus	Hand	25	1D3+2+dm	1	Crushing	Short	1H	10	Yes	11/7	–	Average	0.1
Claw	Hand	25	1D4+1+dm	1	Bleeding	Short	1H	10	Yes	9/9	–	Average	0.1
Dagger	Dagger	25	1D4+dm	1	Impaling	Short	1H	15	Yes	4/4	–	Average	0.5
Flail	Flail	10	1D6+dm	1	Crushing	Medium	1H	7	Yes	7/6	–	Average	2.0
Flail, Morningstar	Flail	10	1D10+1+dm	1	Crushing	Medium	2H	12	Yes	11/7	–	Average	2.0
Garrote	Hand	15	Special ¹	1	–	Short	2H	1	No	8/12	–	Inexpensive	0.1
Gauntlet, Armored	Hand	25	1D3+1+dm	1	Crushing	Short	1H	7	Yes	7/5	–	Average	As armor
Halberd	Polearm	15	3D6+dm	1	Bleeding	Long	2H	25	Yes	13/9	–	Average	3.0
Hammer	Hammer	25	1D6+dm	1	Crushing	Medium	1H	15	Yes	9/7	–	Inexpensive	1.5
Hammer, Great	Hammer	25	1D10+3+dm	1	Crushing	Long	2H	15	Yes	9/9	–	Average	2.5
Hammer, Sledge	Hammer	20	2D6+2+dm	1	Crushing	Medium	2H	15	Yes	11/7	–	Inexpensive	2.0
Hammer, War	Hammer	25	1D6+2+dm	1	Crushing	Medium	1H	20	Yes	11/9	–	Average	2.0
Katana	Sword	15	1D10+1+dm ²	1	Bleeding	Medium	1H or 2H	15	Yes	11/11	–	Expensive	1.5
Knife	Dagger	25	1D3+1+dm	1	Impaling	Short	1H	15	Yes	4/4	–	Inexpensive	0.5
Lance	Spear	15	1D8+1+dm	1	Impaling ³	Long	1H	15	Yes	9/8	–	Inexpensive	3.5
Mace, Heavy	Mace	25	1D8+2+dm	1	Crushing	Medium	2H	20	Yes	14/9	–	Average	2.5
Mace, Light	Mace	25	1D6+2+dm	1	Crushing	Medium	1H	20	Yes	7/7	–	Average	1.0
Maul, War	Hammer	25	1D10+2+dm	1	Crushing	Medium	2H	20	Yes	13/7	–	Average	2.5
Naginata	Polearm	05	2d6+2+dm	1	Bleeding	Long	2H	15	Yes	7/11	–	Expensive	2.0
Pike	Polearm	15	1d10+2+dm	1	Impaling	Long	2H	15	Yes	11/7	–	Inexpensive	3.5
Rapier	Sword	15	1D6+1+dm	1	Impaling	Medium	1H	15	Yes	7/13	–	Expensive	1.0
Saber	Sword	15	1D8+1+dm	1	Bleeding	Medium	1H	20	Yes	7/11	–	Average	1.5
Sai	Dagger	10	1D6+dm	1	Crushing ⁴	Medium	1H	20	Yes	5/11	–	Inexpensive	1.0
Scimitar	Sword	15	1D8+1+dm	1	Bleeding	Medium	1H	19	Yes	8/8	–	Average	1.5
Scythe	Improvised	05	2D6+1+dm	1	Impaling	Long	2H	20	Yes	12/10	–	Inexpensive	2.5
Sickle	Improvised	10	1D6+1+dm	1	Impaling	Medium	1H	12	Yes	7/9	–	Inexpensive	0.5
Staff, Quarter-	Staff	25	1D8+dm	1	Crushing	All	2H	20	Yes	9/9	–	Cheap	1.5
Staff, Short	Staff	15	1D6+dm	1	Crushing	Medium	1H	15	Yes	7/9	–	Cheap	0.5
Sword Cane	Sword	15	1D6+dm	1	Impaling	Medium	1H	12	Yes	7/11	–	Expensive	1.0
Sword, Bastard	Sword	10	1D10+1+dm ⁵	1	Bleeding	Medium	1H or 2H	20	Yes	13 or 9/9 ⁶	–	Average	2.0
Sword, Broad	Sword	15	1D8+1+dm	1	Bleeding	Medium	1H	20	Yes	9/7	–	Average	1.5
Sword, Great	Sword	05	2D8+dm	1	Bleeding	Medium/Long	2H	18	Yes	14/13	–	Expensive	3.5
Sword, Long	Sword	15	1D8+dm	1	Bleeding	Medium	1H	15	Yes	7/9	–	Average	1.5
Sword, Short	Sword	15	1D6+1+dm	1	Impaling	Medium	1H	20	Yes	5/5	–	Cheap	1.0
Trident	Polearm	15	1D6+1+dm	1	Impaling	Long	1H or 2H	18	Yes	9/7	–	Average	2.0
Wakizashi	Sword	15	1D6+1+dm	1	Bleeding	Medium	1H	13	Yes	7/9	–	Expensive	1.0
Whip	Other	05	1D3-1	1	Entangle	Long	1H	4	No	9/10		Cheap	0.5

