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# INTRODUCTION

**To begin your journey, you need a few friends who want to accompany you. You also need an alter ego that represents you in the story. You or one of your friends must choose to become the master of your adventures.**

This alter ego of yours will henceforth be called your character or hero, and the master of the world will be referred to as the game master.

Together with your friends you will tell a story, where each of your alter egos becomes a hero forging their destiny.

The game master directs the villains, the supporting characters and even the land itself.

Since your character represents you in the story, there is no clear distinction made between you and your character in the following guidelines and rules.

This book provides some guidelines to design interesting characters and to determine the success or failure of their deeds.

## Game Master

One player must be the game master. This player is responsible for the setting, the environment, the antagonists and the supporting cast of the story.

## Character

Each of the other players determines the actions of one of the protagonists. They are characters in the story and are defined by several traits, which are written down on a character sheet.

You should have a pencil and an eraser ready to track changes to your character during the game.

The antagonists and supporting cast are characters, too. When it is necessary to distinguish them from the protagonists, they are called game master characters, since they are controlled by the game master.

## Traits

Characters have various primary traits, typically in the range from 0 to 4, with 0 indicating absolute ineptness, while 4 stands for the epitome of human capabilities.

Each primary trait stands for a specific type of aptitude and determines how well you can do in that area. The number assigned to that trait is called the trait's rank.

## Dice

You can randomly determine the outcome of a situation if it is uncertain.

In **Knights + Rifles** six sided dice are used. Each player should have at least three of them, which are abbreviated as d6.

The rules help you to determine if a roll of the dice indicates a success or a failure.

Typically, you roll two d6, abbreviated as 2d6, add the rank of the appropriate trait and compare it to a target number that is determined by the game master.

You succeed if your roll is equal to or greater than the target number, and you fail otherwise.

## Power Levels

**Knights + Rifles** allows you to play characters with very different capabilities, ranging from toddlers exploring the world to immensely powerful demigods.

## Technology

This book lists a collection of items from humankind's early beginnings as hunters and gatherers to an imaginary future with ultimate technology.

## Why Another Role Playing Game?

**Knights + Rifles** tries to find a compromise between a storytelling game and a simulation-oriented approach.

The rules should not be too cumbersome or complicated, but at least the scale and power of abilities and equipment should be somewhat consistent with reality.

A rifle bullet should penetrate armor better than a broadsword, and a battleship should be able to take a few hits from a 38.1 cm or 15 inch shell before sinking.

Also, a logarithmic scale makes sure that you don't have to deal with absurd numbers, even if everything from a knife to a planet destroying weapon is handled in the rules.

With that said, now is the time to start telling your story!









# Chapter 1

# STORY

There exists a land bristling with stories yet to be told and its borders are the limits of your imagination. This book would like to be your guide to its diverse inhabitants and dangerous challenges.

# Telling a Story

**Before you can tell your story, the game master needs to prepare an adventure and all other players need to create their character. Everyone should also have a basic understanding of the rules.**

## Creating Characters

Before creating characters, you need to decide how powerful they are. The default power level is *larger than life*.

These heroes are more powerful than most people you will ever see or meet in the real world, but not as powerful as the typical protagonist in an action movie.

How to create a character is explained in *Chapter 2 Characters*, p.11.

## Preparing an Adventure

The game master should at least prepare a story hook and the statistics of the antagonists in the story. *Appendix G Friends and Foes*, p.169 helps you with the latter.

**Game Master:** *Finally you come to a clearing. A small creek flows through it and to the north you can see the entrance to a cave. A stocky man stands in front of it and observes his surroundings. He wears a red scarf, has a long, unkempt black beard, and a nasty scar on his left cheek.*

**Morgan:** *This is one of the guys who raided the mansion! I remember him! I carefully aim at his head and knock him out with one shot!*

**Game Master:** *Well... let's see if you hit. Roll the dice!*

## Rolling the Dice

In **Knights + Rifles** most situations that can come up in a game are governed by tasks. Each task provides all the rules you need to know for that situation.

The most important tasks are described in *Chapter 7 Actions*, p.73 and you find a complete listing of all tasks in *Appendix B Task Overview*, p.143.

To determine the outcome of a task do the following:

- Roll two dice (2d6) and add them together.
- Add the rank of one of your character's traits.
- Add modifiers.
- Compare the result to a target number.
- When the result is less than this number, you fail.
- Otherwise you succeed.
- When you succeed, and at least one die shows up as a six, the success is decisive. The other die becomes the effect die, which can improve your success.

This is further explained in *Chapter 5 Tasks*, p.57.



The goal of a roleplaying game is to have fun while telling a story together. All of the players can contribute to the plot and everybody shapes the drama.

## Sessions, Adventures, and Campaigns

A session begins when you meet your friends to play and ends when you call it a day.

An adventure is a story arc, that typically consists of an introduction, confrontation, and conclusion, separated by turning points. It can span multiple sessions.

A campaign is a collection of multiple adventures that are experienced by the same or a similar group of characters. Sometimes a character or player may leave the campaign and another one joins.

# The Setting

**You may either use a readily prepared setting, which includes archetypical characters and an adventure, or craft one by yourself.**

The setting of your story determines what technologies are available, whether the characters have access to extraordinary powers, and the scope of your campaign.

This section gives an overview of all the various choices you can make. You may have a look at *Appendix D Settings*, p.159 to decide if one of the settings there is suitable for your group.

Continue reading, if you prefer to tailor a setting to your special tastes or to discover all the options and possibilities of **Knights + Rifles**.

## The Eras

First you need to determine which technology is available to your heroes. The different ages and epochs of history are divided into a few eras. Select an era where you want the story to take place.



**Foraging (ca. 200,000 BC to 10,000 BC):** Tribes of fur clad hunters and gatherers fought for survival with sticks and stones.



**Farming (ca. 10,000 to 3,000 BC):** Farmers fed the first settlements dominated by temples made from huge stone blocks.



**Bronze (ca. 3,000 to 800 BC):** Philosophers developed mathematics in city states which built wooden warships.



**Iron (ca. 800 BC to 500 AD):** Armies wielding iron forged swords defended and defeated great empires.



**Steel (ca. 500 to 1350 AD):** Knights dominated the battlefields while alchemists tried to dig deeper into the secrets of nature.



**Exploration (ca. 1350 to 1780 AD):** Great ships rigged with full sail carried musket wielding “explorers” to herald the age of reason.



**Steam (ca. 1780 to 1900 AD):** Steam powered ironclads and railway engines conquered the land and sea.



**Industrial (ca. 1900 to 1940 AD):** Internal combustion engines allowed submarines to dive into the sea and aircraft to soar through the skies.



**Atomic (ca. 1940 to 1980 AD):** Superpowers strived for dominance, threatening each other with nuclear annihilation.



**Information (ca. 1980 to 2030 AD):** Global information networks allowed the spreading of truths and lies in milliseconds.



**Robotic (ca. 2030 to ???):** Thinking machines and robots equaled or even surpassed humans in power and agility.



**Gravitic (???):** Unraveling the mystery of gravity allowed for new kinds of propulsion and weaponry.



**Cosmic (???):** The understanding of what binds the worlds innermost core together resulted in all kinds of technological miracles.



**Ultimate (???):** Star spanning structures, pocket universes, teleporters, time travel, you name it, they had it.

Each era, with the exception of the ultimate era is also divided into the following periods: early, mid, and late. They are covered more thoroughly in *Chapter D Settings*, p.159.

## The Extraordinary

Then you may decide if exceptional powers do exist in your story and how powerful they are.

They grant your characters abilities that may exceed the limits of what is considered natural.

Common explanations and origins for exceptional powers are magic, psionics, advanced science, or divine intervention.

“ There are more things in heaven and earth, Horatio than are dreamt of in your philosophy. ”

Shakespeare - Hamlet

Determine how many people do believe in these powers, if these powers are real or just superstition, and if they are real, what can be achieved by wielding them.

**Magic:** The idea of influencing the world with rituals and incantations may be as old as mankind and seems to be intriguing even during more enlightened times.

**Psionics:** The capability of changing reality with the power of the mind alone sounds promising but dangerous.

**Divine Intervention:** Do the creator or the creators of the universe change the outcome of events to aid their followers? Are greater powers guiding the destinies of mortals?

**Advanced Science:** Ancient civilizations may have developed technologies far more advanced than what is known and understood during the time of the story, granting strange powers to those who encountered it.

After you know which of these things you want in your story, you may decide about the capabilities of each of them. Of course, when they do not exist at all, this step can be skipped.

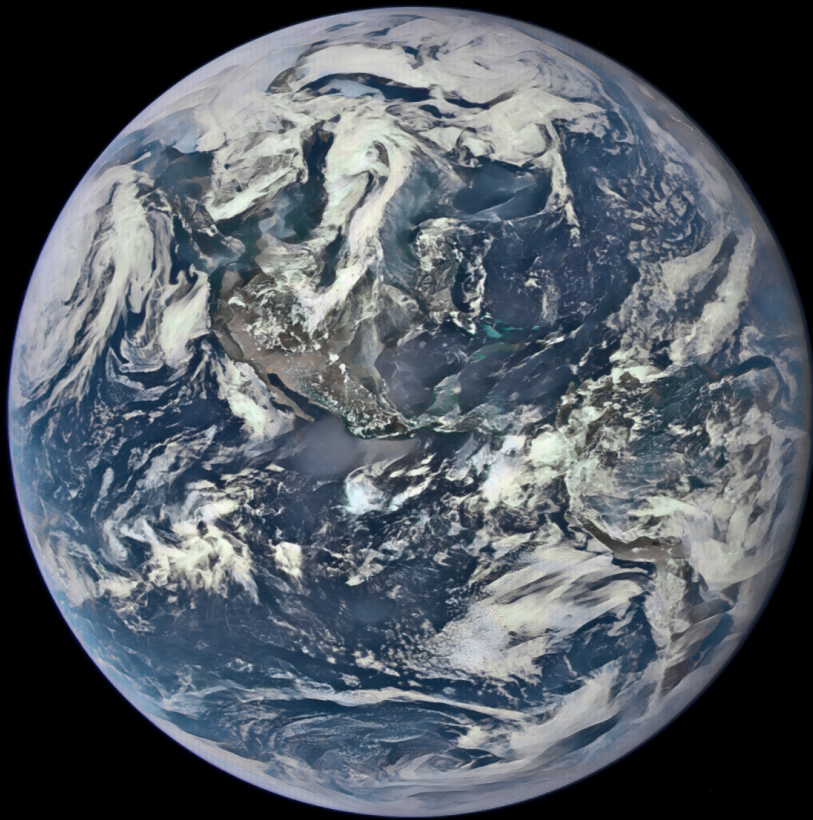
**Subtle:** There are no special effects associated with the use of this power, and few people may even notice that it was used if anyone notices it at all.

**Restricted:** The power can be used to achieve things which are very difficult to achieve by other means, or to keep other supernatural powers in check, but is either limited in its scope or can be used only under exceptional circumstances.

**Powerful:** People or groups that do not have access to this power are at a severe disadvantage. A single individual mastering this power can defeat entire armies of common man and can lay siege to a castle on their own.

**Abundant:** People without these powers can't compete with those who have them.





Ponder about the kind of story you want to tell together with your friends. How large needs the world to be to accommodate it? Try to start as small as possible and allow your setting to grow as the heroes explore their surroundings and the story progresses.

## The Historicity

Now, you can choose how historically accurate your story is. There are a lot of options to choose from, and they are again broken down to a few generic possibilities.

**Historical Earth:** This may be the most difficult option and should only be chosen if either all players have a good knowledge about the era and area of the story, or they can live with some historical inaccuracies without destroying their suspension of disbelief.

**Alternate Earth:** A much easier option, this planet is basically identical with our world, but it can be different where the story requires it or the game master just doesn't know better.

**Like Earth:** It isn't Earth, but close. Continents, nations, and cities have different names. Geography and culture is disparate but generally like something that exists or existed on our planet. This is the premise for most fantasy stories. It may also be interesting to decide if the real Earth exists elsewhere in this universe.

**Utterly Different:** This option may be as difficult as the historical earth one. When you try to come up with something completely different from what you know there is always the danger that it becomes just silly or weird. However, if that is what you are craving for, go for it.

## The Scope

Determine how large the area should be that your characters may encounter during the story.

**Village:** You may restrict your story to a single village and its surroundings. This may be a good start, but it should be possible to enlarge the scope if the story continues.

**City:** A single city may be the place for political intrigue while containing ruins and dungeons to explore.

**Nation:** Your characters travel between cities and discover strange and new places. To begin with a story like that, the game master must either prepare a lot of background material or look to an existing source for inspiration.

**International:** Multiple nations struggle for dominance, and the heroes' may change the balance of power. This is a difficult starting place for inexperienced game masters and story tellers if they try to come up with everything on their own.

**World:** This usually requires seaworthy vessels of some sort. This becomes possible in the steel era and is still an adventure during the exploration era. However, earlier cultures did travel the oceans by island hopping using boats and canoes. As soon as cheap and fast air travel is available, the world appears to be much smaller.

**Multiple Worlds:** Several worlds are in conflict with each other. These worlds may be different planets in the same solar system, they may be several light years apart, or they may exist in different dimensions. Historically interplanetary travel began in the late information era. *Chapter D Settings*, p.159 discusses interstellar travel.

**New Frontier:** This may be a variant of any of the scopes discussed previously. The world is just getting bigger because a new technology has been invented or some new and unknown power has just arrived and threatens the existence of everything that is currently known.

When you have decided to include multiple nations or worlds, you should define the different cultures that meet during your story and the languages which are spoken. To make things easy introduce a common language which is spoken by almost everyone.

## The Species

When you are not sticking to an historical earth, or other planets than Earth exist in your story, you need to make one additional decision: Are your characters human, are they something different, or does a different mix of intelligent species exist?

When there are different species in your story, you need to think about what makes them different from humans.

There are several ways to represent different species in your story.

**Just the looks:** Choosing a different species is just a cosmetic decision. Under the skin they can have the same limits, strengths, and restrictions as humans. This is, of course, the easiest approach.

**Stereotypical:** A common way to represent different species, is each of them representing a stereotypical pattern. Most members of the species have certain strengths or restrictions, or both.

**Limit breakers:** The species can be better in some regards than humans or they have special powers which are unavailable to humans. There are several ways to balance this with humans - if humans are also in your campaign: The other species have some special restrictions, or that they can't reach human potential in some traits. You may of course also allow humans to break the limit compared to other species.

**Utterly different:** This has been often tried and did seldom succeed. It has the same difficulties as an utterly different historicity.

After you know when and where your story takes place and what exceptional powers do or don't exist you may begin to create the characters that will become the heroes of your story.



Your road to adventure lies before you. Begin your journey and discover the stories ahead of you together with your friends. Good luck exploring the land of your imagination.









# Chapter 2

## CHARACTERS

To begin adventuring in your story, you need a character, an alter ego of you who is one of the protagonists in the story. This chapter helps you to decide which character you want to play and determine their capabilities.

# What Makes up a Character

Create your character by assigning ranks to traits as well as picking some strengths and restrictions. These statistics are used to determine the character's success during the story.

Characters are described by their *trait ranks* and a few special *strengths* and *restrictions*.

Before designing your character, try to imagine the hero you want to be in the setting you have determined before. As an example, here are a few common archetypes:

**Rogue, Spy, or Adventurer:** Someone who depends on wits more than anything else.

**Scholar or Scientist:** Often more capable in mind than in body.

**Warrior or Soldier:** The body is better trained than the mind.

**Wizard or Psionicist:** Wields exceptional powers but has to make sacrifices in other areas.



Try to conjure an image of your character into your mind. Don't be afraid to be inspired by your favorite book or movie. You may also envision an iconic scene featuring your character.

Take a moment to think about your character's motivation, parlance and attitude. You can check out *Appendix G Friends and Foes*, p.169 for ideas.

The appendix mentions character traits, strengths and restrictions, which will be explained in this chapter.

Give your character a reason to be a part of the story and to work together with the other characters.

You also need to decide on a character's culture and language. Is your character part of an organization or employed by someone else?

After you have a basic image of your character in your mind, you may now start to determine the character's statistics in game terms.

## The Character's Statistics

The following five parts make up a character's statistics:

**Traits:** define the character's abilities and skills.

**Strengths:** allow a character to accomplish exceptional feats in certain areas.

**Restrictions:** limit a character in interesting ways.

**Thresholds:** determine how much punishment a character can take before being seriously impaired.

**Point trackers:** provide a character with a resource of stamina and determination.

Each action a character may take is defined by a *task* which tests the character's *traits*. *Strengths* and *restrictions* modify the character's ability to do this. A *task* has an *outcome* that may cause *Damage*, which is compared to the *thresholds* and may cause a *point tracker* to diminish.

Note that terms which have a special meaning in the rules are usually written in *italics*. The names of tasks are generally written in ***boldface and italics***.

You can write down the statistics of your character on a character sheet. See *Appendix N Character Sheets*, p.199.

## Primary Traits

You need to decide what capabilities your character has, what do you want to be good at, and what is of lesser importance to you.

A character has a *rank* in each *trait*. The capabilities of a character are determined by assigning points to several *traits*. A character may have a *rank* of zero in any *trait*.

There are 6 *primary* traits in total, 3 mundane and 3 extraordinary traits.

### Mundane

Valor	Physical prowess and agility
Wits	Cunning and conversation.
Spirit	Enlightenment and understanding.

### Extraordinary

Might	Destruction and transformation
Flow	Moving and shaking.
Ward	Detection and protection.

## Buying Ranks

You may assign 7 points to the 6 available *primary traits*, but you may not raise a trait above 4 ranks.

For each point assigned to a trait, the *rank* of a *mundane trait* is increased by one and the *rank* of an *extraordinary trait* is increased by two.

### Do It Quick

**Rogue, Spy, or Adventurer:** Put 2 ranks into *Valor*, 3 ranks into *Wits*, and 2 ranks into *Spirit*.

**Scholar or Scientist:** Put 1 rank into *Valor*, 3 ranks into *Wits*, and 3 ranks into *Spirit*.

**Warrior or Soldier:** Put 4 ranks into *Valor*, 1 rank into *Wits*, and 2 ranks into *Spirit*.

**Wizard or Psionicist:** Put 1 rank into *Valor*, 1 rank into *Wits*, and 2 ranks into *Spirit*. Put 4 ranks into one *extraordinary trait* of your choice and 2 ranks into another one.

## Trait Rank Scale

The scale of **Knights + Rifles** focuses on outstanding or heroic characters. Most individuals have trait ranks from zero to two.

Trait Rank	Meaning
0	Inept, never practiced this
1	Capable of doing it, average talent
2	Quite good, above average
3	Outstanding talent
4	Best in the world
5	Beyond human capabilities

Trait ranks reflect the characters general capability and experience, while *strengths* represent formal training and exceptional talent.

To be really good at anything, the character should have a good trait rank and an appropriate strength.

Also, amongst humans, not all trait ranks are distributed evenly, therefore a rank of one is not the average for all traits.

In peaceful areas you may find many people with *Valor* 0, while in warlike communities the average person may have *Valor* 2, while there are some with *Spirit* 0.

### Example

The player Joey decides that the character Eden, has the following *mundane trait* ranks: *Valor* 2, *Wits* 1, *Spirit* 3.

Eden will have *extraordinary powers* and has a rank of 2 in *Flow*, which costs one point. Adding up those ranks equals 7:

$$2 + 1 + 3 + 1 = 7$$

## Zero Rank Traits

Anyone or anything with a *trait rank* of 0 in the *valor*, *wits*, or *spirit trait* suffers the following consequences beyond not being capable of succeeding at any *task* testing that *trait*.

**Valor:** You must *resist fear* with a *horror* of 9 every time you witness violence. You cannot *sprint*, if you can move at all. You must *resist stun*, if you take *physical harm*.

**Wits:** You cannot transmit complex information to others and your understanding of language is very limited. Your *Caution* is 5.

**Spirit:** You act purely on your instincts. You do your best to survive and you can follow commands given to you. You will eat food that is accessible to you and look for it if you are hungry. You will sleep when you are tired and defend yourself if you are physically attacked.

### Example

Eden has at least a rank of 1 in *Valor*, *Wits*, and *Spirit*. The rank of 0 in *Might* and *Ward* has no effect besides that Eden is unable to succeed at any tasks testing those traits.

# Derived Traits

The **primary traits** you chose are used to determine the ranks in some additional traits to flesh out your character.

Some *derived traits* depend on a *primary trait* and change accordingly if their *primary trait* changes.

### Size

The *Size* of most adult humans is 0. See *Appendix E Ancestry*, p.163 for a few different options.

### Wealth

*Wealth* is an abstract measure of how much you can afford. You may acquire anything with a *Cost* lower than your *Wealth* easily once or twice per day.

Your default starting *Wealth* is 3. It can be changed when you select strengths and restrictions.

### Move

This is the typical distance in *meters* or *yards* you can move during a turn, which is an abstract time unit lasting between 1 and 6 seconds, depending on the circumstances.

$$\text{Move} = 4 + \text{Valor} + \text{Size}$$

### Example

Eden has *Size* 0, *Wealth* 3, and *Move*  $4 + 2 + 0 = 6$ .



## Passive Traits

For each *active trait* exists a corresponding *passive trait*.

These characteristics determine how difficult it is to work against the character. The system assumes that everyone does their best to defend themselves.

In many cases you may just test the *active trait* of one character against the matching *passive trait* of another character to determine the outcome of a situation.

### Defense

The basic difficulty to hit you with a **ranged attack**.

$$Defense = 7 + Valor - Size$$

It is assumed that everyone tries their best to evade any danger. Your *Defense* drops to  $7 - Size$ , if you are oblivious to an attack (e.g. if you are unconscious or sleeping).

You **drop down**, if you try to improve your defense by sacrificing your ability to act next turn.

### Caution

How generally aware of the environment you are and how difficult it is to perceive you

$$Caution = 7 + Wits - Size$$

### Resolve

The difficulty to deceive you with fallacies and to convince or manipulate you.

$$Resolve = 7 + Spirit$$

## Extraordinary Passive Traits

These *passive traits* determine your capability to resist supernatural forces.

### Weave

Resists *Might*.

$$Weave = Defense + Ward$$

### Shadow

Resists *Ward*.

$$Shadow = Caution + Ward$$

### Sentry

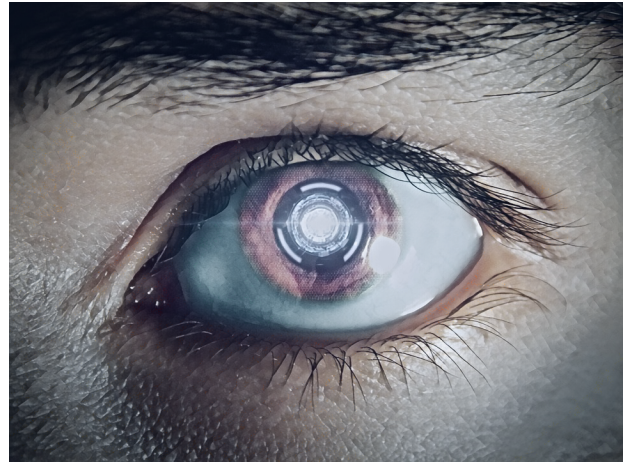
Resists *Flow*.

$$Sentry = Resolve + Ward$$

### Example

Eden has *Valor* 2, *Wits* 1, and *Spirit* 3, therefore *Defense* is  $7 + 2 = 9$ , *Caution* is  $7 + 1 = 8$ , and *Resolve* is  $7 + 3 = 10$ .

Eden has *Ward* 0, therefore *Weave* is 9, *Shadow* is 8, and *Sentry* is 10.



While extraordinary powers are often called supernatural, they can come from mundane sources such as very advanced science or technology.

## Threshold Traits

These traits determine how many physical harm or mental trauma it takes to seriously hurt a character. This is explained in *Chapter 6 Trackers and Thresholds*, p.65.

### Serious Wound

$$Serious Wound = 4 + Size + 2 \times Valor$$

### Critical Wound

$$Critical Wound = 4 + Serious Wound$$

### Serious Trauma

$$Serious Trauma = 4 + 2 \times Spirit$$

### Critical Trauma

$$Critical Trauma = 4 + Serious Trauma$$

## Point Tracker Maximums

There are two *point trackers*, the *Stamina* tracker and the *Determination* tracker, which are also explained in *Chapter 6 Trackers and Thresholds*, p.65.

### Stamina

$$Stamina = 5 + 2 \times Valor + 2 \times Spirit$$

### Determination

You start with 3 *Determination*.

### Example

*Valor* is 2, so *Serious Wound* equals  $4 + 2 \times 2 = 8$  and *Critical Wound* equals  $4 + 8 = 12$ .

*Spirit* is 3, so *Serious Trauma* equals  $4 + 3 \times 2 = 10$  and *Critical Trauma* equals  $4 + 10 = 14$ .

*Stamina* is  $5 + 2 \times 2 + 3 \times 2 = 15$  and *Determination* is 3.

# Strengths and Restrictions

While the traits reflect your character's broad talent, strengths represent training and experience or an exceptional gift. Restrictions include specific weaknesses or convictions narrowing down a character's options in a situation.

You may pick up to 3 *restrictions*. For each *restriction* you picked you may pick one *strength*. Usually a *strength* or *restriction* may only be picked once.

Then you may pick one additional *distinguishing restriction* that allows you to pick a *distinguishing strength*.

*Strengths* are described in *Chapter 4 Strengths*, p.39 and *restrictions* in *Chapter 3 Restrictions*, p.21.

## Strength and Restriction Specializations

Some *strengths* and *restrictions* have a specialization listed in brackets behind it. They may be picked multiple times, each time for a different specialization.

## Strength and Restriction Levels

Some *strengths* and *restrictions* can be selected multiple times if they expressly allow it. Each pick grants you one level of it. They are marked with an (x) after their name.

## Very Powerful Strengths and Restrictions

Some *strengths* or *restrictions* are so powerful or restricting that each level costs several picks. This cost is listed as a number after their name in brackets.

When both, an x and a cost is stated, each level of the *strength* or *restriction* costs the listed amount.

## Free Strengths and Languages

You may gain free *strengths* from your ancestry. You get the *Area Knowledge* strength for your hometown for free. You can know a maximum number of languages equal to your *Spirit* + 1. Add two for each time you picked *Scholar*.

### Example

Joey picks the following restrictions for Eden: *Honest*, *Pacifist*, and *Charitable*.

To be honest will be an urge and the character will risk breakdown for acting against *Charitable*.

So Eden doesn't lie or start a fight and donates to a good cause every day.

*Strengths* are *Master (heal)*, which counts as 2 picks, and *To the Last Breath*. This grants a total of +5 when attempting to heal and mitigates the effect of failure.

## Ancestry

Since humans are the default ancestry in most campaigns, they are listed here. For others, see *Appendix E Ancestry*, p.163. Each ancestry has a set of distinguishing strengths and restrictions to set them apart.



While we seem to be the only ones contemplating our existence here on earth right now, sometimes we look up at the stars and wonder if there is anyone like us out there.

## Distinguishing Strengths and Restrictions

You may pick one of the distinguishing restrictions and receive a pick for a distinguishing strength. Most ancestries also grant one or more free strengths.

### Humans

Humans have the following distinguishing restrictions:

Chummy  
Compulsion  
Fanatic  
Miserliness  
Prejudice [people who do not belong to my group]

Humans gain the *Endurance* strength for free. They may also pick one of the following distinguishing strengths, if they have picked a distinguishing restriction.

Expert  
Explorer  
Martial Artist  
To the Last Breath

### Example

Eden gains *Endurance*, increasing *Stamina* to 18, picks *Chummy* with the *urge* option as the distinguishing restriction and *Martial Artist* as the distinguishing strength.

# Equipment

Now it is the time to determine your character's gear and possessions. Your wealth and the era of the campaign determine what equipment is available to you. Make sure you carry the most important stuff you need.

Equipment is listed in *Chapter 9 Equipment*, p.99. This chapter also contains different approaches to how equipment can be handled in your campaign.

The amount of equipment a character owns at the beginning of the story depends on their *Wealth*.

You may possess up to 2 items of an *Expense* which is 1 greater than your *Wealth*.

You may possess up to 3 items of an *Expense* which is equal to your *Wealth*.

You may possess up to 5 items of an *Expense* which is lower than your *Wealth*.

You may swap one item of a higher expense for 3 items of a lower one and vice versa.

Each entry in the list contains the necessary packaging to carry everything comfortably, so you don't have to worry about pockets, webbing or backpacks.

You can wear one armor and wield one weapon in each hand if none has the *two-handed* keyword. You need both hands to wield a weapon with the *two-handed* keyword.

You can carry more but you can benefit only from armor you wear and weapons you currently wield.

## Currency

Currency is a special type of equipment that represents money or easily tradable goods.

Sometimes you need to spend currency worth a certain *Expense*. You can do this, if you have enough in your inventory, or if it is less than your *Wealth*.

You need to decrease your *Wealth* by 1 if you can't. You need to **avoid legal trouble**, if your *Wealth* would drop below zero.

### Example

*Eden is equipped with the following gear of the late information era:*

*Expense 4: Submachine gun (2<sup>nd</sup>), portable computer (3<sup>rd</sup>)*

*Expense 3: Ballistic armor (5<sup>th</sup>), beacon of healing (3<sup>rd</sup>), plastic card (3)*

*Expense 2 or less: Tactical helmet (5<sup>th</sup>), good clothing, light camping gear, cell phone, knife (4<sup>th</sup>).*



There are many different philosophies of how to handle equipment in role-playing games. The equipment lists in **Knights + Rifles** are not too detailed and only give a general overview of what is possible at what era.

Your group may choose to extend them and provide additional variations of the available items or ignore them completely. The Equipment chapter provides guidelines for balancing these approaches.



## Option: Carrying Capacity

Use the following rules if your group agrees that it is necessary to limit the amount of equipment you can carry.

### Maximum Lift

Your *Maximum Lift* capacity equals  $3 + \text{Valor}$ .

### Maximum Load

Your *Maximum Load* equals your  $6 + \text{Valor}$ .

### Encumbrance

Your *Encumbrance* equals the sum of the *Load* of all the items your character carries. Ignore fractions. When you do not want to care too much about encumbrance, you may ignore items with a *Load* of  $\frac{1}{2}$  entirely.



As usual, discuss with your group how many or how few of these rules, if any, you might want to use. Characters may carry as much as they want as long as it doesn't destroy the suspension of disbelief.

Appendix M *The Real World*, p.195 contains some guidelines for determining the load of things not listed in the equipment list.

Your *Encumbrance* may not exceed your *Max Load*, and you can't carry a single item with a load greater than your *Max Lift* capacity.

You are *medium encumbered*, if your *Encumbrance* exceeds your *Valor*. You are *heavily encumbered*, if it exceeds your *Max Lifting* capacity.

Reduce *Defense* and *Move* by one if you are *medium encumbered* or by two if you are *heavily encumbered*.

A typical human has a *Load* of 5 if carried, or 6 if they are carrying equipment with an *Encumbrance* of 5 or greater.

### Example

*Max Lifting* is  $3 + 2 = 5$  and *Max Load* is  $6 + 2 = 8$ .

*Encumbrance* is  $1 + 1 + 0.5 + 0 + 0.5 + 0.5 + 1 + 0 + 0 = 5.5$  rounded down to 5. This is greater than *Brawn* but not more than *Max Lifting*, therefore Eden is *medium encumbered*.

*Dodge* is now  $9 - 1 = 8$  and *Move* is  $6 - 1 = 5$ .

## Equipment and Traits

After you have selected your equipment, you can finally determine the rank of the traits which are modified by it. Include modifiers from strengths and restrictions.

The character sheet provides the space to write down the statistics for several weapons. You can write down the trait ranks for other options, such as different styles of clothing, equipment carried, or donned armor separated by a slash.

### Impression

The impression you make when interacting with someone.

*Impression* = *Wits* + clothing's *Grade*

### Presence

How powerful, dangerous or relatable you appear to others.

*Presence* = *Wits*

Having *Valor* 4 or more adds 1.

### Parry

The difficulty to hit you with a *melee attack*.

*Parry* =  $7 + \text{Valor} + \text{melee weapon's Deflection}$

When you're wielding two melee weapons or a melee weapon and a shield, add the *Deflection* of both.

### Armor

Your resistance to physical harm, including armor.

*Armor* =  $7 + \text{Valor} + \text{Size} + \text{armor's Resistance}$

### Defense

When you wield a *shield*, add its *Deflection* to *Defense*.

### Precision

How well you hit with your weapon.

*Precision* =  $\text{Valor} + \text{weapon's Accuracy}$

### Impact

A weapon's capacity to pierce armor and cause damage.

*Impact* =  $\text{weapon's Impact}$

### Damage

How much harm a weapon does if it causes damage.

*Damage* =  $\text{weapon's Damage}$

### Example

*Impression* is  $1 + 1 = 2$ , *Presence* is 1, *Parry* is  $7 + 2 + 0 = 9$  and *Armor* is  $7 + 2 + 0 + 10 = 19$ .

*Precision* for the submachine gun is  $2 + 2 = 4$ , *Impact* is 12 and *Damage* is 6.

*Precision* for the knife is  $2 + 2 = 4$ , *Impact* is  $2 + 3 = 5$  and *Damage* is  $2 + 2 = 4$ .





You may work together with the entire group to figure out what roles your character can fulfill and which traits are still required to help your band of adventurers to succeed. You may also play out a few small scenarios to test your abilities before you finalize your character.

## Balancing Characters

**How can I make sure that my character can do what I want them to do? Is there a right way to build a character?**

You have a few simple options to choose your *primary trait ranks*, if you do not want to pick any *extraordinary traits*.

A balanced approach is to set one *trait* at *rank* 3, and the two others at 2.

When you want to be focused, and accept to be mediocre in some things, set one *trait* at *rank* 4, one at 2, and one at 1. You may also set two *traits* at *rank* 3 and one at 1.

Since extraordinary abilities require you to *focus*, you should have at least a *Spirit* rank of 2, with 3 being recommended if you want to use them.

### Talking

Usually each group needs one character who is specialized in social interaction. Having more is a bonus, but having none seriously limits your options.

The player of this “party face” may take advice from other players but has of course the final say about what this character actually says or does.

To build such a character, make sure to have at least *Wits* 3 and pick *strengths* boosting your social skills, like *Attractive*, *Charisma*, or *Rhetoric*.

Also consider picking the *Wealth strength* so you can afford elaborate clothing and pay significant bribes.

Note that the advice given by other players is usually supposed to represent the inner dialog of this character who can successfully guess what the others are thinking.

### Combat

When the campaign includes a lot of combat, your character may want to be able to contribute to its outcome.

The most obvious way to do this is by attacking with a weapon. When your character wants to be good at this, make sure to have at least *Valor* 3 and pick the *Weapon Master strength* for your weapon of choice.

When you have *Valor* 2 or less, find a weapon which does not depend on it. Or you may pick the *Accurate Maneuvers strength* to use *Wits*, if it is above average.

Beginning in the exploration era and even more so from the early atomic era or later, owning a powerful ranged weapon can be enough to cause a lot of damage, even if your *Valor* is only 1.

## Healer

Another option is a character who can take care of the injured. You need *Wits* 2 and *Spirit* 3. You should pick at least the *Field Medic* strength to do this.

Having someone who is able to help sick characters may be very useful in some campaigns. Then the *Physician* strength is your way to go.

## Guide

Abilities to navigate the wilderness or the far reaches of space make an interesting character, but they are usually supplementary in nature.

However, having *Wits* 2 or better and picking the *Explorer* strength is seldom a bad idea.

When it is pretty clear that most of the story will happen in a specific environment you may go for *Trailblazer* or *Area Knowledge* instead.

## Durability

When you want your character to last, try to get a *Serious Wound* and *Trauma* threshold of at least 8, otherwise you may collect temporary restrictions quicker than you can get rid of them.

When you do not want to have a decent *Valor*, pick the *Mind over Matter* or *Elusive Target* strength.

Beginning with the early industrial era, a *Serious Wound* threshold of 9 or better helps you to get away from stray hits from rifle bullets without being seriously injured.

However, a direct hit with a powerful weapon may always kill the toughest human, especially if you are using the *Overskill* and *Overkill* optional rules.

To mitigate this, take the best armor you can afford or carry.

When you want your character to absorb a lot of damage and continue fighting, pick *No Pain* or *to the Last Breath*, or both.

### Example

After reading this Joey decides that Eden will have the *Mind over Matter* strength instead of *Martial Artist*.

This is possible since the character can have *Expert (heal)* instead of *Master (heal)*, which frees one pick for *Mind over Matter*, and then pick *Expert (heal)* as the distinguishing strength to upgrade to *Master (heal)*.

This improves *Serious Wound* to 9 and *Critical Wound* to 13.

# Improvement

**When the story progresses characters gain experience and their capabilities improve, so they can face even more dangerous threats.**

In most campaigns, characters are not finished after you are done with character creation. Typically they acquire additional strengths during the course of the story.

While you are free to choose what you want, you may want to consider whether there are some strengths that go particularly well when looking at what the character has accomplished.

## Determination Gain

Your group needs to determine if the characters may improve during the campaign and how fast it happens. This determines how often the characters gain one additional point of *Determination*.

Improvement	Determination Gain
Fast	Every session
Average	Every other session
Slow	Every four sessions
None	Never

## Acquiring Strengths

Every time that happens, they may choose to spend points of *Determination* to acquire additional strengths, with 2 points of *Determination* being worth one pick.

## Option: Increasing Traits

It may also be possible to spend 20 points of *Determination* to raise the rank of a *primary trait* by one, which also increases the related passive, derived and equipment traits.

Raising an *extraordinary trait* rank costs 10 points instead.

However, a rank of 4 may not be exceeded, and *primary traits* with a rank of 0 may not be raised at all.

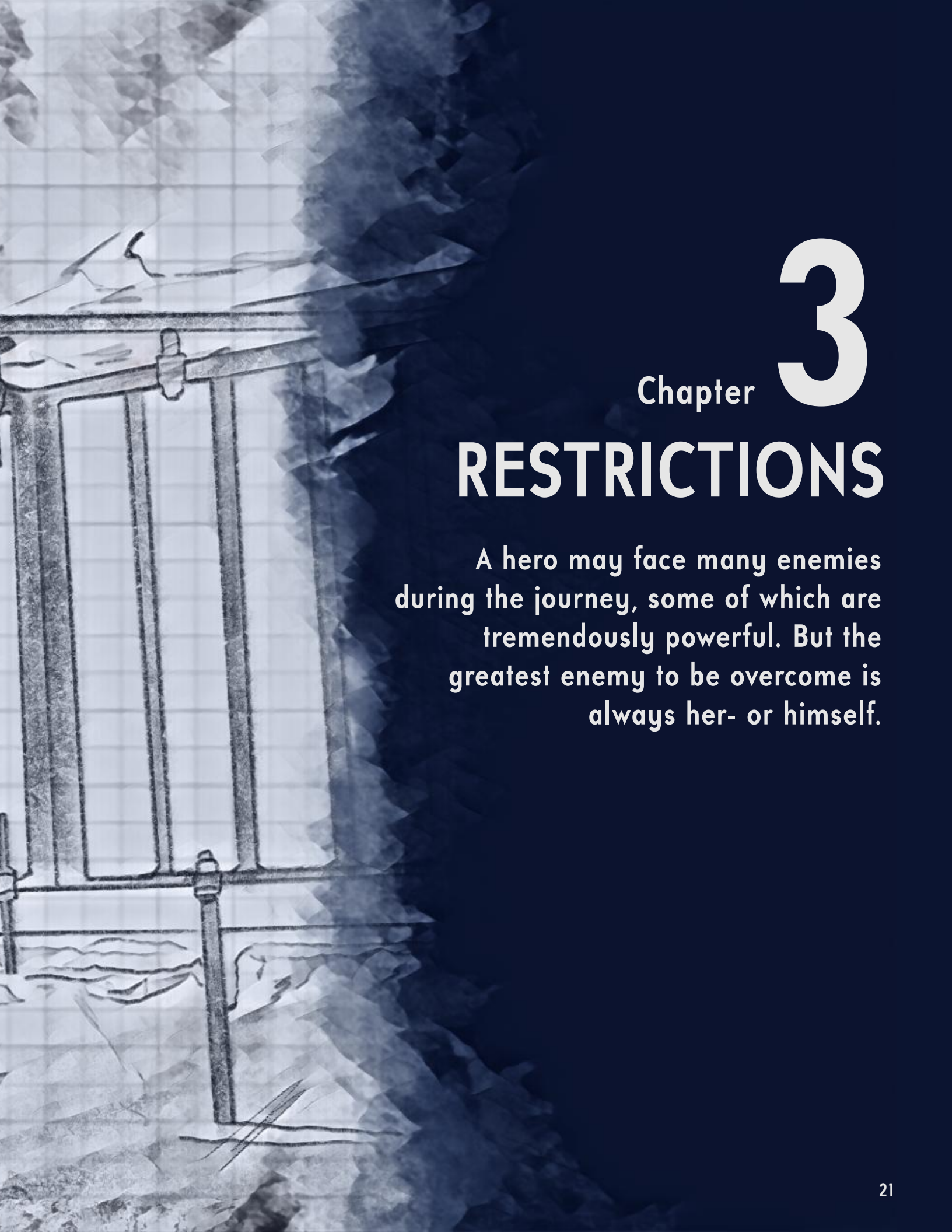
## Determination Limit

After strengths where bought or traits where raised, it is necessary to limit the maximum amount of determination available to the characters, dependent on the campaign style:

Campaign style	Max Determination
Gritty and Deadly	3
Dangerous	6
Heroic	19
Ultra Heroic	∞







# Chapter 3

## RESTRICTIONS

A hero may face many enemies during the journey, some of which are tremendously powerful. But the greatest enemy to be overcome is always her- or himself.



# Strength in Weakness

**Some restrictions are based on desires or convictions, while others may be mental or physical impediments. Some of them allow you to chose how exactly they affect your character.**

Pick the restrictions that you find interesting and that suit your character. Make sure to create your greatest enemy with care.

## How Often Can You Pick any one Restriction?

Usually a *restriction* may only be picked once. Restrictions marked with an (X) may be picked multiple times, each pick hampering you with one level of the *restriction*.

## Severe Restrictions

Some *restrictions* are so severe that they cost several picks. These costs are listed as a number in brackets after their name.

If both an X and a price are listed, you can pick or acquire the *restrictions* multiple times and each level costs the amount shown.

## The Scope of a Restriction

One or two words describe the scope of the restriction, if they are stated in square brackets behind the name.

While you may chose to broaden the scope of the restriction beyond its minimum, that does not grant you additional picks for strengths.

The restriction costs the listed number of picks, regardless of its scope, if a number is listed before the scope.

The scope of a *restriction* is explained in its description.

## Permanent and Temporary Restrictions

Restrictions picked during character creation are *permanent* and usually remain part of the character for the rest of their life.

During the story, a character may acquire additional *restrictions* due to dire circumstances or accidents.

These *restrictions* are *temporary*, unless stated otherwise. A *temporary restriction* may be cured with **remove temporary restriction**. Some *restrictions* list additional ways to get rid of them.

If you somehow acquire the same restriction as a *temporary* and a *permanent* one, they are handled as two distinct restrictions for the purpose of **remove temporary restriction**.

## Your Day

Your day starts at the beginning of a session. It ends when you wake up after sleeping. It ends after 24 hours of story time, if you are not sleeping. Then a new day begins.



Restrictions can require sacrifice or extra effort on your part, or make you more likely to fail in certain situations. You can make this an integral part of your character's story.

## Urge or Breakdown

With some restrictions, you can choose between urge and breakdown to determine how they affect you. You have to make the choice when you pick the restriction.

An urge will result in a  $-1$  *modifier* to all your tasks which applies until you meet a certain condition mentioned in the description of the restriction.

You need to test your *Spirit* in the following task, if you have chosen breakdown and you fail to fulfill the requirements of your restriction (see *Chapter 5 Tasks*, p.57):

### **Resist Breakdown** ⚠

You try to avoid going into a really bad mood.

*Spirit* vs. 9 (*Immediate*)

**Decisive:** You are fine.

**Qualified:** Treat this as a failure, if your *Stamina* is already 0. Otherwise you take 1d6 *mental trauma*.

**Failure:** You either acquire a *temporary restriction* or must **resist unconsciousness**. For the restriction you may choose between *Gloominess* and *Loose cannon*.

# Flaws

This section contains views that make life difficult for you and the people around you. Most of them can be considered inappropriate for heroes but fitting for villains. Only choose what everyone in your group agrees with.

## Bootlicker

*"Of course, I am on my way! Thank you, sir!"*

You just like to follow orders.

Reduce your *Presence* by 2.

You can't pick *Intimidating* or *Charisma*.

## Cowardice (2)

*"I have to get out of here!"*

You are afraid to lose your life in violent conflict.

Once every turn if you witnessed someone being *attacked* you must *resist fear* vs. a *horror* of 9.

## Crawler

*"It's great to be with like-minded people!"*

You want to please your peers at all cost.

You have to choose between *urge* and *breakdown* to determine how this restriction affects you:

**Urge:** You get a *−1 modifier* to all your tasks except *entertain* from the beginning of your day until you successfully *entertain* your peers.

**Breakdown:** You must *resist breakdown*, if you did not successfully *entertain* your peers until the end of your day.

“ People strive for the light, not to see better, but to shine better. ”

Nietzsche - Menschliches, Allzumenschliches

## Fanatic [Leader]

*"For the Great Exalted One!"*

You follow your leader without question.

Choose a leader within the setting.

You must obey your leader and everyone whom your leader has designated as your commander. You must *resist breakdown*, if you cannot obey.

Your leader will usually be replaced by someone you follow with the same dedication, if they die.

## Greed

*"That's all mine!"*

You need to acquire wealth.

You get a *+1 modifier* to *sell item*.

You have to choose between *urge* and *breakdown* to determine how this restriction affects you:

**Urge:** You get a *−1 modifier* to all your tasks except *acquire item* and *sell item* from the beginning of each session until your *Wealth* increases by 1.

**Breakdown:** You must *resist breakdown* at the beginning of this session, if your *Wealth* did not increase at least by 1 during the last session.

## Know-it-all

*"Let me explain this to you..."*

You must make sure that you are the smartest one.

You need to *assess the situation* whenever you meet new people. You need to do this at the beginning of a session, if you are together with a group of people.

Then you have to *persuade* them that you are the smartest of them all.

**Urge:** You get a *−1 modifier* to all your tasks until you tried it.

**Breakdown:** You must *resist breakdown*, if you did not try it until the group disperses or during the last the session.

## Narrow-Minded

*"What is this?"*

There is not much room for others in your world.

You get a *−2 modifier* to *diagnose*, *entertain*, *invent item*, *medical research*, and *research topic*.

You get a *−2 modifier* to *assess the situation* against someone not from your culture or with the *Weird* restriction.

You must *resist going on a rampage* whenever you encounter someone with the *Weird* restriction or from a group which suffers from your *Prejudice* restriction, if you have the *Loose Cannon* restriction.

## Prejudice [Group]

***"This is unacceptable!"***

You consider yourself better than some others.

Choose a group of people where you will typically encounter a member who clearly belongs to that group at least once during each session.

Some examples are *comrades, believers, blue collar workers, city dwellers, civilians, craftspeople, farmers, foreigners, "friends", intellectuals, law enforcers, nobles, non-believers, poor people, rich people, soldiers, village people, white collar workers* or *wrong-doers*.

When it comes to believers, you can choose any type of belief you want as long as that group of believers meets the requirement stated above.

You can also choose people with a specific eye, hair, or skin color, or a specific gender or sex.

You have to choose between urge and breakdown to determine how this restriction affects you:

**Urge:** You will get a  $-1$  modifier to all of your tasks if you witness someone from this group succeeding at an important task. To get rid of this modifier, you must successfully **persuade** 1d6 other witnesses, or as many as you can see, that it was either lucky or wrong.

**Breakdown:** After you witnessed someone from this group succeeding at an important task, you must **resist breakdown**.

In the context of the restriction the following tasks are considered important: **acquire item, assemble, entertain, indoctrinate, invent item, persuade, plan route, remove a temporary restriction, repair, sell item.**

## Selfish

***"You scratch my back, I'll scratch yours."***

You don't give when you can't get something back.

You demand something which has an *Expense* at least equal to your *Wealth*, if you **hand something over, first aid, remove temporary restriction**, or help someone in any other way.

You have to choose between urge and breakdown to determine how this restriction affects you:

**Urge:** You get a  $-1$  modifier until you receive the compensation. The penalty does no longer apply if the person owing you dies.

**Breakdown:** You must **resist breakdown** at the end of the day, if you did not receive the compensation until the end of your day.

# Instabilities

These restrictions are usually nothing you can do much about. They are an intrinsic part of your character.

## Big Spender (2)

***"Just one more time!"***

You spend a lot of money for nothing.

You spend 2 hours every day doing something that costs money. Some common examples are *shopping, gambling, carousing, or spending time with a person of a certain profession*.

You have to choose between urge and breakdown to determine how this restriction affects you:

**Urge:** You get a  $-1$  modifier to all your tasks from the beginning of your day until you participate in an activity for 2 hours which has an *Expense* equal to your *Wealth* or greater.

**Breakdown:** You must **resist breakdown** at the end of your day, if you did not participate in an activity for 2 hours which has an *Expense* equal to your *Wealth* or greater during your day.

“ In his pride he believes in his self-control and in the omnipotence of his will and despises those who allow themselves to be duped by nature. ”

C. G. Jung - Aion

## Bloodlust

***"Come to me!"***

You can't stop when you started to be violent.

As soon as a battle starts you cannot stop. A battle starts whenever someone in your vicinity makes an **attack**.

From then on, you need to make an **attack** every turn, if there is anything living in your reach.

You need to **resist going on a rampage**, if you do not want to attack anymore.

Make sure that everyone in your group is fine with it, if you want to pick this restriction.

## Careless

***"That doesn't look dangerous at all."***

You get into trouble more often than necessary.

You get a  $-2$  modifier to **avoid losing control, avoid falling, avoid getting lost**, and **avoid legal trouble**.

## Chummy

**"Let's do this together!"**

You don't like to be alone.

You have to choose between urge and breakdown to determine how this restriction affects you:

**Urge:** You get a  $-1$  modifier to all your tasks if you are alone.

**Breakdown:** After you have been alone for one hour, you must **resist breakdown**. You do not need to **resist breakdown** because of this restriction for the remainder of your day, if this results in a *qualified success* or a *decisive success*.

## Compulsion [Activity] (x)

**"There is something important I have to do now."**

You can't exist without doing this thing.

Choose an activity that you need to do for 2 hours a day. Some examples are *cooking, debating, eating, exercising, gaming, lechery, reading, religious rituals, watching movies, or worshiping your leader*.

While some of these things may be useful or helpful, this is the time you spend in addition to what would be beneficial or healthy.

You may pick this restriction multiple times, each time you must spend an additional 2 hours every day doing it.

You have to choose between urge and breakdown to determine how this restriction affects you:

**Urge:** You get a  $-1$  modifier to all your tasks from the beginning of your day until you did it.

**Breakdown:** You must **resist breakdown**, if you cannot do it until the end of your day.

When you write down this restriction, put the activity you chose and its level in brackets behind it.

## Dense

**"Oh yeah, that makes totally sense!"**

You just think you get it, even if you don't.

Reduce your *Resolve* and your *Caution* by 1.

## Easy to Read

**"How do you know what I am thinking?"**

You have the opposite of a poker face.

If someone wants to **assess the situation** to figure out what you're up to, they gain a  $+2$  modifier and any *qualified success* becomes *decisive*.

## Feeble

**"Oh sorry, you're right, how could I say this."**

You just can't stand your ground.

Reduce your *Resolve* by 1.

## Gloominess (2)

**"As if this would make any difference."**

You think your life is in vain.

Before you attempt any task, you must **resist apathy**. You do not need to **resist apathy** because of this restriction during the next 1d6 minutes, if this results in a *qualified success* or a *decisive success*.

## Gourmet

**"This desert did not meet my expectations."**

You really enjoy expensive food.

You have to choose between urge and breakdown to determine how this restriction affects you:

**Urge:** You get a  $-1$  modifier to all your tasks from the beginning of your day until you eat a meal which has an *Expense* equal to your *Wealth* or greater.

**Breakdown:** You must **resist breakdown** at the end of your day, if you did not eat a meal which had an *Expense* equal to your *Wealth* or greater during your day.



Most instabilities represent one of your deepest desires. While you can suppress them, you will never completely leave behind the ones you chose when creating your character.

## Guilt Complex (2)

**"You don't know what I have done."**

You think you are responsible for all bad things.

You must **resist breakdown** at the end of your day, if you've witnessed someone taking physical harm or failing at an important task during your day.



### Impulsiveness

**"We have hesitated far too long!"**

You need to act... now!

---

You get a  $-1$  modifier to *investigate area*, *plan route*, *research topic*, and *indoctrinate*.

Also, you cannot *aim* at anyone who already made an *attack* during the current combat, and you cannot *feint*.

### Indecisive

**"I have to think this through."**

You can't make up your mind.

---

You get a  $-1$  modifier to *assess the situation*, *diagnose*, *identify*, *plan route*, and *resist apathy*.

When it is determined who acts first in combat or a social encounter, your *Valor* and *Wits* are treated as 0.



While each restriction has its rules to show how it works in the game, it can get a lot more interesting if you imagine how it will affect your character and incorporate it into the story.

---

### Kleptomania

**"I don't know how this ended up in my pocket!"**

You take things from others without noticing it.

---

You have to choose between *urge* and *breakdown* to determine how this restriction affects you:

**Urge:** You get a  $-1$  modifier to all your tasks from the beginning of your day until you steal something.

**Breakdown:** When you did not steal anything until the end of your day, you must *resist breakdown* at the end of the day.

Make sure the other players are fine with it, if you want to pick this restriction, since their characters could become your victims.

### Loner

**"Please leave me alone!"**

You don't need company to be happy.

---

You have to choose between *urge* and *breakdown* to determine how this restriction affects you:

**Urge:** You get a  $-1$  modifier to all your tasks if you are not alone.

**Breakdown:** Each time you participate in a group check, you must *resist breakdown*.

### Loose Cannon (2)

**"Are you freaking kidding me?"**

You become violent, if something goes wrong.

---

Every time the outcome of a task you tried is a *failure*, you must *resist going on a rampage*. You do not need to *resist going on a rampage* for 15 seconds or 5 turns, if this results in a *qualified success* or a *decisive success*.

You must *resist going on a rampage* immediately, if you would acquire this restriction but you already have it.

### Masochism

**"Bring it on!"**

You need to feel pain to know that you're alive.

---

You inflict *2d6 physical harm* on yourself at the beginning of this session, if you did not receive any *physical harm* during the last session.

### Miserliness

**"You want how much for this crap?"**

You hold on to your possessions.

---

Every time your *Wealth* decreases, you must *resist breakdown*.

### Old Fool (x)

**"I know how the world works!"**

You think your old age has made you much wiser.

---

You get a  $-1$  modifier to *indoctrinate* or *persuade* someone who is younger than 20 years.

You may pick this *restriction* multiple times, each time the *modifiers* worsens by  $-1$  and the maximum age of the people where you get it is increased by 10.

When you write down this *restriction*, put its level in brackets behind it.

## Old Jester (×)

**"The world is a madhouse."**

You know your age didn't make you that much wiser.

You get a  $-1$  modifier to **indoctrinate** or **persuade** anyone.

However, once per session, you can make either an **indoctrinate** or **persuade** attempt with a  $+1$  modifier.

You may pick this *restriction* multiple times, each time the negative *modifier* worsens by  $-1$ , and the positive increases by  $+1$ .

When you write down this *restriction*, put its level in brackets behind it.

## Paranoia

**"They are after me!"**

You think everyone is after you. You are probably right.

You need to **assess the situation** whenever you meet new people. You need to do this at the beginning of your day, if you are together with a group of people.

You must **resist fear** with a *Horror* of 9, if you fail, or if you succeed and someone is really after you.

## Perfectionist [Trait]

**"It is not finished!"**

You need to do everything right.

Choose a *primary trait* with a *trait rank* of 3 or greater. You must **resist breakdown**, if you fail at a task testing that trait. Mitigation tasks are excluded.

Choosing *Valor* will also affect *Precision*, and *Wits* will affect *Impression* and *Presence*.

When you write down this *restriction*, put the name of the trait in brackets behind it.

## Phobia [Source of Fear]

**"Take it away! Take it away!"**

You are scared by some things or some people.

Choose something that scares you. Some viable choices are: *animals, crowds, darkness, death, dirt, enclosed spaces, heights, men, oceans, the sky, weapons, or women.*

Whenever you face the source of your fear for the first time during your day, you must **resist fear** with a *Horror* of 9.

When you write down this *restriction*, put the name of the thing that scares you in brackets behind it.

## Pyromania

**"It would be nicer if it burned."**

You like to set things on fire.

You have to choose between *urge* and *breakdown* to determine how this restriction affects you:

**Urge:** You get a  $-1$  modifier to all your tasks from the beginning of your day until you set something on fire.

**Breakdown:** You must **resist breakdown** at the end of the day, if you did not set anything on fire during a day.

In terms of this restriction, you need to set something on fire which has a *Load* and *Expense* of 1 or more. A torch, candle, or a silver of fatwood is not sufficient.



Most restrictions don't only make your own life more difficult, but they can be a threat to the entire group. Discuss with the other players if they consider some too dangerous.

## Shell Shock

**"Stares into the abyss..."**

After a battle you may break down.

A battle starts whenever someone in your vicinity makes an **attack**.

When the battle is over you need to **resist breakdown**.

## Tree Hugger

**"You can't kill that poor thing!"**

You need to protect the flora of this world.

Whenever you watch a tree or a rare or beautiful plant being destroyed, you must **resist breakdown**. When this results in a *qualified success* or a *decisive success*, you do not need to **resist breakdown** because of this *restriction* for the remainder of your day.





You may work together with the entire group to figure out what roles your character can fulfill and which traits are still required to help your band of adventurers to succeed. You may also play out a few small scenarios to test your abilities before you finalize your character.

## Convictions

Characters may adhere to a strict moral code, either out of tradition, personal experience, or allegiance.

### Charitable

*"They need help, can't you see it?"*

You want to make the world a better place with your money.

At the beginning of your day, you need to determine how much you have to donate to calm your conscience.

The required *Expense* is equal to  $Wealth + d6 \div 2 - 3$ , but never below 1.

You may use **acquire item** to get something you can donate.

You have to choose between urge and breakdown to determine how this restriction affects you:

**Urge:** You get a  $-1$  modifier to all your tasks from the beginning of your day until you make a donation which has the determined *Expense*.

**Breakdown:** You must **resist breakdown** at the end of your day, if you did not make a donation equal to the determined *Expense* or greater during your day.

### Honest

*"I'm afraid I have to tell you..."*

You want to tell the truth, no matter what.

You have to choose between urge and breakdown to determine how this restriction affects you:

**Urge:** You get a  $-1$  modifier to all your tasks if you told a lie. The modifier does no longer apply if you tell everyone the truth or all the people you told a lie to are dead. When a person you lied to dies you must **resist breakdown**.

**Breakdown:** You must **resist breakdown**, if you tell a lie.

This restriction applies in particular if you aim for a lower circumstance penalty for the boldness of your request during an attempt to **persuade** or **indoctrinate** by withholding information or telling lies.

In terms of this restriction, what matters is what your character thinks is true and not what really is true.

“ No legacy is so rich as honesty.

”

Shakespeare - All's Well That Ends Well

## Loyal [Organization]

*"I know they want the best for everyone."*

You devoted your life to a certain organization.

You have to choose between urge and breakdown to determine how this restriction affects you:

**Urge:** You get a *−1 modifier* to all your tasks if you act against the interests of the organization.

**Breakdown:** You must *resist breakdown*, if you acted against the interests of the organization.

When you write down this *restriction*, put the name of the organization in brackets behind it.

## Pacifist

*"It's easy to take a life. Can you give it?"*

You really don't want to kill peaceful people.

You must *resist breakdown*, if you *attack* anyone, whom you did not see *attacking* anyone before. You must *resist breakdown* with a *−4 modifier*, if you kill such an opponent.

## Protective [Group]

*"I can't let this happen."*

You want to protect a certain group of people.

Choose a group of people where you will typically encounter a member who clearly belongs to that group at least once during each session.

Some examples are *comrades, believers, blue collar workers, city dwellers, civilians, craftspeople, farmers, foreigners, "friends", intellectuals, law enforcers, nobles, non-believers, poor people, rich people, soldiers, village people, white collar workers* or *wrong-doers*.

When it comes to believers, you can choose any type of belief you want as long as that group of believers meets the requirement stated above.

You can also choose people with a specific eye, hair, or skin color, or a specific gender or sex.

Whenever a member of that group takes physical harm equal to the *Serious Wound* threshold, or mental trauma equal to the *Serious Trauma* threshold, you must *resist breakdown*.

You do not need to *resist breakdown* because of this *restriction* for the remainder of your day, if this results in a *qualified success* or a *decisive success*.

Make sure that all of your fellow players are fine with the group you chose, if you pick this restriction. If not, choose another group.

## Spread the Truth [World View]

*"You must believe me!"*

You must convert everyone to your world view.

Choose an world view. Some examples are: *A secret society controls the world, only a revolution can make us perfect, only god can make us perfect, only our deeds can make us perfect, our society is the best that ever existed, our society is becoming the worst that ever existed, the aliens from space are here, the people in power are monsters, the people in power have our best in mind, there is no god, there is a god, there are several gods, we are all gods.*

You need to *assess the situation* whenever you meet new people. You need to do this at the beginning of a session, if you are together with a group of people.

Then you have to try to *persuade* anyone who does not share your world view that your world view is the true one.

**Urge:** You get a *−1 modifier* to all your tasks until you tried it.

**Breakdown:** You must *resist breakdown*, if you did not try it until the group disperses or during the last the session.



When you choose a conviction, it can be interesting to find out why your character adheres to it. Is it required by religious belief or expectations of society or is it a personal choice?



# Impediments

This section lists some physical conditions that can make life difficult for you in certain situations, either because they are a disadvantage or because they are socially stigmatized.

## Addiction [Substance]

***"I need this. This makes my life complete."***

You are hooked on a dangerous or illegal substance.

---

Pick one of the poisons listed in *Poisons*, p.95. The statistics given are for one dose, which can mean several cigarettes, a small bottle of liquor, or a few grams of a drug.

You have to choose between urge and breakdown to determine how this restriction affects you:

**Urge:** You get a  $-1$  modifier to all your tasks from the beginning of your day until you consume a dose of that poison and acquire a pick of the appropriate *Poisoned* restriction.

**Breakdown:** You must **resist breakdown** at the end of the day, if you did not consume a dose of the poison and acquired a pick of the appropriate *Poisoned* restriction until the end of your day.

The number of picks this restriction is worth equals the *Expense* of one dose of the poison.

When you write down this *restriction*, put the name of the poison in brackets behind it.

## Allergy [Source]

***"This place makes me sick!"***

You are made sick by some kind of ordinary substance.

---

Choose something you are allergic to, if you pick this *restriction*.

Choose between *dust*, *insect stings*, *pollen*, *spores*, or *sunlight*.

Whenever you come in contact with the source of your allergy, you get a  $-1$  modifier to all your **tasks**.

This *modifier* will affect you as long as you are in contact and for  $1d6$  hours after you got away from it.

Usually being in the same room or within 5m of the source of your allergy is enough to affect you.

You will be stung by insects if it is warm and you are in or near a swamp or still waters.

*Sealed* armor protects you from the source of your allergy.

When you write down this *restriction*, put the name of its source in brackets behind it.

## Blind (3)

***"I can hear you."***

You can't see.

---

Everything is always in darkness to you.

You can't benefit from *Wide Spectrum Vision*.

## Borrowed Time (2)

***Bell tolling...***

The moment you lose consciousness, you are gone.

---

You are completely and irrevocably destroyed, if you would become unconscious.

## Can't Walk (3)

***"Don't worry, I can keep up."***

You can't walk.

---

Your *Move* is 0. Reduce your *Defense* and your *Parry* by 1.

## Colorblind

***"Can't you see that these shades are different?"***

You can't distinguish between some colors.

---

You get a  $-2$  modifier to **diagnose**, **identify**, **investigate the area**, **medical research**, **piloting**, and **plan route**.

## Fragile

***"Ouch!"***

You are easily harmed by physical damage.

---

Reduce your *Armor* by 2.

## Hard of Hearing

***"Could you speak more clearly, please?"***

You can't hear as well as most other people.

---

You get a  $-1$  modifier to **assess the situation**, **ask the locals**.

You get a  $-2$  modifier to **locate** if your target is in *weak light* or in *darkness* and you are not using technological sensor equipment.

## Heavy

**"Please Dr. take care of the bullet in my chest, not my diet."**

Your body is heavier than the average one.

Your *Load* is 1 greater than typical for your species, if someone or something wants to carry you.

If you board a vehicle as a crew member or passenger, its *Encumbrance* increases by 1.

Also increase the *Expense* of all armor and clothing you want to wear by 1.



Some restrictions can have ramifications based on cultural preferences. They can affect you differently in other societies, if your setting spans multiple cultures.

## Near Sighted (×)

**"Come closer, so I can see you."**

You can't see as far as most other people.

You get a  $-2$  modifier to *ranged attack*, *locate* and *piloting* unless you wear glasses or contact lenses which may or may not be available in your era.

Glasses are automatically lost or destroyed on any successful *hit* to your eyes, face, or head. They also reduce your *Impression* by 1 when worn, except if you have the *Charisma* strength.

You suffer 1d6 *physical harm* to your eyes, if you wear contact lenses for more than 16 hours, .

Also, each time you put them in or remove them, roll 3d6. You take 1d6 *physical harm* to your eyes, if all of those dice come up as a 1.

You may pick this *restriction* multiple times, each time the modifier to the listed tasks worsens by  $-2$ .

When you write down this *restriction*, put its level in brackets behind it.

## Oversensitive

**"The pain! This insurmountable pain!"**

You are affected by pain more severely than most.

You become *weakened* as soon as you receive any *physical harm*.

## Inept [Task]

**"I did exactly what you told me! It just didn't work!"**

You just can't do a certain kind of thing.

Choose one *task*. You may choose between *locate*, *melee attack*, *persuade*, *ranged attack*, *resist fatigue*, *sleep*, *sneak* or any *task* testing an *extraordinary trait*.

You may never choose a *task* which tests a *trait* where you have a *rank* of 0 or 1. Otherwise, you may choose any *task* that is important in the context of the campaign, if your group agrees.

You get a  $-1$  modifier when you attempt a *task*, and any *decisive success* becomes a *qualified success*, if you picked this *restriction* for it.

When you write down this restriction, put the name of the task you picked in brackets behind it.

## Low Encumbrance

**"Wow, that's heavier than I thought."**

You can't carry as much as most other people.

Reduce your *Max Lifting* and your *Max Load* by 1. You may only pick this if the encumbrance rules are used.

## Non-Starter

**"This is not my day."**

You just can't get to your full potential on some days.

At the beginning of your day roll a d6. On a roll of 1 you get a  $-1$  modifier to all your tasks until the end of your day.

## Slow

**"I didn't see that coming!"**

You are a little slow.

Reduce your *Defense* and your *Move* by 1.

## Sluggish

**"How did they find me?"**

You are easy to catch.

Reduce your *Defense* and your *Caution* by 1.



As you choose your character's strengths and restrictions, you can reflect on her or his life as an adolescent and the family environment in which she or he grew up. Are both parents still alive? Are there siblings? Why did your characters become what they are now?

## Struggles

**Your life is more difficult because of your place in society or the circumstances in which you were raised.**

### Poor (✕)

***"I don't need this."***

You don't have as much money as the average.

You can't pick this restriction if your *Wealth* is 0.

Reduce your *Wealth* by 1.

You can acquire this *restriction* multiple times. Each time your *Wealth* is reduced by 1.

### Technical Dinosaur

***"I don't need this newfangled nonsense."***

You don't get along with new, shiny, and modern stuff.

Whenever you try to use equipment that is from the current era and period of your setting or later you get a *–2 modifier* on every task you perform with this equipment.

### Weird

***"I am not your business."***

you act, dress, look or speak in a way that is different.

You get a *–2 modifier* whenever you try to *persuade*, *entertain*, or *indoctrinate* someone with the *Narrow-Minded* restriction.

You get a *–2 modifier* to *ask the locals* and *blend in with the crowd*.

You may suppress or hide your "weirdness" for 1d6 hours, but you must *resist breakdown* at the end of that time.

### Unattractive (✕)

***"Why are you looking at me like that?"***

You are considered to be less good looking than most.

Reduce your *Impression* by 1.

You may pick this *restriction* multiple times, each time your *Impression* decreases by 1.

When you write down this *restriction*, put its level in brackets behind it.

Lose 1 level of *Attractive*, if you would acquire this *restriction* but have the *Attractive* strength.



# Extraordinary

These restrictions have special natural, technological, or supernatural causes and are usually not applicable to human beings. They can be a viable option for different species or wielders of extraordinary powers.

## Ectotherm

*"Sssssssss..."*

Your body temperature does not regulate itself.

In contrast to endotherm creatures, which is the default, you may only ignore the temperature circumstance penalty, if your clothing or shelter exactly matches the current temperature. See *Temperature Penalty*, p.141.

## No Rest (3)

*"This does not compute."*

You can't regenerate naturally.

You can't *sleep* or *rest*.

On the other hand you don't need to *resist sleep*, since you are always considered to have an *outstanding success* on that.

## No Weapons (3)

*"Roar!"*

You can't use any weapons.

You can't make a *melee attack* or a *ranged attack*.

## Restricted Bless

*"See, now you can do it!"*

You can give only one blessing.

You may pick this *restriction* only if your *Might* trait rank is 3 or greater.

Pick one *strength*. You can only use *bless* to bestow that strength and no other unless you have *Reliable Bless* to do so.

## Restricted Curse

*"Now you will suffer!"*

You need only one curse.

You may pick this *restriction* only if your *Flow* is 3 or greater.

Pick one *restriction*. You can only use *curse* to bestow that restriction and no other unless you have *Reliable Curse* to do so.



Note that the most common drawbacks for creatures that do not have the typical abilities of the average human are represented by a rank of zero in certain traits.

## Restricted Transformation

*"Well, I can't do this, but I can do that!."*

Your ability to change things is limited to a certain way.

You may pick this *restriction* only if your *Might* is 3 or greater.

Choose one type of transformation:

**Self into Animal:** You may only transform yourself into an animal and back.

**Self into specific Monster:** You may only transform yourself into one specific kind of monster and back.

**Self into Person:** You may only transform yourself into any other person of your species and back.

**Other into specific Animal:** You may only transform a living creature into a specific kind of animal.

**Other into specific Monster:** You may only transform a living creature into a specific kind of monster.

**Other into specific dead matter:** You may only transform a living creature into a specific kind of dead matter. Stone or gold are common choices.

**Dead into undead:** You may only transform a corpse into an undead creature.

You can only use *change* to cause this type of transformation unless you have *Reliable Might* to do so.



# Acquired

These restrictions are usually acquired during the story as temporary restrictions. A few of them may be suitable as picks during character generation, but you should be careful with them.

## Burning (×)

**"I am on fire!"**

You are on fire!

This *restriction* has a *Caution* equal to your *Size*. It has a *Defense* of 3 if caused by regular fire, or 7 if caused by an *incinerating* weapon.

You and anyone or anything within 2m of you takes 1d6 *physical harm* from fire each turn. Reduce the damage by 5, if you are wearing sealed armor.

You acquire this *restriction*, if the *physical harm* caused by fire is equal to or greater than your *Serious Wound* threshold and you are flammable. You also acquire the *Immanent Organ Failure* *restriction*, if you already had it.

Anything easily flammable will acquire a pick as soon as it takes four points of *physical harm* by fire.

1d6 *minutes* after you acquired this *restriction* the first time, you automatically acquire another pick.

You may acquire this *restriction* multiple times, each time the *physical harm* dealt by the fire to you and anything around you increases by 1d6.

Note that the damage reduction due to sealed armor does not increase, if you have multiple picks of this *restriction*.

When you write down this *restriction*, put the number of times you acquired it in brackets behind it.

## Crippled Arm (2×)

**"Sorry, this takes a little longer."**

You can't use one of your arms.

You get a  $-2$  *modifier* to all *tasks* that test your *Artifice*, *Valor*, or *Spirit*. The *modifier* still applies, if you can replace one of these *traits* with another one due to a *strength*.

You may acquire this *restriction* as many times as you have arms. Each time, your *modifier* to those *tasks* worsens by 2 and an other arm is crippled.

You cannot wield *two-handed* weapons, if you have only one arm which is not crippled.

You cannot make a *melee attack* or *ranged attack*, if you have no arms left.

When you write down this *restriction*, put its level in brackets behind it.

## Crippled Eye (2×)

**"How far is this away?"**

You can't use one of eyes.

As long as at least one of your eyes is intact, you gain a  $-1$  *modifier* to all *tasks* that test your *Artifice*, *Cure*, *Valor*, or *Wits*. Also your *Caution* is reduced by 1.

Everything is always in darkness to you, if all your eyes are crippled.

You may acquire this *restriction* as many times as you have eyes.

When you write down this *restriction*, put its level in brackets behind it.



Creating a character suffering from a chronic injury or illness can be very interesting, but you need to be sure that you are up to the challenge.

## Crippled Leg (2×)

**"Slow down, please!"**

You can't use one of legs.

Reduce your *Move* by 3, and your *Defense* and your *Parry* by 1.

You may acquire this *restriction* as many times as you have legs.

Your *Move* trait is reduced to 0, if more than half your legs are crippled.

When you write down this *restriction*, put its level in brackets behind it.

## Dazed (2)

"..."

Your brain is somehow out of order.

This restriction has *Caution* 7 and *Defense* 13.

Each time you want to attempt any *task*, you must *resist stun*.

## Disease [Name of Disease] (2×)

"I have what?"

You have an illness.

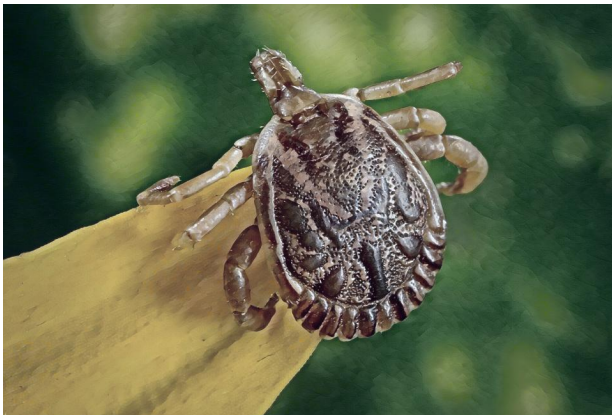
A disease has the following traits: *Caution*, *Damage*, *Interval*, *Lethality*, *Defense*, and *Contagiousness*. Also, it has one or more *temporary restrictions* associated with it.

At the beginning of your day, when the *Interval* is up you need to *resist disease* against the disease's *Lethality*.

Everybody who comes within 2m of you must *resist contagion* against the disease's *Contagiousness* once per hour, if *Contagiousness* is greater than 0.

You may acquire this *restriction* multiple times, each time for a different disease.

When you write down this *restriction*, put the name and the traits of the disease in brackets behind it. You may abbreviate the traits *C*, *D*, *I*, *L*, *R*, and *X* for *Contagiousness*.



The system of handling injuries and illnesses is quite abstract. You can flesh it out if you want, as long as it doesn't destroy someone's suspension of disbelief.

## Immobilized (4)

"I can't move!"

You can't move.

Your *Move* is reduced to 0, and your *Defense* and *Parry* are reduced to  $3 - \text{Size}$ .

## Immanent Organ Failure (6)

"Morphine..., more morphine..."

Roll  $(1d6 + \text{Size}) \times 10$ , if you acquire this restriction or if you stop being *comatose*. This is the number of minutes you have left before you become *comatose*.

You have to *avoid death* immediately, if you become *comatose* and have acquired this restriction.

Determine the *Caution* and *Defense* of this *restriction* as follows:

$$\text{Caution} = 6 + 1d6$$

$$\text{Defense} = 6 + 1d6$$

You become *comatose* and have to *avoid death* immediately, if you acquire this restriction a second time. You do not have to determine *Caution*, *Defense*, or the time before you become *comatose* again.

## Inner Bleeding (2×)

"I'm cold..."

You have suffered internal injuries.

This restriction has a *Caution* of 9 and a *Defense* of 13. It cannot be removed due to a *decisive success* at *sleep*.

You take  $2d6$  *physical harm* at the beginning of your day. You acquire another pick of *Inner Bleeding*, if this exceeds your *Serious Wound* threshold.

You may acquire this *restriction* multiple times. Each time you acquire it, you take an additional  $1d6$  *physical harm*.

When you write down this restriction, put the damage you take in brackets behind it.

## Malignant Cancer (2×)

"How long?"

You have malignant cancer.

This restriction has a *Caution* of 9 and a *Defense* of 11. It cannot be removed due to a *decisive success* at *sleep*.

At the beginning of your day you take  $1d6$  *physical harm*. Roll a second  $d6$ , if the die comes up with a 6. You acquire one additional level of this restriction, if the second die also shows a 6.

You acquire the *inner bleeding* restriction, if the *physical harm* you take is equal to or greater than your *Serious Wound* threshold.

You may acquire this *restriction* multiple times, each time roll an additional  $d6$  for the *physical harm* you take.

When you write down this *restriction*, put its level in brackets behind it.

## Malnutrition (2)

**"I am starving!"**

You lack important nutrients in your diet.

You get a  $-1$  modifier to **resist contagion**, **resist disease**, **resist fatigue**, **resist hunger**, **resist radiation**, and **resist thirst**.

“As to diseases, make a habit of two things - to help, or at least to do no harm.”

”

Hippocrates - Epidemics

## Poisoned [Name of Poison] (4×)

**"I don't feel well..."**

You are poisoned.

A poison has the following traits: *Caution*, *Damage*, *Interval*, *Lethality*, and *Defense*.

Also, each poison has one or more *temporary restrictions* associated with it, which you acquire if the *Damage* done by it exceeds your *Serious Wound* threshold.

After you acquired this restriction, each time the *interval* has passed, you need to **resist poison** against the poison's *Defense*.

You may acquire this *restriction* multiple times, either for different poisons, or at a higher level for the same poison.

Increase the *Damage* and *Lethality* of the poison by 1, if you acquire this restriction for an additional dose of a poison that already affects you.

When you write down this restriction, put the name and the traits of the poison in brackets behind it. You may abbreviate the traits *C*, *D*, *I*, *L*, and *R*.



Some poisons may be very deadly and kill you pretty fast. When you can expect to encounter poisonous animals make sure to carry an antidote with you.

## Radiation Sickness (3)

**"I guess I am dead."**

Your cells are damaged by radiation.

At the beginning of your day, roll 2d6.

2d6	Effect
2	acquire the <i>Dazed restriction</i> *
3	acquire the <i>Inner bleeding restriction</i> *
4	acquire the <i>Malignant Cancer restriction</i> †
5-9	no effect
10-12	remove this restriction, if it is temporary

\* This restriction is **not** temporary.

† This restriction is temporary.

## Reduced Speed (×)

**"I can't go any faster!"**

You aren't as fast as you are supposed to be.

Your *Move* and *Acceleration* (if applicable) is reduced. The following table shows by how much, depending on your original *Move* or *Acceleration*.

Original Move/Acceleration	Reduction
1-4	1
5-8	2
9-12	3
12-16	4
17-20	5
21-24	6
25 or more	$Move \div 4^*$

\* Round fractions up.

You can acquire this *restriction* multiple times. Each time your *Move* and *Acceleration* is reduced by the same amount.

When you write down this *restriction*, put its level in brackets behind it.

## Serious Injury (6)

**"Medic!"**

You suffered some serious injuries.

Roll  $(1d6 + Size) \times 10$ , if you acquire this restriction or if you stop being *comatose*. This is the number of minutes you have left before you become *comatose*.

You have to **avoid death** immediately, if you become *comatose*.

Determine the *Caution* and *Defense* of this *restriction* as follows:

$$Caution = 4 + 1d6$$

$$Defense = 6 + 1d6$$





The restrictions listed here only affect the most important functions of a vehicle. Basically any component of a vehicle may cease to work in some way. You may rule that this happens in addition to the damage outlined in the rules, or for some essential parts even instead of it.

## Vehicles and Objects

The following restrictions are normally acquired by vehicles due to damage. They can also represent wear and tear or construction flaws.

Vehicles and objects are not affected by any restrictions except *Burning*, *Reduced Speed*, and those in this section.

### Difficult to Control (2×)

***"Where is this thing going?"***

The vehicle has suffered some damage to its steering.

You get a  $-2$  modifier to **turn** the vehicle.

The vehicle may acquire this *restriction* multiple times. Each time, the *modifier* worsens by  $-2$ .

When you write down this *restriction*, put its level in brackets behind it.

### Immanent Structural Failure (6)

***"We have water below deck!"***

The object is leaking fuel or has damaged structural parts.

The object will be destroyed in  $(1d6 + \text{Size}) \times 10$  minutes.

### Unreliable (3)

***"Come on, please work!"***

This thing sometimes does not work the way it should.

Whenever you want to use the object, roll a d6. On a roll of 1, it does not work for  $1d6$  turns. It takes  $2d6$  physical harm, if you roll another 1.

You may use the object normally for  $2d6$  hours before you have to roll again, if you roll anything but a 1.

This restriction may effect only a specific component of a vehicle. It may also be applicable for a piece of equipment.

### Weapon Destroyed (2×)

***"Main battery C is not responding!"***

One of the vehicles weapons has been destroyed.

One weapon of the vehicle ceases to work. If a vehicle has several weapons of the same kind in one turret, all those weapons are affected.

The vehicle may acquire this *restriction* multiple times. Each time a still working weapon is affected.

When you write down this *restriction*, note which weapons are affected.







# Chapter 4

## STRENGTHS

An outstanding person not only sports an enormous amount of talent, but also exceptional and special abilities that are sharpened through continuous and rigorous training.



# Sharpening Your Focus

While traits provide a character with a wide range of abilities, strengths grant the skill to succeed in some narrow areas of competence reliably where others would fail.

Picking the right *strength* is a crucial step in character creation. Make the best out of the picks you have to make sure that your character is capable of doing what you want them be able to do.

## How Often Can You Pick a Strength?

Usually a *strength* may only be picked once. Strengths marked with an (X) may be picked multiple times, each pick granting you one level of the *strength*.



When you play the game for the first time, it may be helpful to allow everyone switching one strength for another one a few times, to allow you all to create the characters you really want.

## Powerful Strengths

Some *strengths* are so powerful that they cost several picks. These costs are listed as a number in brackets after their name.

If both an X and a price are listed, you can pick the *strength* multiple times and each level costs the amount shown.

## The Focus of a Strength

One or two words describe the focus of the strength, if they are stated in square brackets behind the name. The strength may be picked multiple times, each time for a different focus.

Each focus costs the listed number of picks, if a number is listed before the focus.

The available choices for a focus are listed or explained in the description of the *strength*.

## Generic

This section contains strengths that improve a wide range of your skills or are too unspecific to fit into any other section.

### Accurate Maneuvers

*"It's about precision, not brute force."*

You know exactly where to strike and where to go.

You may use Wits instead of Valor to *climb*, *swim*, *jump*, or *pull yourself up*.

You also reduce the time to *change position* to *immediate*.

Further, you may use Wits instead of Valor to determine *Impact* and *Damage*.

This *strength* has no effect if you are *medium encumbered* or *heavily encumbered*.

### Administrator

*"I will bring balance to the accounts."*

You love tons of numbers.

You get a +2 *modifier* to *acquire item* and *avoid legal trouble* – and to *identify* forged documents.

### Area Knowledge [Location]

*"Been there, done that."*

You know a certain area like the back of your hand.

Choose a location where less than 10% of the population relevant for the setting lives or one town. You get a +2 *modifier* to *ask the locals*, *investigate the area*, *locate*, *march*, and *walk* there.

When you write down this *strength*, put the name of the location in brackets behind it.

### Camouflage

*"I am at home in the shadows."*

You strike out of nowhere like a ghost.

You get a +2 *modifier* to *ambush*, *locate*, and *sneak*.

Increase your *Caution* by 1.

## Contortionist

**"My body is water."**

Your physical flexibility far exceeds the norm.

You get a +2 *modifier* to **drop down** and **pull yourself up**.

You also get a +1 *modifier* to **break in or out**, **climb**, **grapple**, and **entertain**.

## Expert [Task]

**"I know what I am doing."**

You were trained by a master in a certain task.

Choose one *task*. You gain a +1 *modifier* to this *task*, or increase your *Precision* with all applicable weapons by 1, if you chose **ranged attack** or **melee attack**.

You may pick this *strength* multiple times, each time for a different *task*.

Note that you can get a better modifier for some tasks for the same price and sometimes in a package with other tasks. This *strength* is for tasks where this isn't available, or if you want to be really good at something.

If you can pick *Expert*, for example as a *distinguishing strength* for your species, and you already have *Expert* for a *task*, you may use this pick to replace *Expert* with the *Master strength* for that *task*.

When you write down this *strength*, put the name of the task you chose in brackets behind it.

## Explorer

**"I am at home in the wilderness."**

You are well versed in the art of survival.

You get a +2 *modifier* to **climb**, **go foraging**, **parachute**, **plan route**, **set up camp**, and **swim**.

## Fearless

**"Your manners leave something to be desired, Mr. Cthulhu."**

You don't care about things that drive others insane.

You get a +2 *modifier* to **resist fear** and every *qualified success* becomes a *decisive success*.

## Free Falling

**"It is not as deep as it looks."**

You handle yourself well where no gravity can be felt.

You get a +2 *modifier* to **avoid falling**.

Also, when you **avoid falling** or **fall** every *qualified success* becomes a *decisive success*.

## Knowledgeable [Group]

**"Wait, I know something!"**

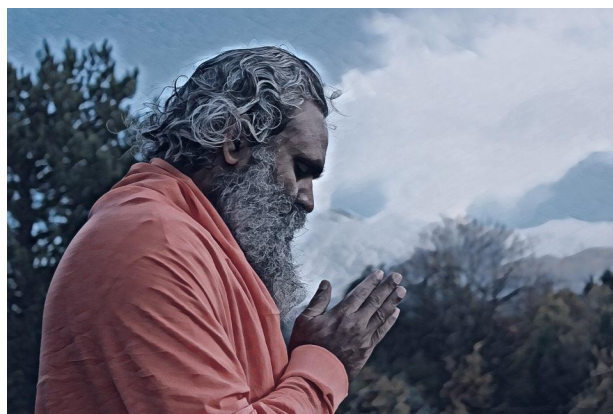
You have a lot of information about someone or something.

Choose a distinct group of people, items, or vehicles. The group of people may not exceed 10% of the population. For items and vehicles a group equals any section in the rules containing things you can buy. Examples are *soldiers*, *ranged weapons*, or *ground vehicles*.

You get a +2 *modifier* to **ask the locals**, **indoctrinate**, **investigate area**, **recall information**, and **sell item** related to that group.

You may pick this *strength* multiple times, each time for a different group.

When you write down this *strength*, put the group you chose in brackets behind it.



It is possible to become extremely good in one area if you put all your *strength* picks into it. Use this wisely and make sure you also have all the other abilities you need.

## Master [Task] (2)

**"I don't try. I do."**

You are a master in a certain task.

Choose one *task*. You gain a +2 *modifier* to this *task*, or increase your *Precision* with all applicable weapons by 2, if you chose **ranged attack** or **melee attack**.

You may pick this *strength* multiple times, each time for a different *task*.

If you pick this *strength* for a *task* for which you already picked *Expert*, it costs only 1 pick and replaces *Expert*. You can't be *Master* and *Expert* for the same *task*.

Note that you can get the same modifier for some tasks for a lower price and sometimes in a package with other tasks.

When you write down this *strength*, put the name of the task you chose in brackets behind it.

### Parkour Climber

**"Catch me if you can!"**

You are moving through difficult terrain with ease.

---

You may **move** on a surface with a gradient of up to 45° (100%) and **sprint** on a surface with a gradient of up to 15° (25%).

You may reduce the time of a **jump** to *immediate* once per turn.

### Pilot [Vehicle Category]

**"This is racing."**

You are a fantastic driver or pilot.

---

Choose a vehicle category. You may choose between *air*, *ground*, *space*, and *water*.

You get a +2 modifier to **avoid losing control**, **march**, **out-manuever**, **piloting**, and **turn the vehicle**, if you are piloting a vehicle of the that category.

You may pick this *strength* a second time, then it applies to all vehicles.

When you write down this *strength*, put the category you chose in brackets behind it, or write "all vehicles" if you picked it a second time.

### Rich (×)

**"That's not expensive."**

You have access to more wealth than even most heroes.

---

Increase your *Wealth* by 1. You can acquire this *strength* multiple times and each time your *Wealth* increases by 1.

When you write down this *strength*, put its level in brackets behind it.

You cannot pick this *strength* if you have the *Poor* restriction.

### Rider [Creature]

**"Yippee!"**

You know how to handle a certain creature very well.

---

Choose one specific type of creature. You get a +2 modifier to **avoid losing control**, **walk**, **march**, and **resist falling** when you are riding it.

You may pick this *strength* a second time, then it applies to all creatures.

When you write down this *strength*, put the type of creature you chose in brackets behind it, or write "all creatures" if you picked it a second time.

### Runner

**"I am already here."**

You run much faster than the average person.

---

Increase your *Move* by 3.

### Scholar [Subject]

**"I have read a few books about that!"**

You studied a topic thoroughly.

---

Choose one subject. You may choose between *biology*, *economy*, *engineering*, *geology*, *geography*, *history*, *law*, *occult*, *physics*, *politics*, *religion*, *society*, or *tactics*.

You get a +2 modifier to **recall information** and **research topic** related to that subject. You may pick this *strength* multiple times, each time for a different subject.

When you write down this *strength*, put the subject you chose in brackets behind it.



When picking a strength that requires a focus, make sure it is relevant to your story. For example, when choosing a creature to ride, check if it exists in the setting as a viable mount.

---

### Trailblazer [Climate]

**"I know the way."**

You travel in a certain environment with ease.

---

Choose one type of climate. You may choose between *arctic*, *desert*, *mountains*, *sea*, *space*, *steppe*, *temperate*, *tundra*, or *urban*.

You get a +2 modifier to **avoid getting lost**, **gather food and water**, **go foraging**, **hunt**, **investigate the area**, **march**, and **plan route** in that climate.

You may pick this *strength* a second time, then it applies to all climates.

When you write down this *strength*, put the climate you chose in brackets behind it.





Characters can be plagued by very different kinds of temporary restrictions. Make sure to have the skill to remove the most common ones in the field. It is even possible to produce remedies and cures in advance to prepare for an encounter with a nasty disease or a poisonous animal.

## Healing

These strengths improve your ability to heal others from their ailments and create effective medicines and vaccines.

### Field Medic

*"I am on my way!"*

You treat injuries in the heat of battle.

You get a +2 *modifier* to **diagnose**, **first aid**, and **resist fear**. You also get a +2 *modifier* to **remove temporary restriction**, but only for *Poisoned*.

Increase your *Move* by 1.

### Pathologist

*"Please open your mouth."*

You can cure diseases and poisons.

You get a +2 *modifier* to **diagnose** and **remove temporary restriction** for *Disease*, *Immanent Organ Failure*, *Malignant Cancer*, *Poisoned*, or *Radiation Sickness*.

You get a +2 *modifier* to **assemble**, **identify**, and **medical research** any antitoxin, medicine, poison, or vaccine.

You get a +2 *modifier* to **medical aid**.

### Physician (2)

*"I can help you."*

You are familiar with all medical disciplines.

You get a +2 *modifier* to **assemble**, **diagnose**, **first aid**, **identify**, **medical aid**, **medical research**, and **remove temporary restriction**.

You must replace *Pathologist*, *Psychiatrist*, and *Surgeon*, if you have any of them and you can't pick them anymore.

### Psychiatrist

*"Do you really want this?"*

You are an expert on mental illness.

You get a +2 *modifier* to **diagnose** and **remove temporary restriction** for *Compulsion*, *Cowardice*, *Gloominess*, *Loose Cannon*, *Loner*, *Paranoia*, *Phobia*, or *Shell Shock*.

### Surgeon

*"Well, I need to cut here..."*

You are a specialist in treating injuries.

You get a +2 *modifier* to **diagnose** and **remove temporary restriction** for *Crippled Arm*, *Crippled Eye*, *Crippled Leg*, *Inner Bleeding*, *Malignant Cancer*, or *Serious Injury*. You also get a +2 *modifier* to **first aid**.

# Social

These strengths aid you to navigate the treacherous waters of social interaction and may help you get along with others or better influence them to achieve your most important goals.

## Animal Empathy

***"Easy tiger, easy!"***

You like animals and they like you.

---

You get a +2 *modifier* to **persuade** animals. You also get a +2 *modifier* to **avoid losing control** if your mount is an animal.

## Attractive (×)

***"Why are you looking at me?"***

You look better than the average person.

---

Increase your *Impression* by 1. In addition, you gain a +1 *modifier* to **persuade** and **entertain** if you do not benefit from the *Grade* of your clothes.

You may pick this *strength* multiple times. Your *Impression* increases by 1 each time you take it.

When you write down this *strength*, put its level in brackets behind it.

You may not acquire this *strength* if you have picks in the *Unattractive* restriction. Reduce the number of picks in the *Unattractive* restriction before acquiring this *strength*.

This *strength* may be specific to your culture. Discuss these specifics with your game master and your group.

## Blank

***"My name is Doe, Jamie Doe."***

Nobody can remember you and there are no files about you.

---

You may not pick this *strength*, if you have the *Reputation* strength. You lose it if you gain *Reputation*.

If someone hasn't met you personally in the past forty days, they won't know you when you meet.

People will still remember what you did and said, but it will never occur to them that you were that person.

Also if someone talks about you to someone else, they won't notice that it's you they're talking about.

Also, there are no files or records about you. You may have valid papers or a passport, but the only information associated with it is what is written on it.

## Carousing

***"The next round is on me."***

You achieve with drinks what others achieve with words.

---

You may use *Valor* instead of *Wits* to determine your *Presence*. You may use *Presence* instead of *Impression* to **ask the locals**.

## Charisma (3)

***"Since we all agree, we can move forward to the next topic."***

People just trust you and look up to you.

---

Increase your *Impression* and your *Presence* by 2.

Also, when you achieve a *decisive success* on **indoctrinate** or **persuade**, all your targets recover *Stamina* equal to your *effect die*.

## Fast Talk (×)

***"I knew you wanted this all along!"***

You can be extremely fast to convince people.

---

You may reduce the time required to **assess the situation** to *immediate* and to **persuade** or **indoctrinate** to 1 *turn* once per session.

You ignore any modifiers for reduced time for that attempt.

You may pick this *strength* multiple times, each time you can do this once again during a session.

## Graceful

***"I just keep smiling, then it looks easier."***

You achieve with elegance what others achieve with words.

---

You may use *Valor* instead of *Wits* to determine your *Impression*.

## Implacable

***"How boring."***

You're not impressed with a great show or elaborate rhetoric.

---

You get a +2 *modifier* to **assess the situation**.

Increase your *Resolve* by 1.

## Intimidating

**"Don't disappoint me again."**

Your personality forces others to obey you.

You may use *Spirit* instead of *Wits* to determine your *Presence*. You may use *Presence* instead of *Impression* to **persuade** someone.

## Might Makes Me Right

**"Do you want to argue with my fist?"**

Nobody wants to mess with you.

You may use *Valor* instead of *Wits* to determine your *Presence*. You may use *Presence* instead of *Impression* to **persuade** someone.



A character who specializes in social interaction can be a mean bully or a nice person who speaks kindly about the most serious of subjects while sipping a cup of hot chocolate.

## Rank (X)

**"Atten-shun!"**

You are authorized to give orders to some subordinates.

You gain +3 to **persuade** and **indoctrinate** individuals of your organization who have fewer levels in *Rank* than you.

You may pick this *strength* multiple times, increasing your rank in the organization. See *Appendix F Ranks*, p.167.

The first pick of this *strength* increases your rank by up to 4 levels instead of 1, if you also have the *Rhetoric* or *Status* *strength*.

You may borrow equipment from your organization using **acquire item** where you may add your level in this *strength* to your wealth.

When you write down this *strength*, put the name of your organization and its level in brackets behind it.

## Reputation (X)

**"Oh, you know who I am?"**

You are well known and valued or feared.

You may use *Presence* instead of *Impression* to **indoctrinate** or **persuade**. Your *Presence* increases by 2.

You may pick this *strength* multiple times, to increase your *Presence* by 2 each time you take it.

When you write down this *strength*, put its level in brackets behind it.

## Rhetoric

**"Furthermore, I consider they must be destroyed."**

You know the art of persuasion.

You get a +2 *modifier* to **assess the situation**, **persuade**, and **indoctrinate**.

## Smooth

**"I will do everything to improve the situation."**

You know very well how to dodge questions.

Any *decisive success* becomes a *qualified success*, if someone tries to **assess the situation** to interact with you.

## Status [Culture] (X)

**"Do you know who you are talking to?"**

You have a privileged status in your society.

You gain a +2 *modifier* to **entertain**, **indoctrinate**, and **persuade** individuals of your culture who have fewer levels in *Status* than you.

You may pick this *strength* multiple times, to get the benefit versus individuals of higher status.

When you write down this *strength*, put your culture and the number of times you picked it in brackets behind it.

With your second pick of *status* you receive a set of fine clothing (expense 5) for free.

With your fourth pick of *status* you receive a set of noble clothing (expense 9) for free.

## Straight to the Point

**"That's how it is."**

You don't need to read your audience before you talk.

You may **persuade** or **indoctrinate** without **assessing the situation**, as if you got a *qualified success* for your **assess the situation** attempt.





When you just want a character who is good in combat, pick Weapon Master for a weapon of your era with an Expense of 3 or more. When you want to be fancy or have access to special techniques, consider picking two strengths that create synergies.

## Combat

These strengths improve your combat capabilities and increase your chance to survive in a violent encounter or surprise your opponents with fancy maneuvers they did not see coming.

### Archer

*"Twenty-one, Twenty-two, Twenty-three..."*

You are able to shoot arrows with stunning speed.

Increase *Precision* by 1 if you use a weapon that shoots arrows.

As long as you use such a weapon, it gets the *auto 2 -1* keyword.

### Carnage

*"On to the next!"*

You can dispatch multiple foes quickly in melee combat.

You may immediately make a *melee attack* against an other target in your range, if you made a successful *weapon hit* resulting from a successful *melee attack*, and the damage is equal to or greater than the targets *Critical Wound* threshold.

### Daredevil

*"Hurrah!"*

You like to use acrobatic stunts during battle.

Whenever you or your mount *jump*, or you want to *pull yourself up*, you get a +1 *modifier*.