Notes:

1. See **Choking, Drowning, and Asphyxiation** (page 145).
2. When using a katana one-handed, damage modifier is ½ normal.
3. Tournament lances are commonly blunt, and do crushing specials.
4. Sai are traditionally blunt weapons used primarily for parrying and striking.
5. When using a bastard sword one-handed, damage modifier is ½ normal.
6. STR requirement is 13 when used one-handed; 9 when used two-handed.

HISTORIC MISSILE WEAPONS

Weapon	Skill	Base	Dmg	Attk	Special	Rng	Hands	HP	Parry	STR/DEX	Mal	Value	SIZ/Enc	RF
Arbalest	Crossbow	15	2D6+4	1/3	Impaling	90	2H	14	No	11/9 ¹	93–00	Average	10.0 (0.5)	1/4CR
Bow, Composite	Bow	05	1D8+1+½dm	1	Impaling	120	2H	12	No	13/9	—	Average	0.5 (0.5)	1/CR
Bow, Long	Bow	05	1D8+1+½dm	1	Impaling	90	2H	10	No	11/9	—	Cheap	0.5 (0.5)	1/CR
Crossbow, Heavy	Crossbow	25	2D6+2	1/3	Impaling	55	2H	18	No	13/7	97–00	Average	8.0 (0.5)	1/3CR
Crossbow, Light	Crossbow	25	1D6+2	½	Impaling	40	2H	10	No	9/7	96–00	Average	3.5 (0.5)	1/2CR
Crossbow, Medium	Crossbow	25	2D4+2	½	Impaling	50	2H	14	No	11/7	95–00	Average	5.0 (0.5)	1/2CR
Crossbow, Repeating	Crossbow	25	1D6+2	1 ²	Impaling	60	2H	12	No	9/7	91–00	Expensive	7.5 (0.5)	1/CR ³
Knife, Throwing	Missile	15	1d4+½dm	1	Impaling	20	1H	10	No	/11	—	Cheap	0.2	1/CR
Shuriken	Missile	10	1D3+½dm	2	Impaling	20	1H	5	No	/13	—	Cheap	0.1	1/CR

Notes:

1. STR requirement with a cranequin (hand-crank) is 11; STR 15 when used without one.
2. Has ammo of 12 and takes five rounds to reload entirely.
3. A repeating crossbow has an ammo capacity of 6, 8, 10, or 12 bolts. It takes one combat round per bolt to reload a repeating crossbow.

PRIMITIVE SHIELDS

Name	Base Chance	Skill	AV/HP	Damage	Attk	Special	Burden	Locations	STR / DEX	ENC	Value
Primitive	10%	Shield	10	1D2+dm	1	Knockback	Light	Arm	5/7	2.0	Cheap

ANCIENT AND MEDIEVAL SHIELDS

Name	Base Chance	Skill	AV/HP	Damage	Attk	Special	Burden	Locations	STR / DEX	ENC	Value
Buckler	05%	Shield	15	1D2+dm	1	Knockback	Light	Arm	5/7	1.0	Average
Full Shield	15%	Shield	22	1D4+dm	1	Knockback	Moderate	Arm, Chest, Head	11/9	5.0	Average
Half Shield	15%	Shield	15	1D2+dm	1	Knockback	Moderate	Arm, Chest	5/7	3.0	Average
Heater	15%	Shield	20	1D3+dm	1	Knockback	Moderate	Arm, Chest	9/9	3.0	Average
Hoplite	15%	Shield	26	1D4+dm	1	Knockback	Cumbersome	Abdomen, Arm, Chest	12/8	7.0	Average
Kite	15%	Shield	22	1D4+dm	1	Knockback	Moderate	Abdomen, Arm, Chest	11/9	5.0	Average
Large Round	15%	Shield	22	1D4+dm	1	Knockback	Moderate	Abdomen, Arm, Chest	11/9	5.0	Average
Round	15%	Shield	20	1D3+dm	1	Knockback	Moderate	Arm, Chest	9/9	4.0	Average
Spiked	15%	Shield	20	1D3+dm	1	Impale	Moderate	Arm, Chest	9/9	5.0	Average
Target	15%	Shield	15	1D2+dm	1	Knockback	Light	Arm, Chest	5/7	3.0	Cheap

MODERN SHIELDS

Name	Base Chance	Skill	AV/HP	Damage	Attk	Special	Burden	Locations	STR / DEX	ENC	Value
Riot Shield	15%	Shield	16	1D3 + dm	1	Knockback	Moderate	Abdomen, Arm, Chest, Head	9/9	3.0	Expensive

ADVANCED SHIELDS

Name	Base Chance	Skill	AV/HP	Damage	Attk	Special	Burden	Locations	STR / DEX	ENC	Value
Energy Shield	20%	Shield	25	1D2 + dm	1	Knockback	Light	Arm, Chest	3/3	1.0	Expensive

MODERN MELEE WEAPONS

Name	Skill	Base	Dmg	Attk	Special	Rng	Hands	HP	Parry	STR/DEX	Mal	Value	SIZ/Enc
Brass Knuckles	Brawl	Brawl	+2	1	Crushing	Short	1H	18	No	5/—	—	Cheap	0.1
Chainsaw	Improvised	20	2D8	1	Bleeding	Medium	2H	20	No	11/11	97–00	Average	8.0
Knife, Butcher	Dagger	25	1D6+dm	1	Impaling	Short	1H	12	No	5/7	—	Cheap	0.3
Knife, Pocket	Dagger	25	1D4+dm	1	Impaling	Short	1H	9	No	—/5	—	Cheap	0.1
Knife, Switchblade	Dagger	25	1D4+dm	1	Impaling	Short	1H	7	No	—/5	99–00	Cheap	0.1
Taser, Contact	Other	Brawl	Special ¹	1	—	Short	1H	7	No	5/7	97–00	Expensive	0.3

MODERN MISSILE WEAPONS

Name	Skill	Base	Dmg	Attk ²	Special	Rng	Hands	HP	Parry	STR/DEX	Mal	Ammo	Value	SIZ/Enc	RF
Flamethrower	Other	05	2D6+fire ³	1	—	25	2H	6	No	10/8	9 3 — 00	6	Expensive	8.0	½ CR
Gun, Machine	Machine Gun	15	2D6+4	1, 3, or burst	Impaling	90	2H	11	No	9/5	00	40	Expensive	3.0	1 or 3/CR or 1/CR
Gun, Mini-	Machine Gun	15	2D6+4	3 ³	Impaling	400	2H	14	No	16/12	9 8 — 00	4,000	Expensive	6.0	1/CR
Gun, Submachine	Submachine Gun	15	1D8	2 or burst	Impaling	40	1H or 2H	8	No	9/6	9 8 — 00	32	Expensive	2.0	1 or 2/CR
Pistol, Derringer	Pistol	20	1D6	1	Impaling	3	1H	5	No	5/5	00	1 or 2	Average	0.3	1/CR
Pistol, Flintlock	Pistol	20	1D6+1	¼	Impaling	10	1H	8	No	7/5	9 5 — 00	1	Average	1.0	1/2CR
Pistol, Heavy	Pistol	20	1D10+2	1	Impaling	15	1H	8	No	11/7	00	8	Average	1.5	1/CR
Pistol, Light	Pistol	20	1D6	3	Impaling	10	1H	6	No	5/5	00	8	Average	0.7	1/CR
Pistol, Medium	Pistol	20	1D8	2	Impaling	20	1H	8	No	7/5	9 8 — 00	12	Average	1.0	1/CR
Revolver, Heavy	Revolver	20	1D10+2	1	Impaling	20	1H	14	No	11/5	00	6	Average	1.5	1/CR
Revolver, Light	Revolver	20	1D6	2	Impaling	15	1H	10	No	5/5	00	6	Average	0.7	1/CR
Revolver, Medium	Revolver	20	1D8	1	Impaling	25	1H	12	No	7/5	00	6	Average	1.0	1/CR
Rifle, Assault	Rifle	25	2D6+2	2 or burst	Impaling	90	2H	12	No	10/5	00	30	Expensive	3.5	1/CR
Rifle, Bolt-action	Rifle	25	2D6+4	½	Impaling	110	2H	12	No	7/5	00	5	Average	3.0	1/CR
Rifle, Elephant	Rifle	15	3D6+4	1 or 2	Impaling	100	2H	12	No	13/5	00	2	Average	4.5	1 or 2/CR
Rifle, Musket	Rifle	25	1D10+4	¼	Impaling	60	2H	12	No	9/5	9 5 — 00	1	Average	3.5	1/2CR
Rifle, Sniper	Rifle	20 ⁴	2D10+4	1	Impaling	250 ⁵	2H	10	No	12/7	9 8 — 00	11	Expensive	4.0	1/CR
Rifle, Sporting	Rifle	25	2D6	1	Impaling	80	2H	12	No	7/5	00	6	Average	3.0	1/CR
Shotgun, Automatic	Shotgun	30	4D6/2D6/1D6 ⁶	1 or 2	Impaling	10/20/50	2H	14	No	11/5	00	8	Expensive	4.0	1 or 2/CR
Shotgun, Double-barreled	Shotgun	30	4D6/2D6/1D6 ⁶	1 or 2	Impaling	10/20/50	2H	12	No	9/5	00	2	Average	3.5	1 or 2/CR
Shotgun, Sawn-off	Shotgun	30	4D6/1D6 ⁷	1 or 2	Impaling	5/20/—	1H	14	No	9/5	00	1 or 2	Average	2.0	1 or 2/CR
Shotgun, Sporting	Shotgun	30	4D6/2D6/1D6 ⁶	1	Impaling	10/20/50	2H	10	No	7/5	00	5	Average	3.0	1/CR
Spray, Chemical	Other	25	Special ⁸	1	—	2	1H	2	No	3/7	9 1 — 00	6	Average	0.2	1/CR
Taser, Dart	Other	20	Special ¹	½	—	DEX	1H	8	No	3/7	9 5 — 00	1	Expensive	0.5	1/2CR