If you do so and get a *decisive success* and immediately *attack* You may add the *effect die* of those tasks to the *total* of the *attack* and the *total* and *Damage* of the *hit*.

### Elusive Target

*"You can't hit me!"*

It is difficult to know exactly where you are.

You may use *Valor + Wits* instead of  $2 \times \text{Valor}$  to calculate your *Serious Wound* threshold.

Increase your *Defense*, *Parry*, and your *Move* by 1.

## Endurance

**"We can go on a little longer, can't we?"**

You are mentally and physically fit.

Increase your *Stamina* by 3.

## Gunslinger

**Sad harmonica music is playing...**

You are extremely fast with ranged weapons.

A ranged weapon that does not have the *auto* keyword and an *Ammo* of 2 or greater gets the *auto 2 -1* keyword, if you use it.

Reloading a weapon which uses bullets, shots, magazines or batteries does not require any time for you.

You also get a +2 *modifier* to **draw weapon**.

## Martial Artist

**"Be like water, my friend."**

Your body is the only weapon you need.

Add the character's *Valor* ÷ 2 to the *Impact* of their **slam hits**.

You get a +2 *modifier* to **grapple**, **push**, and **unarmed attack**.

## Mind over Matter

**"I am not dead yet."**

You stay alive and conscious by sheer willpower.

You may use *Valor* + *Spirit* instead of  $2 \times \text{Valor}$  to calculate your *Serious Wound* threshold.

## No Pain

**"Did they hit me?"**

You have an incredible ability to endure suffering.

You cannot be *weakened*.

## To the Last Breath

**"I am not done yet!"**

You keep going when others give up.

You do not become *exhausted*.

Also, you take one less fatigue damage if you fail a *task*.

You still need to **resist unconsciousness** if your *Stamina* is at 0 and you take damage.

## Two Weapon Combat (2×)

**"Two is better than one."**

You can use two weapons effectively simultaneously.

You may attack twice instead of just making a single attack.

One attack must be made with the weapon in your left hand, the other one with the weapon in your right hand. You may make an **unarmed attack** with a hand, if you do not carry a weapon in it.

The two attacks can be any combination of **melee attacks**, **ranged attacks**, and **unarmed attacks**, depending on the weapons you do or do not carry in your hands.

You are only allowed to do this, if you wield a weapon that has the *light* keyword or no weapon in each hand.

You may pick this *strength* a second time. You can use it even while wielding weapons which are not *light*, if you do this.



Combat is very deadly, especially if you are using the optional overskill and overkill rules. Be well prepared.

## Weapon Master [Weapon]

**"My weapon and I are one."**

You have an uncanny ability to handle a particular weapon.

Increase your *Precision* with one specific kind of weapon by 2. Increase *Parry* by 1, if it is a *melee* weapon.

You also get a +2 *modifier* to **repair** that kind of weapon.

You may pick this *strength* multiple times, each time for a different kind of weapon.

When you write down this *strength*, put the name of the task you picked in brackets behind it.

## Woodcutter

**"I am a lumberjack..."**

You can use proficiency with tools in battle.

You may use *Spirit* instead of *Valor* for **melee attacks**.





Creating new items can be very powerful, if you are good enough to invent items ahead of your time. But you need to invest basically every strength pick into this, if you want to be capable of doing it. To fix things, picking Artisan with the appropriate expertise is sufficient.

## Crafting

This section lists strengths that help you to invent, fix, or create all kinds of equipment and vehicles. Be careful when you invent new things.

### Artisan [Expertise]

*"You just need the right tools for the job."*

You have thorough understanding of a certain craft.

Choose an expertise. You may choose *alchemical, chemical, cooking, cosmic, electrical, gobblegooctic, gravitational, jewelry, leatherworking, mechanical, mechatronical, metalworking, nuclear, optical, painting, photography programming, sewing, stoneworking, woodworking, writing*.

You get a +2 modifier to *assemble, break in or out, disable, hack, identify, invent item, jam, keep it running, and repair* related to this expertise. See *Expertise*, p.158.

You are considered to have the *recipe strength* for all items with *Expense 0* appropriate for your era and expertise.

You may pick this *strength* multiple times, each time for a different expertise.

When you write down this *strength*, put the expertise you chose in brackets behind it.

### Inventor (2)

*"It works! It works!"*

You can imagine new and wondrous things.

You get a +4 modifier to *invent item*.

### Recipe [Item]

*"I know how to make this!"*

You can build a certain item or vehicle.

Choose an item or vehicle, or 5 items of *Expense 3* or less.

You do not need to *invent item* if you want to build this. You automatically have a *qualified success* for that. You get a +2 modifier, if you decide to do it anyways.

When you write down this *strength*, put the item or the items you chose in brackets behind it.

### Techie (2)

*"There is no such thing as 'beyond repair'!"*

You are very good with all kinds of tech.

You get a +2 modifier to *assemble, break in or out, disable, hack, identify, and repair*.



# Extraordinary

The strengths in this section are typically not available to ordinary humans. You need to agree in your group about which of them are available and to whom.

## Additional Action (4×)

*"Am I too fast, or are you too slow?"*

You act fast or with multiple appendages at the same time.

You may act twice per turn. First when your *Valor* indicates, then after anyone else acted.

If you have the *Super Quick* strength, treat its level as one lower each time you perform an additional action after your first, instead of acting last.

You can acquire this *strength* multiple times to gain several additional actions.

When you write down this *strength*, put its level in brackets behind it.

## Additional Melee Attack (3×)

*"I am afraid, you can't keep up with my attacks."*

You are very fast with a melee weapon or your fists.

Each time you make a *melee attack* or *unarmed attack*, you can attack twice instead of once.

You can acquire this *strength* multiple times, each time you get an additional attack.

When you write down this *strength*, put its level in brackets behind it.

## Alternate Form (×)

*Wolf howling...*

You can change into something else.

Create an additional character at the power level indicated by the campaign as your alternate form. You may switch into that form. This takes *1d6 turns*. During this time, you can't act. The other form also needs this strength if you ever want to switch back.

You are free to create any character with less trait ranks than the maximum allowed, or you may define conditions which are necessary for you to switch.

You may pick this *strength* multiple times. The switch into an other form takes only *1 turn* or you may create an additional form you can switch into, if you do this.

When you write down this *strength* put the form and the time it takes to switch into it in brackets behind it.



In myths and legends, extraordinary powers often have certain limits or there are specific countermeasures against creatures that wield them. Perhaps you can only use your abilities when the time is right, or your strengths stop working when you come into contact with a certain substance.

Work out such details with your game master and group, but don't expect any benefit from them.

### Amorphous (3)

**"Slithering noise..."**

You are a kind of amorphous mass without distinct organs.

You don't acquire any *temporary restrictions* if you take *physical harm* equal to or greater than your *Serious Wound* threshold.

Creatures or things who have this *strength* typically also have *No Pain* and *To the Last Breath*.

### A armor (x)

**"That's all you got?"**

Your skin or fur protects you well.

Your skin is an armor with *Resistance* 2.

For settings in the *steam era* or later, it is 4 instead of 2.

In the *cosmic era* or later, it is 6 instead of 2.

You can pick this *strength* multiple times. Each time, the *Resistance* increases by the initial amount.

Use the either the *Resistance* of your skin or your armor, whichever is greater, if you don armor.

When you write down this strength, put the *Resistance* of your skin in brackets behind it.

### Brick Mind (4)

**"I don't get it."**

You are either too dumb or too stubborn to change your mind.

Any attempt to *command*, *entertain*, *indoctrinate*, *interrogate*, or *persuade* you automatically fail.

“ There is a way which seemeth right unto a man, but the end thereof are the ways of death.

Even in laughter the heart is sorrowful; and the end of that mirth is heaviness.

”

Proverbs 14:12-13

### Elemental Fire

**"I will cleanse and purify you!"**

You are connected to the element of fire.

You get a +2 *modifier* to all *tasks* testing an *extraordinary trait* against someone who has the *Elemental Earth* strength.

You gain a +1 *modifier* to *blast* and the *Impact* of your explosions is increased by 2.

You can choose to make the *slam hits* caused by your *kill* *incinerating*.

### Elemental Earth

**"I keep my feet on the ground."**

You are connected to the element of earth.

You get a +2 *modifier* to all *tasks* testing an *extraordinary trait* against someone who has the *Elemental Water* strength.

You gain a +1 *modifier* to *protect* and the duration of *protect* is increased by 2 minutes.

Increase your *Weave* by 1.

On any successful *slam hit* caused by your *kill* the target must *avoid entanglement*. Use *Flow* instead of *Valor* to determine the *target number*.



Some of the strengths presented in this section have a specific theme. You can think about how they fit into your setting and how and why your character acquired them.

### Elemental Water

**"I am like water."**

You are connected to the element of water.

You get a +2 *modifier* to all *tasks* testing an *extraordinary trait* against someone who picked the *Elemental Fire* strength.

You gain a +1 *modifier* to *shove* and the distance you move the target increases by 4m.

If a successful *slam hit* caused by your *explosion* would result in your target gaining a pick of the *Burning* restriction, it gets the *Slow* restriction instead.

You can choose to have your explosions cause your target to gain *Burning* or *Slow*, if you also have the *Elemental Fire* strength.

Also you can choose that any successful *slam hit* caused by your *kill* results in the target gaining one pick of the *Slow* restriction.

## Explosion (×)

**"Booom!"**

Your powers can create mighty explosions.

Add 3 to the *Impact* of explosions caused by your **blast**.

You can acquire this *strength* multiple times. Each time *Impact* increases by 3.

For settings in the the *steam era* or later, add 5 instead of 3.

In the *cosmic era* or later, add 10 instead.

For each level of this *strength*, the *fatigue damage* you take when you **blast** increases by 3.

You may decide to use this *strength* at a lower level to reduce *fatigue damage*.

When you write down this *strength* put down its level and the amount the *Impact* of your explosions increase per level in brackets behind it.



Some strengths vary in magnitude depending on the era of your setting. This is made necessary by the increased destructive power of the available weapons.

## Explosive Breath (2)

**"Burn!"**

You can breathe fire.

You attack all targets within a cone up to a *Range* equal to your *Valor*, if you can see them. This takes one *turn*.

You are at the apex of the cone, and the diameter of the cone at its base furthest from you is equal to  $Range \div 10$ .

You attack all those targets with an **explosive attack** that has an *Impact* equal to your *Valor*.

The distance for the purpose of determining the penalty to **explosive attack** for each target is measured from you.

You treat the **slam hits** caused by this *strength* like you would treat those from your **blast**, if you have the *Elemental Water* strength.

## Extra Sensitive Vision

**"I can see you!"**

You can see in very dim light.

You ignore the *penalty* for weak light if you are using your own eyes or whatever natural visual sensors you have.

This also applies when you are using a scope or vehicular sensor that works only by redirecting light. This does not affect any other sensors or cameras operated by you.

## Extreme Speed (×)

**"Did you get lost?"**

You can move very fast.

Multiply your *Move* by 2.

You are treated as a vehicle with a *Current Speed* equal to the distance you moved when determining the distance penalty of a **ranged attack** against you, if you moved more than 50m during a turn.

You can acquire this *strength* multiple times. Each time your *Move* is multiplied by 2.

When you write down this *strength*, put its level in brackets behind it.

## Flight (2×)

**"I can fly!"**

You can fly.

You can fly with a *Move* of 2. This means you can **move** through air without solid ground under your feet.

You can acquire this strength multiple times. Each time your *Move* during flight is multiplied by 2.

You are treated as a vehicle with a *Current Speed* equal to the distance you moved when determining the distance for a **ranged attack** against you, if you moved more than 50m during a turn.

When you write down this *strength*, put your *Move* during flight in brackets behind it.

## Gravity Resistant (×)

**"Why are you lying on the ground, panting?"**

You're not too concerned about gravity.

You may ignore the effects of high and low gravity.

You can pick this *strength* a second time. You can also ignore the effects of very high gravity, if you do this.

You can even pick this *strength* a third time to ignore the effects of ultra high gravity.



### Immune (2)

**"I am fine."**

You are immune to poisons and diseases.

---

You never acquire the *Poisoned* or *Disease* restriction.

### Invisibility (3)

**"You didn't see that coming, didn't you?"**

You can't be seen by normal vision.

---

Becoming invisible or visible takes 1 *turn*.

If you are invisible, you are treated as if you are in darkness if someone wants to **attack** or **locate** you and you aren't in plain sight or in bright illumination when you **hide** or **sneak**.

This does not apply against anyone or anything with *Wide Spectrum Vision*.



This chapter provides no explanation why extraordinary strengths work and where they come from. You are free to choose anything that fits the setting: Cybertech, mutations, magic, you name it.

---

### Longevity (×)

**"I was there when it happened."**

You live longer than the typical human being.

---

You start aging at 60 instead of 30 and must **resist aging** every ten years instead of five.

You can pick this *strength* a second time. Then you do not age at all after you became an adult, at least for game purposes.

This means that as you get older, you no longer have to regularly **resist aging**.

You may still set an age where you start aging and an interval when you have to **resist aging**, or just do it whenever you think it fits the story.

### Mind Shield (2)

**"I can see through your lies."**

Your powers protect you from mental damage.

---

Add your *Ward* to your *Resolve*.

### Multiplying Heads (6)

**Many mouths are roaring...**

You get two new heads, if you lose one.

---

You do not drop unconscious or die, if the *damage* from a **weapon hit** exceeds your *Critical Wound* threshold or if one of your heads is chopped off.

Instead, you gain one level of *Additional Melee Attack* but you can only use it to make **unarmed attacks**.

You need to choose one of the following keywords: edged, energy, incinerating, smashing. When you write down this *strength*, put it in brackets behind it.

You lose one level of *Additional Melee Attack*, if the damage from a weapon with that keyword exceeds your *Critical Wound* threshold. You die, if you would lose a level but do not have any.

### Out of the Ordinary [Primary Trait]

**"You didn't think anyone could do what I just did?"**

You can reach superhuman potential in one area.

---

Choose one *mundane primary trait* or two *extraordinary primary traits*. You are allowed to raise the traits you chose to a *rank* of 5. This does not grant any trait ranks.

You can acquire this *strength* multiple times. Each time for a different *primary trait*.

When you write down this *strength*, put the name of the *primary traits* affected in brackets behind it.

### Pass Through (3×)

**"I will just have a look at the other side."**

You can walk through doors or walls.

---

You can pass through 25cm or 10" of solid matter. You bounce back, if you try to pass through anything which is thicker than 25cm.

You may take any item you carried around for at least one hour with you.

You can acquire this *strength* multiple times. Each time multiply the thickness of the matter you can pass through by 2.

When you write down this *strength*, put its level in brackets behind it.

## Poisonous Attack (×)

**"My poison is running through your body!"**

Your attacks are poisoning.

Your target acquires one pick of the *Poisoned* restriction, if your **unarmed attack**, **blast**, or *Explosive Breath* causes a successful **hit**.

Your poison has the following statistics: *Concealment*: 7; *Damage*: 3; *Lethality*: 7; *Resilience*: 3; *Interval*: 8 minutes

You may acquire this strength multiple times. Each time, the *Damage*, *Lethality*, and *Defense* of your poison increases by 1 and the *Interval* is halved. Assume that 30 seconds equal 8 turns.

When you write down this *strength*, put its level in brackets behind it.

## Powers of Light

**"You don't want this. You want to rethink your life."**

You are connected to powers of the light.

You get a +2 *modifier* to **heal** and to all *tasks* testing an *extraordinary trait* against someone who has the *Powers of Darkness strength*.

Also, increase your *Sentry* by 1.

Whenever you successfully **command** or **curse** someone, you may choose one of the following effects:

Either the person must **resist fear** with *horror* equal to your *Sentry*, or they become a devout follower of you.

## Powers of Darkness

**"Together we can rule the world."**

You are connected to powers of the night.

You get a +2 *modifier* to **kill** and to all *tasks* testing an *extraordinary trait* against someone who has the *Powers of Light strength*.

Also, increase your *Shadow* by 1.

Whenever you successfully **command** or **curse** someone, you may choose one of the following effects:

Either the person must **resist fear** with *horror* equal to your *Shadow*, or they become a devout follower of you.

## Raise Dead (4)

**"Raise, my friend!"**

You can bring the dead back to life.

You may use **heal** to raise the dead. For this purpose, you treat being dead as a restriction with a *Defense* equal to 13 + *days* passed since the creature died.



When allowing exceptional strengths, it is worth thinking about the implications they have on your setting. Some of them may have a serious impact on the possible stories you can tell.

## Regeneration (3×)

**"I will return!"**

Your stamina regenerates at incredible speed.

You regenerate 1d6 *Stamina* each hour.

All your *temporary restrictions* are removed and you stop being *unconscious* or *comatose*, if your *Stamina* reaches its maximum.

You can pick this *strength* a second time, then you regenerate 1d6 *Stamina* each minute.

You can pick this *strength* a third time, then you regenerate 1d6 *Stamina* each turn.

When you write down this *strength*, put its level in brackets behind it.

### Reliable Bless [Strength]

*Esoteric choir sound playing...*

You have mastered a certain kind of blessing.

---

Choose a *strength* worth up to 3 picks. It counts as being worth only one pick for you, if you *bless* someone.

You also gain +2 to *bless* anyone with this *strength*. Whenever you claim that modifier, you may not choose other *strengths* for your *bless*.

You can acquire this *strength* multiple times, each time to reliably bless with a different *strength*. You have to pick the strength you are limited to, first, if you have the *Limited Bless* restriction.

When you write down this *strength*, put the name of the *strength* you chose in brackets behind it.



Extraordinary strengths and traits are supposed to work together to create any character you can imagine. When there is something amiss, discuss with your group how to make it possible.

---

### Reliable Curse [Restriction]

*“Now, I will teach you a lesson...”*

You have mastered a certain kind of curse.

---

Choose a *restriction* worth up to 2 picks. It counts as being worth only one pick for you, if you *curse* someone.

You also gain +2 to *curse* anyone with this *restriction*. Whenever you claim that modifier, you may not choose other *restrictions* for your *curse*.

You can acquire this *strength* multiple times, each time to reliably curse with a different *restriction*. You have to pick the restriction you are limited to, first, if you have the *Limited Curse* restriction.

When you write down this *strength*, put the name of the *restriction* you chose in brackets behind it.

### Reliable Transformation [Transformation]

*“You need to change...”*

You have mastered a certain kind of transformation.

---

Choose one type of transformation:

**Self into Animal:** You transform into an animal and back.

**Self into specific Monster:** You transform into one specific kind of monster and back.

**Self into Person:** You transform into any other person of your species and back.

**Other into specific Animal:** You transform an other living creature into a specific kind of animal.

**Other into specific Monster:** You transform an other living creature into a specific kind of monster.

**Other into specific dead matter:** You transform a living creature into a specific material, like stone or gold.

**Dead into undead:** You transform a corpse into an undead creature.

You gain a +4 *modifier* to *change* if you want to cause this transformation. You have to pick the transformation you are limited to, first, if you have the *Limited Transformation* restriction.

When you write down this *strength*, put the name of the transformation you chose in brackets behind it.

### Strong Fields (×)

*“Don’t worry, it will hold for a while.”*

Your powers create mighty protection fields.

---

Increase the *Armor* of force fields you create with *bubble* by 3.

You can acquire this *strength* multiple times. Each time the *Armor* of your force fields increases by 3.

For settings in the *steam era* or later, add 5 instead of 3. In the *cosmic era* or later, add 10 instead of 3.

### Super Quick (2×)

*“I got you!”*

Your reaction time is incredibly fast.

---

You act before anyone else who has less levels in this strength than you. If two of you have the same levels in this *strength*, treat each other as if you had none. You may substitute *Parry* for *Defense*.

You can acquire this *strength* multiple times.

When you write down this *strength*, put its level in brackets behind it.



## Super Strong (2×)

***"I can smash that!"***

Your are incredibly strong.

Increase the *Impact* of your unarmed attacks and any weapon using your *Valor* to calculate its damage by 5. Also increase your *Max Lift*, *Max Load*, *Stamina*, and your *Serious Wound* threshold by 2. This effects your *Critical Wound* threshold. Your *Size* is treated as being 1 greater in the context of the *avoid restraint*, *grapple*, and *push* tasks.

You can acquire this *strength* multiple times.

When you write down this *strength*, put its level in brackets behind it.

## Supernatural Protection

***"Your feeble weapons can't harm me!"***

Your powers protect you from mundane damage.

Add your *Ward* to your *Armor*, *Defense*, and *Parry*, if you are not wearing any armor.

## Uncanny Appearance (3×)

***"Boo!"***

Your appearance scares everyone who sees you.

Everyone who sees you for the first time must *resist fear* versus a *Horror* of 5.

You can acquire this *strength* multiple times. Each time the *Horror* increases by 2.

When you write down this *strength*, put the *Horror* in brackets behind it.

## Vacuum Proof (2)

***"Huston, we don't have a problem."***

You don't need to breath.

You are treated as if wearing *sealed* and *pressurized* armor.

## Wide Spectrum Vision

***"I can see it."***

You can see in darkness.

You treat darkness as weak light when you are using your own eyes or an optical sensor that redirects light.

You see in the dark as if it would be bright light, if you also have *Extra Sensitive Vision*.

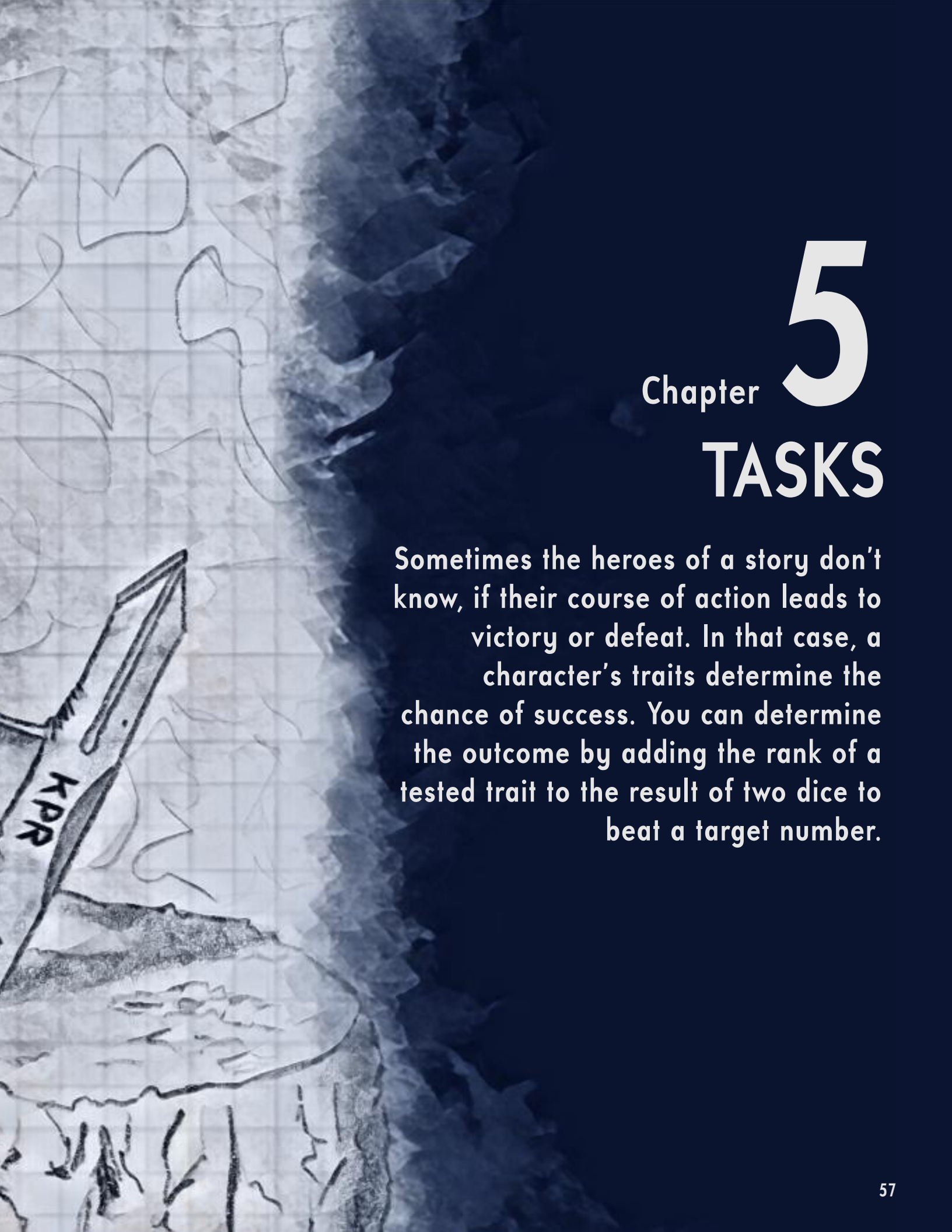
This allows you to detect power plants or other infrared or UV light sources. You also ignore fog and can see beings having the *Invisibility* strength.



When you have finished choosing your strengths and restrictions, it's a good time to reflect on how those abilities have affected your character's previous life and place in society.





The background of the page features a hand-drawn map on a grid of graph paper. The map is sketched with simple lines, showing various geographical features like mountains, rivers, and a coastline. A fountain pen, with the letters 'KPP' written on its barrel, is positioned diagonally across the lower-left portion of the map. The right side of the page is a solid dark blue gradient.

# Chapter 5

## TASKS

Sometimes the heroes of a story don't know, if their course of action leads to victory or defeat. In that case, a character's traits determine the chance of success. You can determine the outcome by adding the rank of a tested trait to the result of two dice to beat a target number.



# Resolving a Task

The result of an action often depends not only on ability, but also on chance. In this case, a roll of the dice can determine whether you will achieve your goal, and sometimes to what extent.

A task is resolved by rolling two six-sided dice, adding them together, then adding the *rank* of a *trait*, and comparing the *total* to the *target number*.

Sometimes the *total* is affected by *modifiers*, which are explained later.

$$\text{Total} = 2d6 + \text{trait rank} + \text{modifiers}$$

The *task* is a *success*, if the *total* is equal to or greater than the *target number*. Otherwise it is a *failure*.

You may only perform *mitigation tasks*, if you are *comatose*, *stunned*, or *unconscious*. They are explained later.

## Target Number, Passive Traits, and Circumstances

The *target number* may be the *rank* of a *passive trait* of your opponent or target. Adverse circumstances may increase it.

## Decisive Success

The task is a *decisive success*, if the *task* is a *success* and at least one of the two six-sided dice shows a six. Any other success is a *qualified success*.

## The Effect Die

On a *decisive success*, the die which shows the smaller number is called the *effect die*. You are free to chose one, if you have rolled a double.

You may add it to the quantifiable effect of the task, like how long an effect lasts or how much damage is dealt.

Sometimes you may add the *effect die* to the *total* and to the effect of your next *task*. To keep track of this, you can set your *effect die* aside and use another die instead when you roll the *task* affected by it.

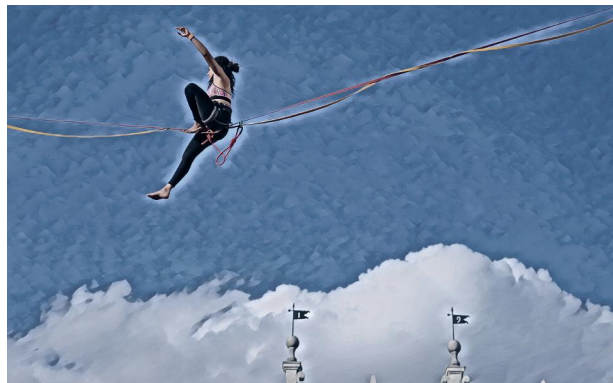
### Example

*Eden tries to convince the guard to look the other way.*

*Eden's Impression is 2. The guard has Resolve 8, but takes the job serious which increases it by 3 in that matter.*

*Eden's player Joey rolls the dice and gets a 6 and a 3, for a total of  $6 + 2 + 3 = 11$  which is exactly enough to beat the guard's boosted Resolve.*

*Since one of the dice shows a 6, it is a decisive success with an effect die of 3, which means the guard won't bother Eden for a while.*



Most of the time, it should be enough to determine the trait you need to test and a target number for the difficulty. When you want to go into more detail look at the structured tasks described later.

## Which Trait is to be Tested?

The following tables give a quick guideline which *trait* can be tested in the given situation:

### Valor

Hit with a weapon	Precision
Any other combat maneuver	Valor
Determine effect of a hit	Impact
Move quickly or elegantly	Valor
Do something athletic	Valor
Endure physical strain	Valor

### Wits

Bypass a security device	Wits
Avoid detection	Wits
Locate someone or something	Wits
Assess a social encounter	Wits
Talk to someone	Impression

### Spirit

Heal someone	Spirit
Figure something out	Spirit
Create a device, tool, or substance	Spirit
Push yourself through	Spirit

### Extraordinary

Destroy someone or something	Might
Change someone or something	Might
Detect someone or something	Ward
Move someone or something	Flow
Mess with someone's mind	Flow
Protect someone or something	Ward

## Choosing a Target Number

The *target number* determines the difficulty of the task. The higher the target number, the more difficult it becomes to achieve the goal. The following table gives a guideline for target numbers:

Easy task	5
Typical task	7
Slightly difficult task	8
Difficult task	9
Very difficult task	11
Extremely challenging task	13
Nearly impossible task	15
Limit of human capability	17



You can be creative when determining which trait to use. Soothing an elephant can be seen as a form of persuasion, meaning it is your Wits against the elephant's Resolve.

## Choosing a Passive Trait

The following tables give a quick guideline for applicable *passive traits* in different situations:

### Valor

Against a ranged attack	Defense
Against a melee attack	Parry
Withstand damage from attack	Armor

### Wits

Against being surprised	Caution
Against being detected	Caution
Against intentions being revealed	Caution

### Spirit

Difficulty of lying to you	Resolve
Difficulty to persuade you	Resolve

### Extraordinary

Vs. Destruction or Transformation	Weave
Vs. Detection	Shadow
Vs. Motion or Manipulation	Sentry

## Perfect Conditions

Treat every *success*, be it *qualified* or *decisive* as a *decisive success*, if there is nothing and nobody intervening with your chance to success or everyone is completely oblivious of what you are about to do.

Also, instead of taking the lower die for the *effect die* pick the greater one.

Note that you still have to succeed on the task. Any failure remains a failure.

This rule applies only to the first task, if a success in such a task leads to further rolls. For example this rule may apply to an *attack* but never to a *hit*.

Routine tasks performed in the safety of your home or at a friendly workplace are applicable for that rule, and also something like driving on an empty road on a sunny day.

It also applies if you *attack* anyone who sleeps, is unconscious or has absolutely no idea that there is any danger. This includes civilians in a peaceful society or anyone with *Valor* 0.

Stationary objects are generally oblivious to all *attacks*. This does not apply to vehicles, except if they are abandoned or driven by someone who is oblivious to the *attack*.

Conversations and other social tasks are not affected by this rule, unless the other party agrees with you from the outset or has a *Wits trait rank* of 0.

## Option: Overskill

As an optional rule, if your *total* is equal to the *target number* + 6 or greater, the task is a *decisive success*, even if no six was rolled.

Do not use this rule when attempting an *avoid* or *resist* task.

Also, do not use this rule for *weapon hits* by *ranged* weapons against homogenous or amorphous targets with no special vulnerable parts.

This rule makes the entire game more realistic, destructive, and deadly.

## Option: Limiting the Effect Die

As an optional rule, the maximum effect of a *decisive success* may not exceed the sum of the trait rank and all modifiers to the die roll.

The result of the *effect die* is always assumed to be 1, if this sum is one or less.

Otherwise it is assumed that the result of the *effect die* is equal to this sum if it exceeds this sum.

This makes high skill a necessity to achieve exceptional results, which may be more realistic, but it makes the game a little more cumbersome.

# Structured Tasks

Structured tasks try to provide detailed rules for most situations which may occur during a game of knights and rifles. Use them when you are unsure about determining a trait, a target number or the modifiers.

## Format

A structured task is typically listed in the following manner:

### Name

Description

*trait* vs. *target number* (time)

- Modifiers:  $\pm$ *modifier*
- Circumstances

**Decisive:** Result of decisive success.

**Qualified:** Result of qualified success.

**Failure:** Result of failure.

Not all tasks list modifiers or circumstances. Sometimes a simple formula or a passive trait is listed instead of the target number.

Tasks which have only one possible outcome and do not require to be resolved by a die roll are listed like this:

**Name** (time): description and outcome

## Name

The name of the task. It is written in **boldface and italics**, when the rules refer to it. They mean all of them, if they state only a part of the name of several tasks.

## Type

A symbol after the name indicates the type of the task.

- ★ **Independent:** You can attempt this task whenever it makes sense within the given circumstances and you aren't *comatose*, *stunned*, or *unconscious*.
- ▶ **Prerequisite:** You can attempt this task like an *independent task* and if you succeed you may perform a follow up task which is called an *escalation task*.
- ⚡ **Escalation:** This task requires a success in a *prerequisite task* before you are able to attempt it.
- ⚠ **Mitigation:** This task is triggered by circumstances usually out of your control and may not be attempted at will.

## Description

The description explains what the task is supposed to accomplish and why you may want to attempt it.

## Trait

The name of the *trait* whose *rank* you add to get the *total*.

## Target Number

This is the *target number* or the name of the *passive trait* of your opponent or target you have to beat. It may also be a simple formula. Distances and heights are measured in *m*.

## Time

A task takes some time to complete. This time is given as story time. This means time that goes by in the story, and not time that goes by in real life, as you play.

The applicable time frames in which # is a placeholder for the number of time units required are:

**# year(s):** One or more years in story time. A character is not completely occupied by the task during that time and may do other tasks, except other tasks that last one or more years. These tasks require about 8 hours of time on 200 days per year.

**# day(s):** One or more days in story time. A character is not completely occupied by the task during that time and may do other tasks, except other tasks that last one or more days. These tasks require about 8 hours of time per day.

**# hour(s):** One or more hours in story time. A character is occupied by the task, and if they cannot finish it, the outcome of the task is a failure.

**# minute(s):** One or more minutes in story time. A character is occupied by the task, and if they cannot finish it, the outcome of the task is a failure.

**# turn(s):** One or more turns. A turn is an abstract time unit which lasts somewhat between 1 and 6 seconds, where each character usually can act once. Characters act in the order of their quickness, the character with the highest quickness acts first, then the one with the next lower quickness and so on.

**Immediate:** This task does not require any significant amount of time. Any task is considered an immediate task at that moment when a task prompts you to perform it immediately.



## Modifiers

A modifier is listed as a short description of when it applies. The description is followed by a number or a *trait* preceded by a + or - sign. It may also describe a certain type of equipment which grants its *Grade* as a positive modifier.

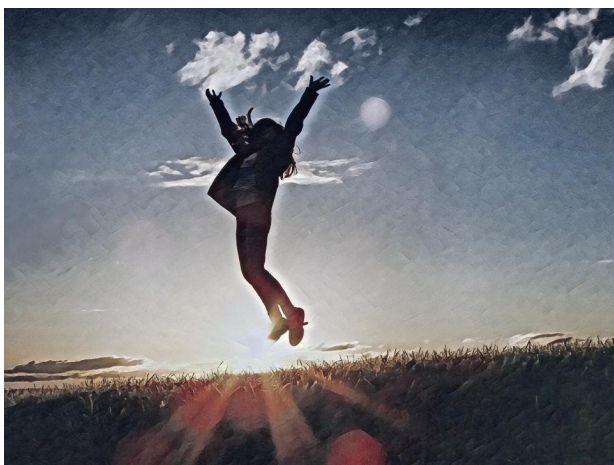
Positive modifiers increase the *total*, while negative ones decrease it.

Modifiers granted by *strengths* or *restrictions* or by being *exhausted* or *weakened* are not explicitly listed here.

### Necessary Equipment

You will get a -2 modifier because you are not properly equipped, if a modifier for a gear, tool, or kit is listed and you don't have it.

This only applies if one of the following words is expressly stated in the description of the modifier: *tools*, *kit*, *gear*.



You may have a look at the modifiers applicable to a task and the circumstances that affect its outcome. Maybe you can optimize your chances of success.

## Circumstances

Circumstances cause *penalties* that are added to the target number or the passive trait. They are listed in *Appendix A Circumstances*, p.139.

## Different Outcomes

Finally, a structured task describes what happens on each of its three possible outcomes.

The following section describes how you may interpret those descriptions.

## Contradictions

Rules for strengths and restrictions supersede all rules and those for tasks supersede general rules, if rules contradict each other.

# When you Succeed

The following section explains how to determine the effect of a qualified or decisive success and how to handle effect dice.

A structured task describes what happens on a *qualified* and a *decisive success*.

## Quantifiable Effects

Many tasks cause some kind of quantifiable effect, like a benefit that lasts for a period of time or a certain amount of damage. The damage dealt by a success is inflicted on the target, except if stated otherwise. For handling damage see *Chapter 6 Trackers and Thresholds*, p.65.

## Follow up Tasks

When the name of one or more *tasks* is stated within the description of an outcome, you may perform one of them at once. The word “you” in the context of a task always means the character performing it.

*Prerequisite tasks* (▶) allow you to perform *escalation tasks* (⚡), which you normally can not attempt on their own.

A *mitigation task* (▲) required by a *success* usually has to be performed by the target. See *Mitigation Tasks*, p.62.

## Handling the Effect Die

On an *decisive success*, you usually may add the result of the *effect die* to the quantifiable effect of the task.

You may add it to your *total* of the *escalation task* (⚡), if the task you attempted was a *prerequisite task* (▶). Therefore, the *effect die* of the *prerequisite task* becomes a modifier to the *escalation task*. You may also add it to the *escalation task*'s quantifiable effect if it has any.

This means, that if the *prerequisite task* and the *escalation task* where a *decisive success* you may add both *effect dice* to the effect.

You may add the *effect die* of the *prerequisite task* to the result of the *escalation task* even if the *escalation task* was only a *qualified success*.

As a rule of thumb, never add more than one *effect die* to the *total* and more than two *effect dice* to an effect.

### Modifying the Effect Die

Sometimes you must modify the result of the *effect die*. First apply multipliers and divisors. The most common are:

**effect die** × 2: Multiply the *effect die* by 2.

**effect die** ÷ 2: Read 1-2 as 1, 3-4 as 2, and 5-6 as 3.

**effect die** ÷ 3: Read 1-3 as 1 and 4-6 as 2.



The consequences of failing at a task can reach from a mere inconvenience to utter doom, like when you wreck your ship because you fail at piloting and everybody ends up in icy water. Try to find consensus in your group so that no one finds the game too easy or too frustrating.

## When you Fail

**Sometimes when you fail, it just means nothing happens. But sometimes failure on a dangerous task can get you into real trouble.**

Damage is dealt to the person attempting the task, if it is listed in the description of a failure, except if stated otherwise.

Most of the time no additional ill effects happen if you fail, except maybe that you lose some *fatigue*.

### Mitigation Tasks

Some tasks require the person attempting the *task* to perform a *mitigation task* (▲) on a *failure*. The names of all *mitigation tasks* either start with *avoid* or *resist*.

A *mitigation task* can not be attempted voluntarily. It is either the result of a *failure* at a *task* or something not under your control.

It must be resolved immediately if a *task* lists it in its description or the circumstances demand it.

Note that *mitigation tasks* listed in the description of a *success* have to be done by the target of the task not the person performing it.

Also see *Chapter 8 Avoiding and Resisting*, p.87.

### Serious Consequences

You may find yourself in a very bad situation, if you fail at some critical task.

To deal with your new circumstances you may have to perform additional tasks to get out of your misery or avoid an even more gruesome fate. For example you need to *swim* to stay afloat in water or you must *fall* if you are up in the air above ground with no means to stay there.

Sometimes the entire story may take a different turn, for example when you were detected by some guards and they start chasing or attacking you.

### Dire Circumstances

Life is harsh and even your environment may be against you.

For example when you cannot breathe because you are under water or in a vacuum, you need to *resist suffocation*. Or maybe the radioactivity in the area you just entered is more than your body is adjusted to, so you need to *resist radiation*.

While this may not be the direct result of failing at a task, you should try to avoid those situations.

However, there is one thing you can't avoid, except by taking the *Longevity strength*, which is not available to mere humans: *resist aging*.

# Group Checks

Sometimes all characters in a group may want to do the same thing, and you don't want to roll for each one separately.

A group of characters may perform a *task* together, if this is plausible. Some common examples are **ambush**, **climb**, **gather food and water**, **sneak**, and **march**.

Always use the highest *trait rank* and the highest *target number* of all participating characters.

Pick one member of the group. Use only the positive *modifiers* that apply to that member, but each negative *modifier* that applies to at least one member of the group. Use each modifier only once, regardless how often it applies.

The effects of any outcome of the task apply to all group members.

Every character is free to join the group effort or attempt the task separately.

## How It Comes Together

This section contains a large example that shows how to use several different tasks to handle a complex situation.

The example refers to tasks explained in *Moving and Traveling*, p.151 and *Chapter 8 Avoiding and Resisting*, p.87.

### Example

Eden and Remy **parachute** out of a plane using Grade 3 parachutes. The weather is clear and they want to land on a meadow, so the target number is 9.

Eden's Valor is 2. Joey rolls a 5 and 5 for a total of  $5 + 5 + 2 + 3 = 15$ , beating the target number by 6. Since the group plays with the overskill rule, this means a decisive success and Eden lands on the spot and gets rid of the parachute immediately.

Remy has Valor 1 and Remy's Player Morgan is less lucky and rolls a 2 and a 3 for a total of  $2 + 3 + 1 + 3 = 9$ , which is still enough to succeed.

However, a qualified success on **parachute** means you still land  $1d6 \times 10m$  off target. Morgan rolls a 2, for  $2 \times 10 = 20m$ . The game master randomly determines the direction and unfortunately Remy lands in a nearby pond. Morgan rolls another  $1d6$  and gets another 2, meaning Remy needs 2 turns to get rid of the parachute.

Now Remy, who is heavily encumbered due to the parachute, has to **swim**. The modifier for the heavy encumbrance is -6 and the temperature is cool, increasing the target number from 7 to 8.

Remy's Valor is 1, so even two sixes would result only in a total of  $6 + 6 + 1 - 6 = 7$  making a success impossible.

So for two turns, until Remy gets rid of the parachute, Remy will fail the **swim** check and must **resist suffocation**.

Morgan rolls a 4 and 4, for a total of  $4 + 4 + 1 = 9$ , beating the target number of 9 for a qualified success, meaning Remy still takes 1 fatigue damage, reducing Stamina from 15 to 14.

During that time Eden with Valor 2 and a Move of 5 runs towards Remy using **move** and **sprint** for up to  $Move + Move \times 2 = 15m$ , but has to stop at the edge of the pond, 8m away from Remy, since you can't sprint through water.

Eden needs to **resist fatigue** for sprinting. Joey rolls a 4 and a 5 for a total of  $4 + 5 + 2 = 11$ , a qualified success, meaning no Stamina loss in that case.

On the next turn, Remy **resists suffocation** again and Morgan rolls a 2 and a 3, for a total of  $2 + 3 + 1 = 6$ , which is a failure. Morgan rolls a 4 for the fatigue damage, reducing Remy's Stamina to 10.

Eden uses **drop something** to get rid of the helmet, the portable and the submachine gun to become unencumbered.

Eden can then wade into the water using **step** and is now 6m away from Remy.

On the third turn, Remy gets rid of the parachute and tries to **swim**.

Morgan rolls a 5 and a 5 for a total of  $5 + 5 + 1 - 3 = 8$  and decides Remy will swim Brawn  $1 \times 2 = 2m$  towards Eden reducing the distance to 4m and needs to **resist fatigue**. Morgan rolls a 2 and 4 for a total of  $2 + 4 + 3 = 9$  and a qualified success.

Eden with Valor 2 now has to **swim**, too.

Joey rolls a 3 and a 4 for a total of  $3 + 4 + 2 = 9$ , a success. Eden swims Valor  $2 \times 2 = 4m$ , reaching Remy but has to **resist fatigue**. Joey rolls a 4 and 4, for a total of  $4 + 4 + 2 = 10$ , a qualified success.

On the next turn, both attempt to **swim** together in a group check to reach the shallow water. They use Eden's higher Valor of 2.

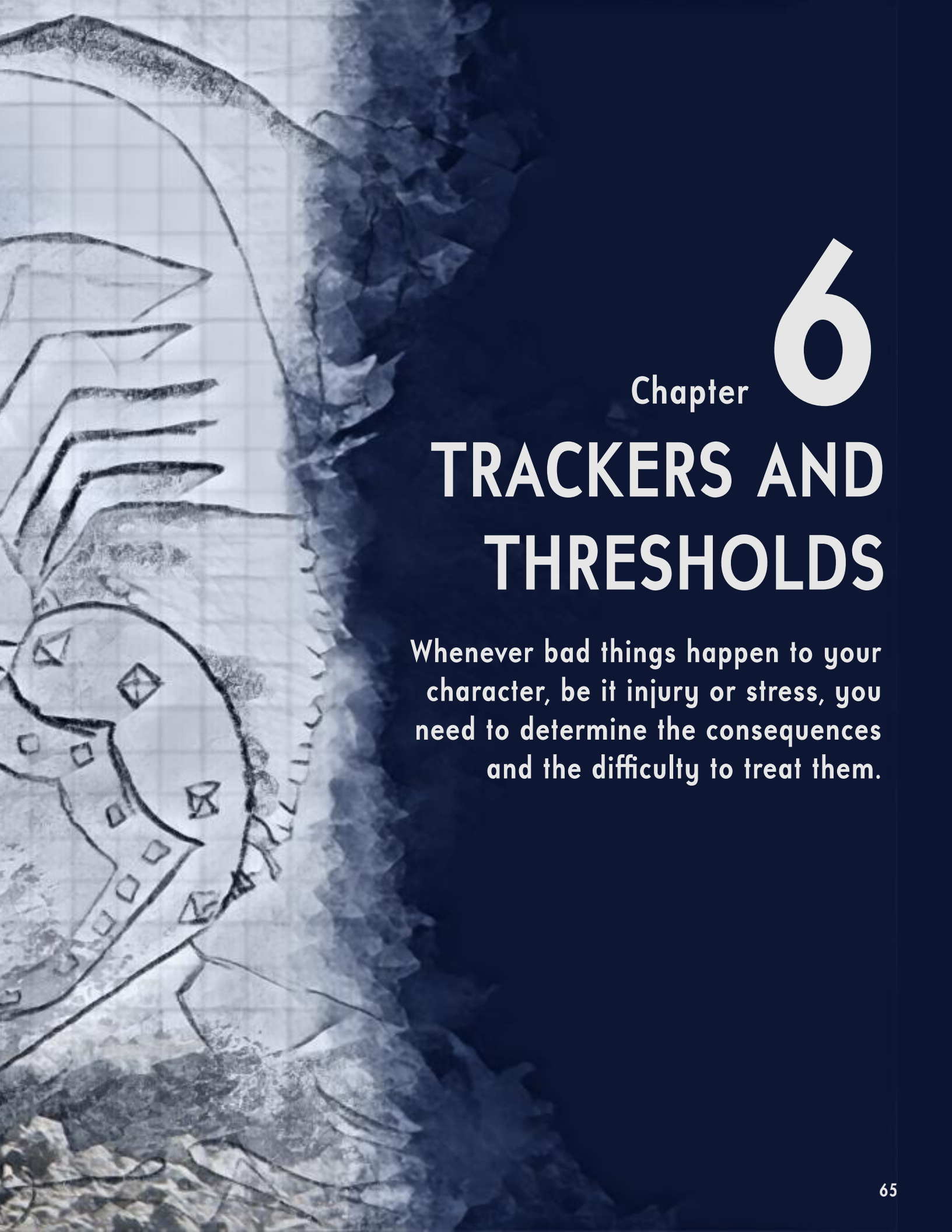
Joey rolls a 2 and a 5, for a total of  $2 + 5 + 2 = 9$ , a qualified success. They decide to swim Valor  $2 \times 2 = 4m$ .

This means both now have to **resist fatigue**. Eden has a qualified success. Remy gets a decisive success with an effect die of 3, recovering  $3 \div 2 \approx 2$  Stamina, gaining new hope because the shore is so close.

The game master tells them that the water is now shallow enough for them to wade through it, so they can finally **step** out of the pond.







# Chapter 6

## TRACKERS AND THRESHOLDS

Whenever bad things happen to your character, be it injury or stress, you need to determine the consequences and the difficulty to treat them.



# How Damage Works

**Damage is divided into physical harm, mental trauma and fatigue. Each type of damage has different effects. Mid term or even long term harm may be the result, if some damage exceeds certain levels.**

Subtract damage from your *Stamina*, if you receive any. You become *exhausted*, if your *Stamina* reaches zero.

You must **resist unconsciousness**, if you take any damage and your *Stamina* is already at zero.

## Physical Damage

You acquire a *temporary restriction*, if you receive *physical harm* equal to your *Serious Wound* threshold or greater.

### Injuries

For damage from a **slam hit** or **weapon hit** this will typically be the *Serious Injury* restriction.

This restriction will cause you to become *comatose* after  $1d6 \times 10$  minutes.

You may also want to take hit locations into account, which may cause additional or different restrictions. See *Hit Locations*, p.67.

### Poisons and Diseases

Damage from any other source causes the *Immanent Organ Failure* restriction by default.

This restriction will also cause you to become *comatose* after  $1d6 \times 10$  minutes, but you need different equipment to cure it.

Diseases and poisons which result in a different restriction state this in their descriptions. See *Diseases*, p.94 and *Poisons*, p.95.

## Mental Damage

You may decide whether you acquire the *Gloominess* or *Loose Cannon* restriction, if you receive *mental trauma* equal to your *Serious Trauma* threshold or greater.