Notes:

1. Stuns target (see **Stunning**, page 154).
2. Many modern firearms have burst fire capabilities (see **Autofire**, page 142).
3. If a target is hit by a flamethrower, it is on fire and takes 1D6+2 points per round in additional damage until the fire is extinguished (see **Fire and Heat**, page 148).
4. Sniper rifles are usually equipped with a bipod, doubling the chance; without a bipod (or similar stabilizer), reduce the base chance to 10%.
5. Sniper rifles are usually equipped with telescopic scopes that double their effective range; if without a scope, the range is 125 meters.
6. Shotguns do damage by range; the first increment is the first damage dice, the second is the second, etc.
7. Shotguns do damage by range; the first increment is the first damage dice, the second is the second, etc. Sawed-off shotguns are not effective beyond 20 yards.
8. Chemical spray is a low-POT contact poison (see Poisons, page 151). An example type of chemical spray might have 2D6+12 POT, instant effect, and cause blindness if the target fails a resistance roll vs. CON. It is Difficult to shoot into a target's eyes, but Easy at point blank range, making the chance unaffected.

ADVANCED MELEE WEAPONS

Weapon	Skill	Base	Dmg	Attk	Special	Rng	Hands	HP	Parry	STR/DEX	Mal	Value	SIZ/Enc
Axe, Vibro-	Polearm	10%	2D8+4+dm	1	Bleeding	Medium	2H	20	Yes	11/5	98–00	Average	3.0
Knife, Vibro-	Dagger	25%	2D4+2+dm	1	Bleeding	Short	1H	16	Yes	7/7	99–00	Average	0.5
Lance, Stun	Staff	15%	1D6+dm+stun ¹	1	Knockback	Long	2H	18	Yes	9/5	98–00	Average	2.5
Sword, Energy	Sword	10%	2D10+dm ²	1	Impaling	Medium	1H	30	Yes	11/15	99–00	Priceless	1.0
Sword, Monofilament	Sword	05%	3D12 ²	1	Bleeding	Medium	1H	12	No	5/15	91–00 ³	Expensive	0.5
Sword, Vibro-	Sword	20%	2D6+3+dm	1	Bleeding	Medium	1H	18	Yes	9/7	97–00	Expensive	1.5
Whip, Shock	Other	05%	1+½db+stun ¹	1	Entangle	Long	1H	10	No	7/9	97–00	Average	1.0

ADVANCED MISSILE WEAPONS

Weapon	Skill	Base	Dmg	Attk	Special	Rng	Hands	HP	Parry	STR/DEX	Mal	Ammo	Value	SIZ/Enc
Pistol, Blaster	Pistol, Energy	15%	1D8+2	2	Impaling	15	1H	14	No	7/5	99–00	30	Average	1.0
Pistol, Disintegrator	Pistol, Energy	05%	3D4+1	1	—	10	1H	12	No	7/5	96–00	10	Expensive	1.0
Pistol, Electromagnetic Pulse	Pistol, Energy	20%	2D6 vs. tech ⁵	1	—	15	1H	12	No	7/5	98–00	20	Average	1.0
Pistol, Flechette	Pistol, Energy	05%	2D4 ⁶	1 or burst ⁷	Impaling	15	1H	14	No	5/7	99–00	6	Average	0.8
Pistol, Laser	Pistol, Energy	20%	1D8	3	Impaling	20	1H	14	No	5/5	99–00	20	Average	1.0
Pistol, Plasma	Pistol, Energy	15%	2D10+2	1	Impaling	30	1H	18	No	7/5	98–00	12	Expensive	1.2
Pistol, Shock	Pistol, Energy	15%	2D4	1	Knockback	15	1H	12	No	5/5	98–00	12	Average	1.0
Pistol, Stun	Pistol, Energy	25%	2D6 stun ²	1	Knockback	15	1H	16	No	5/5	00	12	Average	1.0
Rifle, Blaster	Rifle, Energy	10%	2D8+3	2	Impaling	60	2H	20	No	9/5	99–00	20	Average	1.0
Rifle, Disintegrator	Rifle, Energy	05%	3D6+2	1	—	30	2H	18	No	9/7	96–00	10	Expensive	2.0
Rifle, Electromagnetic Pulse	Rifle, Energy	25%	3D8 vs. tech ⁵	1	—	75	2H	18	No	7/5	98–00	12	Average	2.0
Rifle, Laser	Rifle, Energy	15%	2D8	2	Impaling	100	2H	20	No	7/7	99–00	20	Average	1.5
Rifle, Plasma	Rifle, Energy	10%	2D10+4	1	Impaling	70	2H	18	No	9/7	98–00	16	Expensive	2.0
Rifle, Shock	Rifle, Energy	10%	3D8	1	Knockback	50	2H	18	No	9/7	98–00	12	Average	1.5
Rifle, Sonic	Rifle, Energy	10%	1D3+2 ⁸	1	Knockback	50	2H	16	No	7/7	97–00	36	Average	2.0
Rifle, Stun	Rifle, Energy	20%	2D8 stun ⁹	1	Knockback	50	2H	22	No	7/5	00	24	Average	1.5

Notes:

1. Roll damage and pit it vs. the target's CON in a resistance roll. If target loses, they are stunned for 1D3+1 rounds (see **Stunning**, page 154).
2. Reduce the target's armor value by ½ (round up) versus this weapon.
3. If you fumble an attack with a monofilament sword, make a Difficult Agility roll to avoid hitting yourself. If you fail, your attack hits you in addition to the roll on the melee weapon fumble table. Damage ignores ½ armor value (round up).
4. Many missile weapons have burst fire capabilities (see **Autofire**, page 142).
5. If the target is a robot, machine, or uses electromagnetic energy, roll damage and make a resistance roll vs. the target's CON. If successful, the device is stunned for 1D3+1 rounds (see **Stunning**, page 154). If the damage is higher than the target's hit points, it is knocked 'unconscious'. Damage from EMP weapons is temporary, and lost hit points can be restored with a Repair roll.
6. Against a foe with hardened armor (metal, plastic, or plates), a flechette pistol does only ½ damage (round up).
7. A flechette pistol fires clusters of flechettes, either one 'shot' or a long burst that empties the magazine. Each shot is a single attack, doing 2D4 damage.
8. A sonic rifle damages living targets each combat round it successfully strikes them. Against an unliving target, the damage per round is rolled in a resistance roll vs. the target's CON, armor value, or hit points (gamemaster choice). If the target fails, it shatters or is damaged and non-functional.
9. Roll damage and pit it vs. the target's CON in a resistance roll. If the target succeeds, they take minimum damage (2) instead of the rolled damage. If target loses, they are stunned for 1D3+1 rounds (see **Stunning**, page 154).

PRIMITIVE ARMORS

Name	AV	Random AV	Burden	ENC	Skill Modifier	Fits SIZ	Time	Locations	Value
Helmet	+1	+1 point	Light	0.5	−5% to Perception skills	±1	1	Head	Cheap
Hide	1	1D3−1	Light	3.5	None	±3	1	All	Cheap

ANCIENT AND MEDIEVAL ARMOR

Name	AV	Random AV	Burden	ENC	Skill Modifier	Fits SIZ	Time	Locations	Value
Chain	7	1D8−1	Moderate	20.0	−20% to Physical skills	-2	3	All	Expensive
Clothing, Heavy	1	1d2−1	None	2.5	None	±2	1	All	Cheap
Helmet, Heavy	+2	+2 points	Light	2.5	−50% to Perception skills	±0	1	Head	Average
Helmet, Light	+1	+1 point	None	1.5	−15% to Perception skills	±1	1	Head	Inexpensive
Lamellar	6	1D8−1	Moderate	18.0	−15% to Physical skills	±1	2	All but head	Expensive
Leather, Soft	1	1D6−1	Light	3.5	None	±2	2	All	Inexpensive
Leather, Hard	2	1D6	Moderate	5.0	−10% to Physical skills	±1	2	All	Average
Leather, Cuirbouilli	3	2D3	Light	5.0	−10% to Physical skills	±0	2	All	Expensive
Padded/Quilted	1	1D2−1	None	3.0	None	±2	1	All	Inexpensive
Padded/Quilted, Heavy	2	1D3−1	Light	4.0	−5% to Physical skills	±1	2	All	Inexpensive
Plate, Full	8	1D10	Cumbersome	25.0	−25% to Physical skills	-1	5	All but head	Expensive
Plate, Half	7	1D8	Moderate	18.0	−20% to Physical skills	-1	4	All but head	Expensive
Ring	5	1D6	Light	10.0	−10% to Physical skills	±1	2	All but head	Average
Scale	6	2D4−1	Moderate	20.0	−15% to Physical skills	±1	2	All but head	Average