You may also choose a *temporary restriction* appropriate to the situation. See *Situational Restrictions*, p.69.

## Critical Damage

You immediately drop *unconscious* in addition to any other effects, if you receive *physical harm* equal to your *Critical Wound* threshold or greater, or *mental trauma* equal to your *Critical Trauma* threshold or greater.

Then you must immediately **resist coma** or become *comatose*. You must **resist death** or die, if you are *comatose*.



Losing stamina can have many causes, which are summarized in one mechanism for the sake of simplicity. Examples are loss of blood or willpower, even boredom, or just sweating and exhaustion.

# Stamina

**A character's Stamina is an abstract measure of their endurance, pain tolerance, and general ability to keep going under stress.**

The *Stamina* tracker has a *Maximum Stamina* and a *Current Stamina* value.

Whenever you take any damage, may it be *physical harm*, *mental trauma* or *fatigue*, you subtract it from your *Current Stamina*.

You can recover your *Current Stamina* by **resting** or **sleeping**. See *Moving and Traveling*, p.151.

Your *Stamina* may never exceed your *Maximum Stamina*.

You must **resist unconsciousness** each time you take any further damage, regardless of its type, if your stamina tracker is at zero.

*Fatigue* damage has no further consequences besides reducing your *Stamina*.

*Physical harm* and *mental trauma* will have some additional adverse effects, if the damage you take in one blow exceeds a certain threshold. However, if it does not, it only reduces your *Stamina*.



## Exhausted and Weakened

Few people can go on at maximum strength until they pass out. Damage can affect your ability to function at your full potential.

You become *exhausted*, if your *Stamina tracker* reaches zero. As soon as your *Current Stamina* is above zero, you are no longer *exhausted*.

You become *weakened* if someone scores a *decisive success* against you and it is stated in the *tasks outcome*. You stop being *weakened*, if your *Current Stamina* is equal to its *maximum*.

You get a  $-1$  *modifier* to all *tasks*, if you are either *exhausted* or *weakened*.

You get a  $-2$  *modifier* to all *tasks*, if you are both, *exhausted* and *weakened*.

## Unconscious and Comatose

If you take too much you will lose consciousness. This may even take you close the brink of death - or beyond.

You can perform only *mitigation tasks* (see *Mitigation Tasks*, p.62), if you are *unconscious* or *comatose*. Your *Defense* drops to  $7 - \text{Size}$  if it is equal to or greater than that.

You have to *resist coma*, if you become *unconscious* for any other reason than failing at *resist sleep*.

You must immediately *resist death*, if you become *comatose* for any other reason than failing at *resist coma*.

### Example

Eden is struck by a successful attack. At first the game master rolls a die to determine the location of the hit. A die roll of 3 indicates the torso.

The attacker scores an *decisive success* with the hit, causing  $7 + 1d6$  damage and rolls a 4 for a total of 11 physical harm.

Eden becomes *weakened* and loses 11 stamina, reducing *Current Stamina* from 15 to 4. Since 11 is equal to or greater than Eden's *Serious Wound threshold* of 9, the character acquires the *Serious Injury* restriction.

Eden has to roll a die and gets a 3. Eden will become *comatose* in  $3 \times 10 = 30$  minutes.

## Physical Harm

Physical harm represents damage done to a character due to physical force, be it from falling or an attack.

Whenever you take *physical harm*, compare it to your *Serious Wound* threshold and *Critical Wound* threshold to determine if anything bad happens to you.

### Option: Hit Locations

You may want to know the location of the hit to determine its effect, if the physical harm was caused by a *slam hit* or *weapon hit*.

Consult the following table, if the *attack* was aimed at a certain location, or when you want to determine the hit location randomly. See *Hit Location*, p.140.

You may assume a hit to the torso otherwise.

**Die:** You may decide to determine the location of the hit by rolling 1d6. You need to determine this before resolving the *weapon hit*, if the target's armor is *partial*. Otherwise you can do it after you know that the hit was successful.

**Location:** The location being hit.

**Add Dam:** Add this to the damage inflicted, if that location was hit successfully and then compare it to the damage thresholds.

**Temp. Restriction:** The temporary restriction or restrictions which are acquired if the damage exceeds your *Serious Wound* threshold.

Die	Location	Add Dam	Temp. Restriction
1	leg	+0	Crippled Leg
2	arm	+0	Crippled Arm
3 – 4	torso	+0	Serious Injury
5	vitals	+2	Inner Bleeding*
6	head	+4	Dazed*
	face	+2	Dazed*
	neck	+2	Serious Injury†
	eyes	+4	Crippled Eye‡

\* Also causes *Serious Injury*.

† Smashing weapons and *slam hits* cause *Dazed* instead of *Serious Injury*.

‡ Also causes *Dazed* and *Serious Injury*.

If you need to know which arm or leg was hit, determine randomly.

If you have wings and no arms, they are hit on a 2 – 3.

If you have arms and wings, your wings are hit on a 3.

If you have neither, your legs are hit on 1 – 2.

If you do not have legs, your torso is hit instead.

## Partial Armor

Use your 7 + *Valor* + *Size* instead of your *Armor* trait to determine the outcome of the **hit**, if you wear *partial* armor and your arm or leg is hit.

## Option: Aiming Low

As an optional rule, you may decide to aim low.

Subtract 2 from the roll on the hit location table, but if the result is 0 or less, you miss.

## Wound Infection

Whenever you take damage from a successful **hit** in a somewhat dirty environment and don't receive **first aid** within 30 minutes, you must **resist contagion** (vs. target number 7) or acquire the *Disease [Wound Infection]* restriction.

See *Chapter 3 Restrictions*, p.21 and *Diseases*, p.94.

## Serious Wound Threshold

The character acquires a *temporary restriction*, if the *physical harm* the character received is equal to or greater than the *Serious Wound* threshold.

A **slam hit** or *weapon hit* to the torso will typically result in a *Serious Injury*, while poisons and diseases state the *temporary restriction* they cause.

### Nasty side effects

A **hit** may cause additional harm, if it was a *decisive success* and exceeds your *Serious Wound* threshold.

You must **avoid amputation**, if it was caused by an *edged* weapon or explosion and hit your arm, leg, or neck.

It makes you acquire a pick of the *Burning* restriction, if it was caused by any **attack** with an *energy* weapon with an *Impact* of 20 or greater.

Weapons using *batteries* are energy weapons.

You also acquire a pick of the *Burning* restriction, if it was caused by a non-magical **explosive attack** with an *Impact* of 20 or greater and you are not protected by *sealed* armor.

## Incinerating Weapons

A successful **hit** from an *incinerating* weapon causes the target to acquire one level of the *Burning* restriction.

It causes two levels if the *physical harm* is equal to or greater than the *Serious Wound* threshold, or three if it is greater than the *Critical Wound* threshold.

It has no other effects.

## Critical Wound Threshold

The character drops *unconscious* and immediately must **resist coma**, if the inflicted *physical harm* is equal to or greater than the *Critical Wound* threshold.

A *Crippled Eye* restriction which resulted from such a hit, is not temporary but permanent.

The character fades from existence and is gone, if such a hit was caused by a *destroyer* weapon.



Without advanced medicine or magical healing, it can take a while until severe wounds are fully healed. It is also possible that your character suffers permanent damage.

## Option: Overkill and Negligible Damage

Realistically, any *physical harm* that exceeds the *Critical Wound* threshold by 6 or more usually results in instant death or total destruction.

Such a hit blows right through a force field. Resolve the hit again against the target immediately.

On the other hand, any damage which is below the *Serious Wound* threshold by 6 or more can be ignored and does not result in any loss of *Stamina*.

# Mental Trauma

**Mental trauma is the effect of severe mental stress or conflict. It may cause a character to develop new character quirks and may even result in the loss of sanity, finally leading to utter madness.**

*Mental trauma* represents loss of motivation or moral due to stress or mental exhaustion.

Whenever you take *mental trauma*, compare it to your *Serious Trauma* threshold and *Critical Trauma* threshold.

## Serious Trauma Threshold

The character acquires a *temporary restriction*, if the *mental trauma* the character received is equal to or greater than the *Serious Trauma* threshold.

The character may choose either between *Gloominess* or *Loose Cannon* or acquire a *temporary restriction* appropriate to the situation.

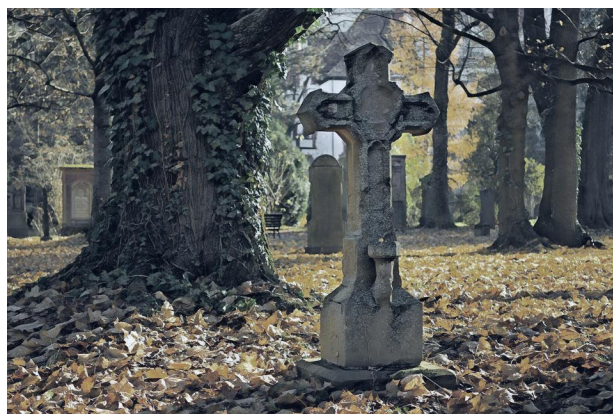
## Situational Restrictions

The following table lists a couple of suggestions for *temporary restrictions* appropriate for common situations:

<i>Situation</i>	<i>Temporary Restriction</i>
Social interaction	Indecisive
	Loner
	Phobia (crowds)
Violent/battle	Cowardice
	Impulsiveness
	Indecisive
	Shell shock
Occult or religious	Prejudice
	Fanatic
Crowd/large city	Loner
	Phobia (crowds)
Graveyard/catacombs	Chummy
	Phobia (death)
Attacked by animals	Phobia (animals)
Attacked by monsters	Phobia (monsters)
Attacked by undead	Chummy
	Phobia (death)
In tight space	Phobia (enclosed spaces)
On a ship or boat	Phobia (ocean)
In the water	Phobia (ocean)
Wide and open land	Phobia (open spaces)

## Critical Trauma Threshold

The character drops *unconscious* and immediately must **resist coma**, if the *mental trauma* the character received is equal to or greater than the *critical trauma threshold*.



The death of a hero is a tragic event. While it can be an interesting part of the story, it shouldn't happen that often. Spending *determination* is one way to avoid it.

# Determination

**Determination is a measure of a character's force of will and their plot immunity. It may even reflect protection by a higher power.**

You may spend a point of *Determination* by reducing the number of *Determination* available to your character by one. Then you can do one of the following things:

- Avoid becoming *weakened*.
- Avoid becoming *unconscious*.
- Avoid acquiring a *restriction*.
- Avoid death due to the *overkill* rule.
- Reroll the dice roll to determine the outcome of a *task*.

A character riding a vehicle may use their *Determination* to keep the vehicle intact.

You can, at the discretion of the game master, get back some or all of the *Determination* you have spent at the end of a session.

## Example

Eden takes 14 *Mental Trauma*. Since this is equal to or greater than the *Critical Trauma Threshold*, Eden would drop *unconscious*, acquire the *Phobia (Monsters)* restriction and then had to **resist coma** for dropping *unconscious*.

Joey decides to spend 2 *Determination* to avoid this.





Sometimes the target of an attack is not a living character but an object. This could be a piece of equipment or something larger, like a vehicle or even a building. While this works almost the same as it does for characters, there are a few minor differences.

## Vehicles and Objects

**Vehicles and objects don't drop unconscious, but engines or suspensions may fail to work just like the organs of a living creature.**

Vehicles and other objects take *fatigue damage* and *physical harm* like characters. They ignore *mental trauma*.

An object's *Stamina* reflects its wear and tear. Objects have the *No Rest* restriction.

Instead of *resisting unconsciousness* it has to *resist structural failure*.

The *Serious* and *Critical Wound* threshold for objects is named *Serious* and *Critical Damage* threshold to distinguish them from living creatures.

### Serious Damage

A vehicle or object acquires the *Immanent Structural Failure* restriction, if the *physical harm* it received is equal to or greater than its *Serious Damage* threshold.

You may also want to take hit locations for vehicles into account, which may cause different restrictions than *Immanent Structural Failure*.

### Option: Vehicular Hit Locations

Vehicles have the following hit locations.

#### 1d6 Location Add Dam Temporary Restriction

1	hull	+0	Immanent Structural Failure
2	turret*	+0	Immanent Structural Failure
3	engine	+2	Reduced Speed
4	propulsion	+2	Reduced Speed‡
5	controls	+4	Difficult to Control
6	weapon*	+4	Weapon Destroyed

\* Use TF/TS instead of F/S *Armor*. Treat this result as a hit to the hull if these values are not listed.

‡ *Armor* depends on the vehicle's type.

### Damage to Occupants

A number of occupants equal to a vehicle's or building's *Size* – 2 are harmed, if it acquires a *temporary restriction*. One occupant is affected, if *Size* is 2 or less. Add the *effect dice* from the *hit* to that number.

Determine who is affected randomly, then roll 1d6 and consult the following table to determine how they are affected:

#### 1d6 Effect on Occupants

1 – 2	<i>Avoid falling</i> or be thrown out of the vehicle.*
3 – 4	1d6 <i>physical harm</i> and <i>stunned</i>
5 – 6	<i>Slam hit</i> with <i>Impact</i> 10†

\* If this is plausible. No effect otherwise.

† This could also be a *weapon hit* from the weapon attacking the vehicle or an *explosive attack* from an explosion caused by such a weapon.

## Critical Damage

The vehicle is considered to be inoperable, if the *physical harm* the vehicle received is equal to or greater than its *Critical Damage* threshold, except if the hit was to the propulsion.

A hit to the propulsion which causes damage equal to or greater than the *Critical Damage* threshold causes the *Immobilitized* temporary restriction.

## Exploding Vehicles

Vehicles that have stored a large amount of explosive ammunition or fuel may explode on a roll of 1 on a *d6* after they received critical damage.

Resolve an explosion with an *Impact* equal to  $5 \times \text{Size} + 5$  and a *Radius* of  $\text{Size} \times 10$  with a minimum of 5.

## Sails

Sails are special kind of propulsion and are very resistant to weapons with high impact and low damage.

Sails typically have an *Armor* of  $7 + \text{Size}$  (i.e. none) but ignore any damage below the *critical damage threshold*.

Also, do not use the optional overskill rule for *weapon hits* by *ranged* weapons against sails.

The vehicle suffers the *Reduced Speed* instead of the *Immobilitized* temporary restriction, if the *physical harm* is equal to or greater than the *Critical Damage* threshold.

## Windows

Vehicles and buildings typically have windows. The windows of civilian and unarmored vehicles tend to be as large as possible to allow for unrestricted sight.

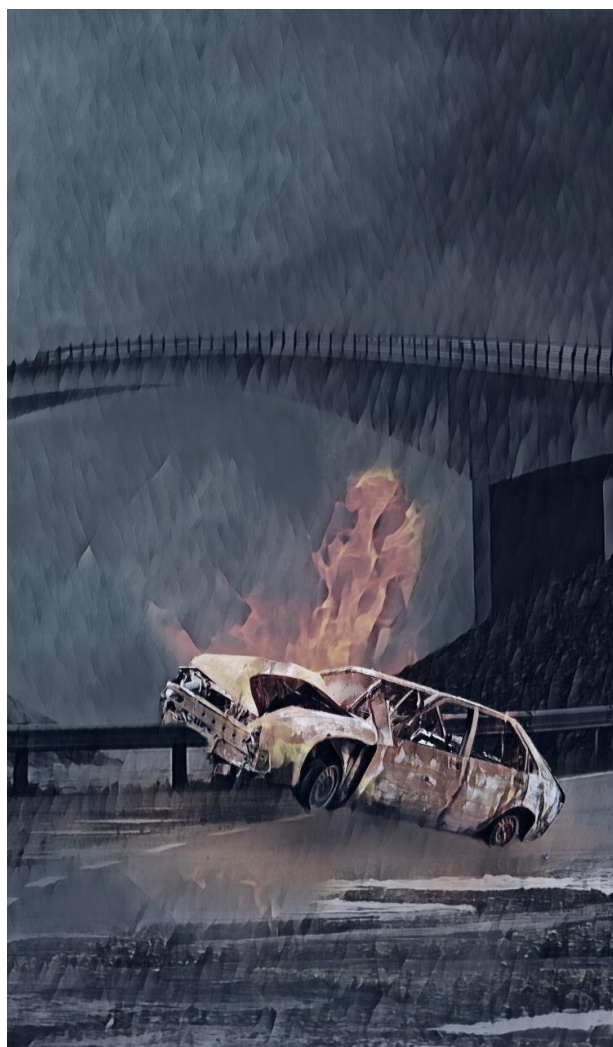
It is possible to aim at the head of an occupant through a window, albeit at an additional  $-2$  *modifier*. Use the *Armor* of the window or the occupant for the target number of the *hit*, whichever is greater.

A basic window has *Armor* 9, a car windshield has 13. Armored glass has *Armor* 19 or, beginning with the mid information era, 22.

Armored military vehicles have only small viewing slits for a  $-4$  *modifier* and, since the beginning of the atomic age, optical systems that make it impossible to attack the crew or passengers without penetrating the armor.

## Force Fields

A force field regains *Stamina* equal to its maximum *Stamina*  $\div 10$  per hour (1,000 turns). It is destroyed, if its stamina reaches 0 or if it takes *physical harm* which is equal to or greater than its *Critical Damage* threshold.



When dealing with vehicles, only add as much complexity to your game as your group likes. Use only the optional rules that all of you really want.

## Example

A tank is struck by a successful attack. At first the game master rolls a die to determine the location of the hit. A die roll of 2 indicates the turret.

The attacker scores a decisive success and an effect die of 2 with the hit, causing 19 damage.

The tank is weakened and loses 19 stamina, reducing *Current Stamina* from 40 to 21. Since 19 is equal to or greater than the tank's *Serious Damage* threshold of 19, it acquires the *Immanent Structural Failure* restriction.

The tank has a *Size* of 4. A die roll of 2 indicates that the tank ceases to work in  $(2 + 4) \times 10 = 60$  minutes. Also  $4 - 2 + 2 = 4$  of its crew members are affected. A die roll of 5 for the effect on occupants determines that they are hit with a *slam hit* with an *Impact* of 10.









# Chapter 7

## ACTIONS

The following chapter contains an overview of the most common things characters do in a story. When you are done reading it, you should be ready to begin adventuring in the realms of imagination.

## Just the Basics

This chapter explains how to handle the most common situations in a story quickly, which should be sufficient to begin playing. The following chapters go into more detail and list structured tasks to cover almost anything possible.

**Knights + Rifles** tries to provide thorough rules for almost every scene that can appear in a story, but you will need a lot of them only on rare occasions. This chapter is divided into the following sections that will familiarize you with the rules that you are likely to need most:



**Negotiations:** Introduces the rules you need to use verbal communication to convince others to change their actions or just leave you alone.



**Journeys:** An overview about how to travel abroad, finding your destination, and managing daily routine like eating and sleeping.



**Heists:** Shows how you can get into places where you're not supposed to get in and how to avoid being detected.



**Battles:** Explains the basics of turn based actions, ranged and melee combat, and how to deal with injuries.

You can just guess modifiers and target numbers as long as everyone in the group is having fun, if you do not know the exact rules for specific circumstances.

## Negotiations

**Wits matters** - whether it's trying to convince a guard that you have nothing to hide or warning the ruler of a nation of impending doom.

The most important traits to having a conversation are *Impression* if you want to be friendly or *Presence* if you want to be authoritarian.

### Who Talks First?

When two people try to talk at the same time, the person with the higher *Wits* talks first. When one person wants to act while the other wants to talk, compare the acting person's *Valor* to the talking person's *Wits*.

### How is Everyone Doing?

At the beginning of a conversation you typically *assess the situation*, where you test your *Wits* against the other person's *Caution*.

On a *success* you may try to *persuade* or *indoctrinate*.

### The Art of Persuasion

When you *persuade*, test your *Impression* against the other person's *Resolve*. This takes about five minutes.

The other person acts according to your request for a number of minutes equal to your *Wits*, if you succeed.

You may add the result of its *effect die* to the *total* of *persuade* and to the time the target follows your request, if your attempt to *assess the situation* was a *decisive success*.

You may also add the result of your *effect die* to that time, if *persuade* is a *decisive success*.

This means that if both, *assess the situation* and *persuade* are a *decisive success*, you add the result of both *effect dice* to the time of compliance.



Whenever possible, try to act out a conversation instead of reducing it to a few dice rolls. Only use the dice if you need to ensure that the player's rhetoric matches the character's skills.

### Ignoring a Request

The other person may ignore your request and take *mental trauma* equal to your *Wits*, if *persuade* was a *qualified success* or that person is a protagonist.

You may add its *effect die* to that damage, if the preceding *assess the situation* was a *decisive success*.

The target has to deduct this *mental trauma damage* from its *Current Stamina*.

There may be additional effects if your *Current Stamina* reaches zero, or if you take *mental trauma* equal to or greater than your *Serious Trauma* threshold, which are described in *Chapter 6 Trackers and Thresholds*, p.65.

### The Boldness of a Request

There is a big difference between asking a friendly person to help you load something into your vehicle or convincing a security guard to let you go after you've been caught doing something illegal.

This is handled as a *circumstance penalty* and is described in more detail in *Appendix A Circumstances*, p.139.

The most common case is if you demand something that goes against the other person's convictions, which increases the *target number* by 3.

When you ask someone to do something that is risky, increase the *target number* by 2. These penalties add up.

### Convincing Several People at Once

Sometimes you may want to **persuade** multiple persons. This is also a *circumstance penalty*.

Add 1 to the target number for two to four people, or 2 if you are talking to five to nine people.

To check out the penalties for larger groups, you may look at *Appendix A Circumstances*, p.139.



While the persuasion task represents a quick effort to take your conversation partner by surprise, indoctrinate means using convincing arguments to change the way your audience thinks.

### Make Them Change Their Ways

There is a more sophisticated method available, if a few minutes of support from your interlocutor is not enough.

To **indoctrinate**, you need to test your *Presence* against the other person's *Resolve*. This takes about one hour.

Otherwise, it works similar to **persuade**, but the duration of the other person's compliance is measured in days instead of minutes.

### Spreading the Word

You may spread your indoctrination via pamphlets, radio or video, depending on the technology available. This is the same as trying to convince several people at once, but your equipment may grant you a positive *modifier*.

### Structured Task

The **persuade** task, in the format described in *Structured Tasks*, p.60, has additional options and more details than discussed in this chapter.

For more tasks see *Talking and Trading*, p.156.

### Persuade ⚡

You try to convince a person or a group to help you right now, or to not interfere with what you are just doing.

You may offer something of value as a bribe.

*Impression* vs. *Resolve*\* (5 minutes)

- Prerequisite was decisive success: +effect die
- Bribe: + *Expense* of the bribe†
- You're wielding a weapon of *Expense* 3 or more: +1
- Inappropriate clothing: -4
- Perform task in 1 minute: -2
- Boldness of the request
- Number of targets

\* Use the highest *Resolve* of all people in the group.

† subtract your counterpart's *Wealth*.

**Decisive:** They act according to your request for a number of minutes equal to your *Wits* + effect die‡.

**Qualified:** They act according to your request for a number of minutes equal to your *Wits*‡. They may opt to take *mental trauma* equal to your *Impression*‡ or *Presence*‡ instead (whichever is greater).

**Failure:** You take 1 *fatigue damage*. You may need to **avoid legal trouble**, if you tried a bribe or anything illegal.

‡ Add the effect die of the prerequisite task, if it was a *decisive success*.

### Example

Eden tries to convince the officer that cultists are hiding in the basement of that ruined mansion.

First Eden, having *Wits* 1 needs to **assess the situation** vs. the officer's *Caution* 8.

Eden's player Joey rolls the dice and gets a 6 and a 1, for a total of  $6 + 1 + 1 = 8$  resulting in a decisive success with an effect die of 1. To flesh out the scene, the game master decides that Eden realizes that an article about the mansion is currently visible on the officer's computer screen.

Now it is time to **persuade** the officer, testing Eden's *Impression* of 2 against the officer's *Resolve* of 8.

Joey rolls the dice and gets a 3 and a 2 and adds the effect die from **assess the situation**, for a total of  $3 + 2 + 2 + 1 = 8$ , a qualified success.

The officer may now either take *mental trauma* equal to Eden's *Impression* of 2 plus the effect die from **assess the situation** ( $2 + 1 = 3$ ) or comply to Eden's request for the same number of minutes.

The officer doesn't want to take the stress and sends two deputies to investigate the mansion.





Some stories focus solely on the actions that take place in their locations, basically ignoring the travel between them. On the other hand, other stories are all about travel. And of course there are many possibilities in between. Find out which approach your group likes best.

## Journeys

**Often the story requires you to get from one place to another and even heroes need food, shelter, and some time to rest and recover.**

The *Move* trait of characters and creatures determines the distance they can move. Vehicles have a *Travel Speed* that is explained in *Riding and Piloting*, p.154.

You may use turn based movement explained later in the section about *Battles*, p.80, if time is extremely crucial or you want to travel short distances, which are less than ten times your *Move* or *Travel Speed*.

### Mid Term Movement

For short distances you may assume that you can cover  $Move \times 10m$  or  $Travel Speed \times 10m$  per minute, maybe twice as much under perfect conditions.

You can cover a distance in *km* equal to your *Move* or *Travel Speed* in one hour. You should at least halve that distance, if you are traveling on dirt roads, across mountains, or through dense forests

You may multiply kilometers by 6 and then divide it by 10, if you want the distance in miles.

### Walking and Piloting

When you want to go into more detail about mid term movement and take adverse conditions like weather and terrain into account, you may look at the *walk* and *pilot* tasks described in *Moving and Traveling*, p.151 and *Riding and Piloting*, p.154.

### Traveling

When you want to reach a destination further away, you can travel up to  $Move \times 10km$  or  $Travel Speed \times 10km$  per day, if the roads are good and you know the way.

When you want to be faster or there are some adverse conditions you need to *plan route* and *march*.

### Planning your Route

Before you start, you need to *plan route*, where you test your *Spirit* against a *target number* of 7. A map grants a positive modifier equal to its *Grade*.

The following *circumstance penalties* do often apply: Your *target number* is increased by 2, if you do not travel through completely open terrain. It is also increased by 2 if the roads are bad. These penalties add up.

*Plan route* takes about 1 hour, but you can do it in five minutes, if you accept a -2 penalty.

## Hitting the Road

On a success, you may **march** where you test your *Valor* against a *target number* of 11.

You apply the same penalties as for **plan route**.

You may travel at a slow pace for a +4 modifier. You also may add the *effect die* of **plan route** to your *total*, if it was a decisive success.

On a success, you travel up to your  $Move \times 10km$  or  $Travel Speed \times 10km$ .

On a decisive success, you add the *effect die* to your *Move* or *Travel Speed* before you multiply it by 10km. You may also add the *effect die* of **plan route**, if it was a decisive success. When *Travel Speed* is 50 or more, multiply the result of any *effect die* by 3.



When you do not care how long exactly a journey takes, you may just assume that all the roads are great and the sun is always shining.

## Example

Remy and Eden want to reach a military base in a multi-purpose vehicle with a *Move* of 25. They have enough fuel, so they drive as fast as they can for a *Travel Speed* of 75.

Eden has *Spirit* 3 and **plans the route**. They can use the highway, but the terrain isn't entirely flat, raising the *target number* to 9. They use a *Grade* 8 online map service.

Joey rolls a 2 and a 3, for a total of  $2 + 3 + 3 + 8 = 16$ , a decisive success with an *effect die* of 2 due to the overskill rule.

To determine how far they can get on this day, they use **march**. The *target number* is  $11 + 2 = 13$ , since the penalty for the terrain applies also to **march**.

Eden has a *Valor* of 2 and Joey rolls a 6 and a 4 and adds the *effect die* from **plan route**, for a total  $6 + 4 + 3 + 2 = 15$ , a decisive success with an *effect die* of 4.

Since their *Travel Speed* is 50 or more the result of both *effect dice* are multiplied by 3 before being added to it.

The result is  $75 + 4 \times 3 + 2 \times 3 = 93$ . This is multiplied by 10km, so they drive up to 930 km (558 miles) on this day.

## Structured Task

The **march** task lists additional circumstances that may affect your travel, like illumination and weather.

It also provides a table where you can determine a vehicle's *Travel Speed* if you know its *Move* and explains how very fast vehicles gain a greater benefit from *effect dice*.

You can see that sea and air travel is much faster, since you can basically go straight ahead all the time.

Further options are listed in *Moving and Traveling*, p.151.

## March ⚡

You need to **resist fatigue**. A slow pace halves the distance covered. Vehicles that have enough crew to operate for 24h double it.

For ground travel each km or mile of vertical distance consumes 10km or miles of horizontal distance.

*Valor* vs. 11 (1 day)

- Prerequisite was decisive success: + *its effect die*
- Climbing gear in mountains: + *Grade*
- Machete or sword\* in forest or jungle: + *Grade*
- Slow pace / pilot carefully: +4
- Air, sea, or space travel: +4
- Illumination
- Road
- Temperature
- Terrain
- Weather

\* only if sword is *vibrating* or *energized*

**Decisive:** Move a distance in kilometers equal to your  $(Move + effect die) \times 10\ddagger$  or a distance in miles equal to your  $(Move + effect die) \times 6\ddagger$  during the day.§

**Qualified:** Move a distance in kilometers equal to your  $Move \times 10\ddagger$  or a distance in miles equal to  $Move \times 6\ddagger$  during the day.§

**Failure:** You take 1d6 fatigue damage and need to **avoid getting lost**.

‡ Add the *effect die* of the prerequisite task to your *Move*, if it was a decisive success.

§ Use *Travel Speed* instead of *Move* for vehicles. Multiply the any *effect die* by 3, if *Travel Speed* is 50 or more. If it is 150 or more multiply by 10 instead, or if it is 500 or more multiply by 30 instead.

Travel	Travel Speed	Range
Economical*	$Move \times 2\ddagger$	$\times 1$
Fast*	$Move \times 3\ddagger$	$\div 2\ddagger$
All Out§	$Move \times 4$	$\div 2$
Off Road	$Top Speed\ \ddagger$	$\div 4$
Newtonian	$Acceleration \times 1,000\#$	-
FTL	$FTL \times 2\Delta$	-

\* Applicable only for road, water, or air travel.

‡  $Move \times 1$  for muscle powered vehicles.

‡  $\times 1$  for sea and air travel.

§ Only available for sea and air travel.

‖ Determined by the vehicle type. See *Appendix I Typical Vehicles*, p.177.

# 10,000 if vehicle is *Size* 5 or larger.

Δ Light years instead of km. Add *effect die*  $\div 2$  on a decisive success.



## Food and Supplies

Decent food and clean water has an *Expense* of 1 each day.

Therefore, if you have a *Wealth* of 2 or more and you are in a populated area where groceries can be bought at reasonable prices, you can easily afford your food and drink. No bookkeeping is required.

You can live on *Expense* 0, but then you acquire *Malnutrition* as a *temporary restriction*.

Usually, if at least one person in the group has a *Wealth* of 3 or more, you don't need to worry about fuel or ammunition either.

### In the Wild

When food is scarce or not available at all, you may gather it from the environment if you forgot to buy provisions. See *Provisions*, p.106.

First you need to **go foraging** where you test your *Spirit* vs. a *target number* of 7.

You may get a *circumstance penalty* depending on the *Scarcity of Food* in your area. Add 4 to the *target number* if vegetation is scarce, or 6 if you are in the desert.

On a success, you may **gather food and water**, where you test your *Wits* vs. a *target number* of 7 and get the same *circumstance penalty* as for **go foraging** and a -2 modifier if you are in a group of four to six people.

You may add the *effect die* of **go foraging** as a positive modifier to your *total*, if it was a decisive success.

On a success, you get enough food for one person for one day. You may add the *effect die* to the number of persons you can feed, if it was a decisive success.

You may also add the *effect die* of **go foraging**, if it was a decisive success, too.

### Gather Food and Water ⚡

You try to get food and water. Each member finds the listed amount of food, if you do this as a group check.

*Wits* vs. 7 (2 hours)

- Prerequisite was decisive success: + *its effect die*
- Two to three people in group: -1
- Four to six people in group: -2
- Seven to twenty people in group: -3
- More than twenty people: -5
- Scarcity of Food
- Temperature

**Decisive:** You find enough food and water for a number of people equal to 1 + *effect die*\* for one day.

**Qualified:** You find enough food and water for one\* person for one day.

**Failure:** You didn't find enough. You must **resist fatigue**.

\* Add the *effect die* of the prerequisite task, if it was a *decisive success*.

## Recovering

You may **rest** two times per day and recover *Stamina* equal to your *Spirit*, if you have enough food and water.

You can recover *Stamina* equal to your *Valor* once per day after you slept 8 hours, if it is safe and warm.

For less comfortable situations, or if you want to recover from a *temporary restriction* you need to use the **sleep** task which is described in *Moving and Traveling*, p.151

### Shelter

Decent shelter can be found for *Expense* 2 per day in civilized areas.

It is reasonable to assume that you can create a place to sleep in the wild, if the conditions are not too bad and you have adequate equipment.

When you want to go into more detail, you may look at the **set up camp** task which is described in *Moving and Traveling*, p.151.



The wealth mechanic is designed to spare you from tedious bookkeeping. However, when you decided to create a poor character, even everyday situations can become challenging.

## Lack of Sleep, Food, or Water

You are in trouble, if you cannot sleep or don't have enough to eat or drink. You need to regularly check for serious consequences, if you have been awake for 16 hours, or have not eaten or drunk anything for 24 hours.

You must **resist sleep** if you've been awake for 16 hours and every 4 hours thereafter. The *target number* increases by 1 for every day you have stayed awake.

You must **resist hunger** every day if you had less than 0.5kg of food during the last 24 hours.

You must **resist thirst** every day if you had less than 2l of water during the last 24 hours.

These tasks are described in *Avoiding and Resisting*, p.146.



# Heists

Sometimes heroes want to stay hidden and sometimes they want to get into places that you are not supposed to enter, so they need to know the basics of underground actions.

People standing in plain sight, extremely loud sounds, and bright lights in the dark are typically detected automatically, but sometimes you want to notice someone or something hidden, and sometimes you want to stay unnoticed.

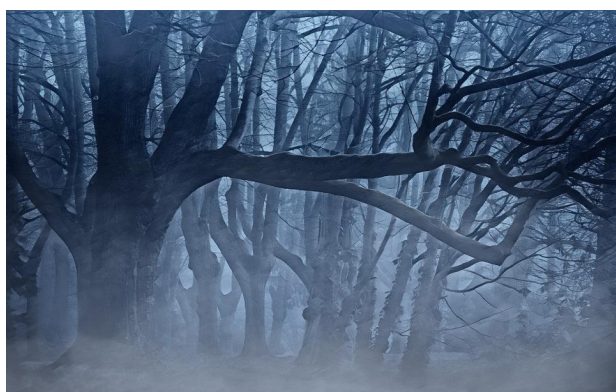
## Locate

When two parties come into line of sight - or the range of any other sensors - they get a chance to detect each other.

The character with the highest *Wits* acts first.

You **locate** by testing your *Wits* against your opponent's *Caution*. You get +4 against someone in plain sight.

On a success you may **surprise** or **sneak**.



It is assumed that each character tries to move reasonably quietly and carefully all the time. Hence, you can only sneak after you locate someone. You may also sneak when you're sure they are out there.

## Illumination

Raise the *target number* by 2 in weak light or by 5 in darkness.

## Distance

As a rule of thumb, increase the *target number* by 3, if your looking for something 10 or more meters away, or by 6 if it is 100 or more meters away.

Consult the table in *Appendix A Circumstances*, p.139, if you want to be more precise, .

## Terrain

Add 2 to the target number in somewhat confusing terrain or 4 in a dense jungle or a sprawling city.

## Surprise

When you decide to **surprise**, your opponents are *stunned* and then the ongoing action is handled in turns. See *Battles*, p.80.

## Sneak

When you **sneak**, you test your *Wits* against the opponents *Caution*.

On a success you may move a number in meters or yards up to your *Move* × 10 and then **surprise** your opponents.

You may add the result of its *effect die* to the *total* of the **sneak** and your *Move* to determine the distance you can cover, if your **locate** was a *decisive success*

You may also add the result of your *effect die* to your *Move* for that purpose, if the **sneak** is a *decisive success*

This means that if both, the **locate** and the **sneak** are a *decisive success*, you add the result of both *effect dice* to your *Move* before multiplying it by 10 to get the distance you can move before you **surprise** your opponents.

However, if you still think that you are too far away or in a bad position, you may try to **sneak** again.

But be careful: Your opponents may immediately **locate** you, if an attempt to **sneak** fails, .

See *Hiding and Seeking*, p.150 for more options.

## Break In or Out

When you want to open a locked door without the correct key, you need to **break in or out**, where you test your *Wits* against the doors *Security*.

You get the *Grade* of proper tools as a positive modifier, but you are penalized with a -2 *modifier* if you do not have any.

On decisive success you open the lock quietly. On a qualified success, you may enter, but nearby guards may **locate** you.

On a failure, you achieve nothing but may still be **located**.

You may use **hack**, which works similar, to break through virtual doors, but then you may still be **located** by very real security guards. In some settings you may encounter intrusion counter measures which are as deadly as bullets.



While there are adventures in which the heroes only stumble from one fight to the next, in others violent encounters are very rare, if they happen at all. Some groups use elaborate miniatures and model terrain, while others just use their mind. Everything goes as long as everyone has fun.

## Battles

**Even heroes have to resort to violence - either to defend themselves or to protect the innocent. This section shows how to resolve these conflicts.**

Before a battle begins, the game master should provide a description of the area and explain where everyone is. Sometimes a map and tokens or miniatures can be useful.

While the duration of many tasks is measured in minutes or even hours, time is measured in *turns* when the action gets intense.

### Turn

A *turn* lasts between 1 and 6 seconds, or about 3.5 seconds in the average.

Most characters can act once per *turn* to perform a *task* which lasts 1 *turn*. See *Chapter 4 Strengths*, p.39 for exceptions.

The character with the highest *Valor* acts first, then the one with the next highest and so on. Resolve ties by comparing the *Wits* of the characters, then *Spirit*. The highest goes first. Decide randomly, if there is still a tie.

After everyone has acted, the next *turn* starts and you proceed until the battle is over.

### Move, Sprint, and Step

When you act, you typically *move*, where you cover a distance equal to your *Move* trait in meters. When you moved 3m or more, you are *running*.

You can only do this on a reasonably flat and solid surface and if you are standing upright.

While *move* lasts 1 *turn* itself, it allows you to perform one task other than *move* that lasts 1 *turn* that does not take any extra time. You do this after you moved.

The most common actions you perform after you moved are *melee attack*, *ranged attack*, or *sprint*. When you *sprint* you can move twice your *Move* in a straight line but have to *resist fatigue*. You can only *sprint* if you are *running*.

You can make a *step* at the end of your turn and move 2m, if you are not *running*. To avoid some weird situations, the game master may rule that this is done after everyone has acted this turn.

### Melee Attack

You can make a *melee attack*, if your target is within range. This range is 3m for most melee weapons.

You test your melee weapon's *Precision* against your target's *Parry*.

On a success, you score a *weapon hit*.

## Ranged Attack

Alternatively, you can make a **ranged attack**, and test your ranged weapon's *Precision* against your target's *Defense*.

Your target must be within range of your weapon as well, but this can be several hundred, if not thousands of meters.

You may group several **ranged attacks** against one target together. You get a +2 *modifier* for 2, +3 for 3, +4 for 5, and +5 for 10. See *Brawling and Fighting*, p.148.

On a success, you score a **weapon hit**.

### Distance

Ranged attacks are subject to the same *circumstance penalty* for distance as **locate**.

As a rule of thumb, increase the *target number* by 3, if you are trying to hit something 10 or more meters away, or by 6 if it is 100 or more meters away.

When you want to be more precise, you may add 1, if the first digit of the distance in meters is 3–4, or 2 if it is 5–9. See *Appendix A Circumstances*, p.139.

## Weapon Hit

On a *success*, resolve a **weapon hit** by testing your weapon's *Impact* against the target's *Armor*. You cause *physical harm* equal to the *Damage* of your weapon, if the **weapon hit** is a *success*.

You may add the result of its *effect die* to the *total* and *Damage*, if your **attack** was a decisive success.

For ranged attacks, the **weapon hit** is subject to one half of the distance penalty as the **ranged attack**.

### Decisive Successes

The target becomes *weakened* and you also add the result of your *effect die* to the *physical harm* inflicted, if the **weapon hit** is a *decisive success*.

This means that if both, the **attack** and the **hit** are a *decisive success*, you add the result of both *effect dice* to the *physical harm* dealt!

### The Effect of Damage

The target deducts the *physical harm* from its *Current Stamina*. It becomes *exhausted* if it reaches zero.

It must **resist unconsciousness**, if its *Stamina* is already at zero when it takes any *Damage*.

It usually acquires the *Serious Injury* restriction, if the damage exceeds its *Serious Wound* threshold, which means it becomes *comatose* after  $1d6 \times 10$  minutes.

It drops unconscious and must **resist coma**, if the damage exceeds its *Critical Wound* threshold.

Also see *Chapter 6 Trackers and Thresholds*, p.65.

## Structured Task

This is the full description of a **weapon hit**. It explains the effect of different types of armor and what happens if a target wearing partial armor is hit at certain locations.

For more information see *Brawling and Fighting*, p.148.

### Weapon Hit ⚔

Determine the damage of a successful weapon attack.

Your target must also **avoid entanglement**, if the weapon is *tangling*. Only harpoons can't entangle on a failure.

*Impact* vs. *Armor*\* (*Immediate*)

- Prerequisite was decisive success: + *its effect die*
- Pointed vs. fabric armor: +6
- Smashing vs. soft armor: +2
- Stab with edged weapon: –2
- Heat+ vs. reactive armor: –2
- Heat vs. spaced armor: –3
- Heat vs. composite armor: –4
- Heat vs. dynamic armor: –5
- Heat (except heat+) vs. reactive armor: –6
- Distance and Speed ÷ 2†

\* Use  $7 + \text{Valor} + \text{Size}$  for hits to arms and legs if armor is *partial*, hits to the face if armor isn't *full*, and hits to eyes if armor isn't *sealed*.

† Only distance matters. Ignore fractions. Not applicable for melee, heat, heat+, rockets, missiles, and projectiles (bullets or shells) in space.

**Decisive:** You deal *physical harm* equal to your weapon's *Damage* + *effect die*‡§. The target becomes *weakened*.

**Qualified:** You deal *physical harm* equal to your weapon's *Damage*‡§.

**Failure:** You deal *fatigue damage*, if your weapon is *smashing* and the target's armor is *soft*. The amount is equal to your weapon's *Damage* ÷ 2.

‡ Add *effect die* of **attack**, if it was a decisive success.

§ Stabbing with an edged weapon that is also pointed causes 2 more damage to living beings. With the exception of pickaxes, pointed weapons that are not edged do 2 less damage to vehicles and objects.

### Example

Eden attacks a cultist, who is 20m away, with the submachine gun and makes a **ranged attack**.

Joey rolls a 2 and a 5, adding the submachine gun's *Precision* of 4, for a total of  $2 + 5 + 4 = 11$ , enough to hit the cultist's *Defense* 8 at that range ( $8 + 3 = 11$ ).

For the **weapon hit**, Joey rolls a 2 and a 3, adding the submachine gun's *Impact* of 12, for a total of 17. This beats the cultist's *Armor* of 9, including the distance penalty ( $9 + 3 \div 2 \approx 10$ ), by 6 or more for a decisive success with an *effect die* of 2, due to the overskill rule.

The damage caused equals the submachine gun's *Damage* of 6 plus the *effect die* for  $6 + 2 = 8$ , which is greater than the cultist's *Serious Wound* threshold of 6. The cultist acquires the *Serious Injury* restriction, is *weakened*, since the **weapon hit** was a decisive success, and surrenders.



## Using a Map and a Grid

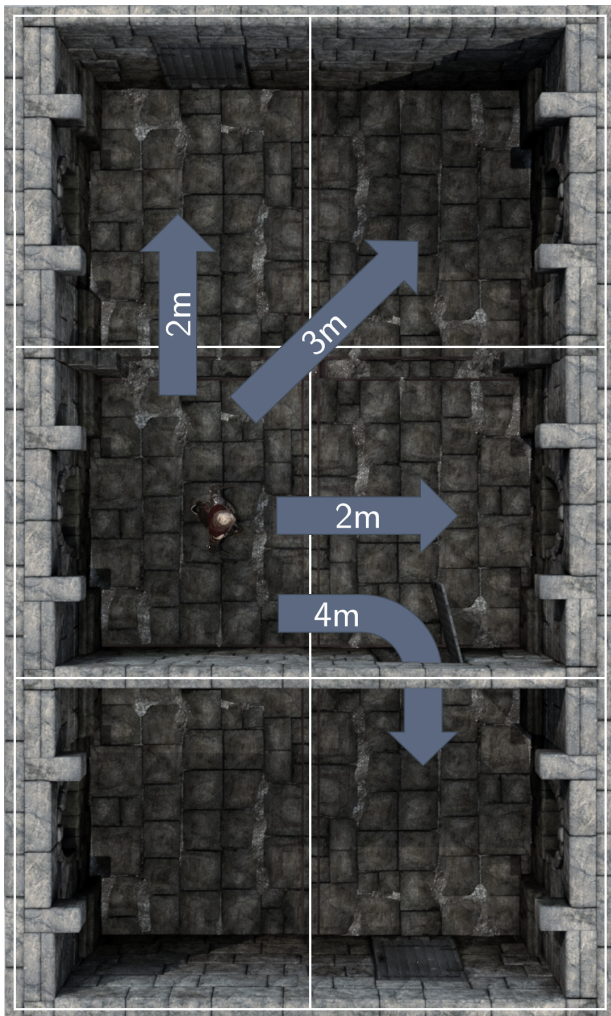
Sometimes it is helpful to visualize the area by using a battle map or even miniature terrain.

For ease of use, this map can be divided into several squares. The size of the squares and the area they represent can vary depending on the type of combatants involved, their speed and the distance between them.

## Indoor Scale

For fights that take place indoors or in other tight spaces, each square represents an area that is 2 meters (or yards) wide and long.

Moving over the edge from one square to an adjacent one requires 2m of movement distance. Diagonal movement takes 3m.



Marabin in the left center square can move up or to the right using only 2m of movement. Moving to the upper right square requires 3m. The diagonal path to the bottom right square is blocked. Therefore, Marabin must first move to the right and then down. Direct movement downward is also blocked.

## Viable Routes

If there is enough space on the edge between two squares to pass, you can move directly from one square to the other.

To move diagonally, there must be no obstacle at the corner between the squares.

## Line of Sight

To determine if there is a line of sight between two squares, draw a line between the centers of those squares and check if this line is blocked somewhere.

A solid wall that is 2m or higher blocks line of sight completely.

You may ignore any terrain in the line of sight that has a height of 1m or less.

For terrain of intermediate height, you should determine if it affects the line of sight before the combat starts.

## Measuring Distance

You can measure the distance between those squares by determining the length of a direct movement route between those squares, if there is a line of sight.

## Outdoor Scale

For outdoor encounters, especially when it comes to fast-moving ground vehicles, a scale is recommended where each square represents an area 10 meters wide and 10 meters long.

Note that the miniatures that represent your characters and vehicles do not have to be the same scale as your map, because if a 1" square represents an area of 10 by 10 meters, the size of a character would be barely a fifth of an inch.

## Outdoor Movement

In this scale, moving over the edge from one square to an adjacent one requires 10m of movement distance and diagonal movement takes 15m. Movement that is insufficient to enter another square is lost.

Since this would require most characters to *sprint* to move from one square to the next, all characters are allowed to use *move* to move over the edge of their square to an adjacent square, regardless of their rank in *Move*.

They have to use *sprint*, if they want to move diagonally, or move more than one square. Only characters with *Move 7* or better are able to move more than one square.

## Outdoor Terrain

For simplicities sake, you may look out of a square containing any terrain and see everyone and everything in the square you are looking at.

However, if your line of sight between those squares passes over anything other than streets, flat squares, open plains, water, or empty space, it is blocked.

### Option: Elevation

As an optional rule, you may take the elevation of the combatants and obstacles into account.

You can look past some obstacles if they are a different height than you or your target.

All obstacles that are above or below both of you do not matter at all. Also, any obstacle no higher than one tenth of the higher elevation will not block the line of sight.

Any obstacles lower than the average between your elevation and the elevation of your target are ignored if they are farther from the one who is below than from the one who is above.

### Other Scales

For vehicular combat over long distances, especially with ships and airplanes, even larger scales can be useful.

Naval battles in the exploration era should use a scale with each square having an edge length of 50m, while beginning in the steam era this should be changed to 200m.

Adjust the distance required to travel one square accordingly. At 50m scale it is 50m to cross an edge and 70m to move diagonally. At 200m scale it is 200m to cross an edge and 300m to move diagonally.

At these scales, characters on foot usually do not leave the square they are located in.

### Long Turns

You can combine 10 turns into one long turn. Handle all movement and all **ranged attacks** in this turn at once by adjusting the statistics of the combatants as described here.

Multiply *Move* by 10. Multiply *Acceleration* and *Deceleration* by 100.

Assume that all **ranged attacks** benefit from **aim**. Attack five times with weapons having the *auto* keyword. You may group five *auto 2* attacks, three *auto 3* attacks, or two *auto 5* attacks into one *auto 10* attack.

Weapons that do not have the *auto* keyword change their statistics according to the following table. You may group up to three weapons together.