MODERN ARMOR

Name	AV	Random AV	Burden	ENC	Skill Modifier	Fits SIZ	Time	Locations	Value
Ballistic Cloth	3/5 ¹	1D3/1D6−1	Light	4.0	−10% to Physical skills	±1	1	Arms, Chest	Expensive
Bulletproof Vest, Early	4	1D4	Moderate	11.0	−25% to Physical skills	±1	2	Chest	Expensive
Bulletproof Vest, Modern	4/8 ¹	1D4/1D8	Light	8.0	−5% to Physical skills	±3	2	Chest	Expensive
Clothing, Heavy	1	1D2−1	None	2.5	None	±2	1	All	Cheap
Flak Jacket	4	1D4	Moderate	8.0	−10% to Physical skills	±2	1	Arms, Chest	Expensive
Helmet, Heavy	+6	+3 points	Light	3.5	−25% to Perception skills	±1	1	Head	Average
Helmet, Light	+3	+2 points	None	2.5	−10% to Perception skills	±2	1	Head	Inexpensive
Riot Gear	12/6	1D10+2	Moderate	12.0	−10% to Physical skills	±1	5	All ²	Expensive

Notes:

1. First value is vs. melee or low-velocity missile weapons; second value is vs. firearms.
2. Includes helmet.

ADVANCED ARMOR

Name	AV	Random AV	Burden	ENC	Skill Modifier	Fits SIZ	Time	Locations	Value
Adaptive Mesh	6	1D4+2	Light	2.0	−5% to Physical skills	±1	1	All	Expensive
Assault Armor, Light	8	2D6	Moderate	12.0	−10% to Physical skills	±1	2	All ¹	Expensive
Assault Armor	10	2D4+2	Moderate	16.0	−25% to Physical skills	±1	3	All ¹	Expensive
Energy Armor	1−20 ²	— ²	Light	4.0	−5% to Hide, Stealth, and Perception skills per AV	Any	2	All ³	Expensive
Helmet, Heavy	+4	+4	Light	5.0	−15% to Perception skills	±1	1	Head	Average
Helmet, Light	+3	+2	None	2.0	−5% to Perception skills	±2	1	Head	Average
Powered Assault Armor, Light ⁴	14	2D6+2	Cumbersome	36.0	−20% to Physical and	±1	4	All	Priceless
Powered Assault Armor, Heavy ⁵	16	4D4	Cumbersome	48.0	−50% to Physical and Manipulation skills	±1	5	All	Priceless

Notes:

1. Includes helmet.
2. Energy armor can be set by its wearer for any value between 1 and 20 points of AV. Each combat round the armor expends charges (power points) equal to its AV. Standard armor power supplies hold 200 charges; each damage point absorbed costs 1 additional charge. Energy armor does not allow random armor value; use the set AV. It takes 5 DEX ranks to adjust the AV.
3. Can not be worn with other armor.
4. Light powered assault armor modifies STR by +3 and DEX by −3 (adjust relevant values when worn). Armor includes helmet.
5. Heavy powered assault armor modifies STR by +6 and DEX by −6 (adjust relevant values when worn). Armor includes helmet.

MELEE HIT LOCATION TABLE (OPTION)



As described in Hit Points per Hit Location (page 21), your character's hit point total is divided among their body parts, as well as being kept track of as a total. When an attack is successful, roll a D20 and use the result to consult the appropriate hit location table. Humans use the standard hit location table, and other body types have their hit location tables provided in Nonhuman Hit Locations tables in *Chapter Eleven: Creatures*. If your character is not humanoid, your gamemaster should indicate the correct hit location table you should use.

HIT LOCATIONS

D20 Roll	Result	Description
1–4	Right Leg	Right leg from hip to bottom of foot
5–8	Left Leg	Left leg from hip to bottom of foot
8–11	Abdomen	Hip joint to bottom rib cage
12	Chest	Ribcage up to neck and shoulders
13–15	Right Arm	Entire right arm
16–18	Left Arm	Entire left arm
19–20	Head	Neck and Head

Some situations, such as cover or mounted vs. unmounted characters, modify what hit locations are available to be hit in combat (see the relevant entries in *Chapter Seven: Spot Rules*).

DISHONOR

Dishonorable Act	Honor Lost
Attacking an unarmed foe	–5%
Cowardice	–5%
Desertion from battle	–5%
Refusing to offer mercy when it is deserved	–5%
Plundering a holy place of your religion	–5%
Discourtesy to someone under your protection	–10%
Flagrant cowardice	–15%
Treason against your allies	–15%
Breaking an oath	–25%
Attacking or stealing from the weak	–25%
Killing someone weaker than oneself	–35%
Rape or sexual assault	–50%
Killing family members	–50%

DESPAIR

Result	Duration of Despair
1–3	1D10 combat rounds
4–7	4D10+10 combat rounds
8–9	Until sunset, sunrise, or similar length of time
10	1D3 game days

PERSONALITY TRAITS



You can describe a nonplayer character's personality numerically, just like a skill or passion (page 7). An easy method to do this is a personality trait scale, where a trait is described as a percentile value of 0 to 100. A value of 0 indicates that the personality trait is nonexistent, and a 100 is always representative of that character.

Personality traits are paired with an opposite, such as Aggressive vs. Passive, and the value of the opposite trait is equal to 100 minus the initial personality trait. A quick means of shorthand for this pairing is 'Aggressive 90 | 10 Passive', for example. Someone with 50 | 50 in a trait the Personality Traits sheet below helps make this easy to keep track of these traits for nonplayer characters. You can use some, many, or all these to define your nonplayer characters.

PERSONALITY TRAITS

Initial Trait	Value Value	Opposing Trait
Aggressive	___ ___	Passive
Impulsive	___ ___	Cautious
Extrovert	___ ___	Introvert
Optimistic	___ ___	Pessimistic
Stubborn	___ ___	Receptive
Physical	___ ___	Mental
Patient	___ ___	Nervous
Emotional	___ ___	Calm
Trusting	___ ___	Suspicious
Leader	___ ___	Follower
Greedy	___ ___	Generous
Energetic	___ ___	Lazy
Honorable	___ ___	Dishonorable
Brave	___ ___	Cowardly
Curious	___ ___	Incurious
Dependable	___ ___	Unreliable
Pious	___ ___	Irreligious
Honest	___ ___	Dishonest
Clever	___ ___	Dull
Humorous	___ ___	Dour
Conservative	___ ___	Innovative

For example, a nonplayer character is highly aggressive, with a value of 90 on their Aggressive personality trait. The opposing trait is Passive and thus has a value of 10 (100–90=10). A nonplayer character with an Aggressive 90 is ready to pick a fight, answers any challenge, and usually escalates to violence, while someone with Passive 90 usually backs down from conflicts and avoids any direct confrontations.

You do not need to determine all the personality traits for your significant nonplayer characters. Instead, choose one or a few relevant ones and assign values to them. You don't even need

to determine the opposing trait's value, as it's apparent. Assign values as desired or pick relevant ones and divide a D100 roll by 2 and add 50 to the result, for a spread of 51–100. Or roll 3D10+70 for extreme cases.

Personality traits can guide your roleplaying of the nonplayer character by simply looking at the value, or you can roll to see how the nonplayer character behaves. Success with one trait means they act on that character trait, while failure means that the opposite trait is followed. You may also choose to utilize special or critical results for these rolls, but only in a general sense.

For example, the characters meet the nonplayer character with the 'Aggressive 90 | 10 Passive' personality trait spread, and one of them behaves rudely to the nonplayer character. You know from the spread how they're likely to react, but you decide to roll, just to see what happens. Any roll of 01–90 and the nonplayer character reacts aggressively, while a roll of 91–100 indicates a passive response. Perhaps they're distracted or unwilling at this time to get into it with the characters?

Skills and Personality Traits

The Insight skill may be used to quickly determine a nonplayer characters personality trait spread in a general sense, or Psychology might be used for long-term analysis. Don't reveal the actual values, but rather a particular strongly lean in one direction or the other.

Though it is extremely unlikely to have a player character performing Psychology on a nonplayer character for an extended period, you may allow a successful Psychology roll to affect a single paired personality trait in the same fashion that it restores lost SAN. Roll to see whether SAN points are restored, but instead of adding SAN, instead use the result to shift a particular personality trait by that many points in the desired direction. Treatment time is identical. This way, through patience and therapy, a successful Psychology roll can 'help' a nonplayer character change their natural inclinations towards a desired personality trait.