Reload	1 Weapon	2 Weapons	3 Weapons
-	Auto 5 (-0)	Auto 10 (-0)	*
1	Auto 3 (-0)	Auto 5 (-0)	Auto 10 (-0)
2-5	Auto 2 (-0)	Auto 3 (-0)	Auto 5 (-0)
6-13	†	Auto 2 (-0)	Auto 3 (-0)
14-30	Reload 1	†	*
100	Reload 9	Reload 4	Reload 2
400	Reload 39	Reload 19	Reload 12

\* Handle as a single weapon and a group of 2 weapons.

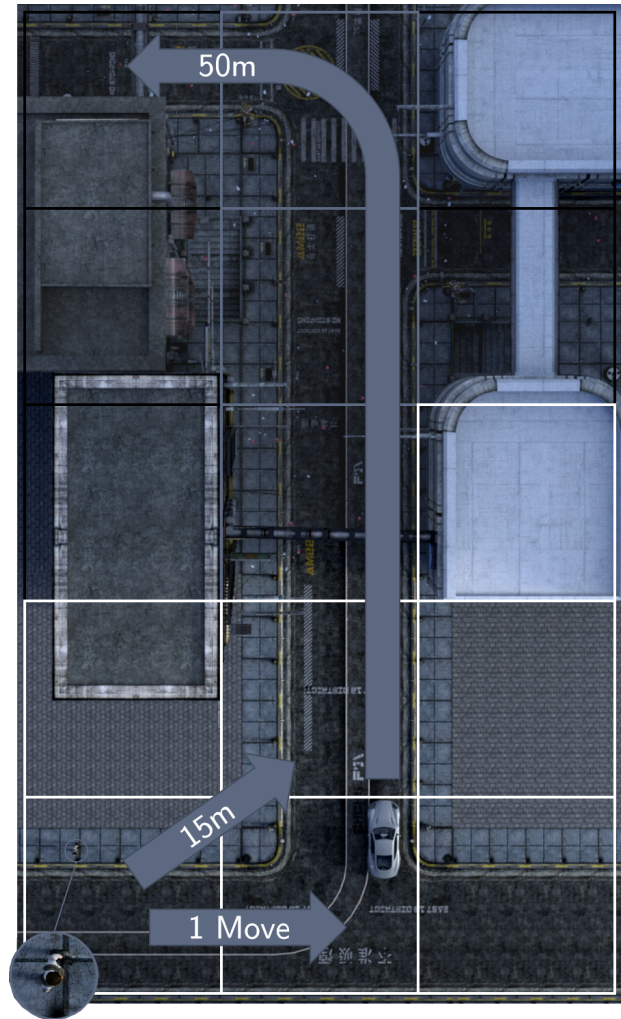
† Attack once per turn.

### Vehicles

To drive a vehicle you must **accelerate**. See *Riding and Piloting*, p.154.

Vehicles have a forward or front facing, which determines in what direction they have to move. You may change it by using **turn the vehicle**.

A vehicle must always move the distance determined by its *Current Speed*. Vehicular statistics are explained in *Appendix I Typical Vehicles*, p.177.



Eden in the left bottom square has line of sight to all the squares with a white border. Eden has *Move 5* but can still enter the square to the right using the move task and is then free to perform one additional task that takes one turn. To move diagonally, Eden needs to cover the required distance of 15m using a 5m move and a 10m sprint, without being able to do anything else in that turn.

The driver of the car can see all the squares Eden can see, as well as all the road squares upwards, marked with a blue border. The car has a current speed of 55. It moves four squares straight ahead and then makes a 90° turn to the left to move into the upper left square. Since the remaining 5m are not enough to enter the next square, it remains in that square.



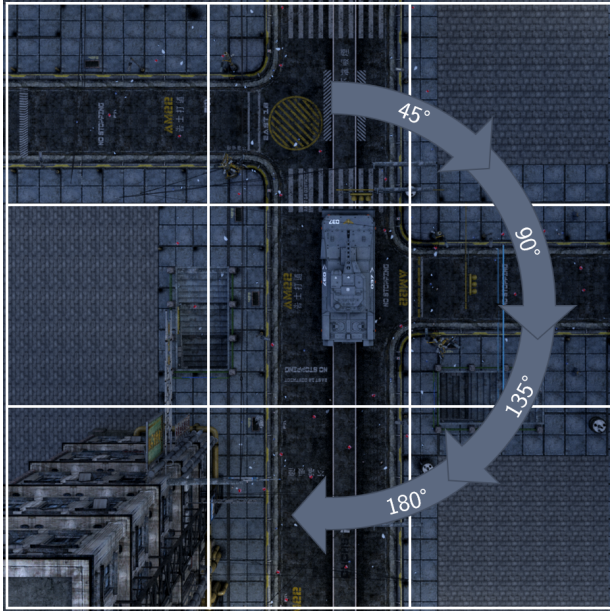
## Facing and Turning on a Grid

A vehicle must face either an edge or a corner of its square.

Turning from an edge to face an adjacent corner or from a corner to an edge is a  $45^\circ$  turn, which results in a circumstance penalty of 2.

Turning from edge to edge or from corner to corner is a  $90^\circ$  turn, with a circumstance penalty of 6.

It is possible to turn even more but the penalty will increase even further. See *Appendix A Circumstances*, p.139.



The APC is facing upward. Turning to face the upper right square is a  $45^\circ$  turn. Turning to face the right square is a  $90^\circ$  turn. Turning to face the bottom right square is a  $135^\circ$  turn and turning to face downward is a  $180^\circ$  turn.

## Firing Arcs and Armor

Squares within a  $45^\circ$  angle to the front of a vehicle are its front arc, while squares within a  $45^\circ$  angle to its rear are its rear arc.

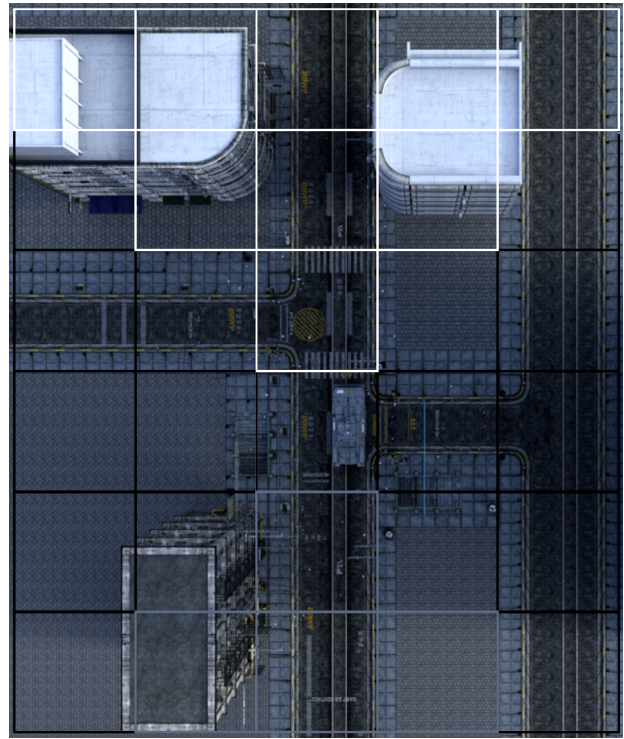
Any squares that are not completely in the front or rear arc of the vehicle are in its side arc.

A vehicle can have multiple *Armor* values. Which one of these applies depends on the direction from which it is hit.

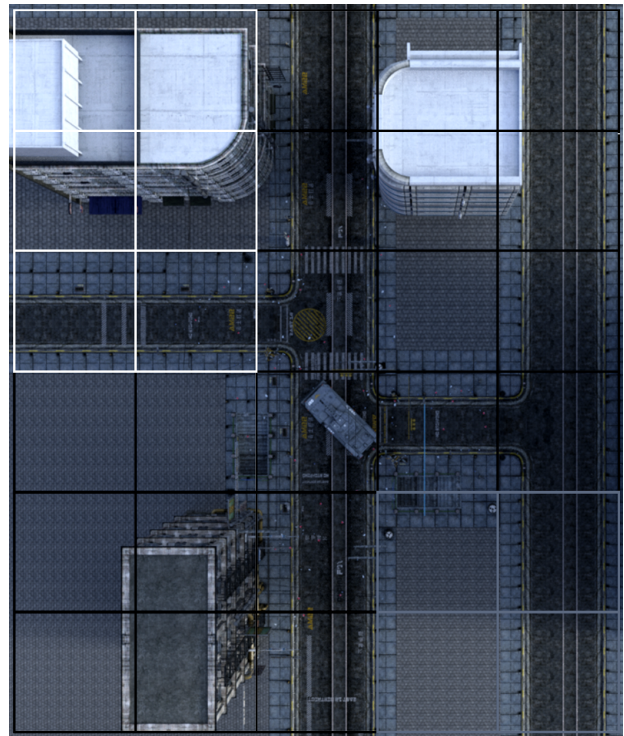
You attack its front *Armor*, if you are in the front arc of a vehicle, you attack its side *Armor*, if you are in its side arc, and you attack its rear *Armor* if you are in its rear arc.

You attack the vehicle from above, if you are at least as high above the vehicle as the distance between you and the vehicle measured on the map.

Mines and torpedoes attack the vehicle from below.



The APC is facing the upward edge of its square. All squares marked with a white border are in its front arc and all squares marked with a blue border are in its rear arc. All other squares are considered to be in its side arc.



The APC is now facing the upper left corner of its square. All squares marked with a white border are in its front arc and all squares marked with a blue border are in its rear arc. All other squares are considered to be in its side arc.



## Reverse Movement

Most vehicles have the ability to move backwards. Exceptions are fixed wing aircraft (F) and bikes.

You may move up to 15 meters but no more than your *Move* into the opposite direction you are facing, if your *Current Speed* is 0.

## Aircraft

There are three types of aircraft: Fixed wing (F), VTOL (V), and grav (G).

Aircraft have a *Current Altitude*. To change it, you use *change altitude*.

To determine the distance between two combatants compare their distance on the map with the difference in their *Current Altitude*. Divide the lower by two and add it to the higher. Anything on the ground has *Current Altitude* 0.

Aircraft also have a *Climbing* trait that determines how far they can safely ascend during a turn. A grav (G) vehicle's *Climbing* is assumed to be equal to its *Current Speed*.

You need to multiply *Climbing* by 10, if you are using long turns. Also, whenever the rules state that your *Current Speed* changes by either 100 or 50, your aircraft crashes.

You should switch to the default turn length, if you want to make daring maneuvers.

A fixed wing aircraft (F) must have a *Current Speed* equal to its *Turning* or greater to fly. Its *Current Altitude* is reduced by its *Current Speed* and you need to *avoid losing control*, if its *Current Speed* is below that threshold.

### VTOL Aircraft Maneuverability

VTOL (V) aircraft can move up to 15m in any direction per turn if they have a *Current Speed* of 0.

### Long Range Missiles

Beginning with the late atomic era, air to air missiles reached ranges of 200km. Air combat became more about detecting your enemy and firing you missiles at the optimum range than about maneuvering and dog fighting.

To reflect this you may use long turns and a grid scale where each square has an edge length of 5,000m (5km). It takes 5,000m to cross an edge and 7,000m to move diagonally.

Note that you also have to multiply the distance a missile can travel each turn by 10.

A missile is destroyed, if its target leaves the missiles range before the missile reaches its target.

Therefore you need to keep track of the maximum distance a missile can reach when it is fired.

On this scale, everything but missiles and aircraft will not leave its square.

## Spacecraft

For simplicities sake you may treat spacecraft (N) as grav (G) vehicles. As long as they are within the gravity well of a planet, reduce their *Acceleration* by 50.

In space, *Move* is practically infinite. This means you can accelerate as much as you want. Note that 10% of light speed equals a *Current Speed* of 100,000,000.

### Grid Scale

Due to long ranges of space weapons beginning with the gravitic era, you may want to use a scale where each square has an edge length of 20,000m (20km). It takes 20,000m to cross an edge and 30,000m to move diagonally.

### Approach and Retreat Vector

Instead of using a grid, you may just track the relative speed of two spacecraft or space fleets.

A ship must be either approaching or retreating.

At the beginning of its turn, a ship may decide whether to switch from approaching to retreating or vice versa. This requires to *turn the vehicle* by 180°.

An approaching ship may increase the *Approach Vector* by an amount up to its *Acceleration*, while a retreating ship may increase the *Retreat Vector* by an amount up to its *Acceleration*.

Reduce the distance between the two spacecraft by the *Approach Vector*, and increase it by the *Retreat Vector*.

Then increase both vectors by the same amount as they where increased before you adjusted the distance.

### Example

A space freighter with *Acceleration* 100 and a space shuttle with *Acceleration* 200 encounter each other in space at a distance of 2,000km.

The encounter is handled in long turns, changing the freighter's *Acceleration* to 10,000 or 10km/turn<sup>2</sup> and the shuttle's to 20,000 or 20km/turn<sup>2</sup>.

The freighter turns away, requiring its pilot to beat a target number of 20 (the freighter's *Sluggishness* 10 + 10 for turning 180°).

However, in space a modifier of +8 always applies. The pilot has *Valor* 3 and rolls a 4 and a 5 for a total of 4 + 5 + 3 + 8 = 20, a success.

Each long turn the shuttle increases the *Approach Vector* by 20km, while the freighter increases the *Retreat Vector* by 10km.

During the first turn the distance between the two spacecraft changes to 2,000 – 20 + 10 = 1,990km. Then, the *Approach Vector* increases to 40km and the *Retreat Vector* to 20km.

Next turn the distance changes to 1,990 – 60 + 30 = 1,960km, the *Approach Vector* to 80km and the *Retreat Vector* to 40km.

Then the distance changes to 1,960 – 100 + 50 = 1,910km, the *Approach Vector* to 120km and the *Retreat Vector* to 60km.





# Chapter 8

## AVOIDING AND RESISTING

When things don't turn out in your favor, you often have one last chance to avoid or resist impending doom. Let us hope you succeed here when all else has failed.



# When Do You Need to Avoid or Resist?

Sometimes you need to avoid or resist something as a result of a task, and sometimes you need to do it on a regular basis due to certain circumstances or conditions.

This chapter is dedicated to the tasks that are used to avoid harm and difficulties. These tasks are called *mitigation tasks* (▲) and their name always starts with *avoid* or *resist*.

A *mitigation task* can not be attempted voluntarily. It is either the result of a *failure* at a *task* or something not under your control.

It must be resolved immediately if a *task* lists it in its description or the circumstances demand it.

The various tasks are grouped into the following sections:



**Staying Alive:** You need these tasks if you are pushing your limit or if you don't want to succumb to your injuries.



**Staying Sane:** When you are under a lot of stress you have to pull yourself together not to freak out.



**Scheduled Difficulties:** Time goes by and some things just happen regularly. Some of them you can avoid, some you can't.



**Hazards:** This section tells you how to handle dangerous environments as well as poisons and diseases.



**Dirty Fighting Tricks:** These tasks become relevant if you or your enemies resort to mean measures in combat.



**Staying Intact:** While characters try to stay alive, objects must maintain their structural integrity or they will be destroyed.

## Avoid vs. Resist

While you can succeed at *resist* tasks that test your *Valor* or *Spirit* without limitation even if you are *comatose*, *stunned*, or *unconscious*, you may automatically fail at some *avoid* tasks, depending on the circumstances.

## When the Circumstances Dictate

Sometimes you find yourself in circumstances that can harm you. You then need to perform a *mitigation task* to see what exactly happens.

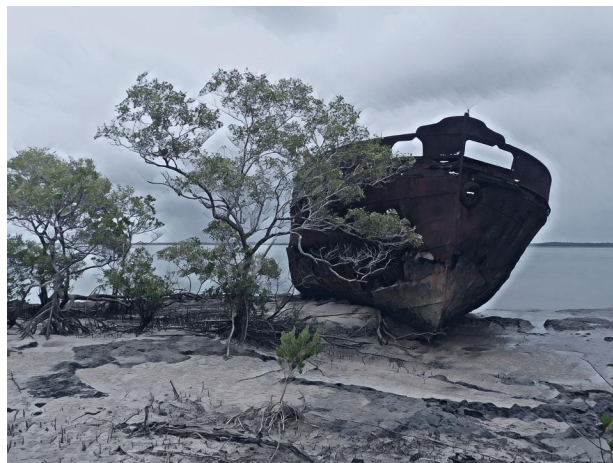
You may need to repeat the task at regular intervals, if circumstances don't change.

## When the Outcome of a Task Demands

A *mitigation task* has to be resolved immediately, if it is listed within the outcome of a task.

Usually it is explicitly stated who must perform the task.

If it is not, the target of the triggering task must do so if the triggering task was successful and if the triggering task failed, the character who performed it must also perform the mitigation task that it caused.



Mitigation tasks ensure that nothing really bad can happen to your character without giving you the chance to avoid impending doom with a good roll of the dice.

“ No operational plan is certain to survive after the first encounter with the main enemy forces. ”

Helmuth von Moltke - Über Strategie

## Follow Up Tasks

Sometimes a *mitigation task* tells you in its outcome to perform another *task*. Perform it immediately, if this is another *mitigation task*, like you would do if it was listed in any other task.

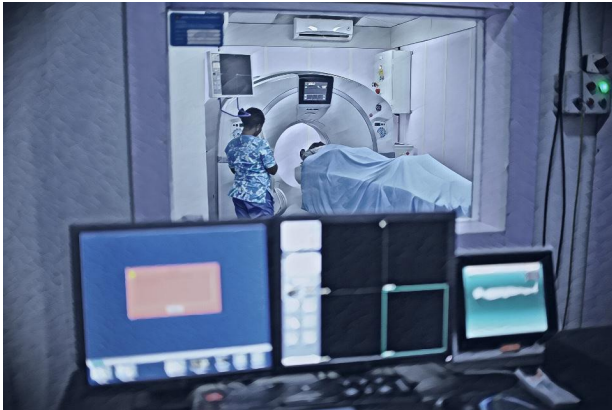
If it is some other kind of *task* and you are unable or unwilling to do it, usually because you are *stunned*, *comatose*, or *unconscious*, you automatically fail at that *task* and have to suffer the consequences.

This is one of the few cases where you are obliged to perform an *independent* or *prerequisite* task even if you don't want to do so.

# Staying Alive

The following tasks are the most common tasks that need to be performed when engaging in strenuous activity or when you need to remain conscious and alive when injured.

- All tasks in this section have a *target number* of 9.
- On a failure your condition worsens.
- On a qualified success nothing gets better or worse.
- On a decisive success regain *effect die ÷ 2 Stamina*.



Effective medical equipment did not appear until the early industrial era. If your story is set in an earlier age, you may need other ways to keep your characters alive. You may also tweak history a little.

## Resist Unconsciousness

Whenever you take any damage and your *Stamina* is already at 0, you need to **resist unconsciousness**. Also the outcome of some *tasks* may require you to do this.

Sometimes when you become *unconscious*, it is stated how long you will remain in this state. You will still stay *comatose* after that time is up, if you became *comatose* during this time.

You stop being *unconscious* after 1d6 minutes, if your *Current Stamina* equals your *Maximum Stamina*.

### Resist Unconsciousness ⚠

You try to keep conscious.

*Spirit* vs. 9 (*Immediate*)

**Decisive:** You recover *Stamina* equal to *effect die ÷ 2*.

**Qualified:** You are still conscious.

**Failure:** You become *prone* and *unconscious* and must **resist coma**. You stop being *unconscious* and wake up after 1d6 minutes, if you are not *comatose*.

## Resist Fatigue

A lot of tasks require you or someone else to **resist fatigue**, often on a failure, but also sometimes if you want to push yourself beyond your usual limits.

### Resist Fatigue ⚠

You try to keep going under strenuous physical activity.

*Valor* vs. 9 (*Immediate*)

- Tainted air: -2
- Thin air: -2

**Decisive:** You recover *Stamina* equal to *effect die ÷ 2*.

**Qualified:** You are fine.

**Failure:** You take 1d6 *fatigue Damage*.

## Resist Coma

Whenever you drop *unconscious* for any reason besides failing at **resist sleep**, you need to **resist coma**. Also the outcome of some *tasks* may require you to do this.

### Resist Coma ⚠

You try to avoid slipping into a coma.

*Valor* vs. 9 (*Immediate*)

**Decisive:** You recover *Stamina* equal to *effect die ÷ 2* and are no longer *unconscious*.

**Qualified:** Your condition does not change and you must **resist coma** again after 1d6 hours if you are still *unconscious* then.

**Failure:** You become *prone* and *comatose* and need to **resist death** after 1d6 × 10 minutes if you are still *comatose*.

## Resist Death

You must begin to **resist death** if you fail at **resist coma** or when you become *comatose* for any other reason. Someone may provide *medical aid* to help you.

### Resist Death ⚠

You try to stay alive.

*Valor* vs. 9 (*Immediate*)

- Grade of medical assistance: +*Grade*

**Decisive:** You recover *Stamina* equal to *effect die ÷ 2* and are no longer *unconscious* or *comatose*.

**Qualified:** You are still alive, but you must **resist death** again after 1d6 × 6 hours.

**Failure:** You die.

# Staying Sane

In the presence of intense horror, or when your situation is desperate and everything seems to be going wrong, maintaining your sanity can be extremely difficult.

- Except for **resist fear** these tasks test *Spirit* vs. 9.
- On a decisive success you are fine.

## Resist Apathy

The *Gloominess* restriction requires you to **resist apathy** before you may attempt a task.

### Resist Apathy ⚠

You try to act even if you are held back by your despair.

*Spirit* vs. 9 (*Immediate*)

**Decisive:** You are fine and may attempt the task.

**Qualified:** You may attempt the task with a  $-2$  modifier.

**Failure:** You do nothing for the next  $1d6 \times 30$  minutes.

## Resist Breakdown

Many restrictions require you to **resist breakdown** if you do not fulfill their requirements.

### Resist Breakdown ⚠

You try to avoid going into a really bad mood.

*Spirit* vs. 9 (*Immediate*)

**Decisive:** You are fine.

**Qualified:** Treat this as a failure, if your *Stamina* is already 0. Otherwise you take  $1d6$  mental trauma.

**Failure:** You either acquire a *temporary restriction* or must **resist unconsciousness**. For the restriction you may choose between *Gloominess* and *Loose cannon*.

## Resist Fear

You must **resist fear** if you encounter something terrifying, i.e. anything with a *Horror* of 5 or greater.

### Resist Fear ⚠

You try to face danger and terror.

*Spirit* vs. *Horror* (*Immediate*)

**Decisive:** You are fine.

**Qualified:** You take *mental trauma* equal to  $\text{Horror} - 5$ .

**Failure:** You take an amount of *mental trauma* equal to  $1d6 + \text{Horror} - 5$ . Also roll a  $d6$  or pick:

- 1 – 2: on your next turn you run away.
- 3 – 4: you are *stunned* because you puke or are scared.
- 5: You need to **resist going on a rampage**.
- 6: You faint and become *unconscious* for  $1d6$  minutes.

## Resist Going on a Rampage

Some circumstances and especially the *Loose Cannon* restriction require you to **resist going on a rampage**.

### Resist Going on a Rampage ⚠

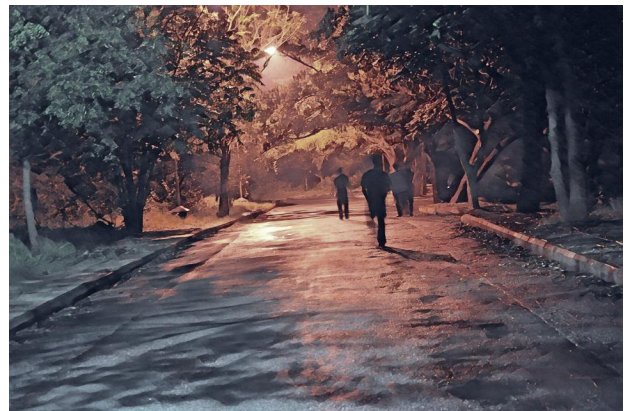
You try to keep calm under stress.

*Spirit* vs. 9 (*Immediate*)

**Decisive:** You can act normally from now on.

**Qualified:** You may attempt one task that lasts 1 *turn*, if you can act. You need to **resist going on a rampage** on the beginning of your next turn.

**Failure:** You must **attack** someone or something. You may **attack** yourself.



When you fail at some of these tasks, your character may do things you don't want them to do. When it is difficult for you to handle this you may ask your group if you may swap your restrictions.

## Resist Stun

If you are *stunned* and it would be your turn to act, you can **resist stun** to get out of it. Some circumstance may also demand it.

### Resist Stun ⚠

You try to act under severe stress.

*Spirit* vs. 9 (*Immediate*)

**Decisive:** You may act normally and are no longer *stunned* if you were before.

**Qualified:** You may not act, but at the end of this turn you are no longer *stunned* if you were before.

**Failure:** You may not act and are *stunned*.



# Scheduled Difficulties

Everyone has to eat, drink and sleep. And everyone is exposed to the inevitable flow of time that causes us to age and eventually die. Make the most of the time you have.

- These tasks start with a *target number* of 7.
- The *target number* increases over time.
- On a failure you suffer severe consequences.
- On a qualified success you suffer mild consequences.
- On a decisive success you are fine.

## Resist Aging

When you turn 30, you have to **resist aging** for the first time. From then on, you have to **resist aging** every five years. When you reduce a trait below zero, you die.

### Resist Aging ⚠

You try to avoid the effects of age or a nasty sickness.

*Valor* vs.  $7 + \text{your age} \div 20^*$  (*Immediate*)

\* Ignore fractions.

**Decisive:** Nothing happens.

**Qualified:** Roll 2d6:

2 – 4: reduce *Valor* by 1

5 – 12: nothing happens.

**Failure:** Roll a d6:

1: roll 1d6:

1 – 4: reduce *Valor* by 1

5: reduce *Wits* by 1

6: reduce *Spirit* by 1

2: acquire *Unattractive*\*

3: acquire *Old Fool*\* or *Old Jester*\* (your choice)

4 – 6: nothing happens.

\* This restriction is permanent.

## Resist Hunger

You must **resist hunger** at the end of your day if you had not enough food during the last 24 hours.

You usually don't need to worry about this, if you have a *Wealth* of 2 or more and are in a populated area. See *Food and Supplies*, p.78.

### Resist Hunger ⚡

You try to keep going without food.

*Valor* vs.  $7 + \text{weeks without food}$  (*Immediate*)

**Decisive:** You are fine.

**Qualified:** You take  $1d6 \div 2$  *fatigue damage*.

**Failure:** You take  $2d6$  *fatigue damage*.

## Resist Sleep

You must **resist sleep** if you have been awake for 16 hours. From then on, you have to **resist sleep** every 4 hours until you **sleep**.

### Resist Sleep ⚠

You try to keep awake.

*Spirit* vs.  $7 + \text{days without sleep}$  (*Immediate*)

**Decisive:** You are awake.

**Qualified:** You lose 1d6 *Stamina*.

**Failure:** You become *prone* and are *unconscious* for 1d6 hours. You do not need to **resist coma** when you become *unconscious*.



The tasks in this section represent the most basic human needs and challenges. When you don't want your story to focus on survival, you may ignore them completely.

## Resist Thirst

You must **resist thirst** at the end of your day if you had not enough water during the last 24 hours.

Usually you only need to worry about this if you are in the desert or at sea and there is no settlement nearby. You may carry water with you. See *Water Containers*, p.107.

### Resist Thirst ⚠

You try to keep going without water.

*Valor* vs.  $7 + \text{days without water}$  (*Immediate*)

**Decisive:** You are fine.

**Qualified:** You take 1d6 *fatigue Damage*.

**Failure:** You take  $2d6$  *physical harm*.



Poisons, diseases, and radiation can be very dangerous and put the characters in situations that seem hopeless. Decide in your group whether you find it exciting and interesting to deal with something like this, or whether you would rather forego it and focus your story on other themes.

## Hazards

Life is an ongoing struggle against the hardships of nature and the unchecked side effects of mankind's inventions. Make sure that you are well prepared to face them.

### Avoid Falling

Whenever you find yourself in the air with no ground under your feet or when you might fall off or out of something, you must either **avoid falling** or **fall**.

#### Avoid Falling ⚠

You try to avoid falling by holding onto something within 3m. You **fall**, if there is nothing within that range.

**Valor** vs. 9 (*Immediate*)

- Secured by a rope or safety belt: +4
- vs. decisive **charge attack**: —effect die
- Surface

**Decisive:** You are safe and can act normally.

**Qualified:** You cling to the closest thing you can reach and need to **pull yourself up** the next *turn*.

**Failure:** You **fall**.

### Avoid Getting Lost

You need to **avoid getting lost**, if you fail to **investigate the area** or **march**.

#### Avoid Getting Lost ⚠

You try to get back on track after you lost your direction.

**Spirit** vs. 9 (*Immediate*)

**Decisive:** You may move up to your *Move* × 5 kilometers or *Move* × 3 miles during the day.

**Qualified:** You know where you are.

**Failure:** You move your *Move* × 5 kilometers or your *Move* × 3 miles into the wrong direction. Roll a d6:

1 – 2: 180°

3 – 4: 90° left/counterclockwise

5 – 6: 90° right/clockwise

Also, you may need to **avoid falling** if you find yourself in treacherous terrain or you might need to **locate** an ambush or natural hazard.

## Avoid Legal Trouble

You must **avoid legal trouble** every time when the authorities might recognize that you are doing something illegal.

See *Severity of the Offense*, p.141 for suggestions on fees and penalties for different offenses.

Trying to escape may result in a fight with law enforcement.

### Avoid Legal Trouble ⚠️

You want to escape the consequences of your illicit actions.

Wits vs. 9 (*Immediate*)

- Severity of the Offense

**Decisive:** Just a misunderstanding.

**Qualified:** You must pay a fine. You need to spend currency of the appropriate *Expense*. You may try to escape instead.

**Failure:** You are taken in custody. You must wait for your trial and then try to **indoctrinate** the judge or jury that you are not guilty. You may try to escape instead.

“ A declaration of intent not seriously intended which is made in the expectation that its lack of serious intention will not be misunderstood is void. ”

German Civil Code §118

## Avoid Losing Control

You must **avoid losing control** if you fail a task while riding a mount, when you are about to crash into something, if you fail to **turn the vehicle**, or if you drastically want to change your altitude.

See *Crashing and Ramming*, p.154 for what happens if you crash into something.

As the pilot of a vehicle you must **avoid losing control** at the beginning of your turn if you failed at it during your last turn. You move *Current Speed* downward if you are airborne or straight ahead otherwise, if you fail.

### Avoid Losing Control ⚠️

You try to keep your vehicle or mount under control.

Valor vs. *Sluggishness* (*Immediate*)

- *Current Speed* 50-299:  $-Current\ Speed \div 50^*$
- *Current Speed* 300-∞:  $-2-Current\ Speed \div 100^*$
- At the beginning of your turn:  $+Spirit$

\* Ignore fractions.

**Decisive:** You can control your vehicle.

**Qualified:** You can control your vehicle, but you and your mount or vehicle take 1d6 *fatigue damage*.

**Failure:** You crash into anything in your path. Your *Current Altitude* decreases by *Current Speed*, if you tried to ascend more than *Climbing* or descend more than  $Current\ Speed \div 10$ . You must **avoid falling**, if you are riding a mount or unenclosed vehicle.

## Resist Radiation

The main sources of radiation are lingering radioactivity in the environment or the effects of nuclear weapons.

### Lingering Radioactivity

There are the following levels of contamination:

**Very Low Contamination:** Typical for spaceships or high natural radiation. **Resist radiation** once per month at 0 Sievert, since radiation is less than 1 Sievert.

**Low Contamination:** Continuous exposure to medical X-Ray scanning equipment or a few dozen km away from a nuclear disaster. **Resist radiation** once per day at 0 Sievert.

**Moderate Contamination:** A few km away from a nuclear disaster, or exposed to fallout up to a hundred km downwind. **Resist radiation** once per hour, at 1 Sievert.

**High Contamination:** 500m to 2km away from a nuclear disaster, or at ground zero a couple of weeks after the detonation. **Resist radiation** once per minute, at 3 Sievert.

**Very High Contamination:** Less than 500m from a nuclear disaster. **Resist radiation** once per minute, at 7 Sievert.

### Nuclear Weapons

You are subject to 8 Sievert within  $Radiation \times 1\ m$  of a nuclear explosion, 4 Sievert within  $Radiation \times 2\ m$ , and 1 Sievert within  $Radiation \times 10\ m$ .

### Resist Radiation ⚠️

Your body tries to beware you from radiation poisoning.

Valor vs.  $7 + Sievert^*$  (*Immediate*)

\* the intensity of the radiation you try to avoid.

**Decisive:** You are completely fine.

**Qualified:** You acquire *Radiation Sickness* as a temporary restriction.

**Failure:** You take 3d6 *physical harm* and acquire *Radiation Sickness* as a permanent restriction.

## Resist Suffocation

You must **resist suffocation** every turn if you cannot breathe.

You only need to **resist suffocation** every 10 turns, or about twice a minute, if you do not do anything else besides holding your breath.

### Resist Suffocation ⚠️

You try to survive without being able to breathe.

Valor vs. 9 (*Immediate*)

- In vacuum:  $-2$
- You are calm and not under stress:  $+2$

**Decisive:** You are fine.

**Qualified:** You take 1 *fatigue Damage*.

**Failure:** You take 1d6 *fatigue Damage*.



# Diseases

Diseases are a particular threat that can lurk anywhere. They occur most often in poor hygienic conditions or in very densely populated areas. You can try to avoid such places or you can know a good doctor.

Name	Caution	Damage	Lethality	Defense	Interval	Contagiousness	Acquired Restriction
Common	9	1	5	13	2 days	7	Slow
Dangerous	9	3	7	11	2 days	5	Slow
Immunodeficiency	9	3	7	13	1 month	7	Immanent organ failure
Devious	9	3	7	13	2 days	7	Immanent organ failure
Creeping	9	3	9	11	2 weeks	5	Immanent organ failure
Deadly	9	5	9	13	2 days	5	Immanent organ failure
Epidemic	9	5	9	13	1 week	9	Immanent organ failure
Slow Rash	7	3	7	11	1 year	5	Unattractive
Fast Rash	7	3	7	11	2 days	11	Unattractive
Wound Infection	7	3	9	13	2 days	7	Immanent organ failure

**Common:** A rather common infection like the cold.

**Dangerous:** A more dangerous infection like a nasty flue.

**Immunodeficiency:** Attacks your immune system, like AIDS.

**Devious:** Moderately infective but difficult to cure. It may kill you or go completely unnoticed, like COVID-19.

**Creeping:** Slow but mean infection like pneumonia.

**Deadly:** A really deadly infection like Ebola.

**Epidemic:** Highly contagious and dangerous like the bubonic plague.

**Slow Rash:** Some kind of very slow rash like leprosy.

**Fast Rash:** A highly infectious rash like measles.

**Wound Infection:** Can be caught through wounds, or sometimes happens somewhere in your body. You may apply the modifier for surgical equipment to **remove temporary restriction**, if you remove the infected body part. *Contagiousness* becomes 0 after you got infected.

## Resist Contagion

Whenever you are close to the source of an infectious disease, you need to **resist contagion** once per hour to check if you acquire the *Disease* restriction.

It will be more difficult to **resist contagion**, if the disease is new to your people, either because it is a new mutation or because it was brought to you from elsewhere.

Treat a *failure* as a *qualified success*, if you are immune to a disease, either because of a previous decisive success or because you got successfully vaccinated.

### Resist Contagion ⚠️

Your body tries to keep you from getting infected.

**Valor vs. Contagiousness\*** (Immediate)

- Disease is new to your people: -2

\* the *Contagiousness* of the disease.

**Decisive:** You are immune to that disease

**Qualified:** You need to **resist fatigue**.

**Failure:** You acquire the *Disease* restriction.

## Resist Disease

You must **resist disease** whenever the *Interval* is up, if you acquired the *Disease* restriction.

Use your medicine's *Grade* as a positive modifier, if you took it every day since the current *Interval* began.

### Resist Disease ⚠️

Your body tries to keep the disease at bay.

**Valor vs. Lethality\*** (Immediate)

- Medicine: +*Grade*

\* the *Lethality* of the disease.

**Decisive:** You are completely fine. You may remove the *Disease* restriction for the disease you resisted and are now immune to it if you roll a 4 or more on 2d6.

**Qualified:** You take *physical harm* equal to the disease's *Damage*. You must **resist disease** again when the next *Interval* is up.

**Failure:** You take *physical harm* equal to the disease's *Damage* + 1d6 and you become *weakened*. You must **resist disease** again when the next *Interval* is up.

# Poisons

In unfamiliar areas, you can encounter poisonous animals, poisonous water, and even poisonous air. Perhaps a friendly local guide can help you prepare properly and tell you where to travel safely.

Name	Caution	Damage	Lethality	Defense	Interval	Expense	Acquired Restriction (or Strength)
Polluted Air	9	3	7	9	1 hour	-	Gloominess
Blister Agent	5	5	11	13	10 min	3	Immanent Organ Failure
unprotected eyes / skin							Blindness / Malignant Cancer
Killer Gas	5	7	13	13	5 min	3	Immanent Organ Failure
Alcohol	5	3	5	9	1 hour	1	Careless*, Dazed
Tobacco	7	1	5	11	10 min	1	Malignant Cancer
Recreational Drug	7	1	5	9	30 min	2	Careless*, Dazed
Strong Recreational Drug	7	3	7	11	10 min	3	Careless*, Dazed
Truth Serum	7	3	9	9	1 hour	1	Honest*, Dazed
Stimulant	7	3	5	9	1 hour	1	To the Last Breath (strength)*
Painkiller	7	1	5	9	1 hour	1	No Pain (strength)*
Animal	9	3	9	9	1 day	2	Immobilized
Deadly Animal	9	5	11	11	20 min	2	Immanent Organ Failure
Gradual Poison	11	3	7	11	1 day	2	Paranoia
Lethal Poison	7	7	13	13	1 min	2	Immanent Organ Failure

\* Acquire and remove this strength or restriction always together with the associated *Poisoned* restriction.

**Polluted Air:** Air containing various pollutants.

**Blister Agent:** Military grade chemical warfare agent.

**Killer Gas:** Very poisonous gas.

**Alcohol:** Contained in some drinks.

**Tobacco:** Usually smoked.

**Recreational Drug:** Consumed for its euphoric effect.

**Truth Serum:** Makes you tell the truth.

**Stimulant:** Allows you to ignore exhaustion.

**Painkiller:** Allows you to ignore pain.

**Animal:** The poison of a highly poisonous scorpion or spider, or a moderately poisonous snake.

**Deadly Animal:** The poison of a highly poisonous snake.

**Gradual Poison:** Small doses of lead or arsenic.

**Lethal Poison:** Cyanide or a highly radioactive substance.

## Resist Poison

You must begin to **resist poison** after the *Interval* has passed, if you acquire the *Poisoned* restriction. An antidote consumed within the last 24 hours will help.

### Resist Poison ⚠

Your body tries to keep the poison at bay.

*Valor* vs. *Lethality*\* (*Immediate*)

- Antidote: +*Grade*

\* the *Lethality* of the poison.

**Decisive:** You may remove the *Poisoned* restriction for the poison you resisted.

**Qualified:** You take *physical harm* equal to the poison's *Damage*. You must **resist poison** again when the next *Interval* is up.

**Failure:** You take *physical harm* equal to the poison's *Damage* + 2d6 and you become *weakened*. You must **resist poison** again when the next *Interval* is up.



Poisons can be very deadly and may kill you quickly. Usually they should be used sparingly, or the heroes should have a chance to prepare for them.



To defeat your enemy, you can use more creative methods than just attacking them with your weapon. Most of the time, however, these methods prove to be more difficult than expected. This can work to your advantage if your enemy tries to use these tricks against you.

# Dirty Fighting Tricks

This section contains tasks that you must be successful in after your enemy does something mean to you.

## Avoid Amputation

You need to **avoid amputation**, if a **hit** from an **edged** weapon to your arm, leg, or neck causes **damage** equal to or greater than your *Serious Wound* threshold.

### Avoid Amputation ⚠

Determine if you avoid the nasty effects of an edged weapon.

Valor vs. *Impact* of the **hit** (*Immediate*)

**Decisive:** No additional effects.

**Qualified:** You take 2 *fatigue Damage*.

**Failure:** You acquire *Crippled Arm* or *Crippled Leg* as a *permanent restriction* and you take 1d6 *fatigue Damage*, if you were **hit** to an arm or leg. You are decapitated and die, if you were **hit** to the neck.

## Avoid Charge

You must **avoid charge**, if an opponent makes a **charge attack** against you and has a qualified success.

### Avoid Charge ⚠

You try to evade a charging opponent.

On a decisive success you can make a **weapon hit** against your opponent, if you are wielding a *polearm*. You need a *long polearm* if your opponent is wielding one. You can use a short spear if your opponent isn't wielding a *polearm*. Add the velocity modifier for the distance your opponent moved to the *Impact* of your weapon.

Distance moved	Velocity Modifier
0-9	<i>speed</i> ÷ 2*
10-99	3 + <i>speed</i> ÷ 10*
100	15

\* Ignore fractions.

Valor vs. *Parry* (*Immediate*)

**Decisive:** You make a **weapon hit** and your opponent needs to **resist falling**, if you are wielding the right weapon. You evade the charge otherwise.

**Qualified:** You evade the charge.

**Failure:** Your opponent scores a **weapon hit**, adding the velocity modifier to the *Impact*.



## Avoid Entanglement

You must **avoid entanglement**, if someone makes a successful **attack** with a *tangling* weapon against you.

Harpoons are the only weapons that require a successful **hit** to make you to **avoid entanglement**.

### Avoid Entanglement ⚠

Someone tries to entangle you.

Valor vs.  $7 + \text{Valor}^*$  (Immediate)

\* the Valor of the character trying to entangle you.

**Decisive:** You turn the tide. Now the character who tried to entangle you needs to **avoid entanglement** by you.

**Qualified:** You are not *restrained*.

**Failure:** You are *restrained*. Before you can move, you must **avoid restraintment**.

## Avoid Illusion

If someone uses **change** to create some kind of illusion, you may **avoid illusion** the first time you see it and each time the illusion would somehow affect you.

### Avoid Illusion ⚠

You try to detect an illusion.

Wits vs. *Shadow*\* (Immediate)

\* The *Shadow* trait rank of the person casting the illusion.

**Decisive:** The illusion ceases to exist.

**Qualified:** You may completely ignore the illusion and are not affected by it.

**Failure:** The illusion affects you as if it was real.

“ This world is nothing. An illusion. Death is the release. ”

Jack Abbott - In the Belly of the Beast

## Avoid Restraintment

You must **avoid restraintment**, if you are *restrained* by someone and want to **move**, **sprint**, or **step**.

### Avoid Restraintment ⚠

You try to **move**, **sprint**, or **step** while being restrained.

Valor vs.  $7 + \text{Valor} + 6 \times \text{Size}^*$  (Immediate)

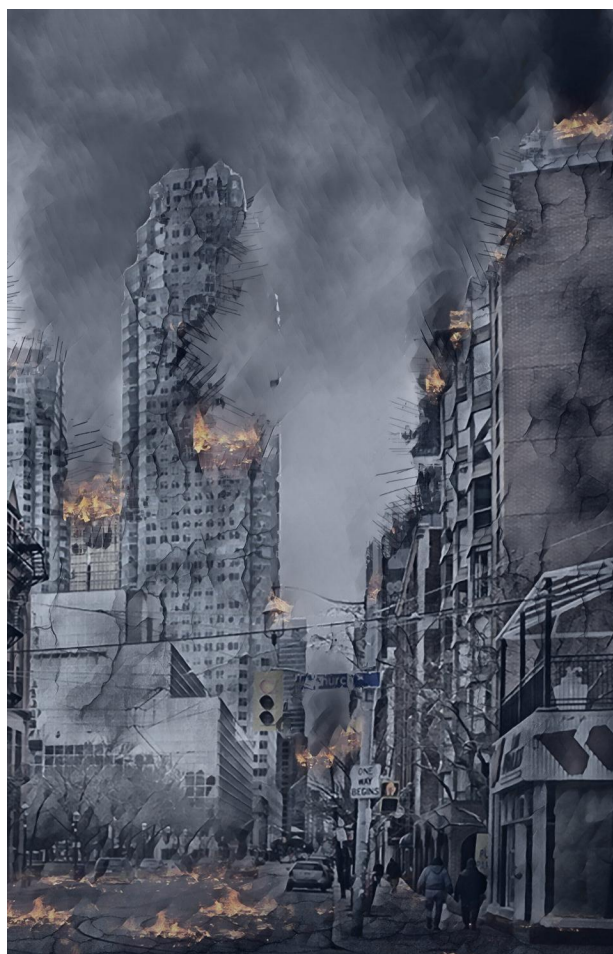
- Your *Size*:  $+6 \times \text{Size}$
- You want to **sprint**:  $-4$

\* the Valor and Size of the creature restraining you.

**Decisive:** You are free and no longer restrained.

**Qualified:** You can move and pull the entangling character with you.

**Failure:** You can't move and take 1d6 *fatigue damage*.



Finding yourself in a vehicle or building that is about to be destroyed is extremely dangerous. Figuring out a way to escape your demise is a pretty dramatic experience.

# Staying Intact

While people and creatures need to resist unconsciousness, objects and vehicles have to resist structural failure to remain functioning.

## Resist Structural Failure

A vehicle or object must **resist structural failure**, if it takes any damage and its *Stamina* is already at 0.

### Resist Structural Failure ⚠

The object resists structural failure.

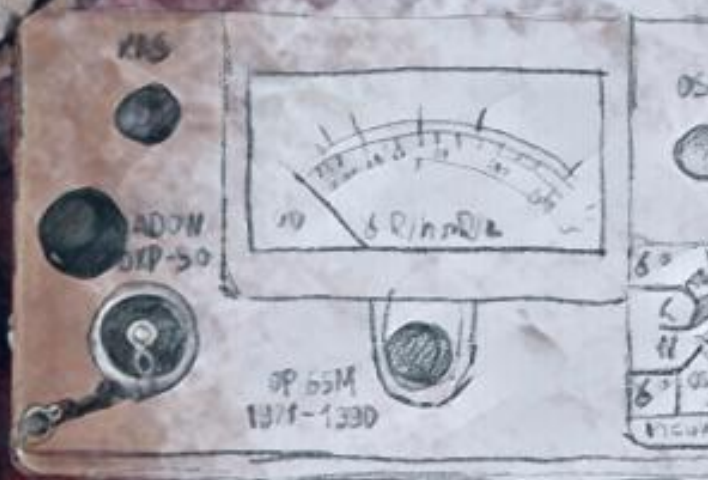
Valor vs. 9 (Immediate)

**Decisive:** The object continues to function.

**Qualified:** The object continues to function.

**Failure:** The object is destroyed.









# Chapter 9

## EQUIPMENT

Ever since humans first learned to use tools to make more sophisticated tools, their equipment has played an important role in their survival.



# Handling Equipment

Being properly equipped can mean the difference between life and death. This chapter provides an overview of common technological devices that were or could be invented in the past, present and future.

Each item listed here represents an example of one of the best of its kind available during a given era.

Also, several items that are normally used together or supplied in sets are combined into a single entry.

## Option: I Want More Detail

Instead of using the bundled items provided here, you can make a more extensive list that includes details like cooking pots, pitons, and toothbrushes.

See *Appendix M The Real World*, p.195 to determine the statistics for such items.

## Option: I Do Not Care About Equipment

If you do not want to bother with gear, you can take a look at the table below to find the typical statistics for gear during the era the campaign is taking place. Assume that your characters have all the equipment that suits their concept.

**Era:** The era when it becomes available.

**Resistance:** The *Resistance* of state of the art armor.

**Impact:** The *Impact* of state of the art weapons.

**High:** The *Grade* of high quality tool kits, maps, and libraries. Use this progression for the *Damage* of all weapons and the *Impact* and *Resistance* of second rate weapons and armor.

**Low:** Most equipment follows this progression. Use this progression for the *Accuracy* of ranged weapons. Melee Weapons have *Accuracy* 2 and *Deflection* 1.

<i>Era</i>	<i>Resistance</i>	<i>Impact</i>	<i>High</i>	<i>Low</i>
Foraging	1	1	0	0
Farming	2	2	1	1
Bronze	3	3	2	1
Iron	4	5	3	2
Steel	6	7	4	2
Exploration	7	11*	5	3
Steam	8	12*	6	3
Industrial	10	13*	7	4
Atomic	12	15*	8	4
Information	15	17*	9	5
Robotic	17	19*	10	5
Gravitic	19	21*	11	6
Cosmic	21	23*	12	6
Ultimate	23	25	13	7

\* For *anged attack*. *Impact* is 7 or High value for *melee attack*.

## Option: Brands and Manufacturers

In reality, there may be dozens if not hundreds of different variations available for each class of item.

The general items listed in this chapter are usually the best of their kind that are normally available.

It is possible that some manufacturers are more technologically advanced than others and are able to produce items from different technological periods or even eras.

## Cheaper Items

Cheap items may be available, but they are usually inferior in at least one, if not several, traits.

Reduce at least *Grade*, *Resistance*, or *Accuracy* by 1, if you reduce *Expense* by 1.

## More Expensive Items

Some items may have an increased *Expense* because they are made by a famous manufacturer. Sometimes they are even better.



When different players prefer a different level of detail for their equipment, it is possible to mix the different approaches. Try to find a solution that makes everyone happy.

## Option: Hand Crafted Equipment

The *Expense* given for the items assumes that these items are somewhat manufactured in significant numbers.

For items which are created on demand the *Expense* should be increased by 2 or more, if you want to be somewhat realistic. This applies to most weapons and almost all armor prior to the steam era.

## Stacking Items

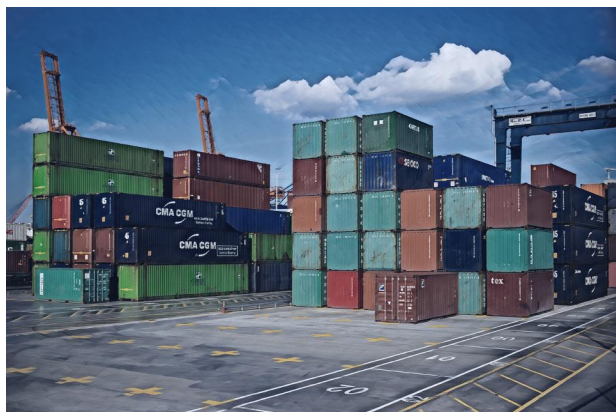
You may stack several items together, if you want to carry, buy, or sell some with the same *Load*.

You may keep track of their *Expense* separately, if it differs between them.

The following table lists how much you add to the *Load* and *Expense* of a single item, to get the *Load* and *Expense* of a stack of items:

Stack Size	Load*	Expense
2	+1	+1
5	+2	+2
10	+3	+3
20	+4	+3
50	+5	+4
100	+6	+5
200	+7	+5
500	+8	+6
1,000	+9	+7
2,000	+10	+7
5,000	+11	+8
10,000	+12	+9
20,000	+13	+9
50,000	+14	+10
100,000	+15	+11
200,000	+16	+11
500,000	+17	+12
1,000,000	+18	+13

\* For items with *Load* 0, reduce the modifier by 3, to a minimum of ½. For items with *Load* ½, reduce the modifier by 1 and ignore fractions.



Stacking several smaller items together allows you to handle large amounts of cargo easily. This is especially useful if you have a vehicle with a large cargo hold.

## Default Measurements

A mass of about 100kg or a weight of 220 lbs. equals a *Load* of 5 and a mass of 1t equals a *Load* of 8.

Assume that a 30t intermodal container has a *Load*, *Max Lifting* and *Max Load* of 12.

## Damaging Equipment

Sometimes you may want to know how much damage an item can take. In principle, each object has the *Armor*, *Defense*, *Parry*, *Defense*, and *Size* traits, a *Serious* and *Critical Damage* threshold, and a *Stamina* tracker.

However, usually these statistics can be just determined on demand and you don't need to keep track of them. The following table provides a guideline for determining an object's statistic based on its *Load*.

**Load:** The *Load* trait of the item.

**Size:** The item's *Size*.

**Defense:** An item's *Defense*. Use the owner's *Defense*— its *Size*, if an item is carried. *Parry* equals *Defense*.

**Armor:** The item's *Armor*.

**Serious:** The item's *Serious Damage* threshold.

**Critical:** The item's *Critical Damage* threshold.

**Stamina:** The item's *Stamina*.

Load	Size	Defense	Armor	Serious	Critical	Stamina
0	-4	7	6	3	7	4
½	-3	6	7	4	8	5
1	-3	6	7	5	9	6
2	-2	5	8	6	10	7
3	-2	5	8	7	11	8
4	-1	4	9	8	12	9
5	0	3	10	10	14	10
6	0	3	10	12	16	10
7	0	3	10	14	18	15
8	1	2	11	16	20	15
9	1	2	11	18	22	20

### Armor Trait Rank

An item's *Armor* trait rank depends on its type.

**Personal Armor:** Increase *Armor*, *Serious*, and *Critical Damage* threshold by its *Resistance*.

**Melee Weapon:** Increase the *Armor* of a melee weapon made from metal by 8 + *Impact*. For other melee weapons add 4 + *Impact*. Use base *Impact* and ignore *Valor*.

**Books, Clothing, Paper Money, and Parachutes:** No change.

**Anything Else:** Increase *Armor* by 3.

### Effect of Damage

Items containing electrical or electronic circuitry or mechanical parts will no longer function if they suffer damage at least equal to their *Serious Damage* threshold.

All items are destroyed if they take damage at least equal to their *Critical Damage* threshold.





Equipment serves many different purposes and provides benefits under very different circumstances. Generally each task lists which type of equipment is applicable for it. You may want to check of the tasks most important to your character to make sure you are properly equipped.

## Common Traits

**Most pieces of equipment share some common traits to describe their basic properties. They reappear in almost all the following item lists.**

The traits most items have in common are the *Era* when they become available, a *Name* or *Type* that describes them, a *Grade* that is a measure of their quality, the *Load* it will take to carry them and the *Expense* it will cost to get them.

Some items have one or more traits specific to their kind in addition to those common ones.

### Era

This is the period during which the item will become generally available. You can usually buy this item in any campaign that takes place in this era or later.

### Name or Type

The item's short description. This may be the name of a material, indicating which tools are required to craft or repair it. See *Appendix C Crafting Expertise*, p.157.

The name may include a generation in brackets (e.g. 1<sup>st</sup>), if it is available in a different quality in different eras.

### Grade

This is an abstract measure of the general usability or capability of the item.

It can mean very different things for different types of equipment, but in the end it is just the modifier this item provides for a task for which it is applicable.

### Load

This is how much you have to add to your *Encumbrance* if you carry or wield the item. See *Carrying Capacity*, p.17.

### Cost

This determines the *Expense* of the item and therefore the slot the item takes if you pick it as starting equipment, or the difficulty to obtain it with *acquire item*.

Generally you don't have to worry much about items that have an *Expense* less than your *Wealth*, but buying more expensive items may require you to spend currency or even reduce your *Wealth*.



# Currency

**Currency, money or coins make trading much easier. You can carry a certain amount of currency with you to spend when trying to purchase an item or service, or when you want to bribe someone.**

Currency is organized in piles or stacks, each of them worth a certain *Expense*. In later eras these can simply be virtual.

Look up the *Expense* of a stack of currency on the table below to determine its *Load* depending on its type.

**Type:** The type of the currency. The *Expense* it is worth is listed in brackets. A + sign indicates this stack can be acquired for the listed amount or more.

**Value:** The *Expense* this stack of currency is worth if you acquire or exchange it.

<i>Era</i>	<i>Type</i>	<i>Load</i>	<i>Value</i>
Mid farming	Silver Coins (0-3)	0	0-3
	Silver Coins (4)	½	4
	Silver Coins (5)	1	5
	Silver Coins (6)	2	6
	Silver Coins (7)	3	7
	Silver Coins (8)	5	8
Late farming	Clay Tablet (4+)	½	4+
Mid bronze	Gold Coins (0-5)	0	0-5
	Gold Coins (6)	½	6
	Gold Coins (7)	1	7
	Gold Coins (8)	2	8
	Gold Coins (9)	3	9
	Gold Coins (10)	5	10
Mid iron	Promissory Note (3+)	0	3+
Early exploration	Paper Money (0-7)	0	0-7
	Paper Money (8)	½	8
	Paper Money (9)	1	9
	Paper Money (10)	2	10
	Paper Money (11)	3	11
	Paper Money (12)	5	12
Mid atomic	Plastic Card (0+)	0	0+
Early robotic	Crypto Stick (0+)	0	0+

## Acquiring Currency

You can pick as many stacks of currency with any *Expense* as a starting items as you want, if you can afford them.

You may also receive them as payment for your services or you can get some if you *sell an item*.

## Spending Currency

Your *Wealth* decreases by 1, if you have to spend currency and you don't have it. You have to *avoid legal trouble*, if your *Wealth* is already at 0.

## Splitting and Combining Currency

It is always possible to split a stack of currency into three stacks of an *Expense* one lower or to group three stacks of the same *Expense* into one stack of an *Expense* one greater.



Different countries or cities accept different currencies. If you enjoy dealing with so many details, you may want to make exchanging one currency for another an important thing.



**Silver Coins:** A couple of silver minted coins featuring an image of a local authority, usually weighing around 5-10 grams.



**Clay Tablet:** Used for trade between cities or nations. It is usually not accepted by local traders. It can't be split or combined.



**Gold Coins:** A couple of gold minted coins featuring an image of the king, usually weighing around 5-10 grams.



**Promissory Note:** A document signed by a distinguished person who guarantees you your payment. It can't be split or combined.



**Paper Money:** Bank bills printed by the state, depicting landmarks or the image of famous people that have done a lot for their country.



**Plastic Card:** A plastic card with which you can pay wherever it is accepted. It can store all the currency you own.



**Crypto Stick:** A stick containing specially encrypted data packages used as currency. It can store all the currency you own.

## Example

Eden's plastic card (3) can be used once to spend currency worth an *Expense* of 3, but then its limit is reached.

# Outdoor and Survival

This equipment helps to survive in harsh conditions while you are traveling. Clothing can also make you look more impressive to others and give you an edge in social encounters.

## Clothing

Clothing allows you to endure uncomfortable temperatures and impress other people.

**Grade:** The *Grade* of your clothes increases your *Impression*, if they are suitable for the occasion.

**Temp:** The temperature it is suitable for. You may ignore the temperature penalty if your clothing is suitable for the current temperature or a temperature category directly above or below it. See *Temperature Penalty*, p.141.

Era	Type	Grade	Temp	Load	Cost
Early foraging	Rags	0*	Warm	0	0
Late foraging	Leather	1	Balmy	1	2
	Winter	1	Cool	2	3
Late farming	Basic	0	Balmy	½	1
	Summer	0	Warm	0	1
	Desert	1	Hot	½	2
Early bronze	Good	1	Balmy	½	2
Mid bronze	Fine	2	Balmy	½	5†
Mid iron	Noble	3	Balmy	1	9‡
Mid steel	Regal	4	Cool	3	15‡
Early Steam	Tight	1	Balmy	0	2
Late atomic	Synth	1	Cool	½	3
Mid robotic	Hotsuit‡	0	Hot	1	5

\* Rags are always considered to be inappropriate clothing.

† Includes five pieces of expensive accessories, each worth the entire outfit's *Expense* – 2. Reduce *Grade* by 1 if one or more are missing.

‡ Provides a closed water cycle for 1 month. It supplies you with water for this duration.

## Accessories

The accessories included in the more expensive outfits can vary greatly between different eras and cultures.

Examples are belts, buttons, cloaks, elaborate shoes, feathers, furs, jewelery, stockings, ties, watches, or wigs.

Some cultures require that fine or better outfits incorporate cumbersome accessories like very high heeled shoes or heavy and long gowns. This will make them inconvenient clothes, which will provide a –2 *modifier* to *climb* and *jump*. They also make it impossible to *sprint*.

Historically, this was particularly true of male and female clothing from the beginning of the early exploration era and later. Starting with the early industrial era, this became an issue almost exclusively for women. However, you can decide that this is completely different in your setting.



**Rags:** At some point people began to find it exciting to put on clothes. This is the absolute minimum to be considered clothed.



**Leather:** A timeless style that was already in fashion in the Stone Age. Modern variants are synthetic to save animal life.



**Winter:** Animal furs are the perfect winter clothing that will keep you comfortably warm and look great during any era.



**Basic:** From the early wool tunic to the later jeans and t-shirts, these are the clothes to wear when you don't know how to dress.



**Summer:** A lighter and flimsier version of the basic clothing that won't make you sweat that much when it gets really warm.



**Desert:** This light and loose fitting garment protects you from sunlight without being too warm in the desert. It also looks good.



**Good:** These clothes are made from slightly better fabrics than basic clothes and may also have more interesting colors.



**Fine:** Good fabrics and workmanship characterize this clothing. Some subtle but important accessories complement the appearance.



**Noble:** Expensive dyes and fabrics combined with elaborate jewelery are used to create these clothes that demonstrate power and wealth.



**Regal:** This outfit is worth the annual income of ten thousand commoners. Not much more needs to be said about it.



**Tight:** These form-fitting clothes will keep you warm without restricting your movement and are perfect for dance and acrobatics.



**Synth:** Synthetic fabrics allow the production of very light winter clothing that dries easily and is comfortable to wear.



**Hotsuit:** With this technological marvel, you can survive in harsh desert conditions for up to a month.

## Camping Gear

A pack containing sewing and cooking tools with a *Grade* of 1, personal basics, tools to create fire, a mess kit, a sleeping bag, and a 1-person tent.

You may increase *Load* and *Expense* by 1 to get a set for two persons, or by 2 for a 6-person set.

**Grade:** Apply it as a modifier to *set up camp*.

**Temp:** The temperature it is suitable for. See *Temperature Penalty*, p.141.

Era	Type	Grade	Temp	Load	Cost
Early farming	Leather	2	*	2	2
	Winter	1	Cold	3	3
Early bronze	Cloth	1	*	2	1
Mid steam	Tiny	1	Balmy	1	1
Late atomic	Synth	2	Cold	2	3
	Light	2	Balmy	1	2
Mid information	Quick	3	Balmy	1	2
	Insulated	3	*	1	3
Mid robotic	Sealed	4	†	1	5

\* Appropriate for cool, balmy, and warm temperatures and therefore allows you to ignore the temperature penalty from cold to hot.

† Protects you as sealed armor for 1 week. Increase to 1 month in the early cosmic era. Also provides 1G gravity beginning at mid gravitic era.



**Leather:** Leather hides make this sturdy tent waterproof and offer good protection from harsh weather conditions.



**Winter:** Thick animal furs insulate this tent and keep you warm even when it is below freezing. It is a little expensive, though.



**Cloth:** This tent is suitable for almost every climate where humans can survive and provides you with adequate shelter.



**Tiny:** A very minimalist tent that is very light and suitable for military units where mobility is more important than comfort.



**Synth:** A lighter version of the winter tent made possible by synthetic fabrics. However, it doesn't look as chic as the original.



**Light:** This is an improved tiny tent that thanks to modern technology will keep you really dry and warm.



**Quick:** A tent that is light and basically sets up by itself. Who needs survival skills when your technology does this for you?



**Insulated:** An improved version of the quick tent with better insulation and air circulation to be suitable for a wider range of climates.



**Sealed:** The last word in camping: this is a self-assembling and packing portable habitat that will help you survive almost anywhere.



When you go out into the wild, bringing the best gear available in your current era is never a bad idea for your trip. Your life can depend on it.

## Climbing Gear

A rope or a pack containing rope, links, winches, iron spikes or pitons, and a harness.

**Grade:** The *Grade* of the gear. Apply it as a modifier to *climb*, or to *march* in mountains.

**Rope:** The length of the rope contained in the pack.

Era	Type	Grade	Rope	Load	Cost
Late foraging	Hempen	1	20m	1	0
Early bronze	Silk	1	20m	½	2
Early iron	Simple*	2	20m	3	2
Early industrial	Basic*	3	20m	3	2
Mid atomic	Synth	1	50m	0	1
Mid information	Light†	4	50m	1	3

\* Includes hempen rope. Reduce *Load* by 1 to exchange it for a silk or synth rope (if available), but a silk rope increases *Expense* by 1.

† Includes synth rope.



**Hempen:** A rope made from hempen. It makes climbing much safer and easier, especially when you want to go downwards.



**Silk:** This rope offers the same advantages as the hemp rope and is lighter but significantly more expensive.



**Simple:** Heavy pitons or spikes, crampons and a hammer greatly improve your ability to climb steep rocks.



**Basic:** The invention of advanced pitons and the carabiner make it a little safer to test your skills in the mountains.



**Synth:** A very light and tough rope that everyone should take with them when they go into the wilderness.



**Light:** Advanced material technology and millennia of experience make climbing with these tools a pleasure.



## Illumination

A device that either illuminates the surrounding area or projects a beam of light in one direction.

**Range:** Ignore the penalty for weak illumination and darkness within that range. At up to twice that range you may replace the penalty for darkness with the penalty for weak illumination.

**Dur.:** How long this light source lasts in hours with the included fuel or batteries. Additional oil, batteries or spares triple the duration and have *Load* ½ and *Expense* 1.

Era	Name	Range	Dur.	Load	Cost
Mid foraging	Torches*	5	2	½	0
Early bronze	Candles*	2	24	0	1
Mid bronze	Lantern*	7	24	½	1
Early industrial	Light (1 <sup>st</sup> )†	10	5	0	0
Mid industrial	Lamp (1 <sup>st</sup> )	7	2	½	1
Mid atomic	Glow Stick	2	48	0	0
	Taclight‡	50	5	½	2
Late information	Light (2 <sup>nd</sup> )†	10	48	0	0
	Lamp (2 <sup>nd</sup> )	7	8	0	1
Early robotic	Light (3 <sup>rd</sup> )†	50	96	0	0
	Lamp (3 <sup>rd</sup> )	10	48	0	1
Early cosmic	Light (4 <sup>th</sup> )†	50	‡	0	0
	Lamp (4 <sup>th</sup> )	10	‡	0	1

\* Anything easily flammable it touches acquires the *Burning* restriction, if it is lit. You may hold it in your hand or mouth or attach it to a helmet.

† Projects a 2m wide beam in one direction. You may hold it in your hand or mouth or attach it to a ranged weapon or a helmet.

‡ Lasts for one year.



**Torches:** A stick where one end was prepared by some means so it can be easily set on fire and burns for a while.



**Candles:** A more or less masterfully crafted piece of wax with a wick inside that can be set on fire and burns for a while.



**Lantern:** Some flammable fuel in a container and mechanism so it can be set on fire and ... Surprise! It burns for a while!



**Light:** Also known as a flashlight, this item provides a beam of electric light and is powered by batteries.



**Lamp:** Basically a more sophisticated electric version of the lantern, this device illuminates the surrounding area.



**Glow Stick:** A stick that glows. That's its one and only purpose, and it does it pretty well if you crack it, but then you can't turn it off again.



**Taclight:** A very powerful version of the flashlight, that consumes a lot of power and therefore does not last that long.

## Parachutes

You are lucky when you have a parachute, if you find yourself in the air at least 30m above ground without any means to fly.

It will greatly improve your chances to survive when you finally hit the ground.

**Grade:** Apply it as modifier to *parachute*.

Era	Name	Grade	Load	Cost
Early steam	Parachute(1 <sup>st</sup> )	1	3	3
Mid industrial	Parachute(2 <sup>nd</sup> )	2	3	4
Late atomic	Parachute(3 <sup>rd</sup> )	2	1	4
	Ram-air parafoil	3	2	5



**Parachute:** A backpack containing a huge folded peace of fabric attached to ropes. If you pull on a leash, it will unfold and slow your fall.



**Ram-air parafoil:** Instead of being dome-shaped, this parachute has multiple sectioned cells and is very maneuverable.

## Provisions

A bag or package containing preserved food.

**Duration:** How long the food lasts for one person. For every day that you have no other means of getting food, reduce the duration by one day and you will not have to *resist hunger*.

**Spoilage:** After that time, the food will not help you to *resist hunger* anymore but makes you acquire the *Poison [gradual poison]* restriction, if you consume it.

Era	Name	Duration	Spoilage	Load	Cost
Early farming	Dried	2 days	1 month	½	1
	Dried	10 days	1 month	1	2
	Dried	30 days	1 month	3	3
Mid steam	Canned	1 day	15 years	½	1
	Canned	5 days	15 years	1	2
	Canned	15 days	15 years	3	3
	Canned	100 days	15 years	5	4
Late atomic	Dehyd	3 days	5 years	½	1
	Dehyd	15 days	5 years	1	3
	Dehyd	50 days	5 years	3	4
	Dehyd	300 days	5 years	5	5



**Dried:** Dried fruits or meat don't spoil quickly and provide enough nutrients to feed on as you travel.



**Canned:** Canned food lasts several years but is unfortunately a bit heavy. Sometimes it doesn't even taste that bad.



**Dehyd:** Dehydrated foods are light and contain an optimized mix of nutrients to nourish you optimally.

## Traps

These are tools for catching prey or making fortifications more effective. The traps listed here can be used to catch or kill medium-sized (*Size* -1 to +1) game.

**Grade:** Apply it as modifier to *hunt*. A trap makes a *ranged attack* against you, if you walk into it. Some traps are *entangling*. *Precision*, *Impact*, *Damage*, and *Valor* are equal to *Grade*.

**Cmf.:** The trap's *Camouflage*. To determine its *Caution*, if someone tries to look for it, add the *Caution* of the person who hid it to the trap's *Camouflage*.

Era	Name	Grade	Cmf.	Load	Cost
Mid foraging	Snare	2*	+3	†	0†‡
	Pit	3	+2	†	4†
	Spiked Pit (1 <sup>st</sup> )	4	+2	†	5†§
	Deadfall, small	3*	+1	3	0
	Deadfall, large	5*	-1	6	0
Early bronze	Spiked Pit (2 <sup>nd</sup> )	5	+2	†	5†§
Early steel	Spiked Pit (3 <sup>rd</sup> )	6	+2	†	5†§
	Crossbow	6	+3	2	4
Late exploration	Foothold	5*	+2	2	2
Early steam	Spring gun	7	+3	2	5

\* *entangling*.

† has no load, can't be carried and can't be sold. It takes the same effort to *assemble* as an item of the listed *Expense*.

‡ requires a rope to *assemble*, which will be used up in the construction of the trap.

§ requires ten short spears of its era to *assemble*, which will be used up in the construction of the trap.



**Snare:** A rope with a noose at one end that lies on the ground. The rope is tied to something on the other end.



**Pit:** A hole in the ground which is usually covered and concealed. It is 2m (6ft.) deep and it is difficult to climb out of it (*Target Number* 11).



**Spiked Pit:** Some spears or poles are put on the ground of a hole to provide a nasty surprise for anyone falling into it.



**Deadfall:** A stone which is held up by a pole. The stone drops on him, her, or it, if someone or something touches the pole.



**Crossbow:** A crossbow, usually hidden behind a hole, and a mechanism to trigger it so that someone or something is shot.



**Foothold:** A mechanism lies on the floor and is triggered when someone or something steps on it, to catch and hurt him, her, or it.



**Spring gun:** A shotgun, usually hidden behind a hole, and a mechanism to trigger it so that someone or something is shot.

## Water Containers

These containers are assumed to be filled with water when bought and may be refilled at any source of fresh water.

You may also decide to buy it with some flavor, but this will increase *Expense* by 1.

**Duration:** How long the water lasts for one person. For every day that you have no other source of water, reduce the duration by one day and you will not have to *resist thirst*.

**Spoilage:** After that time, the water will not help you to *resist thirst* anymore but makes you acquire the *Poison* [gradual poison] restriction, if you drink it.

Era	Duration	Spoilage	Load	Cost
Early foraging	1 day	6 months	½	0
	3 days	6 months	1	0
	10 days	6 months	3	1
	100 days	6 months	6	2
	3 years	6 months	9	4



You cannot survive for a long time without water. Hence, you can consider taking at least some with you, even if you are in an area where it should be readily available.

## Water Purification

Means to clean spoiled water.

**Duration:** For every day, where you have only access to spoiled water, reduce the duration by one day per person.

Era	Name	Duration	Load	Cost
Mid bronze	Chemical	20 days	0	1
	Filter	500 days	1	2



**Chemical:** Some type of algae, pills, or other substance that contains chemicals that kill all of the nasty things in your water supply.



**Filter:** A device in which the water has to flow through a specific substance - typically activated carbon - in order to filter it.

# Sensors

The various devices that are listed in this section help to recognize things that are hidden from the ordinary senses or to compensate for some restrictions you may have.

## Optical Sensors

These devices enhance your ability to see things with your eyes beyond normal human limits.

**Grade:** The *Grade* of the sensor. Apply it as modifier to visually *locate* or *investigate the area*.

Era	Name	Grade	Load	Cost
Early exploration	Magnifying Glass	2*†	½	1
Mid exploration	Spyglass	2†	1	3
	Telescope (1 <sup>st</sup> )	3‡	3	5
	Microscope (1 <sup>st</sup> )	4*‡	2	6
Late exploration	Telescope (2 <sup>nd</sup> )	4‡	3	5
	Microscope (2 <sup>nd</sup> )	6*‡	2	6
Mid steam	Binoculars (1 <sup>st</sup> )	2†	½	3
	Scope	1§	½	2
Late steam	Telescope (3 <sup>rd</sup> )	5‡	3	5
	Microscope (3 <sup>rd</sup> )	8*‡	2	6
Early atomic	Binoculars (2 <sup>nd</sup> )	3†	½	3
	NV Goggles (1 <sup>st</sup> )	0¶	1	5
	NV Scope (1 <sup>st</sup> )	1§¶	1	5
Late atomic	NV Goggles (2 <sup>nd</sup> )	0#	½	5
	NV Scope (2 <sup>nd</sup> )	1§#	½	5
Early information	NV Goggles (3 <sup>rd</sup> )	0¶#	½	4
	NV Scope (3 <sup>rd</sup> )	2§¶#	½	4
Late information	Binoculars (3 <sup>rd</sup> )	3†Δ	½	3
Early robotic	Binoculars (4 <sup>th</sup> )	4†¶#Δ	½	3

\* Applies only within 10cm

† To use this, you need one hand to hold it.

‡ To use this, you may not move and need both hands.

§ You gain +4 instead of +2 when you *aim* if it is attached to your ranged weapon. It does not work for thrown or flexible weapons.

¶ Grants *Extra Sensitive Vision* while used.

# Grants *Wide Spectrum Vision* while used.

Δ *stabilized*, may be applied if you are *running*



Being able to spot a threat before it detects you grants you a significant advantage in an encounter that may become hostile. Having better equipment can help to seize that advantage.



**Magnifying Glass:** A lens on a stick that, when used properly, allows you to detect tiny things extremely close to you.



**Spyglass:** A small portable telescope that improves your ability to see things at a distance further away than you can normally see.



**Telescope:** This telescope is too bulky to be carried around while being used, but you can see things that have never been seen before.



**Microscope:** What the telescope does for distant things, the microscope does for near, but very small things - it opens up a new world.



**Binoculars:** Being less bulky than a spyglass this device also grants stereoscopic vision to estimate distances for artillery bombardment.



**Scope:** It greatly improves your aim and allows you to hit accurately from a long distance, if it is attached to a ranged weapon.



**NV Goggles:** These goggles allow you to see better in poor light conditions and give you an advantage over all those who cannot.



**NV Scope:** This combines the advantages of an ordinary scope with those of night vision and allows you to be the perfect sniper.

## When Can I Use an Optical Sensor?

As long as it is reasonable that the person or object of interest is in your line of sight, you are normally allowed to use your optical sensor device.

However, if you want to detect something in complete darkness, you usually can only use a device that grants you *Wide Spectrum Vision*.

## Option: Scopes of Different Quality

For simplicities sake, all scopes are assumed to have the same quality.

When you want to be more realistic, scopes during the steam era and even up to the early industrial era provide only a +2 modifier instead of +3 when you *aim*.

Also, beginning with the information era, scopes which provide a +4 modifier become available, albeit at an increased cost. Add 1 to their *Expense*.



## Optical Aids

These items mitigate certain restrictions you may have that impair your vision.

Era	Name	Load	Cost
Early bronze	Cane*	½	2
Early exploration	Glasses (1 <sup>st</sup> )†‡§	0	3
Mid steam	Monocle†§	0	2
Late steam	Glasses (2 <sup>nd</sup> )†	0	2
	Contact Lenses (1 <sup>st</sup> )†§	0	2
Late industrial	Contact Lenses (2 <sup>nd</sup> )†¶	0	2
Mid robotic	Opto Sensor†¶#	0	5

\* Wield it in one hand to gain a +2 modifier to **locate** something within 2 meters of you, if it is in darkness to you. You also gain this modifier if you **march** or **walk** in darkness.

† Ignore the *Near Sighted* restriction while wearing it.

‡ To use them, you need one hand to hold them.

§ You take 1d6 *physical harm* to your eyes, if you wear them for 3h.

¶ You take 1d6 *physical harm* to your eyes, if you wear them for 16h.

# Ignore the *Blind* restriction while wearing it. Grants *Extra Sensitive Vision* and *Wide Spectrum Vision* while used.



**Cane:** A light, excellently crafted stick that allows you to reliably scan your surroundings to detect obstacles in the dark.



**Glasses:** A pair of lenses produced for you. They are worn on your nose and correct your vision, so it is sharp and crisp at all distances.



**Monocle:** A single lens that looks really stylish when worn. However it works only for one of your eyes, but maybe you don't care.



**Contact Lenses:** They are basically invisible when worn and work just like glasses, but they are more tiresome to the eyes.



**Opto Sensor:** A device that is basically wired directly to your brain and allows you to see things you normally can't see.

### White Cane

Historically, starting in the late industrial era, a white cane helped identify someone who was visually impaired, but this was not widely recognized until the mid information era.

A white cane has the same statistics as the cane listed above. However, in an environment that contains specific markers and signals for visually impaired people, it provides a +3 instead of a +2 modifier.

### Sunglasses and Snow Goggles

It is assumed that sunglasses, snow goggles or other eye protection are included in clothing that is suitable for the corresponding temperature.

You may also get the glasses listed above with tinted lenses, but that choice does not make a difference that is significant enough to be reflected in game statistics.

## Metal Detector

This device can detect metal objects below the surface when you *investigate the area*, but your *Move* is limited to 3.

**Depth:** The depth in Meters or yards to which the device can detect metal objects.

Era	Name	Depth	Load	Cost
Late industrial	Metal Detector (1 <sup>st</sup> )	0.5	2	3
Mid information	Metal Detector (2 <sup>nd</sup> )	0.5	1	3
Late information	Metal Scanner (1 <sup>st</sup> )	5*	3	7
Mid robotic	Metal Scanner (2 <sup>nd</sup> )	5*	2	5

\* Add the *Size* of the object to the depth. To determine the size of an item, see *Damaging Equipment*, p.101.



**Metal Detector:** It can be swept over the ground to detect the presence of metallic objects which are relatively close to the surface.



**Metal Scanner:** A heavier and much more powerful variant that is capable to detect larger objects several meters below the ground.

## Radiation Detector

A radiation detector allows you to determine if your area is radioactively contaminated and how severe the contamination is. This takes 2 turns. See *Resist Radiation*, p.93.

Era	Name	Load	Cost
Late industrial	Radiation Detector (1 <sup>st</sup> )	1	3
Mid information	Radiation Detector (2 <sup>nd</sup> )	½	3



**Radiation Detector:** This device is capable of measuring the current radioactivity in your surroundings but it does not protect you from it.

## Direction Finder

A direction finder can be used to detect communication gear that is currently in use.

**Grade:** The *Grade* of the radio direction finder. You can use it as a modifier to *investigate the area* or *locate* when you are looking for active communication gear. *Caution* is determined by *open channel*.

Era	Name	Grade	Load	Cost
Mid atomic	Portable DF (1 <sup>st</sup> )	2	3	5
Early information	Portable DF (2 <sup>nd</sup> )	3	3	5
Late information	Portable DF (3 <sup>rd</sup> )	4	3	5
Mid robotic	Portable DF (4 <sup>th</sup> )	5	2	5
Early gravitic	Portable DF (5 <sup>th</sup> )*	5	1	4
Early cosmic	Portable DF (6 <sup>th</sup> )*	6	½	3

\* Works as an optical sensor granting *Extra Sensitive Vision* and *Wide Spectrum Vision* as well as a metal scanner and radiation detector.



**Portable DF:** This device is powered by batteries and comes with an antenna that helps you to triangulate transmissions.

# Information and Communication

These devices help you communicate over long distances, improve your ability to gather and process information, assist you with difficult tasks, and may even perform them for you.

## Libraries

Libraries may help you with your research and usually occupy an entire building. See *Appendix K Buildings*, p.187.

The books have a *Load of Expense* + 2. Beginning at the atomic era, you may look at *Library Software*, p.113.

**Grade:** The maximum *Grade* available. How much it helps to *research topic*.

**Cost:** The *Expense* of a complete library. Reduce *Expense* by 2 if it is restricted to one subject. See *Scholar*, p.42.

Era	Type	Grade	Cost
Mid bronze	Rudimentary Knowledge	1	4
Early iron	Basic Knowledge	2	5
Mid exploration	Essential Science	3	6
Early atomic	Fundamental Science	4	7
Mid information	Advanced Science	5	8
Early robotic	Sophisticated Science	6	9
Early gravitic	Super Science	7	10
Early cosmic	Cosmic Science	8	11
Ultimate	Ultimate Science	9	12

## Communication Gear

This equipment allows you to communicate over long distances, but your messages may be intercepted.

**Grd.:** The *Grade* of the equipment. How much it helps to *open channel*.

**Range:** The range of the device in km. LOS means line of sight, up to 10km. Orbit means it can send data into orbit. Cell means it requires a cell tower within 30km. Wi-Fi means it requires an access point within 100m.

Era	Type	Grd.	Range	Load	Cost
Early foraging	Fire	0	LOS	-	0
Mid foraging	Drums	1	5	½	1
Late farming	Mirror	1	LOS	0	2
Late industrial	Small (1 <sup>st</sup> )	3*	3	½	2
	Pack (1 <sup>st</sup> )	4*	30	3	5
Mid information	Cell phone	4*	Cell	0	2
	Sat phone	6*	Orbit	1	5
	Mini (1 <sup>st</sup> )	3*	1	0	3
Late information	Wi-fi	5*	Wi-fi	0	1
Mid robotic	Mini (2 <sup>nd</sup> )	5*	50	0	3
	Pack (2 <sup>nd</sup> )†	7*	Orbit	3	7
Mid gravitic	Small (2 <sup>nd</sup> )†	8*	300	½	5
Early cosmic	Mini (3 <sup>rd</sup> )†	9*	Orbit	0	3

\* Can be used to *intercept a message*.

† Quantum entanglement assisted communication.



The invention of writing enabled people to preserve their stories and knowledge for generations to come. Some has survived for millennia on stone tablets, papyrus or paper.



**Fire:** Fire and its smoke was probably the first form of communication over distances beyond the reach of shouted words.



**Drums:** Drums can also be heard from very long distances and can be used to send very complex rhythmic signals.



**Mirror:** The light that is reflected from a reflective surface can be used very well for precise communication.



**Small:** A handheld portable radio transmitter and receiver grants you the ability to talk with someone a few kilometers away.



**Pack:** This device has the size of a backpack and has a vastly superior range when compared to its smaller counterpart.



**Cell Phone:** Although it only works within the range of a cell site, it is very light, easy to use and relatively reliable.



**Sat Phone:** As long as there is any transceiver in orbit above you, you can use this device to communicate in remote areas.



**Mini:** A very small portable radio transmitter and receiver that fits in your pocket and can be taken anywhere.



**Wi-Fi:** Allows you to connect virtually any electronic device within reach with each other and with a global network.

## Computers

At the beginning of the atomic era, electronic automated calculating machines were invented.

To use a computer for any purpose, you need the appropriate software, which you must acquire separately. See *Software*, p.112.

**Grade:** The *Grade* of a computer determines the best software it can run. The modifier you apply to your tasks depends on the *Grade* of the software specific for that task, not the *Grade* of the computer.

**Cost:** The *Expense* of the computer when you want to buy it. You can increase *Expense* by 2 once to increase *Grade* by 1. You can rent processing power for *Expense* – 2 per month. You can rent mainframe or supercomputer processing power for *Expense* – 5 per day.



**Processor:** A desk-sized automated calculation machine that uses relays, vacuum tubes, or transistors to solve equations.



**Mainframe:** Several electronic cabinets that are joined together to form a huge calculating machine to process algorithms.



**Calculator:** A small device that makes it much easier to do quick calculations even with slightly larger numbers.



**Mini:** A full fledged computer small enough to fit into your pockets and capable of running different applications.



**Portable:** This is significantly more powerful than the mini version, but requires a small suitcase to carry it around.



**Desktop:** Less expensive than the portable version because it doesn't have to be as robust and size-optimized.



**Server:** You can almost get the feel of a high-end computer with this machine that is more powerful than a desktop.



**Super:** The best you can achieve when you combine as much computing power as can still be reasonably coordinated.

### Combined Functionality

Any computer from the late information era or later may also work as a cell phone, wi-fi, and photography toolkit (*Grade* 1) at no additional *Expense* or *Load*.

Beginning with the mid robotic era, it can also communicate directly at a range of up to 10km and can be used as a radio direction finder (*Grade* 2).

## Integrated Computers

You can install a computer in a device or vehicle that has at least a *Load* of the computer's *Load* + 3.

A mini-computer can be incorporated into virtually any device, including one with a *Load* of 0.

<i>Era</i>	<i>Name</i>	<i>Grade</i>	<i>Load</i>	<i>Cost</i>
Mid steam	Calculator (1 <sup>st</sup> )*	1	2	4
Early atomic	Processor (1 <sup>st</sup> )†	2	5	6
	Mainframe (1 <sup>st</sup> )†	4	9	10
Mid atomic	Processor (2 <sup>nd</sup> )‡	3	5	6
	Mainframe (2 <sup>nd</sup> )‡	4	9	10
Late atomic	Calculator (2 <sup>nd</sup> )*	1	0	2
	Processor (3 <sup>rd</sup> )‡	3	5	6
	Mainframe (3 <sup>rd</sup> )	4	9	10
Early information	Mini (1 <sup>st</sup> )‡	2	0	2
	Portable (1 <sup>st</sup> )§	2	2	5
	Desktop (1 <sup>st</sup> )§	2	3	3
	Server (1 <sup>st</sup> )	3	4	5
Mid information	Super (1 <sup>st</sup> )	5	9	10
	Mini (2 <sup>nd</sup> )	2	0	3
	Portable (2 <sup>nd</sup> )	3	1	4
	Desktop (2 <sup>nd</sup> )	3	2	3
Late information	Server (2 <sup>nd</sup> )	4	3	5
	Super (2 <sup>nd</sup> )	6	9	10
	Mini (3 <sup>rd</sup> )	3	0	3
	Portable (3 <sup>rd</sup> )	4	1	4
Early robotic	Desktop (3 <sup>rd</sup> )	4	2	3
	Server (3 <sup>rd</sup> )	5	3	5
	Super (3 <sup>rd</sup> )	7	9	10
	Mini (4 <sup>th</sup> )	4	0	2
Late robotic	Portable (4 <sup>th</sup> )	5	1	3
	Server (4 <sup>th</sup> )	6	3	5
	Super (4 <sup>th</sup> )	8	9	10
	Mini (5 <sup>th</sup> )	5	0	2
Mid gravitic	Portable (5 <sup>th</sup> )	6	1	3
	Server (5 <sup>th</sup> )	7	3	5
	Super (5 <sup>th</sup> )	9	9	10
	Mini (6 <sup>th</sup> )	6	0	2
Early cosmic	Portable (6 <sup>th</sup> )	7	1	3
	Server (6 <sup>th</sup> )	8	3	5
	Super (6 <sup>th</sup> )	10	9	10
	Mini (7 <sup>th</sup> )	8	0	2
Late cosmic	Server (7 <sup>th</sup> )	9	3	5
	Super (7 <sup>th</sup> )	11	9	10
	Mini (8 <sup>th</sup> )	9	0	2
	Server (8 <sup>th</sup> )	10	3	5
Ultimate	Super (8 <sup>th</sup> )	12	9	10
	Mini (9 <sup>th</sup> )	10	0	2
	Server (9 <sup>th</sup> )	11	3	5
	Super (9 <sup>th</sup> )	13	9	10

\* Doesn't need software. *Grade* applies to all tasks mentioned in *Assisting in a Task*, p.112. Beginning at the early information era *Cost* is 0.

† There is no separation between the software and the machine. At construction, you need to decide which software you want to use on the computer. This is then built into the computer's design and cannot be changed.

‡ Can only run one software at the same time. To change the programming, someone needs to *assemble* a new program for this machine.

§ Can only run one software at the same time. Time to switch programs takes a couple of minutes.



```

each: function(e, t, n) {
  var r, i = 0,
      o = e.length,
      a = N(e);
  if (n) {
    if (a) {
      for (; o > i; i++)
        if (r = t.apply(e[i], n), r === !1) break;
    } else
      for (i in e)
        if (r = t.apply(e[i], n), r === !1) break;
  } else if (a) {
    for (; o > i; i++)
      if (r = t.call(e[i], i, e[i]), r === !1) break;
  } else
    for (i in e)
      if (r = t.call(e[i], i, e[i]), r === !1) break;
  return e
},
trim: b && !b.call("\uffff\u00a0") ? function(e) {
  return null == e ? "" : b.call(e)
} : function(e) {
  return null == e ? "" : (e + "").replace(C, "")
},
makeArray: function(e, t) {
  var n = t || [];
  return null != e && (N(Object(e)) ? x.merge(n, "string" == typeof e ? [e] : e) : h.call(n, e)), n
},
isArray: function(e, t, n) {
  var r;
  if (t) {

```

The idea of encoding the human thought process into some sort of formal system and then building a machine to execute it may have predated the ability to acutely put it into practice. Still, it is very fascinating.

## Software

To be of any use, a computer must run some kind of program. These are built into early computers while their later cousins can program themselves.

### Complexity

Software has a *Complexity*. A computer may not run software which has a *Complexity* greater than its *Grade*.

Each software can handle only one task. You must acquire, create, and run software for each task separately.

However, advanced computers can run software simultaneously. You can run up to 10 programs with a *Complexity* of *Grade* – 1 or 100 of *Grade* – 2.

### Cost

Because software is easy to copy and reproduce, its price can vary significantly from its *Expense* to manufacture.

Therefore the *Expense* to acquire or sell software via *acquire item* and *sell item* depends mainly on your setting. For all other purposes, use the *Expense* stated in the rules below.

### Assisting in a Task

Software is available to assist at the following tasks:

- *acquire item*
- *conceive security*
- *diagnose*
- *hack*
- *identify*
- *invent item*
- *intercept a message*
- *medical research*
- *open channel*
- *plan route*
- *sell item*

The *Grade* of the software equals its *Complexity* – 1. Its *Expense* equals *Complexity* + 2.

### Remote Software

Sometimes a computer runs only an interface for software running on a much more powerful computer. The interface has a *Complexity* of 3 and an *Expense* of 6, but you must be connected to the computer running the software.

## Security Software

A computer's operating system provides *Security* equal to the computer's *Grade* + 9. You may run security software that provides *Security* equal to its *Complexity* + 13 and has an *Expense* equal to its *Complexity* + 1.

## Built in Software

Some devices have built in calculators or computers. This is usually reflected in the statistics of the device, vehicle, or weapon.

The most common examples are the *Grade* of sensors and tools and the *Accuracy* of vehicular weapons. Also the *Evasion* and *Sluggishness* of information era and later vehicles take the effect of computer assisted controls into account.

Beginning in the mid information era, you may try to acquire software upgrades. They typically have an *Expense* of 8, or one equal to the item's or vehicle's *Expense* - 2, whichever is greater. They improve one applicable trait rank by 1.

## On-Board Computers

Beginning with the late information era, most devices and basically every vehicle has a built in on-board computer.

You may assume that the computer runs 5 programs with a *Complexity* equal to its *Grade* - 1 to ensure the function of the device or vehicle, allowing you to run 5 more programs of equal *Complexity* for your own purposes.

The following table shows what kind of computer can be expected to be built into a device or object, depending on its *Expense* or *Load*. Use the lower rank.

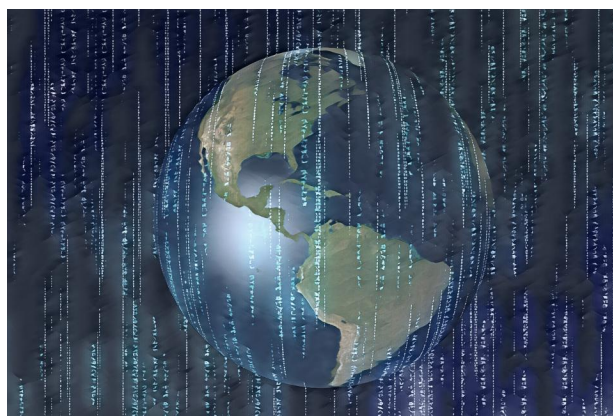
<i>Expense or Load</i>	<i>Computer Equivalent</i>
0-2	-
3-5	Mini
6-7	Portable
8-16	Server
17 or more	Super

## Administration and Research Software

A computer can act as a powerful administration and research tool. For the sake of simplicity, the computer is treated as a library for this purpose.

The *Complexity* of the software is equal to the library's *Expense* - 1 while it has the same *Grade* and *Expense*. See *Libraries*, p.110.

Starting with the late information era, you can access freely available information and tools from any computer connected to a global network. Due to its low signal to noise ratio, this is only equal to a library of *Grade* 2.



Automatic calculation machines may have changed society as much as the invention of fire-making, agriculture, writing, metalworking, and the steam engine did before.

## Automated Systems

Beginning in the information era, computers become capable to handle some tasks completely independently of human supervision.

### Basic Tasks

For basic tasks, the *trait rank* of the software for all applicable traits equal *Complexity* - 1, and its *Expense* equals *Complexity* + 3.

The following tasks are considered basic tasks:

- *acquire item*
- *assemble*
- *gamble*
- *intercept a message*
- *open channel*
- *plan route*
- *sell item*

### Machine Learning

For all tasks that are not considered to be basic tasks the *trait rank* equals *Complexity* - 5, and its *Expense* equals *Complexity* + 5.

Before the robotic era, computers can only perform tasks that they are trained to do, i.e. the programmers have to set the goals they have to achieve.

Later computers are capable of learning new tasks on their own, if they think they are necessary to achieve their goal, and also are capable of changing their purpose.

This may be limited by some kind of restrictions implemented into their hardware, depending on the setting.

To make sure the characters aren't completely outclassed by their computers, it is recommended to limit the maximum *trait rank* for available software to 5.



# Arts and Media

Sometimes you may want to use technology to decorate your living space, to distribute your philosophy, or to entertain your audience. Sometimes a piece of art can be seen as a very valuable piece of evidence.



Art played an important role in human history. It has the ability to preserve our culture and our thoughts for millennia and to teach or warn many generations to come.

The following table lists a few example of pieces of art you may want to manufacture.

The *Grade* of your artwork is equal to the *Grade* of the toolkit you used to create it.

**Cost:** This is the *Expense* to **assemble** that piece of art.

**Expertise:** The expertise you need to create that piece of art.

<i>Era</i>	<i>Name</i>	<i>Expertise</i>	<i>Load</i>	<i>Cost</i>
Mid foraging	Idol (Wood)	Woodworking	1	1
	Wall Painting	Painting	*	5
Early farming	Idol (Stone)	Stoneworking	2	2
	Statue (Wood)	Woodworking	4	3
	Statue (Stone)	Stoneworking	6	5
	Megalith	Stoneworking	10	8
Early bronze	Idol (Metal)	Metalworking	2	3
	Statue (Metal)	Metalworking	6	6
Mid bronze	Story	Writing	½	5†
Late bronze	Relief	Stoneworking	*	6
Mid iron	Book	Writing	½	8†
	Painting	Painting	2	5
Mid steam	Photo (1 <sup>st</sup> )	Photography	0	2
Late steam	Short Movie	Photography	1	7
Early industrial	Photo (2 <sup>nd</sup> )	Photography	0	0‡
Mid industrial	Movie	Photography	1	10
Late atomic	Blockbuster	Photography	1	13

\* Cannot be moved. It is fixed to the place where it was created.

† The *Expense* for the raw materials is 4. Beginning with the steam era, the *Expense* for raw materials is 0.

‡ Since a photo has *Expense* 0, you do not need to **invent item** if you have *Artisan [photography]*. You may also **assemble** it in 1 turn, albeit with a -4 modifier.



**Idol:** A small statue, approximately 25cm or 10 inches tall, that fits on a table or in a small shrine to decorate your home.



**Wall Painting:** A painting that is drawn on a wall to make it look less dull and boring. The motif is entirely up to you.



**Statue:** A roughly human-sized statue that fits well in a large hall or garden but can also decorate a building.



**Megalith:** A huge block of stone that is more or less artistically worked, but above all impresses the viewer with its size.



**Story:** A few pages of written paper telling a more or less fictional, but hopefully exciting and instructive story.



**Relief:** Elaborate stonework that decorates the facade or the inner walls of a building. A mosaic is about as difficult to make.



**Book:** Several dozen, if not hundreds, of pages containing several short stories, an amazing epic tale of heroism, or fascinating insights.



**Painting:** A painted canvas that depicts something that the artist wants to show the world to hopefully make it a little better.



**Photo:** An image captured from the real world showing it in all its beauty or realistic cruelty without judging it.



**Short Movie:** A large number of photos linked together to give the illusion of moving images telling a story.



**Movie:** One or more hours of film showing actors in elaborate costumes, fantastic sets and even some special effects.



**Blockbuster:** A gigantic action-packed spectacle with explosions, car chases and maybe even a little story that holds it all together.

## Copying and Distributing

During the exploration era it became possible to print books, reducing the *Expense* of copies to their raw materials. The copy of a movie or blockbuster has *Expense* 6. Digital copies have *Expense* 0.



# Surveillance Gear

It may be interesting to know what is happening in a place where you cannot be there yourself. With these devices, you can see and hear things that are happening in these places

## Audio Bugs and Surveillance Cameras

These devices record sounds or pictures around them. They include batteries that last a week. They can save their recordings for up to 24 hours.

To listen to or watch their recordings you need a monitoring device. In the atomic and early information era you can get one with a *Load* and *Expense* of 2. Starting with the mid information era, you can use any computer available.

You decide how to transfer the recordings. You can pick up the camera or audio recorder in order to plug it directly to the monitoring device, you can connect them with a cable or send the recordings via radio.

**Sense:** The item's *Wits*. Allow the item to *locate* anything interesting using its *Wits*.

**Stealth:** How difficult it is to find it by using *investigate the area*. Reduce it by 2 if it is connected via cable to the monitoring device. You may use communications gear to detect the transmission, or an RDF to detect the device itself, if it sends its recordings via radio.