Personality Traits and Player Characters

You can also use personality traits for player characters, if desired, treating them as you would for nonplayer characters. They become like passions (page 7), augmenting activities or being consulted when provoked, with experience checks if successful. The player always has control over what their character does, but if they make a successful roll on one trait and decide to act according to the opposing trait, you should have them automatically make an experience check for that opposite trait. When one trait increases, the other is decreased. If they wish to seek treatment for this trait, see the rules for Psychology (above).

REPUTATION GAINS

Deed	Gain	Examples
Notable	+1D3	<div><ul style="list-style-type: none">Swearing an oath of some import.Defeating an equally powerful foe.Outstanding use of a skill; achieving success in a noteworthy endeavor.A noteworthy marriage.Taking part in a great journey.Becoming a parent in a fortuitous birth.Having an important guest in your home or hall.Making a shrewd alliance.Taking an important part in a worship ceremony.Having some local media (newspaper, scribe, minstrel, etc.) talk about you.</div> <div><ul style="list-style-type: none">Having a popular blog, writing a book, being a minor celebrity, etc.A weird accident or stroke of luck.Lying and being discovered.Minor criminal acts.Breaking an oath of import.Acting discourteously to guests in your home or hall.A particularly significant fumble or visible failure.Losing a family member or ally.Breaking an alliance.Minor sacrilege.Bringing minor shame upon one’s family.</div>
Extraordinary	+1D6	<div><ul style="list-style-type: none">Swearing an epic oath.Defeating a superior foe (or number of foes).Critical use of a skill when it is important.An outstanding success in an extraordinary endeavor.A prestigious marriage.Having twins/triplets/etc.A major alliance.Being the subject of a popular tale, well-known song, or a major news story.Publishing a popular book or releasing a popular piece of music.Featured in a very successful media performance.</div> <div><ul style="list-style-type: none">A freak stroke of luck.Earning a major enemy.Significant act of sacrilege.Betraying or bringing harm to someone under your protection (such as a guest).A major criminal act.Breaking a major oath.Kin-slaying.A spectacular fumble or highly visible failure.Bringing major dishonor upon one’s family.</div>
Heroic	+2D6 or more	<div><ul style="list-style-type: none">Achieving a legendary success at a nearly impossible endeavor.Leading an army to victory or defeating one single-handedly.Defeating an enemy of divine or immortal nature.Marrying a king or queen or becoming one.Being the focus of a divine prophecy.</div> <div><ul style="list-style-type: none">Featured in a popular book or documentary.Building something epic like a new major temple or palace.A spectacular defeat.Slaying one’s parents or children.An act of the darkest treachery or infamy.</div>

REPUTATION MODIFIERS

Observer is...	Modifier
...from the same family, company, or locality, or has mutual acquaintances.	+25%
...well-traveled, follows gossip/news, is well-connected.	+10–25%
...from the same culture or region.	—
...from outside the character’s social network or cultural group, or is out of touch with recent news.	–25%
...from outside the area where the character earned their Reputation, but within the same geographical region, or is of a different generation.	–50%
...from outside of the geographical region where the character earned their Reputation, or many years removed from the character.	–75%

TEMPORARY INSANITY

Result	Description and Effects
1	Catatonia; the character assumes a fetal position.
2	Stupefaction; the character babbles incessantly or stares into space without seeing anything.
3	Paranoia; the character is lucid but convinced of unreasonable suspicions about almost anything.
4	Phobia; the character stricken by great fear of something related to the source of the insanity.
5	Amnesia; the character cannot remember who they are or what happened to them during or around the time of the SAN loss.
6	Suicidal despondency* or a death-wish; the character is convinced that their own death is their only means of escaping the mental torment.
* The character can never be forced to perform a suicidal act, and the gamemaster should use this result carefully, paying attention to the sensitivity of the player(s) involved.	

TEMPORARY INSANITY DURATION

Result	Time Affected
1	Five minutes (one turn)
2	One hour
3	Two hours
4	Twelve hours
5	One day
6	Two days
7	One week
8	Two weeks

SANITY LOSSES

Source of SAN Loss	Potential Loss
Something unsettling and grotesque, or a sudden scare	0/1
Minor unnatural creatures (zombies, werewolves, vampires, etc.)	0/1D3+
Scene of a violent death, finding a dead body	0/1D3
Finding a mutilated or mangled body	1/1D4
Witnessing a gruesome death	1/1D6
Suffering minor torture	1D3/1D6
Reality-challenging visions (Chaos, unnatural corruption, etc.)	0/1d8
Freakish and horrible monsters	1D2+/1D6+
Being afflicted by some horrible transformation	1D6/2D10
Monstrous alien gods	1D10/1D100