Era	Name	Sense	Stealth	Load	Cost
Early atomic	Audio (1 <sup>st</sup> )	1	13	0	2
	Camera (1 <sup>st</sup> )	1	9	1	4
Mid information	Audio (2 <sup>nd</sup> )	2	16	0	1
	NV Cam (1 <sup>st</sup> )	1*	8	2	5
Late information	Camera (2 <sup>nd</sup> )	3	14	½	4
	NV Cam (2 <sup>nd</sup> )	2*	9	1	5
Mid robotic	NV Cam (3 <sup>rd</sup> )	3*	14	½	5
Early gravitic	NV Cam (4 <sup>th</sup> )	4*	16	0	4
Ultimate	Probitron	5	20	0	9

\* Has Extra Sensitive Vision and Wide Spectrum Vision



**Audio:** A listening device that records spoken words and sounds and allows you to listen to them however you want.



**Camera:** This device constantly scans its surroundings and records all the images that come in front of its lens.



**NV Cam:** This device is a nasty improvement over the camera and works in low light and even in complete darkness.



**Probitron:** An artificially created atomic particle that records electromagnetic and sonic waves. Can't be connected to a cable.



The ability to hear conversations you shouldn't hear or see things you shouldn't see can help you solve some interesting mysteries and provide support to people in need. It can also greatly improve security and increase your chance of defeating intruders.

Of course, this ability can also be massively abused to accomplish some malicious and despicable ends.



The heroes may encounter quite a few dangers during their adventures. It will happen from time to time that you will get hurt. Fortunately, as technology advanced, the equipment to treat your injuries got better and better.

## Medical

This section lists equipment that you can use to treat injuries and cure your patients from all kinds of maladies.

### Antidotes and Medicines

Remedies help against poisons and diseases. Which remedy helps against which diseases or which poisons depends entirely on your setting.

The following table provides a rough guideline for the available *Grade* in a certain era and the *Load* and *Expense* of 5 doses of the remedy.

**Grade:** The *Grade* of the remedy. An antidote grants its *Grade* as a modifier to *resist poison* and a medicine to *resist disease*.

Era	Grade	Load*	Cost†
Mid foraging	1	½	Defense-9
Mid iron	2	½	Defense-9
Mid exploration	3	½	Defense-8
Early industrial	4	½	Defense-8
Early robotics	5	½	Defense-7
Early gravitics	6	½	Defense-7
Ultimate	7	½	Defense-6

\* The *Load* for 1 or 2 doses is 0.

† *Defense* means the *Defense* of the poison or disease. The *Expense* for 1 or 2 doses is *Cost* – 1, with a minimum of 0.

### Diagnosis Equipment

Equipment to find out what is wrong with your patient.

**Grade:** The *Grade* of the equipment. Apply it as modifier to *diagnose*.

Era	Name	Grade	Load	Cost
Early foraging	Diagnostic Kit (1 <sup>st</sup> )	0	0	1
Mid steam	Diagnostic Kit (2 <sup>nd</sup> )	1	0	1
Late steam	Diagnostic Kit (3 <sup>rd</sup> )	2	1	2
Early industrial	Scanner (1 <sup>st</sup> )	4	5	6
Late atomic	Scanner (2 <sup>nd</sup> )	5	8	9
Early information	Diagnostic Kit (4 <sup>th</sup> )	3	1	3
	Scanner (3 <sup>rd</sup> )	6	8	10
Late information	Portable Scanner (1 <sup>st</sup> )	4	2	5
Mid robotic	Diagnostic Kit (5 <sup>th</sup> )	4	1	3
	Portable Scanner (2 <sup>nd</sup> )	5	1	4
Mid gravitic	Portable Scanner (3 <sup>rd</sup> )	6	1	3
Mid cosmic	Portable Scanner (4 <sup>th</sup> )	7	½	3



**Diagnostic Kit:** With this device you can determine basic indicators of your patient's health such as heart rate and blood pressure.



**Scanner:** Allows you to look inside your patient to see if there are things that don't belong there or if something looks wrong.



**Portable Scanner:** A smaller, portable version of the scanner that allows you to do some elaborate diagnostics on site.



## First Aid Kits

This equipment helps you to provide quick assistance with recent injuries.

**Grade:** The *Grade* of the first aid kit. Apply it as modifier to *first aid*.

Era	Name	Grade	Load	Cost
Mid foraging	Med Kit (1 <sup>st</sup> )	0	1	2
Mid exploration	Med Kit (2 <sup>nd</sup> )	1	½	2
Mid steam	Med Kit (3 <sup>rd</sup> )	2	½	2
Early industrial	Med Kit (4 <sup>th</sup> )	3	½	2
Early atomic	Med Kit (5 <sup>th</sup> )*	4	½	2
Early information	Med Kit (6 <sup>th</sup> )*	5	½	2
Early robotic	Med Kit (7 <sup>th</sup> )†	6	½	2
Early cosmic	Med Kit (8 <sup>th</sup> )†	7	½	2
Ultimate	Med Kit (9 <sup>th</sup> )†	8	0	2

\* Also works as *Grade 2* diagnosis equipment.

† Also works as *Grade 3* diagnosis equipment.



**Med Kit:** A case full of all kinds of medical equipment you can use to treat injuries soon after they occur.

## Surgical Instruments

This equipment can be used to treat serious injury or tissue damage. You can also use it to transplant organs, insert implants, and change a person's appearance.

For simplicity, all these procedures are handled using *remove temporary restriction*.

**Grade:** The *Grade* of the instruments. Apply it as modifier to *remove temporary restriction* if you want to remove *Crippled Arm*, *Crippled Eye*, *Crippled Leg*, *Inner Bleeding*, *Malignant Cancer*, *Serious Injury*, or if you want to install implants or perform cosmetic surgery.

Era	Name	Grade	Load	Cost
Mid foraging	Surgical Tools (1 <sup>st</sup> )	0	1	2
Mid iron	Surgical Tools (2 <sup>nd</sup> )	1	2	3
Mid exploration	Surgical Tools (3 <sup>rd</sup> )	2	2	3
Mid steam	Surgical Tools (4 <sup>th</sup> )	3	2	3
Early industrial	Surgical Tools (5 <sup>th</sup> )	4	2	3
Early atomic	Surgical Tools (6 <sup>th</sup> )	5	1	3
Mid information	Surgical Tools (7 <sup>th</sup> )	6	1	3
Mid robotic	Auto Surgeon (1 <sup>st</sup> )	7*†	2	5
Early cosmic	Auto Surgeon (2 <sup>nd</sup> )	8*†	1	4
Ultimate	Auto Surgeon (3 <sup>rd</sup> )	9*†	½	3

\* Also work diagnosis tools and first aid kit of the same *Grade*.

† Medical software grants it *Spirit 2* to perform *diagnose*, *first aid*, and *remove a temporary restriction*.



**Surgical Tools:** A range of tools that can be used to treat serious injuries, remove cancer or severely infected tissue.



**Auto Surgeon:** This device can be used as surgical tools and is also a little robot that can do the job on its own.

## Intensive Care Unit

An intensive care unit can perform the function of diagnosis equipment, first aid kits, surgery tools, and more.

Before the mid gravitic era, it had to be built into a vehicle or building. From then on it becomes portable.

**Grade:** The *Grade* of the unit. Apply it as modifier to *diagnose*, *first aid*, and *medical aid*. Apply to *remove a temporary restriction* when surgical tools would apply.

Era	Name	Grade	Load	Cost
Mid atomic	ICU (1 <sup>st</sup> )	5	8	10
Mid information	ICU (2 <sup>nd</sup> )	6	8	10
Mid robotic	ICU (3 <sup>rd</sup> )	7*	6	10
Mid gravitic	ICU (4 <sup>th</sup> )	7*	4	9
Early cosmic	ICU (5 <sup>th</sup> )	8†	2	8
Ultimate	ICU (6 <sup>th</sup> )	9†‡	1	7

\* Medical software grants it *Spirit 4* to perform *diagnose*, *first aid*, *medical aid*, and *remove a temporary restriction*.

† Medical software grants it *Spirit 5* to perform *assemble*, *diagnose*, *first aid*, *medical aid*, *medical research* and *remove a temporary restriction*.

‡ May also reduce the effective age of the treated person to its prime (20 to 25 years for a human). For that purpose, treat age as a restriction with a resilience of 21.



Starting with the mid robotic era an intensive care unit can speak with you to remove psychological temporary restrictions.

## Transplants

A transplant in an applicable container has a *Load* of 2 and an *Expense* of 9. It allows you to apply the *Grade* of surgical tools to *remove temporary restriction* when removing *Immanent Organ Failure*.

## Implants

Implants that grant you strengths are handled by improving your character. See *Character Improvement*, p.19. For narrative reasons, you may have someone use *remove temporary restriction* to check if anything goes wrong.

## Vaccines

A vaccine has *Load* ½ and *Expense* 2 for 5 doses. When applied, you need to *resist fatigue*. Then it grants you immunity to a disease if you roll 5 or more on 2d6. Apply a modifier of +1 for a good vaccine and -1 for a bad one.





The ability to use tools to make even more sophisticated tools can be one of the most important human achievements that sets them apart from the other species on their planet. Take care of your valuable equipment so it can serve you well.

# Crafting Tools

This section provides guidelines for choosing the right toolkit for your needs. They are available in a variety of sizes and for all types of expertise.

## Toolkit

A set of tools. You can use it to create and repair a variety of items and devices.

Each toolkit is only suitable for a specific expertise. You will need to purchase a different toolkit for each one.

Then you need to decide on the size of your toolkit. Larger tool sets are of course better, but more difficult to transport.

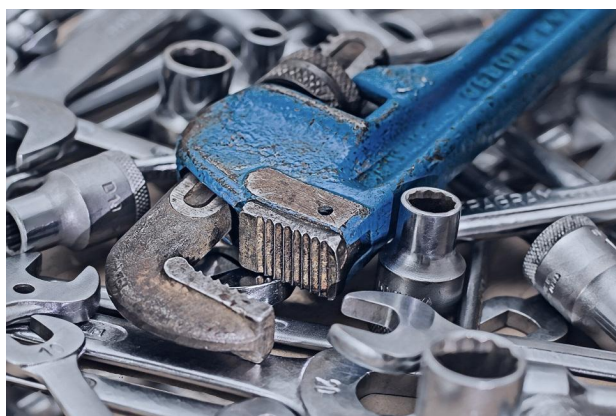
Finally, you determine the quality of your toolkit based on its size and the era in which it was made.

## Expertise

The table to the right shows when the tools for each expertise become available.

Which item you can build or repair with which expertise is described in *Appendix C Crafting Expertise*, p.157.

<i>Era</i>	<i>Expertise</i>
Early foraging	Stoneworking
	Cooking
	Woodworking
Mid foraging	Sewing
Late foraging	Jewelry
	Painting
	Pottery
Early farming	Leatherworking
Early bronze	Alchemical
	Mechanical
	Metalworking
Mid bronze	Writing
Early exploration	Chemical
	Optical
Mid steam	Photography
Early industrial	Electrical
Early atomic	Nuclear
	Programming
Early information	Mechatronic
Early gravitic	Gravitical
Early cosmic	Cosmic
Ultimate	Gobblegootic



It is very important to have the right tools for the right job. Unfortunately there are many different types of tools, they are quite heavy and not cheap. Maybe you just buy them on demand.

### Size

Then you need to decide on the size of your toolkit.

The larger the toolkit the higher the *Grade* it provides, but it is also heavier and more expensive.

**Grade:** The *Grade* of the item. You may apply this as a modifier to *assemble*, *identify*, *keep it running*, and *repair*. A chemistry tool kit is required to *identify* substances in the air, meals, fluids, creatures, or plants.

Era	Name	Grade	Load	Cost
As expertise	Minimal Kit	0	½	2
	Basic Kit	1*	3	4
	Advanced Kit	2*	5	6
	Workshop	3†	7	9

\* Beginning at the mid robotic era, technical software grants it *Spirit* 2 to perform *assemble*, *identify*, and *keep it running*.

† Beginning at the mid robotic era, technical software grants it *Spirit* 4 to perform *assemble*, *identify*, and *keep it running*. *Spirit* increases to 5 at the early cosmic era and it also gains the capability to *invent item*.



**Minimal Kit:** The bare minimum for working with objects that can be made or repaired with the selected expertise.



**Basic Kit:** This toolbox contains a wider range of generic tools as well as a few special tools for special cases.



**Advanced Kit:** The maximum number of tools you can carry around with you, even if they are quite heavy and unwieldy.



**Workshop:** A small but well-equipped workshop where you can do almost all repairs and most of the manufacturing work.

### More Advanced Tools

Finally, you need to check if your current era already provides a bonus to the *Grade* of your toolkit.

The bonus depends on the era and the expertise for which the toolkit was made.

**Expertise:** For which expertise the current row applies. Look up the row for the expertise you have selected for your tools to see if they are getting a bonus.

**Grade + 1:** Add 1 to the tool kit's *Grade*, if it is made in this era or later.

**Grade + 2:** Add 2 to the tool kit's *Grade*, if it is made in this era or later. This does not stack with previous progress, so the total bonus is +2, not +3.

Expertise	Grade + 1	Grade + 2
Alchemical	Late steel	Early exploration
Chemical	Early industrial	Early information
Cooking	Late steam	Early atomic
Cosmic*	Early cosmic	Mid cosmic
Electrical†	Early atomic	Early information
Gobblegooctic*	Ultimate	Never
Gravitical	Mid gravitic	Late gravitic
Jewelry	Early iron	Mid information
Leatherworking	Early industrial	Early robotic
Mechanical‡	Early steel	Early exploration
Mechatronics†	Mid information	Late information
Metalworking†	Early steel	Mid atomic
Nuclear	Late atomic	Mid gravitic
Optical†	Late steam	Early atomic
Painting	Early bronze	Early iron
Photography	Late industrial	Mid information
Pottery	Late farming	Early bronze
Programming	Early information	Early robotic
Sewing	Early industrial	Early robotic
Stoneworking	Early iron	Early robotic
Woodworking‡	Early Bronze	Early steel
Writing	Mid iron	Mid steam

\* Works as a toolkit with +3 to its base *Grade* for any expertise except cosmic and gobblegooctic.

† Improve *Grade* by a total of +3 beginning during the early robotic era.

‡ Improve *Grade* by a total of +3 beginning during the early industrial era, and by a total of +4 beginning during the mid atomic era.

### Example

Eden bought a basic tool kit for electricians. It has Load 3 and Expense 4.

A basic tool kit usually has a *Grade* of 1, but since this was made in the late information era and kits for electricians gain *Grade* +2 beginning with the mid information era, this one has a *Grade* of  $1 + 2 = 3$ .



# Armor

**Armor protects you from physical harm. The default suit of armor includes protection for your head and limbs made from the same material as the armor protecting your torso.**

**Material:** The material of the item which determines the appropriate expertise to craft or repair it. Note that iron does not mean pure iron but lower grade steel.

**Resistance:** The *Resistance* of your armor increases your *Armor* trait.

**Load:** The *Load* you add to your *Encumbrance* if you wear the armor. If you do not wear it, but carry it, you increase *Load* by 1.

**Keywords:** Armor has the following keywords:

*composite:* It is effective against HEAT warheads.

*fabric:* It is very effective vs. bullets but not vs. pointed weapons. It is also *soft*.

*full:* It protects the face.

*powered:* You gain the *Extra Sensitive Vision*, *Wide Spectrum Vision*, and the listed number of levels of the *Super Strong* strength. The armor is *pressurized*, if it is *sealed*.

*pressurized:* It protects you from vacuum. It is also *full*.

*sealed:* It protects from hostile environments for the listed amount of time. It is also *full*. Beginning with the *robotic era* it supplies you with water for that duration.

*soft:* Soft armor wearers take fatigue damage from smashing weapons, even if the outcome of the hit is a failure.

## Partial Armor

You may reduce an armor's *Load* and *Expense* by 1 and it becomes *partial*, if it is neither *sealed*, *powered*, nor *pressurized*. *Load* is never reduced below ½.

Historically, almost all armor during the bronze, iron, and steam era was partial.

## Improved Fabric

Increase *Expense* and *Load* of *fabric* armor by 1 to remove the *fabric* keyword and turn it into *soft* armor. This removes its vulnerability to *pointed* weapons.

## Layering Armor

Each entry lists a combination of armor that is optimized for protection. Additional layers do not significantly increase it. The only exception is the fabric armor improvement described above.

## Helmets

You can purchase the helmet that comes with an armor separately to improve your head protection.

The helmet has the *Ward* trait, the material, and all the keywords of that armor, except *powered*.

It has *Load* ½. It has *Expense* 2 if made from composite or super-dense material or *Expense* 1 otherwise.

Beginning with the early atomic era, you may also purchase a plastic helmet, which has *Resistance* 6, *Load* 0, and *Expense* 1. You may choose if it has the *full* keyword or not.

<i>Era</i>	<i>Material</i>	<i>Resistance</i>	<i>Load</i>	<i>Cost</i>
As armor	Cloth, Leather, Paper	As armor	½	1
As armor	Bronze, Iron, Steel	As armor	½	1
As armor	Composite, Super-Dense	As armor	½	2
Early atomic	Plastic	6	0	1

Increase *Expense* of a helmet by 1, if it has the *full* keyword.

You may wear that helmet with an other suit of armor that typically has a lower *Resistance* or no armor at all.

Your armor can only be *sealed* or *pressurized* if both your armor and the helmet have that keyword.

Calculate the *Armor* of your helmet as follows:

$$\text{Armor} = 7 + \text{Valor} + \text{Size} + \text{helmet's Resistance}$$

Write down your helmet's *Armor* after the *helmet* keyword in the keyword list for your armor.

Use its *Armor* for all hits to the head. Use it also for hits to the face, if the helmet is *full*.

## Armor and Clothing

You can wear any type of clothing together with any type of armor.

Either the clothing is worn over the armor, or if the armor is too bulky for that, assume that the cost of the clothing is spent to decorate and dye your armor in fashionable ways.

## Armor for Larger and Smaller Creatures

Increase *Load* and *Expense* by  $2 \times \text{Size}$ , if your *Size* is greater than 0. Reduce *Load* by 1, to a minimum of ½, if your *Size* is less than 0.





You should definitely wear armor, if there is a significant chance that you will end up in an armed conflict.

## Personal Armor

<i>Era</i>	<i>Name</i>	<i>Material</i>	<i>Resistance</i>	<i>Load</i>	<i>Cost</i>	<i>Keywords</i>
-	None	You	0	-	-	Soft
Early bronze	Leather	Leather	2	1	1	Soft
Mid bronze	Plate (1 <sup>st</sup> )	Bronze	3	3	3	
Early iron	Paper	Paper	4	2	2	Soft
	Scale (1 <sup>st</sup> )	Iron	3	2	3	
Mid iron	Cloth	Cloth	2	½	1	Soft
	Mail (1 <sup>st</sup> )	Iron	3	2	2	Soft
	Plate (2 <sup>nd</sup> )	Iron	4	3	4	
Late iron	Segmented (1 <sup>st</sup> )	Iron	4	2	5	
Early steel	Mail (2 <sup>nd</sup> )	Steel	4	2	2	Soft
	Scale (2 <sup>nd</sup> )	Steel	4	2	3	
Mid steel	Plate (3 <sup>rd</sup> )	Steel	5	3	4	
Late steel	Plate (4 <sup>th</sup> )	Steel	6	3	5	Full
Mid exploration	Plate (5 <sup>th</sup> )	Steel	7	3	5	Full
Mid steam	Plate (6 <sup>th</sup> )	Steel	7	3	4	
Late steam	Diving Suit	Cloth	2	3	3	Pressurized, sealed (1h), soft*
Early industrial	Ballistic (1 <sup>st</sup> )	Cloth	6	1	3	Fabric, soft
	Tactical (1 <sup>st</sup> )	Steel	8	3	4	
Mid industrial	Ballistic (2 <sup>nd</sup> )	Cloth	7	1	3	Fabric, soft
	Tactical (2 <sup>nd</sup> )	Steel	9	3	4	
Late industrial	Scuba Gear	Cloth	2	4	3	Sealed (6h), soft
Early atomic	Ballistic (3 <sup>rd</sup> )	Cloth	8	2	3	Fabric, soft
	Tactical (3 <sup>rd</sup> )	Steel	10	3	4	
Mid atomic	Spacesuit (1 <sup>st</sup> )	Cloth	2	3	10	Pressurized, sealed (9h), soft*
	Ballistic (4 <sup>th</sup> )	Cloth	9	1	3	Fabric, soft
	Tactical (4 <sup>th</sup> )	Composite	12	3	4	Composite, full
Mid information	Ballistic (5 <sup>th</sup> )	Composite	10	1	3	Fabric, soft
	Tactical (5 <sup>th</sup> )	Composite	14	3	4	Composite, full
Late information	Mesh (1 <sup>st</sup> )	Cloth	6	½	2	Soft
	Segmented (2 <sup>nd</sup> )	Composite	13	2	5	Composite
Early robotic	Battle (1 <sup>st</sup> )	Composite	15	4	7	Composite, full, powered 1
	Spacesuit (2 <sup>nd</sup> )	Cloth	3	1	7	Pressurized, sealed (24h), soft*
Mid robotic	Ballistic (6 <sup>th</sup> )	Cloth	12	1	3	Soft
	Tactical (6 <sup>th</sup> )	Composite	17	3	4	Composite, full
Late robotic	Mesh (2 <sup>nd</sup> )	Cloth	10	½	4	Pressurized, sealed (1h), soft*
Early gravitic	Battle (2 <sup>nd</sup> )	Composite	20	4	7	Composite, powered 1, sealed (24h)†
Mid gravitic	Ballistic (7 <sup>th</sup> )	Cloth	16	1	3	Soft
	Tactical (7 <sup>th</sup> )	Super-dense	19	3	4	Composite, full, sealed (6h)
Late gravitic	Mesh (3 <sup>rd</sup> )	Cloth	14	½	3	Pressurized, sealed (6h), soft*
	Battle (3 <sup>rd</sup> )	Super-dense	25	6	7	Composite, powered 1, sealed (3 days)†
Mid cosmic	Tactical (8 <sup>th</sup> )	Super-dense	23	2	4	Composite, pressurized, sealed (3 days)
	Battle (4 <sup>th</sup> )	Super-dense	30	6	7	Composite, powered 1, sealed (7 days)†
Late cosmic	War	Super-dense	35	7	8	Composite, powered 2, sealed (7 days)†‡
Ultimate	Tactical (9 <sup>th</sup> )	Unobtainium	45	2	?	Composite, pressurized, sealed (7 days)

\* This suit includes a helmet which is not *soft*. It has *Resistance* 4, or the *Resistance* of the entire suit, whichever is greater.

† This armor is also *pressurized* and protects you as a *sealed* vehicle from destructive atmospheres.

‡ Your *Size* increases by 1, if you wear this armor.



**Leather:** Specially treated leather straps, scales or plates give this armor considerable resistance to damage.



**Plate:** This metal forged armor can make you nearly invulnerable to both melee and low-powered ranged attacks.



**Paper:** A very innovative armor that offers an astonishing amount of protection and at the same time is very light.



**Scale:** Multiple overlapping metal scales make this armor easy to manufacture while granting really good protection.



**Cloth:** Thick fabric with an additional layer of padding offers very light and effective protection and is affordable at the same time.



**Mail:** A cleverly interlinked mesh of metal rings enables high mobility and is almost impervious to many attacks.



**Segmented:** This inventive harness made of metal straps offers you top-notch protection and mobility. The late version is provided for style.



**Diving Suit:** A soft suit with a hard helmet that will allow you to survive underwater. This steampunk version also protects you in vacuum.



**Ballistic:** Woven from very strong fabric, this armor mainly protects you from bullets. It's not so good against knives and arrows.



**Tactical:** Metal plates are added to ballistic armor for protection against all types of attack. The latest version is made from unobtainium.



**Scuba Gear:** A wetsuit and scuba set will allow you to work underwater for a few hours and protect you from some dangers.



**Spacesuit:** Made to protect you from the harsh conditions in space. The early versions are a little heavy, but still effective.



**Mesh:** This form-fitting garment made of damage resistant high-tech materials offers optimal protection for the lowest possible weight.



**Battle:** Basically tactical armor with an additional powered exoskeleton. This armor not only protects you but also makes you stronger.



**War:** A huge armored suit that amplifies your strength and in principle turns you into a small walking battle tank.

## Protection from the Environment

This equipment can be worn without armor or in addition to any armor which is not *sealed* or *pressurized*.

It grants you the same benefit as wearing *sealed* armor without being as heavy. It doesn't improve your *Armor*, though.

**Sealed:** For how many hours it grants you the benefit of *sealed* armor.

Era	Name	Sealed	Load	Cost
Mid industrial	Gas Mask	2*	½	1
	Sealed Suit (1 <sup>st</sup> )	1†	3	4
Early atomic	Oxygen Mask	2‡	1	1
	Sealed Suit (2 <sup>nd</sup> )	2‡§	2	3

\* Does not protect from fire, very thin air, or unbreathable air.

† You are treated as not flammable.

‡ Does not protect from fire.

§ Does protect you from lingering radioactive contamination.



**Gas Mask:** A mask that covers your face and a poncho to protect you from contact agents. The mask filters the air you breath.



**Sealed Suit:** A fully sealed suit with its own oxygen supply that protects you from nuclear, biological, and chemical hazards.



**Oxygen Mask:** A breathing mask and an oxygen tank allows you to breath without relying on the air around you.

## Personal Force Fields

The device projects a barrier of protective force around you.

Any *hit* that would affect you is instead resolved against the force field. You are affected normally, if the force field is destroyed.

**Power:** The power of the force field.

**Stamina:** The stamina of the personal field. The field regains 10 *Stamina* at the beginning of each turn.

**Crt.:** The *Critical Damage* threshold of the field. A force field's *Serious Damage* threshold does not matter, since it does not acquire any *temporary restrictions*.

Era	Power	Stamina	Crt.	Load	Cost
Ultimate	Low	30	10	½	5
	Medium	60	15	1	7
	High	90	20	3	9
	Extreme	120	25	5	11

### Armor

The *Armor* trait of the field is calculated as follows:

$$Armor = Critical\ Damage\ threshold + 15.$$





From the dawn of time humans used weapons to hunt animals and each other. They used them to decide conflicts when it was too difficult or too humiliating to resolve them by other means. A weapon of extraordinary craftsmanship gives its wielder a great advantage in battle, so that both may become legendary.

## Melee Weapons

**Most melee weapons can be used at a range of less than 3m. Polearms have a longer range, but are also more unwieldy.**

**Material:** The material of the item which determines the appropriate expertise to craft or repair it.

**Impact:** The *Impact* of the weapon if you **hit**.

**Dmg.:** The *Damage* the weapon inflicts if the outcome of the **hit** is a success.

**Acc.:** The *Accuracy* of the weapon which you add to *Valor* to determine your *Precision* when you **attack** with it.

**Def.:** The *Deflection* of the weapon, which increases your *Parry* when you wield it.

**Keywords:** Melee weapons have the following keywords:

*edged:* The weapon has a cutting edge and may cause arm and leg amputations as well as decapitations.

*energy:* This weapon hits you with intense light, subatomic particles, or hot plasma. You may catch fire if hit by this weapon.

*heavy shield:* This is a *shield* that is very large. You have difficulty to use any weapon with it that is not *light*.

*light:* This weapon can be used easily in in your off hand or with a heavy shield.

*long polearm:* This is a polearm, just longer. You attack opponents at near range (5m to 6.9m) with this weapon.

*marching:* This weapon grants its *Grade* as a modifier when you **march** in a dense forest or jungle. The *Grade* is listed after this keyword.

*padded:* You may add this keyword to any melee weapon which does not have the energy keyword. Reduce *Impact* by 2 and *Damage* by 3.

*pointed:* A sharp pointed weapon which is effective against *fabric armor*.

*polearm:* You attack opponents at close range (3m to 4.9m) with this weapon.

*shield:* Add the shield's *Deflection* not only to your *Parry*, but also to your *Defense*. The number after this keyword is the penalty it provides to **disable shield**. You can only apply the *Deflection* of one shield, not two.

*small:* This weapon is easy to hide and draw.

*smashing:* This weapon inflicts *fatigue damage* to the wearer of *soft armor* on a failed **hit**.

*tool:* This weapon can be used as a mechanical or wood-working tool kit to **break in or out**. The *Grade* when used as a tool is listed after this keyword.

*two-handed:* this weapon must be wielded with two hands.

Flexible melee weapons like whips and flails work more like ranged weapons. See *Flexible Weapons*, p.129.



## General Melee Weapons

<i>Era</i>	<i>Name</i>	<i>Material</i>	<i>Impact</i>	<i>Dmg.</i>	<i>Acc.</i>	<i>Def.</i>	<i>Load</i>	<i>Cost</i>	<i>Keywords</i>
Early foraging	Club (1 <sup>st</sup> )	Wood	0*†	1*	1	1	1	0	Smashing
Mid foraging	Stone Spear	Stone	0*	2*	1†	1†	½	0	Light, pointed
Early farming	Staff	Wood	1*	1*	2	2	1	0	Smashing, two-handed
Mid farming	Stone Axe	Stone	1*	2*	1	0	1	0	Edged, tool 1
Early bronze	Knife (1 <sup>st</sup> )	Bronze	0*	3*	2	0	0	2	Light, small, tool 1‡, pointed
	Shortsword (1 <sup>st</sup> )	Bronze	0*	3*	2	1	½	3	Edged, light, pointed
	Sword (1 <sup>st</sup> )	Bronze	1*	3*	2	1	1	4	Edged, pointed
	Throwing Axe (1 <sup>st</sup> )	Bronze	1*	2*	1	0	1	1	Edged, tool 1
	Axe (1 <sup>st</sup> )	Bronze	2*	3*	1	0	1	1	Edged, tool 1
	Great Axe (1 <sup>st</sup> )	Bronze	3*	4*	2	0	1	2	Edged, two-handed
	Mace (1 <sup>st</sup> )	Bronze	1*	2*	1	0	1	1	Pointed, smashing
	Short Spear (1 <sup>st</sup> )	Bronze	1*	3*	2†	1†	½	1	Light, pointed
	Long Spear (1 <sup>st</sup> )	Bronze	1*	3*	2†	0†	1	1	Polearm, pointed
	Pickaxe (1 <sup>st</sup> )	Iron	4*†	4*†	0	0	2	2	Pointed
Early iron	Knife (2 <sup>nd</sup> )	Iron	1*	3*	2	0	0	2	Light, small, tool 1‡, pointed
	Shortsword (2 <sup>nd</sup> )	Iron	1*	3*	2	1	½	3	Edged, light, pointed
	Sword (2 <sup>nd</sup> )	Iron	2*	3*	2	1	1	4	Edged, pointed
	Throwing Axe (2 <sup>nd</sup> )	Iron	2*	2*	1	0	1	1	Edged, tool 1
	Axe (2 <sup>nd</sup> )	Iron	3*	3*	1	0	1	1	Edged, tool 1
	Great Axe (2 <sup>nd</sup> )	Iron	4*	4*	2	0	1	2	Edged, two-handed
	Mace (2 <sup>nd</sup> )	Iron	2*	2*	1	0	1	1	Pointed, smashing
	Short Spear (2 <sup>nd</sup> )	Iron	2*	3*	2†	1†	½	1	Light, pointed
	Long Spear (2 <sup>nd</sup> )	Iron	2*	3*	2†	0†	1	1	Pointed
Mid iron	Pike (1 <sup>st</sup> )	Iron	2*	3*	1†	0†	2	2	Long polearm, pointed
Early steel	Pickaxe (2 <sup>nd</sup> )	Steel	5*†	4*†	0	0	2	2	Pointed
	Knife (3 <sup>rd</sup> )	Steel	2*	3*	2	0	0	2	Light, small, tool 1‡, pointed
	Shortsword (3 <sup>rd</sup> )	Steel	2*	3*	2	1	½	3	Edged, light, pointed
	Sword (3 <sup>rd</sup> )	Steel	3*	3*	2	1	1	4	Edged, pointed
	Throwing Axe (3 <sup>rd</sup> )	Steel	3*	2*	1	0	1	2	Edged, tool 1
	Axe (3 <sup>rd</sup> )	Steel	4*	3*	1	0	1	2	Edged, tool 2
	Great Axe (3 <sup>rd</sup> )	Steel	5*	4*	2	0	2	3	Edged, two-handed
	Mace (3 <sup>rd</sup> )	Steel	3*	2*	1	0	1	2	Pointed, smashing
	Short Spear (3 <sup>rd</sup> )	Steel	3*	3*	2†	1†	½	1	Light, pointed
	Long Spear (3 <sup>rd</sup> )	Steel	3*	3*	2†	0†	1	1	Polearm, pointed
Mid steel	Lance	Steel	2*	3*	2	0	2	1	Long polearm, pointed
	Bastard Sword	Steel	3*†	3*†	2†	1	2	4	Edged, pointed
	Scimitar (1 <sup>st</sup> )	Steel	2*	3*†	2†	2	1	4	Edged, pointed
	Heavy Scimitar	Steel	3*	4*	3	2	1	5	Edged, pointed, two-handed
Late steel	Pike (2 <sup>nd</sup> )	Steel	3*†	3*	1†	0†	2	2	Long polearm, pointed
	War Hammer	Steel	5*†	4*†	1	0	2	3	Smashing, pointed
	Halberd	Steel	5*	4*	2	1	2	3	Edged, polearm, two-handed, pointed
	Glaive	Steel	4*	4*	2	2	2	3	Edged, polearm, two-handed
Early exploration	Crowbar	Steel	2*	3*	1†	1	1	1	Smashing, tool 2
	Great Sword	Steel	4*	4*	3	1	2	5	Edged, polearm\$, two-handed, pointed
Mid exploration	Scimitar (2 <sup>nd</sup> )	Steel	3*	3*†	2†	2	1	4	Edged, pointed
	Rapier	Steel	2*	4*	2	3	1	3	Light, pointed
	Parrying Dagger	Steel	2*	2*	1	1	½	1	Light, pointed
Late exploration	Machete	Steel	2*	3*	1	1	1	2	Edged, marching 2
	Bayonet¶	Steel	3*	3*	2	1	½	3	Polearm, pointed, two-handed
	Cutlass	Steel	2*	2*	2	2	½	3	Edged, light, pointed
	Saber	Steel	4*	3*	2	2	1	4	Edged, pointed
Early atomic	Club (2 <sup>nd</sup> )	Plastic	0*†	1*	1†	1	½	1	Smashing
Early information	Knife (4 <sup>th</sup> )	Composite	3*	3*	2	0	0	2	Light, small, tool 1, pointed

\* Add your *Valor* to *Impact* and *Damage*.

† +1 if used two handed

‡ Can also be used to *assemble* and *repair*.

§ You may choose to treat this weapon as a *polearm*. This means, you can attack targets 0-4.9m away.

¶ Only if attached to a two-handed ranged weapon. Works as a knife (3<sup>rd</sup>) if not.



**Club:** Probably the first weapon used by mankind. Baseball bats and batons used by police officers are similar weapons.



**Stone Spear:** A sharpened stone attached to a stick. It provides you with a very effective way to hunt and also to hurt your enemies.



**Staff:** A well balanced long staff is a simple but effective weapon that can be used to parry blows and it can hurt your enemy.



**Stone Axe:** A flat sharpened stone on a short shaft can be used as a tool and a quite effective weapon.



**Knife:** A very short blade which can easily be carried and concealed but is capable of piercing flesh. A Sickle is a similar weapon.



**Shortsword:** A short blade which goes very well with a large shield and a useful backup weapon. A Wakizashi is a similar weapon.



**Sword:** The classic one handed medium sized blade provides fantastic balance between offense and defense.



**Throwing Axe:** A small, balanced axe which can be effectively thrown. It can also be used as a tool.



**Axe:** This blade on a short shaft is an effective tool and gives you the leverage to deal devastating damage to wood and bones.



**Great Axe:** A huge blade on a longer shaft. Too bulky to be used as a tool, this weapon is meant to deal brutal damage.



**Mace:** By putting a heavy spiked chunk of metal on the top of a club you can turn a mediocre weapon into a very mean one.



**Short Spear:** A short blade attached to a wooden pole. Its additional reach provides an advantage in attack and defense.



**Long Spear:** A longer spear to attack your enemies from a greater distance than a regular spear. Can't be thrown effectively.



**Pike:** A very long polearm that is perfect to be used in a shield wall or to defeat cavalry carrying lances. A Sarissa is a similar weapon.



**Pickaxe:** A mining tool which can be used to deal brutal damage, if you are able to hit your enemy with it.



**Lance:** A very long polearm which provides you with great reach. You can use it to hit your opponent while being out of range.



**Bastard Sword:** An elongated sword that is a little heavier and can also be used effectively with two hands.



**Scimitar:** A single bladed curved weapon that is famous for its elegance. A Katana is a similar weapon.



**Heavy Scimitar:** A heavy two handed single bladed curved weapon. A Miaodao or a Nodachi are similar weapons.



**War Hammer:** A huge hammer with a spike created to smash through heavy armor and hurt your enemy.



**Halberd:** This is a multi purpose weapon that grants you all the benefits of a great axe and a long spear.



**Glaive:** A long blade attached to the end of a staff. A Sword-Spear, Naginata, Guandao, Woldo, or Sovnya are all similar weapons.



**Crowbar:** A tool made to forcibly opening doors or containers that can also be used effectively as an iron bat.



**Great Sword:** A very long sword that has enough reach to be effectively used against polearm wielding foes.



**Rapier:** A light fencing weapon optimized for parrying. It replaced most of the heavier weapons when armor went out of fashion.



**Parrying Dagger:** A very light blade typically carried in the off hand. It significantly improves your ability to parry.



**Machete:** A specially designed blade to cut through foliage and undergrowth. It can also be used as a crude weapon.



**Bayonet:** A knife which can be turned into a long spear by attaching it to a rifle in desperate moments.



**Cutlass:** A short but still effective fencing weapon that was often used by sailors when boarding enemy ships.



**Saber:** A brutal weapon that was mainly used by the cavalry. Its grip is shorter than a scimitar's, so it cannot be used two handed.

## Powered Melee Weapons

Era	Name	Impact	Dmg.	Acc.	Def.	Load	Cost	Keywords
Mid industrial	Chainsaw	6*	6*	0	0	2	2	Edged, tool 3, two-handed
Mid robotic	Powered Knife (1 <sup>st</sup> )	6*	4*	2	0	0	3	Light, small, tool 1, pointed
	Powered Blade (1 <sup>st</sup> )	8*	5*	2	2	1	4	Edged, marching 3, pointed
	Powered Axe (1 <sup>st</sup> )	10*	5*	1	0	1	4	Edged, tool 2
Mid gravitic	Powered Knife (2 <sup>nd</sup> )	13*	4*	2	0	0	3	Light, small, tool 1, pointed
	Powered Blade (2 <sup>nd</sup> )	15*	5*	2	2	1	4	Edged, marching 3, pointed
	Powered Axe (2 <sup>nd</sup> )	17*	5*	1	0	1	4	Edged, tool 2
Mid cosmic	Powered Knife (3 <sup>rd</sup> )	18*	5*	2	0	0	3	Light, small, tool 1, pointed
	Powered Blade (3 <sup>rd</sup> )	20*	6*	2	2	1	4	Edged, marching 2, pointed
	Powered Axe (3 <sup>rd</sup> )	22*	6*	1	0	1	4	Edged, tool 2
Ultimate	Energy Knife	35*	9*	2	1	0	4	Energy, light, small, tool 2
	Energy Blade	40*	9*	2	2†	½	4	Edged, energy, marching 2

\* Add your *Valor* to *Impact* and *Damage*.

† +2 if used two handed.



**Chainsaw:** This portable powered saw is perfect for felling trees. In desperate moments, it can also be used to cut flesh and bones.



**Powered Knife:** A knife enhanced by some high-tech voodoo like a vibrating monofilament blade or something.



**Powered Blade:** A sword or scimitar that has been given the same treatment as the powered knife, it is just somewhat bigger.



**Powered Axe:** If you want to do brutal damage without paying attention to elegance, this weapon is for you.



**Energy Knife:** A knife with a blade made of pure energy that can cut through almost anything with little effort.



**Energy Blade:** A larger and longer version of the energy knife that can cut through even more things with even less effort.

## Shields

Era	Name	Material	Impact	Dmg.	Acc.	Def.	Load	Cost	Keywords
Early bronze	Shield (1 <sup>st</sup> )	Wood	0*	1*	0	3	1	1	Shield 6
	Spiked Shield (1 <sup>st</sup> )	Bronze	2*	2*	0	3	2	2	Shield 6
Mid bronze	Shield (2 <sup>nd</sup> )	Bronze	1*	1*	0	3	2	3	Shield 8
	Spiked Shield (2 <sup>nd</sup> )	Bronze	2*	2*	0	3	3	4	Shield 8
Late bronze	Buckler	Wood	0*	1*	0	2	½	1	Light
	Spiked Buckler	Wood	2*	2*	0	2	1	2	Light
Mid iron	Heavy Shield (1 <sup>st</sup> )	Wood	0*	1*	1	4	2	2	Heavy shield 7
Early steel	Shield (3 <sup>rd</sup> )	Steel	1*	1*	0	3	2	3	Shield 10
	Spiked Shield (3 <sup>rd</sup> )	Steel	3*	2*	0	3	3	4	Shield 10
Early atomic	Riot Shield	Plastic	1*	1*	1	4	1	2	Heavy shield 7
Mid information	Shield (4 <sup>th</sup> )	Composite	1*	1*	0	3	1	3	Shield 14
	Heavy Shield (2 <sup>nd</sup> )	Composite	1*	1*	1	4	2	3	Heavy shield 14
Mid cosmic	Shield (5 <sup>th</sup> )	Energy	1*	1*	0	3	1	3	Shield 50
	Heavy Shield (3 <sup>rd</sup> )	Energy	1*	1*	1	4	2	3	Heavy shield 50

\* Add your *Valor* to *Impact* and *Damage*.



**Shield:** Typically wielded in your off-hand, this large slab of wood or metal protects you very well from incoming attacks.



**Spiked Shield:** Adding some wicked pointy spikes to your shield sounds like a better idea than it actually is.



**Buckler:** This miniature shield may protect you from melee attacks, but offers little help against bullets and arrows.



**Spiked Buckler:** Perhaps adding spikes to a buckler isn't as problematic as adding spikes to a shield. But maybe it still is.



**Heavy Shield:** Larger than a typical shield, this huge thing offers even more protection, but is a real burden to carry around.



**Riot Shield:** This is a very light version of a heavy shield and is really good against rioters but pointless against bullets.





The ability to use tools to make even more sophisticated tools can be one of the most important human achievements that sets them apart from the other species on their planet. Take care of your valuable equipment so it can serve you well.

## Ranged Weapons

While some of these weapons can barely injure a human being within a few meters, others can destroy a tank a few kilometers away.

**Imp.:** The *Impact* of the weapon if you **hit**.

**Dmg.:** The *Damage* the weapon inflicts if the outcome of the **hit** is a success.

**Acc.:** The *Accuracy* of the weapon which you add to *Valor* to determine your *Precision* when you **attack** with it.

**Explosion:** The *Impact* and *Radius* of the explosion caused by the weapon at the location of its target, if applicable. See *Explosives*, p.134.

**Range:** You can **attack** targets within that distance from you. If a multiplier is given, multiply your *Valor* with that multiplier to determine *Range*.

**Keywords:** Ranged weapons have the following keywords:

*auto:* The first number indicates up to how many attacks you can make per turn, the one in brackets is the modifier to each of these attacks, if you make more than one.

*canister:* It attacks all targets in a cone with a length of *range* and a final width of  $range \div 10$ .

*chain:* Part of this weapon is flexible and allows to strike around an enemy's shield.

*destroyer:* It wipes you from existence.

*edged:* It may cause amputations and decapitations.

*heat:* It fires high explosive anti tank rounds.

*heat+:* A HEAT round which circumvents reactive armor.

*incinerating:* This attack causes no *temporary restrictions* besides *burning*. These attacks are *permeating*, if you are not wearing *sealed* armor.

*missile:* The first number is the missile's *Sluggishness*. The number in brackets indicates up to how many meters it can move each turn. After a successful **ranged attack** it must reach its target before it causes the **weapon hit**.

*permeating:* It ignores armor. It always scores a *decisive success* on the **weapon hit**.

*pointed:* It is effective against *fabric* armor.

*reload:* How many turns it takes to reload the weapon. Only listed if it differs from the default for the ammunition.

*set-up:* You need to **set up** the weapon.

*shotgun:* It fires multiple pellets. You may attack all targets within  $distance \div 10$  from your main target.

*small:* This weapon is easy to hide and draw.

*smashing:* A smashing weapon inflicts fatigue damage to soft armor, even if the outcome of a hit is a failure.

*tangling:* The target must **avoid entanglement**, if you hit with the weapon.

*two-handed:* Must be wielded with two hands.

## Ammunition

The **Ammo** column shows the number of turns you can fight with the weapon before you need to reload it and the type of ammunition the weapon uses.

### Ammunition Types

*arrow*: Arrows take no time to reload.

*ball*: Lead balls and powder take 5 turns to reload.

*battery pack (bty)*: This is an *energy* weapon. Battery packs take 1 turn to reload.

*belt*: Ammunition belts take 3 turns to reload.

*bolt*: Crossbow bolts take 1 turn to reload.

*bullet*: Bullets take 1 turn to reload.

*fuel*: This weapon burns fuel and can't be reloaded in battle.

*grenade (grn)*: A grenade takes 1 turn to reload.

*magazine (mgz)*: A magazine takes 1 turn to reload.

*melee*: This weapon does not consume ammunition.

*missile (mssl)*: These weapons can't be reloaded.

*shell*: Artillery shells take at least 1 turn to reload.

*shot*: Shotgun shells take 1 turn to reload.

*stone*: A small stone takes 1 turn to reload.

*thrown*: You throw the weapon itself and can't reload it.

### Initial Ammunition Supply

The statistics of all weapons assume that they are bought and carried fully loaded.

Weapons using battery packs, belts, or magazines include one full reload.

All other weapons, with the exception of missiles, throwing weapons and weapons that use fuel, have enough spare ammunition to make 10 *ranged attacks*.

### Replenishing Ammunition

A full replenishment for a support weapon has an *Expense* equal to the weapon's *Expense* - 3.

For any other weapon it has an *Expense* of 1, with the exception of stones for slings, which have an *Expense* of 0.

Missiles or throwing weapons can not be replenished.

### Spare Ammunition

Spare ammunition has the same *Expense* as a replenishment. It has a *Load* equal to the weapon's *Load* - 2 for support weapons and a *Load* of ½ for personal weapons.

This consists of either two battery packs, belts, or magazines or ammunition for 10 *ranged attacks*.

## Early Small Arms and Thrown Weapons

<i>Era</i>	<i>Name</i>	<i>Material</i>	<i>Imp.</i>	<i>Dmg.</i>	<i>Acc.</i>	<i>Range</i>	<i>Ammo</i>	<i>Load</i>	<i>Cost</i>	<i>Keywords</i>
Late foraging	Sling	Leather	1*	1*	1	× 20	1 stone	½	0	Small
	Boomerang	Wood	0*	1*	1	× 10	1 thrown†	½	1	Smashing
	Shortbow (1 <sup>st</sup> )	Wood	1*	2*	1	× 20	1 arrow	½	1	Two-handed, pointed
Mid farming	Longbow (1 <sup>st</sup> )	Wood	1*	3*	2	× 50	1 arrow	1	2	Two-handed, pointed
Early bronze	Shortbow (2 <sup>nd</sup> )	Wood	1*	3*	1	× 30	1 arrow	½	1	Two-handed, pointed
	Longbow (2 <sup>nd</sup> )	Wood	2*	3*	2	× 60	1 arrow	1	2	Two-handed, pointed
Early iron	Shortbow (3 <sup>rd</sup> )	Wood	2*	3*	1	× 30	1 arrow	½	1	Two-handed, pointed
	Longbow (3 <sup>rd</sup> )	Wood	3*	3*	2	× 60	1 arrow	1	2	Two-handed, pointed
Mid iron	Crossbow (1 <sup>st</sup> )	Iron	7	6	3	50	1 bolt	1	2	Two-handed, pointed
Early steel	Shortbow (4 <sup>th</sup> )	Wood	3*	3*	1	× 50	1 arrow	½	1	Two-handed, pointed
	Longbow (4 <sup>th</sup> )	Wood	4*	3*	2	× 60	1 arrow	1	2	Two-handed, pointed
	Crossbow (2 <sup>nd</sup> )	Steel	8	6	3	70	1 bolt	1	2	Two-handed, pointed
Mid steel	Light Crossbow	Steel	6	6	1	50	1 bolt	½	2	Pointed
	Heavy Crossbow	Steel	9	7	3	100	1 bolt	1	3	Two-handed, reload 3, pointed
Mid exploration	Throwing Stars	Steel	1*	1*	1	× 5	5 thrown	½	1	Small
Varies‡	Load ½ Object		0*	1*	0	× 10	1 thrown			Smashing
	Load up to Valor- 1		1*	1*	0	× 5	1 thrown			Smashing
	Load up to Valor+ 2		2*	2*	0	× 1	1 thrown			Smashing
Varies§	Stone or Short Spear				2	× 20	1 thrown			Light, pointed
	Throwing Axe				1	× 10	1 thrown			Edged
	Knife				1	× 10	1 thrown			Small, pointed

\* Add your *Valor* to *Impact* and *Damage*.

† Returns to you when your *ranged attack* is a failure.

‡ Use the listed *Impact*, *Damage*, *Accuracy*, and *Range* when you make a *ranged attack* with an object of the listed *Load*. -1 to *Impact* and *Damage* for low density objects (wood, snow), +1 for high density ones (metal). A spherical object or a disc has *Accuracy* 1. A disc has twice the *Range*.

§ Use era, material, *Impact*, *Damage*, *Load*, and *Cost* of the corresponding melee weapon. Use the *Ammo*, *Accuracy*, *Range* and keywords listed in this table when you make a *ranged attack* with that weapon. If you try to make a *ranged attack* with any other melee weapon than a knife, stone spear, stone axe, or throwing axe, you throw it as an object of its *Load*. You may throw a stone axe like a throwing axe.





**Sling:** A very simple but deadly projectile weapon that requires great skill to be used effectively.



**Boomerang:** With this extraordinarily shaped piece of wood you can attack again and again until you finally hit.



**Shortbow:** A string attached to a flexible stick can be used to fire other sticks with nasty tips at a distance.



**Longbow:** This larger version of the short bow allows you to fire arrows at greater distances and with greater force.



**Crossbow:** Mounting a bow on a slab of wood and adding a mechanism for cocking it makes it much easier to use.



**Light Crossbow:** This very light variant of a crossbow can be used with one hand while another weapon is wielded in the other.



**Heavy Crossbow:** A heavy crossbow comes with a winch to cock it and store more energy than you can achieve with your bare hands.



**Throwing Stars:** A couple of tiny metal blades that are easy to hide and can be thrown remarkably fast and deadly.

## Flexible Weapons

Era	Name	Material	Imp.	Dmg.	Acc.	Range	Ammo	Load	Cost	Keywords
Mid farming	Harpoon (1 <sup>st</sup> )	Stone	1*	4*	1	× 10	Melee	1	1	Pointed, tangling
Early bronze	Harpoon (2 <sup>nd</sup> )	Bronze	2*	4*	1	× 10	Melee	1	1	Pointed, tangling
	Whip (1 <sup>st</sup> )	Leather	0*	1*	0	4	Melee	1	2	Chain, tangling
Mid bronze	Lasso	Cloth	0	0	1	20	Melee	2	2	Tangling
	Flail	Wood	2*	2*	1†	2	Melee	2	1	Chain, two-handed, smashing
Early iron	Harpoon (3 <sup>rd</sup> )	Iron	3*	4*	1	× 10	Melee	1	1	Pointed, tangling
	Net	Cloth	0	0	2	× 3	Melee	1	2	Chain, tangling
	Cloak	Cloth	0	0	1	× 3	Melee	½	1	Chain, tangling
Mid iron	Grapnel	Iron	2*	2*	1	× 10	Melee	1	1	Pointed, tangling
Early steel	Harpoon (4 <sup>th</sup> )	Steel	4*	4*	1	× 10	Melee	1	1	Pointed, tangling
	Two-Section-Staff	Wood	0*	1*	1	2	Melee	0	0	Chain, smashing
Mid steel	Three-Section-Staff	Wood	1*	1*	1†	4	Melee	1	1	Chain, two-handed, smashing
Late steel	Chain Mace	Steel	3*	4*	0	2	Melee	1	1	Chain, smashing
Late robotic	Whip (2 <sup>nd</sup> )	Composite	15*	7*	0	4	Melee	0	5	Chain, tangling
Ultimate	Whip (3 <sup>rd</sup> )	Energy	25*	7*	0	4	Melee	0	9	Chain, tangling

\* Add your *Valor* to *Impact* and *Damage*.

† This weapon grants *Deflection 2* like a melee weapon.



**Harpoon:** A spear designed to get stuck in your target and tied on a string to make sure your prey does not escape.



**Whip:** Originally invented to scare domesticated animals with its crack, it can be used in very creative ways.



**Lasso:** This is basically just a rope but tied in a very special way so you can throw it and catch your target.



**Flail:** An agricultural tool that was designed to strike a pile of grain to loosen the husks, but it can be used as a weapon.



**Net:** This is a small portable net that is still large enough to easily catch animals or people alike, even when thrown.



**Cloak:** When you don't want to carry a weapon openly, you can wear it as an accessory to your clothes and surprise your enemy.



**Grapnel:** This can be used as a tool to attach a rope to something or someone some distance away. A Kurasigama is a similar weapon.



**Two-Section-Staff:** Two short sticks connected by a chain can be used as a weapon that is far more elegant than a club.



**Three-Section-Staff:** Three staffs linked together work as a very interesting and versatile weapon that can be used for many tricks.



**Chain Mace:** Putting a chain between the head and the handle of a mace can give people wielding a shield a severe headache.



## Modern and Sci-Fi Small Arms

At the end of the steel era, muscle powered weapons were replaced with chemically propelled projectiles. During the robotic era lasers may be an alternative and you can find weapons with esoteric abilities in the ultimate era.

### Silencer

Gunshots have a *Caution* of 10 – *damage*. For weapons using bullets and magazines, a silencer can add 3 to that number and has *Expense* 1 and *Load* 0.

<i>Era</i>	<i>Name</i>	<i>Imp.</i>	<i>Dmg.</i>	<i>Acc.</i>	<i>Range</i>	<i>Ammo</i>	<i>Load</i>	<i>Cost</i>	<i>Keywords</i>
Late steel	Handgonne	8	6	0	100	1 ball	3	3	Reload 20, two-handed
Early exploration	Black Powder Pistol (1 <sup>st</sup> )	8	6	0	50	1 ball	1	2	Reload 20
	Musket (1 <sup>st</sup> )	11	8	1	200	1 ball	2	2	Reload 20, two-handed
Late exploration	Black Powder Pistol (2 <sup>nd</sup> )	8	6	0	50	1 ball	1	2	Reload 5
	Musket (2 <sup>nd</sup> )	12	8	1	800	1 ball	1	2	Reload 5, two-handed
Early steam	Black Powder Pistol (3 <sup>rd</sup> )	8	6	1	50	1 ball	½	2	Reload 5, small
	Musket (3 <sup>rd</sup> )	12	8	2	1,000	1 ball	1	2	Reload 5, two-handed
Mid steam	Blunderbuss (one barrel)	4	9	3	50	1 shot	1	2	Reload 5, shotgun*, two-handed
	Blunderbuss (two barrels)	4	9	3	50	2 shot	2	3	Reload 10, shotgun*, two-handed
	Black Powder Revolver	8	6	1	50	6 ball	½	3	Reload 20
Late steam	Rifle (1 <sup>st</sup> )	11	8	2	1,000	1 bullet	2	3	Two-handed
	Revolver	8	6	1	100	6 bullet	½	2	
	Carbine	10	7	2	1,000	5 bullet	1	3	Auto 2 (-1), two-handed
Early industrial	Rifle (2 <sup>nd</sup> )	12	7	2	1,500	1 bullet	2	3	Two-handed
	Pistol	9	5	1	100	4 mgz	½	3	Auto 2 (-1)
	Shotgun (one barrel)*	5	8	4	100	3 shot	1	3	Shotgun*, two-handed
	Shotgun (two barrels)*	5	8	4	100	1 shot	2	3	Auto 2 (-1), shotgun*, two-handed
Mid industrial	Elephant Rifle	15	11	2	2,000	2 bullet	3	5	Two-handed
	Small Pistol (1 <sup>st</sup> )	8	4	0	50	4 mgz	0	3	Auto 2 (-1), small
	Submachine Gun (1 <sup>st</sup> )	10	6	1	150	5 mgz	1	4	Auto 3 (-1)
Late industrial	Rifle (3 <sup>rd</sup> )	15	8	3	1,500	5 mgz	1	4	Two-handed
	Rifle (4 <sup>th</sup> )	15	8	3	1,500	3 mgz	1	4	Auto 2 (-1), two-handed
	Assault Rifle (1 <sup>st</sup> )	13	7	2	500	5 mgz	1	4	Auto 3 (-1), two-handed
Early atomic	Battle Rifle	15	8	2	1,000	4 mgz	2	4	Auto 3 (-2), two-handed
	Heavy Revolver (1 <sup>st</sup> )	10	6	1	150	6 bullet	1	3	
Mid atomic	Assault Rifle (2 <sup>nd</sup> )	13	7	3	1,000	5 mgz	1	4	Auto 3 (-1), two-handed
	Small Pistol (2 <sup>nd</sup> )	9	4	1	150	10 mgz	0	3	Auto 2 (-1), small
Mid information	Heavy Revolver (2 <sup>nd</sup> )	13	8	1	200	6 bullet	1	3	
	Submachine Gun (2 <sup>nd</sup> )	12	6	2	200	5 mgz	1	4	Auto 3 (-1)
	Auto Shotgun	5	8	4	300	3 mgz	2	4	Auto 3 (-2), shotgun, two-handed
	Assault Rifle (3 <sup>rd</sup> )	14	7	3	1,000	8 mgz	1	4	Auto 3 (-1), two-handed
Early robotic	Assault Rifle (4 <sup>th</sup> )	17	8	3	1,000	8 mgz	1	4	Auto 3 (-1), two-handed
Mid robotic	Rocket Pistol	23	11	1	800	2 mgz	1	3	Auto 2 (-0)
	Rocket Rifle	23	11	3	1,000	3 mgz	3	4	Auto 3 (-0), two-handed
	Laser Rifle (1 <sup>st</sup> )	15	9	6	1,000	10 bty	1	4	Auto 3 (-0), two-handed
Late robotic	Laser Pistol (1 <sup>st</sup> )	10	7	4	500	10 bty	½	3	Auto 2 (-0)
	Rail Rifle	22	7	4	1,500	10 mgz	1	5	Auto 3 (-1), pointed, two-handed
Mid gravitic	Laser Rifle (2 <sup>nd</sup> )	20	9	6	1,500	10 bty	1	4	Auto 3 (-0), two-handed
Late gravitic	Laser Pistol (2 <sup>nd</sup> )	15	7	4	500	10 bty	½	3	Auto 2 (-0)
	Thermal Rifle (1 <sup>st</sup> )	25	11	4	1,500	4 bty	2	6	Auto 2 (-1), two-handed
Early cosmic	Thermal Rifle (2 <sup>nd</sup> )	30	13	4	1,500	4 bty	2	6	Auto 2 (-1), two-handed
Mid cosmic	Thermal Pistol	30	13	2	500	3 bty	1	5	
Late cosmic	Beam Zapper	15	7	2	200	5 bty	0	3	Small
	Beam Pistol†	20	8	3	500	10 bty	½	3	Auto 2 (-1)
	Beam Rifle	25	9	5	1,500	10 bty	1	4	Auto 3 (-1), two-handed
Ultimate	Destroyer Zapper‡	14	9	4	500	4 bty	0	4	Destroyer, small
	Destroyer Pistol‡	17	10	4	500	4 bty	½	4	Auto 2 (-0), destroyer
	Destroyer Rifle‡	20	11	5	1,500	3 bty	1	5	Auto 3 (-0), destroyer, two-handed

\* Sawing it off reduces *Range* to 20 and changes *shotgun* into *canister* -2.

† It may be loaded with a battery pack releasing rifle powered charges. Then it has *Impact* 25, *Ammo* 3 bty.

‡ Depending on your setting, this weapon may also be *permeating*.



**Handgonne:** A very small cannon mounted on a wooden plate gives the simple infantryman impressive firepower.



**Black Powder Pistol:** An even smaller cannon on a pistol grip can be easily carried and guarantees your enemy an eerie surprise.



**Musket:** A long barrel cannon, detonated at will with a tricky mechanism, offers not only firepower but also range and accuracy.



**Blunderbuss:** A larger bore cannon filled with a lot of small pellets makes sure that you almost always hit someone.



**Black Powder Revolver:** This weapon allows you to fire six times in rapid succession, which is much better than just one shot.



**Rifle:** Finally replacing muzzleloaders with breechloaders allowed for much higher rates of fire, which were then further improved.



**Revolver:** A more modern version of the black powder revolver can be reloaded much faster and with much less effort.



**Carbine:** This is one of the earliest semi-automatic weapons that you could fire a lot of shots with until you must reload it.



**Pistol:** A medium-sized pistol that has a good balance of size, mass, and stopping power is a valuable sidearm.



**Shotgun:** This modern variant of the blunderbuss also makes it easier for you to hit due to the dispersion of the fired shot.



**Elephant Rifle:** This high caliber rifle is quite heavy and bulky, but it can also kill large game with a single shot.



**Small Pistol:** A pistol that is as small as possible so that it can be easily hidden, but not as powerful as larger weapons.



**Submachine Gun:** This small full automatic firearm is easy to carry and is absolutely devastating in a confined space.



**Assault Rifle:** A full automatic weapon firing intermediate-power cartridges to reduce recoil. Later versions use caseless ammunition.



**Battle Rifle:** This weapon allows you to fire bursts of full-power rifle cartridges but is somewhat difficult to handle.



**Heavy Revolver:** A very heavy revolver that packs an insane punch for a sidearm but is also quite bulky.



**Auto Shotgun:** This fully automatic shotgun can saturate the air with countless tiny but still deadly pellets.



**Rocket Pistol:** A recoilless pistol that fires small armor-piercing rockets and is ideal for zero gravity combat.



**Rocket Rifle:** This larger version of the rocket pistol provides better targeting and carries faster rockets to increase precision.



**Laser Rifle:** A portable laser weapon allows for unprecedented accuracy and precision while having basically zero recoil.



**Laser Pistol:** This sidearm grants the advantages of a laser weapon while being light and easy to carry.



**Rail Rifle:** This rifle fires magnetically accelerated needles at an extremely high velocity to increase impact and accuracy.



**Thermal Rifle:** This weapon fires bolts containing superheated matter at your enemy and delivers the firepower of small artillery.



**Thermal Pistol:** Now you can finally carry your artillery in a holster by your side, ready for brutal futuristic battles.



**Beam Zapper:** This little pistol fires a concentrated particle beam that grants high armor penetration and deals significant damage.



**Beam Pistol:** A heavier version of the Beam Zapper is not as powerful as a thermal pistol but carries more ammunition.



**Beam Rifle:** A rifle-sized particle accelerator is a precise and devastating weapon even at great distances.



**Destroyer Zapper:** This tiny weapon defies known physics by annihilating your target's matter without causing too much havoc.



**Destroyer Pistol:** Increase the size of a physics defying weapon to create the perfect sidearm of utter destruction.



**Destroyer Rifle:** If you are not happy with just a little utter destruction, you can go for the rifle-sized variant.

## Infantry Support Weapons

Since the purpose of these weapons is to fight vehicles or a large group of enemies, they are usually too bulky, heavy, or expensive to target individual combatants.

These weapons are *two-handed*. Weapons with *Load 4* or greater include a tripod. AT rifles, GPMGs, and all repeaters may utilize a tripod which has *Load 1* and *Cost 1*.

Era	Name	Explosion					Range	Ammo	Load	Cost	Keywords
		Imp.	Dmg.	Imp.	Rds.	Acc.					
Mid iron	Light Ballista	11	9			1	200	1 stone	5	5	Reload 5, smashing
	Light Scorpion	10	9			1	150	1 bolt	4	4	Reload 3, pointed
Late iron	Light Catapult	13	10			0	100*	1 stone	6	4	Reload 10, smashing
Mid steel	Flamethrower (1 <sup>st</sup> )		6			3	× 2	3 fuel	3	4	Canister, incinerating
Late steam	Rotary Gun (1 <sup>st</sup> )	12	8			2	1,500	4 mgz	6	6	Auto 5 (-1), set-up
Early industrial	LMG (1 <sup>st</sup> )	13	7			3	1,000	6 mgz	3	5	Auto 3 (-1)
	MMG	15	8			4	2,000	10 belt	4	6	Auto 5 (-1), set-up
	Rotary Gun (2 <sup>nd</sup> )	14	8			3	2,000	5 belt	6	6	Auto 10 (-1), set-up
Mid industrial	AT Rifle	21	11			4	5,000	1 bullet	3	6	Set-up
	Flamethrower (2 <sup>nd</sup> )		8			3	50	3 fuel	3	4	Canister, incinerating
	Rifle Grenades	†	†	7	7	1	100	1 grn	1	2	
	Mortar	†	†	10	10	1	2,000*	5 shell	4	5	Set-up
Late industrial	HMG	19	11			4	5,000	10 belt	5	6	Auto 5 (-1), set-up
	GPMG	15	8			3	2,000	5 mgz	3	5	Auto 5 (-1)
	Auto Cannon(1 <sup>st</sup> )	20	14	5	3	3	3,000	10 shell	5	6	Auto 3 (-1)
	Light Mortar (1 <sup>st</sup> )	†	†	8	8	1	700*	5 shell	2	3	Set-up
Early atomic	Auto Cannon(2 <sup>nd</sup> )	22	15	6	5	4	5,000	10 shell	6	7	Auto 3 (-1)
	Light AT Rocket (1 <sup>st</sup> )	30	14	6	5	1	500	1 mssl	2	4	Heat
	Heavy AT Rocket	38	15	15	16	0	100	1 mssl	2	3	Heat
Mid atomic	Auto Cannon(3 <sup>rd</sup> )	30	15			4	5,000	10 shell	6	7	Auto 3 (-1)
	Rotary Gun (3 <sup>rd</sup> )	15	8			3	2,000	10 belt	5	6	Auto 10 (-1)
	Rotary Cannon(1 <sup>st</sup> )	30	14			3	4,000	5 shell	7	7	Auto 10 (-1)
	Light AT Rocket (2 <sup>nd</sup> )	40	15	12	12	1	1,000	1 mssl	1	4	Heat
	Grenade Launcher	†	†	7	7	1	350	1 grn	1	4	
	HEAT	30	14	5	2	1	150				Heat
Late atomic	Light AT Missile (1 <sup>st</sup> )	47	16	13	13	3	2,000	1 mssl	4	8	Heat, missile 10 (500)
	Rotary Cannon(2 <sup>nd</sup> )	34	14			3	4,000	5 shell	7	7	Auto 10 (-1)
	Auto Cannon(4 <sup>th</sup> )	37	15			4	5,000	10 shell	6	7	Auto 3 (-1)
Early information	Light AT Rocket (3 <sup>rd</sup> )	42	16	11	11	1	1,000	1 mssl	2	4	Heat
	Light AA Missile	27	15	15	16	7	8,000	3 mssl	3	7	Missile 7 (1,500), set-up
Mid information	LMG (2 <sup>nd</sup> )	13	7			3	1,000	6 mgz	2	5	Auto 5 (-1)
	Light AT Rocket (4 <sup>th</sup> )	48	16	13	13	2	1,000	1 mssl	2	5	Heat
	Light Mortar (2 <sup>nd</sup> )	†	†	10	10	2	3,000*	5 shell	2	5	Set-up
Late information	Light AT Missile (2 <sup>nd</sup> )	52	16	14	14	4	3,000	1 mssl	4	9	Heat+, missile 9 (500)
Early robotic	LSW	18	8			3	1,000	6 mgz	2	5	Auto 5 (-1)
	Flamethrower (3 <sup>rd</sup> )		8			3	50	3 fuel	2	4	Canister, incinerating
Mid robotic	Rocket Cannon	30	14	5	3	4	5,000	5 mgz	5	8	Auto 5 (-1)
	Laser Repeater (1 <sup>st</sup> )	15	8			6	1,000	10 btty	3	6	Auto 5 (-0)
	Light Laser Cannon (1 <sup>st</sup> )	35	12			7	5,000	10 btty	6	8	
	Light AT Missile (3 <sup>rd</sup> )	55	16	15	16	5	5,000	3 mssl	4	9	Heat+, missile 8 (1,000)
Early gravitic	Thermal Gun (1 <sup>st</sup> )	25	11	5	3	5	2,000	5 btty	3	7	Auto 2 (-1)
	Light Thermal Cannon (1 <sup>st</sup> )	35	16	20	30	5	3,000	5 btty	6	8	Auto 2 (-1)
Mid gravitic	Laser Repeater (2 <sup>nd</sup> )	22	8			6	3,000	10 btty	3	7	Auto 5 (-0)
	Light Laser Cannon (2 <sup>nd</sup> )	45	14			7	20,000	10 btty	6	9	
Late gravitic	Thermal Gun (2 <sup>nd</sup> )	30	13	15	16	5	2,000	5 btty	3	7	Auto 2 (-1)
Early cosmic	Light Thermal Cannon (2 <sup>nd</sup> )	45	17	30	100	5	4,000	10 btty	6	9	Auto 2 (-1)
Late cosmic	Beam Repeater	25	11			5	4,000	10 btty	3	7	Auto 5 (-1)
	Light Beam Cannon	60	16	10	10	6	10,000	10 btty	6	9	Auto 2 (-1)
Ultimate	Destroyer Repeater‡	21	14			5	6,000	10 btty	3	9	Auto 5 (-1), destroyer
	Light Destroyer Cannon‡	50	18			6	30,000	10 btty	6	9	Destroyer

\* This is an indirect fire weapon that cannot attack targets that are less than 50 meters away.

† On a successful *ranged attack*, just resolve the explosion at the target's location and no *weapon hit*.

‡ Depending on your setting, this weapon may also be *permeating*.





**Light Ballista:** A torsion powered catapult that fires stones with devastating power and can be transported by a small crew.



**Light Scorpion:** Basically a gigantic crossbow, this weapon fires deadly bolts with great accuracy without being too heavy.



**Light Catapult:** A miniature version of a large single arm torsion catapult that can hurl very heavy stones.



**Flamethrower:** This weapon projects a jet of fire at your foes. The early version is muscle-powered, the later one by compressed air.



**Rotary Gun:** A multi-barreled firearm that achieves a high rate of fire as one barrel can cool down while the other is firing.



**LMG:** A light machine gun that can be operated by one person and fires intermediate-powered rounds to reduce recoil.



**MMG:** This medium machine gun offers good accuracy and fires fully powered rifle bullets but requires a crew of at least two people.



**AT Rifle:** A heavy rifle with a caliber of at least 12mm that is powerful enough to destroy lightly armored vehicles.



**Rifle Grenades:** A bunch of grenades that are designed to be put at the end of a rifle barrel to be fired at increased range.



**Mortar:** A mortar of about 80mm caliber is a small artillery piece to attack soft targets at great range effectively.



**HMG:** A heavy machine gun of about 13mm caliber that is absolutely devastating against unarmored or lightly armored targets.



**GPMG:** This general purpose machine gun can fulfill the role of a light or medium machine gun with great efficiency.



**Auto Cannon:** A 20 to 35mm rapid-fire cannon that is effective against anything but very heavily armored vehicles.



**Light Mortar:** A mortar of 50 to 60mm caliber that is easier to transport but not as deadly as the 80mm version.



**Light AT Rocket:** A portable rocket launcher that fires an high explosive anti tank projectile to destroy heavily armored targets.



**Heavy AT Rocket:** A tube with a huge high explosive anti tank warhead provides a cheap way to destroy heavily armored targets.



**Rotary Cannon:** This larger version of a rotary gun fires auto cannon rounds at an absurdly high rate of fire.



**Grenade Launcher:** A light weight weapon that allows you to fire grenades at greater range and may be attached to a rifle.



**Light AT Missile:** This weapon fires guided missiles to provide far greater accuracy and range than achievable by rockets.



**Light AA Missile:** A weapon that grants the humble foot soldier the precision and fire power to destroy combat aircraft.



**LSW:** This light support weapon firing rifle powered caseless ammunition comes with a powered harness to improve handling.



**Rocket Cannon:** A weapon that lays waste and destruction to an entire area with little concern for collateral damage.



**Laser Repeater:** Basically a laser rifle with an increased rate of fire to attack small groups of foes with perfect accuracy.



**Light Laser Cannon:** This high energy laser is capable of destroying moderately armored targets with unparalleled precision.



**Thermal Gun:** A clumsier version of the thermal rifle allows you to benefit from brutal fire power with less sophisticated technology.



**Light Thermal Cannon:** Hurling superheated matter in rapid succession at your target is an effective way to destroy it at short range.



**Beam Repeater:** This portable rapid fire particle accelerator is the light support weapon of choice in futuristic battlefields.



**Light Beam Cannon:** A weapon that fires bolts of highly concentrated particles to penetrate very heavy armor.



**Destroyer Repeater:** This is for you when you are still not satisfied with a rifle of utter destruction and want even more of it.



**Light Destroyer Cannon:** When you like to erase vehicles or entire buildings from existence you can do it with this weapon.

# Explosives

This section lists a couple of devices designed to devastate an entire area, regardless of who is friend or foe. Use them at your own risk and make sure you are far enough away when they detonate.

Explosives can be thrown, placed, or dropped at a certain spot. All explosives share the following traits:

**Impact:** The explosion's *Base Impact* at its center. Its effective *Impact* is reduced the further you are away from it.

**Radius:** Make an *explosive attack* against everything within twice that distance. See *Brawling and Fighting*, p.148.

## Grenades

A grenade is a *thrown* ranged weapon. Its *Accuracy* is 0 and its *Range* is equal to your *Valor* × 20.

Era	Name	Impact	Radius	Load	Cost
Mid exploration	Grenade (1 <sup>st</sup> )	5	3	½	1
Mid industrial	Grenade (2 <sup>nd</sup> )	7	7	½	1
	Incendiary*	5	15	½	2
Late industrial	Molotov†	7	2	½	1
Early atomic	Grenade (3 <sup>rd</sup> )	9	9	½	1
Mid gravitic	Grenade (4 <sup>th</sup> )	13	13	½	1

\* This weapon is *incinerating* and causes one additional level of the *Burning* restriction on any successful *explosive attack*.

† This weapon is *incinerating*.



**Grenade:** A container filled with some kind of explosive that is ignited by a mechanism shortly after being thrown.



**Incendiary:** A grenade that is filled with an incendiary substance that deals less initial damage but burns very hot.



**Molotov Cocktail:** A simple but brilliant weapon that is cheap but still capable to take out a tank if you are lucky.

## Bombs

Bombs can be placed at the spot or dropped.

**Mass:** The mass of the bomb.

Era	Mass	Impact	Radius	Load	Cost
Mid exploration	20kg	18	25	4	3
Mid steam	10kg	18	25	3	3
Late industrial	50kg	23	50	4	3
	100kg	26	70	6	4
	250kg	30	100	6	5
	500kg	33	120	7	6
	1t	37	160	9	7
Early atomic	5t	45	250	10	8
	400kg*	7	30	7	5

\* This weapon is *incinerating*.



In most campaigns, the availability of high-yield explosives is severely restricted. Governments are trying to ensure that thousands of their citizens are not blown up in an instant.

## Nuclear Warheads

**Period:** The period of the atomic era.

**Yield:** The TNT equivalent of the warhead. The (n) indicates a neutron bomb.

**Rdtn.:** The bombs *Radiation*. Everyone within *Radiation* × 10 m needs to *resist radiation*.

Period	Yield	Rdtn.	Impact	Radius	Load	Cost
Early	10kt	500	75	4,000	10	14
Mid	20t	200	50	400	4	10
	100t	250	60	1,000	5	11
	1kt	350	70	2,000	6	11
	100kt	750	80	8,000	6	12
	1Mt	1,000	85	20,000	6	13
	10Mt	1,500	90	60,000	8	14
Late	1kt (n)	1,000	60	1,000	6	12
	100Mt	2,500	95	140,000	13	15

## Super Destructive Warheads

These warheads may also produce radiation but compared to their sheer destructive power it is negligible.

**Yield:** The TNT equivalent of the warhead.

Era	Yield	Impact	Radius	Load	Cost
Early gravitic	1Gt	100	300km	13	12
Early cosmic	10Gt	105	800km	13	12
Mid cosmic	1kt	70	2km	1	10
	100Gt	110	2,000km	6	12
Late cosmic	10Tt	120	10,000km	6	12

# Miscellaneous Warfare

You can consult this section, if you do not want to use potentially lethal force, if you want to defend yourself against an enemy's weapons or sensors, or just want to do additional havoc.

## Active Defense Systems

Beginning in the information era, vehicles can be equipped with active defense systems that attack incoming missiles and projectiles.

Installing such a system increases a vehicle's *Expense* by 1.

The system makes a **ranged attack** immediately after the vehicle was hit by a successful **ranged attack**, but before any **weapon hit** or **explosive attack** is resolved. On any success, the projectile is destroyed.

The following table lists the *Precision* for a defense system depending on its era.

<i>Era</i>	<i>Precision</i>
Early information	5
Mid information	7
Late information	9
Early robotic	11
Early gravitic	13
Early cosmic	15

The following table lists the *Defense* for various projectiles.

<i>Weapon</i>	<i>Defense</i>
Conventional Shell	20
Railgun Shell	24
Missile 500*	17
Missile 600*	18
Missile 1,000*	19
Missile 2,000*	20
Missile 3,000*	21
Missile 6,000*	22

\* The minimum speed of the missile in meters per turn have that *Defense*.

## Chaff, ECM, and Flares

Some special defense mechanisms that are used to repel missiles can be installed in any aircraft or spacecraft.

A complete unit has an *Expense* of 7 and may be used 10 times before it has to be replaced.

When used, any missile that was fired at the target must **resist stun**. A missile that cannot act moves straight ahead as fast as it can and is destroyed if it shoots past its target or reaches its maximum *Range*.

For that purpose, a missile has *Spirit* 2. Beginning with the late information era, it has *Spirit* 4.

## Flash Grenades

A flash grenade has *Expense* 1 and a *Load* of ½.

It is a *thrown* ranged weapon. Its *Accuracy* is 0 and its *Range* is equal to your *Valor* × 20.

Anyone within 6 meters of the point at which the grenade is thrown must **resist stun**. In weak light this range is increased to 20m and in darkness to 40m. You get a +2 modifier, if you know what to expect and you can prepare.

## Flaming Arrows

Arrows or crossbow bolts can be prepared to be set on fire. A set of such projectiles has an *Expense* of 2 and a *Load* of ½. It is good for 10 attacks.

Before each **ranged attack** you must spend 1 turn next to a fire to grant the projectile the *incinerating* keyword.

## Pepper Spray

Pepper spray has *Expense* 0 and a *Load* of 0. It is considered to be a *small* weapon.

It may be used once to make a **ranged attack** with *Accuracy* 1 and a *Range* of 3, albeit with a penalty of 3 to hit the head.

Any target not wearing *sealed* armor must **resist stun**, if the attack was successful.

## Smoke Grenades

A smoke grenade has *Expense* 1 and a *Load* of ½.

It is a *thrown* ranged weapon. Its *Accuracy* is 0 and its *Range* is equal to your *Valor* × 20.

A smoke screen fills the space within 4 meters of the point at which the grenade is thrown and lasts for 1d6 *turns*. Any target that is behind that screen is considered to be in darkness.

## Stun Setting

Energy weapons may have a stun setting. It takes 1 turn to switch a weapon from lethal to stun and vice versa.

Any damage that would cause the target to acquire a temporary restriction will instead force the target to **resist stun**. Apply any *effect dice* that modified the damage as a negative modifier.





Extraordinary powers may grant the ability to craft equipment that is better than anything that was built using only mundane tools and skills. Remember that these powers may come from very different sources, advanced technology being one of them.

## Extraordinary

**The equipment in this section contains tools that improve your extraordinary abilities as well as equipment that may grant additional powers.**

The exact nature of extraordinary equipment lies entirely within your imagination and depends on the setting. This may include magically enhanced weapons and armor, amulets, or trinkets, as well as cyberware, ultimate technology, or divine blessings.

The setting determines if this equipment is crafted using tools for alchemy, mechatronics, or gobblegooctic.

There are basically three forms of this equipment: one grants you a modifier for an extraordinary task, another grants you an additional *strength*, and the third is an up-graded version of mundane equipment.

The items that grant modifiers to the extraordinary tasks should be readily available, since they balance extraordinary abilities with the better technology that becomes available during the different eras.

The setting determines whether the other items can be bought in a store or whether they are available at all.

### Cost

The *Cost* provided in these lists are intended to balance this equipment with the character creation and mundane items. An item with an *Expense* of 4 is roughly equivalent to one *strength* in a campaign with a starting wealth of 3.

### Beacon of Healing

A beacon of healing has a *Load* of at least ½.

To craft such equipment, you must have a *Flow* rank equal to or greater than 2.

**Grade:** Apply it as a modifier to *heal*.

<i>Era</i>	<i>Name</i>	<i>Grade</i>	<i>Cost</i>
Early foraging	Beacon (1 <sup>st</sup> )	1	2
Early exploration	Beacon (2 <sup>nd</sup> )	2	3
Early atomic	Beacon (3 <sup>rd</sup> )	3	3
Early Robotic	Beacon (4 <sup>th</sup> )	4	3
Early Cosmic	Beacon (5 <sup>th</sup> )	5	3



**Beacon:** Typically some type of trinket that has a symbol engraved on it that has a positive and uplifting meaning.

## Charm of Protection

A charm of protection has a *Load* of at least ½.

To craft such equipment, you must have a *Ward* rank equal to or greater than 2.

**Grade:** Your *Weave* increases by *Grade*, if you carry it. Also add 1 to *Ward* to determine the effect of *Supernatural Protection*.

Era	Name	Grade	Cost
Early foraging	Charm (1 <sup>st</sup> )	1	2
Early iron	Charm (2 <sup>nd</sup> )	2	2
Early exploration	Charm (3 <sup>rd</sup> )	4	3
Early industrial	Charm (4 <sup>th</sup> )	6	3
Early robotic	Charm (5 <sup>th</sup> )	9	3
Early cosmic	Charm (6 <sup>th</sup> )	12	3



**Charm:** This trinket is usually made from parts of animals to summon their spirits and protect you from harm.



While each device has a description of what it can look like, of course you are free to choose any appearance you want as long as it fits the setting.

## Portent of Destruction

A portent of destruction has a *Load* of at least ½.

To craft such equipment, you must have a *Might* rank equal to or greater than 2.

**Grade:** Add *Grade* to *Might*, if you *blast* or *kill* something. You need to wield the portent to do this.

Era	Name	Grade	Cost
Early foraging	Portent (1 <sup>st</sup> )	1	2
Early iron	Portent (2 <sup>nd</sup> )	2	2
Early exploration	Portent (3 <sup>rd</sup> )	4	3
Early industrial	Portent (4 <sup>th</sup> )	6	3
Early robotic	Portent (5 <sup>th</sup> )	9	3
Early cosmic	Portent (6 <sup>th</sup> )	12	3



**Portent:** This thing usually looks like a skull or some vicious weapon to make it easy to imbue it with dark energies.

## Teleport Marker

A teleport marker allows you to home in on a specific location.

It cannot be moved. You need to *assemble* it on the spot.

You can use a teleport marker created by someone else, but you need to successfully *identify* it before it provides any benefit for you.

To craft such equipment, you must have a *Flow* rank equal to or greater than 2.

**Grade:** Apply it as a modifier to *teleport*, if your destination is a teleport marker you have successfully *assembled* or *identified*.

Era	Name	Grade	Cost
Early foraging	Marker (1 <sup>st</sup> )	1	1
Early iron	Marker (2 <sup>nd</sup> )	2	2
Early exploration	Marker (3 <sup>rd</sup> )	4	3
Early industrial	Marker (4 <sup>th</sup> )	6	3
Early robotic	Marker (5 <sup>th</sup> )	9	3
Early cosmic	Marker (6 <sup>th</sup> )	12	3



**Marker:** A couple of complex and arcane symbols carved into the ground allow you to precisely target that spot.

## Items Granting Strengths

Any item may be improved in a way that it grants an additional *strength* when carried, worn, or wielded.

Sometimes the *strength* may even be implanted in your body, either by an arcane ritual or a medical procedure.

For the purpose of crafting such an item, it has an *Expense* equal to 3 + *picks* and you must have a *Might* rank equal to or greater than 2 + *picks*.

There are several ways to handle the acquisition of such items: By reducing your *Wealth*, by spending *Determination* permanently, or by granting equal rewards to all characters.

In some settings, it may even be possible to just walk into a store and use *acquire item*, but make sure that everyone in the group is fine with that.

### Reducing Wealth

Reduce your *Wealth* by one for each pick of any *strength* you acquire. This means, a *strength* worth multiple picks will reduce your wealth by the number of picks it costs per level. You may not reduce your *Wealth* below zero.

### Spending Determination

Reduce your *Determination* by 2 for each pick of any *strength* you acquire.

### Equal Rewards

The game master just makes sure everything is fair.



## Improved Armor

Armor may be enchanted, built from advanced or esoteric materials, or upgraded with some kind of fantastic technology. This can improve its *Resistance* or reduce its *Load*.

### Resistance

Each increase of *Resistance* by 1 increases *Expense* by 1.

To craft such armor, you must have a *Ward* rank equal to or greater than  $1 + \text{increase} \div 2$ . Ignore fractions.

### Load

Decreasing *Load* from 1 to  $\frac{1}{2}$  increases *Expense* by 2.

For an armor with a *Load* of 2 or greater, each decrease of *Load* by 1 increases *Expense* by 3.

To craft such armor, you must have a *Flow* rank of 3 or greater.

## Improved Weapons

Like armor, weapons may also benefit from extraordinary abilities or technology. They may have improved *Damage*, *Impact*, or *Precision*.

### Damage

Each increase of *Damage* by 1 increases *Expense* by 3.

Some magic weapons may work only against a certain type of monster. For those, increasing *Damage* by 1 increases *Expense* only by 1.

To craft such equipment, you must have a *Might* rank equal to or greater than  $2 + \text{increase}$ .

### Impact

Each increase of *Impact* by 1 increases *Expense* by 1.

Some magic weapons may work only against a certain type of monster. For those, increasing *Impact* by 3 increases *Expense* only by 1.

To craft such equipment, you must have a *Might* rank equal to or greater than  $1 + \text{increase} \div 2$ .

### Precision

Each increase of *Precision* by 1 increases *Expense* by 2.

To craft such equipment, you must have a *Flow* rank equal to or greater than  $2 + \text{increase}$ .

### Example

*Grundormir has Spirit 4. Since she is a dwarf and has access to unobtainium, she is treated as having Ward and Flow 4 for the purpose of crafting.*

*She can craft mail armor that has Resistance 11 (7 increases) and a Load of  $\frac{1}{2}$  (reducing it from 2 to 1 to  $\frac{1}{2}$ ), but it has an Expense of  $2 + 7 + 3 + 2 = 14$ .*

## Improved General Equipment

You may use magic or advanced technology to improve the *Grade* of any equipment that has that trait.

### Grade

Each increase of *Grade* by 1 increases *Expense* by 3.

To craft such equipment, you must have a *Might* rank equal to or greater than  $2 + \text{increase}$ .



Extraordinary powers are supposed to add some mystery to your campaign. It is not necessary to determine how and why they work, but it can be interesting to discover clues about their origins.

## Cursed Equipment

Sometimes someone decides to create an item that will worsen the life of the person who wants to use it.

Perhaps an item was being used for an evil purpose, or just played a role in a tragic event, and the dark energies that were released filled it with something sinister.

And sometimes the engineer who built it or the doctor who implanted it just made a silly mistake.

No matter how it came into being, such an item makes you acquire a *restriction* as long as you carry it.

### Getting Rid of a Cursed Item

You must **resist breakdown**, if you want to get rid of a cursed item. Only on an *outstanding success* you are capable of giving it up. Some particular nasty and powerful items may even give you a negative modifier to that roll.

### Crafting a Cursed Item

If you want to craft such equipment yourself, each pick of a *restriction* inflicted by the equipment increases *Expense* by 3.

To craft such equipment, you must have a *Flow* rank equal to or greater than  $2 + \text{picks}$ .



# Appendix A

# CIRCUMSTANCES

The target number of a task may change due to several circumstances. A lot of tasks list the circumstances that can influence that number. Circumstances may result in a penalty which is added to the target number.

## Background Noise

<i>Background noise</i>	<i>Penalty</i>
Utter silence	0
Typical natural environment	2
Urban environment	4
Lightning storm or battle	6

## Boldness of Request

<i>Consequences for other party</i>	<i>Penalty</i>
A little unfavorable	1
Somewhat risky	2
Must betray own convictions	3
Very unfavorable	3
Risk of death	4
Certain death	7

## Distance and Speed

<i>Distance</i>	<i>Metric*</i>	<i>Imperial*</i>	<i>Default Penalty</i>	<i>÷2 Penalty</i>
Melee	0m	0 ft	0	0
Close	3m	9 ft	1	0
Near	5m	5 yd	2	1
Very short	7m	7 yd	2	1
Short	10m	10 yd	3	1
	30m	30 yd	4	2
	50m	50 yd	5	2
Medium	100m	100 yd	6	3
	300m	300 yd	7	3
	500m	500 yd	8	4
Long	1km	1,000 yd	9	4
	3km	2 mi	10	5
	5km	3 mi	11	5
Very long	10km	6 mi	12	6
	30km	20 mi	13	6
	50km	30 mi	14	7
Far	100km	60 mi	15	7
	300km	200 mi	16	8
	500km	300 mi	17	8
Distant	1,000km	600 mi	18	9
	3,000km	2,000 mi	19	9
	5,000km	3,000 mi	20	10
Orbit	10,000km	6,000 mi	21	10
	30,000km	20,000 mi	22	11
	50,000km	30,000 mi	23	11
Space	100,000km	60,000 mi	24	12

\* Add your *Current Speed* to the *Current Speed* of the target, if you move away from each other. Otherwise subtract the lower *Current Speed* from the higher. Divide the result by 2 and add it to the distance in *m* or *yd*.

## Ground

<i>Type of ground</i>	<i>Penalty</i>
Soft	0
Hard	2
Rock/concrete	4

## Hit Location

<i>Aim at</i>	<i>Penalty</i>
Random location	0
Torso or wings	1
Leg	2
Arm, vitals, or head	3
Face	4
Neck	5
Eyes	6
Vehicle (winged propulsion)	1
Vehicle (main turret)	2
Vehicle (secondary weapon)	4
Vehicle (any other)	3

## Illumination

Applies only to vision. It does not apply if the person or object to be detected is illuminated.

<i>Illumination</i>	<i>Penalty</i>
Bright	0
Weak	2
Darkness	5

## Number of Targets

<i>Group</i>	<i>Number</i>	<i>Penalty</i>
One	1	0
Few	2	1
Group	5	2
Hamlet, small gathering	10	3
Village, huge gathering	100	4
Town or stadium	10,000	5
City or small nation	1 million	6
Nation, planet	100 million	7
Densely populated planet	10 billion	8
City planet	1 trillion	9
Galaxy	quadrillions	10

## Obscurity of the Topic

<i>People knowing the information</i>	<i>Penalty</i>
Almost everybody	0
Most people (more than one in two)	2
Many people (one in ten)	4
Some people (one in a hundred)	6
Few people (one in a thousand)	8
Elect secret group (one in a million)	10
Nobody ever put the pieces together	12

## Patient's Condition

<i>Patient's condition</i>	<i>Penalty</i>
Either weakened or exhausted (not unconscious)	2
Weakened and exhausted (not unconscious)	4
Unconscious but not exhausted	5
Unconscious and exhausted	6
Comatose (regardless of other conditions)	7

## Rarity of Item

<i>Rarity of Item</i>	<i>Penalty</i>
Commonplace	0
Rare	1
Very rare	2
Exquisite	3

## Roads

<i>Type of Road</i>	<i>Penalty</i>
Highway or Freeway	0
Country Road	2
Dirt track	4
Lots of traffic	4
No road/off road	6

## Scarcity of Food

<i>Food</i>	<i>Penalty</i>
Abundant (lush edible vegetation in season)	0
Regular (lots of edible plants or fish)	2
Scarce (few edible plants, drought)	4
Desolate (desert, long winter, arctic)	6
None (salt flat, in space)	42

## Severity of the Offense

<i>Offense</i>	<i>Fee</i>	<i>Prison</i>	<i>Penalty</i>
Threat	1	1d6 weeks	0
Assault	1	1d6 weeks	1
Missing license	2	1d6 months	1
Theft	2	1d6 months	1
Aggravated battery	3	1d6 months	2
Burglary	3	1d6 months	2
Robbery	4	1d6 years	3
Manslaughter	5	2d6 years	4
Murder	6	1d6 × 10 years	5

## Size of Settlement

<i>Settlement</i>	<i>People</i>	<i>Penalty</i>
Metropolis	1,000,000	0
City	100,000	1
Town	10,000	2
Village	1,000	4
Hamlet	100	6
Community	10	8

## Surface

<i>Surface</i>	<i>Penalty</i>
Good grip, not too steep	0
Saddle with stirrups	0
Steep or brittle	2
Saddle without stirrups	2
Smooth	4
An animal's bare back	4
Slippery	6

## Temperature

Ignore the temperature if your clothing or camp is suitable for the current temperature or a temperature category directly above or below it. Also ignore it if you are wearing sealed armor.

<i>Temperature</i>	<i>°C</i>	<i>°F</i>	<i>Penalty</i>
Frigid	Below -50	Below -60	6
Freezing	-50	-60	4
Cold	-10	15	2
Cool	5	40	1
Balmy	15	60	0
Warm	20	70	1
Hot	25	80	2
Searing	35	95	4
Blazing	55 or more	130 or more	6

## Terrain

<i>Terrain</i>	<i>Penalty</i>
Open terrain	0
Space	0
Room containing furniture	2
Light woods	2
Winding alleys	2
Dense forest/jungle	4
Sprawling city*	4
Mountains*	5

\* These do not apply to locate if you are looking from an advantageous position at someone in the open.

## Turning Angle

<i>Angle by which the vehicle turns</i>	<i>Penalty</i>
0°-25°	0
30°	2
45°	2
60°	4
90°	6
120°	8
135°	8
180°	10

## Vehicle's Condition

<i>Vehicle's condition</i>	<i>Penalty</i>
Either weakened or exhausted	2
Weakened and exhausted	4
Destroyed (regardless of other conditions)	8

## Weather

<i>Weather</i>	<i>Penalty</i>
Clear	0
Raining or snowing	1
Storm	3
Fog*	4
Hurricane/tornado	5
Solar storm	5

\* Does not apply to *sleep* or *open channel*.





# Appendix **B**

# **TASK OVERVIEW**

## Compete Task Reference

This appendix lists all structured tasks that are available in **Knights + Rifles**. Almost any conceivable situation that can appear in a game is handled by one of them.

They are organized in thematic subsections that should help to find what you are looking for.

### The Detail of Structured Tasks

Note that a structured task tries to be as thorough as possible. You do not always have to remember all the possible modifiers or circumstance penalties. The detail provided here is usually not necessary.

However, if you want to be specific, or if you are looking for an answer on how to deal with a situation, see it as an inspiration for what you can do.

Of course you may use all of them by the book if that is what your group likes.

## Overview in Tabular Form

This first section provides a rough overview over all the existing tasks and does only provide very basic information.

A second section that follows contains all of the task descriptions in the format described in *Structured Tasks*, p.60.

## Avoiding and Resisting

Task	Active	Passive
⚠ Avoid Amputation	Valor	Impact
⚠ Avoid Charge	Valor	Parry
⚠ Avoid Entanglement	Valor	7 + Valor
⚠ Avoid Falling	Valor	9
⚠ Avoid Getting Lost	Spirit	9
⚠ Avoid Illusion	Wits	Weave
⚠ Avoid Legal Trouble	Wits	9
⚠ Avoid Losing Control	Valor	Sluggishness
⚠ Avoid Restraintment	Valor	7 + Valor + 6 × Size
⚠ Resist Aging	Valor	7 + age ÷ 30
⚠ Resist Coma	Valor	9
⚠ Resist Death	Valor	9
⚠ Resist Apathy	Spirit	9
⚠ Resist Breakdown	Spirit	9
⚠ Resist Contagion	Valor	Contagiousness
⚠ Resist Disease	Valor	Lethality
⚠ Resist Fatigue	Valor	9
⚠ Resist Fear	Spirit	Horror
⚠ Resist Going on a Rampage	Spirit	9
⚠ Resist Hunger	Valor	7 + weeks w/o food
⚠ Resist Poison	Valor	Lethality
⚠ Resist Sleep	Spirit	7 + days w/o sleep
⚠ Resist Radiation	Valor	7 + Sievert
⚠ Resist Structural Failure	Valor	9
⚠ Resist Stun	Spirit	9
⚠ Resist Suffocation	Valor	9
⚠ Resist Thirst	Valor	7 + days w/o water
⚠ Resist Unconsciousness	Spirit	9

## Brawling and Fighting

Task	Active	Passive
★ Aim		
★ Disable Shield	Valor	Defense
★ Disarm	Valor	Defense
★ Draw Weapon	Valor	7
▶ Explosive Attack	Impact	Defense
⚡ Slam Hit	Impact	Armor
★ Feint		
★ Grapple	Valor	Defense
▶ Melee Attack	Precision	Parry
⚡ Weapon Hit	Impact	Armor
▶ Ranged Attack	Precision	Defense
⚡ Weapon Hit	Impact	Armor
▶ Unarmed Attack	Valor	Parry
⚡ Slam Hit	Impact	Armor

## Crafting and Healing

Task	Active	Passive
▶ Conceive Security	Wits	Security
⚡ Assemble	Spirit	7 + Expense
▶ Invent Item	Spirit	7 + Expense
⚡ Assemble	Spirit	7 + Expense
▶ Medical Research	Spirit	Resolve
⚡ Assemble	Spirit	7 + Expense
▶ Identify	Spirit	Caution
⚡ Keep it Running	Spirit	3 + Expense
⚡ Repair	Spirit	3 + Expense
▶ Diagnose	Spirit	Caution
⚡ First Aid	Spirit	7
⚡ Medical Aid	Spirit	11
⚡ Remove Temp. Restriction	Spirit	Defense

## Hiding and Seeking

Task	Active	Passive
★ Ambush	Wits	13
★ Disable	Wits	Security
★ Blend in with the Crowd	Wits	Caution
★ Break in or out	Wits	Security
★ Hack	Wits	Security
▶ Investigate the Area	Wits	Caution
★ Jam	Wits	11
⚡ Sneak	Wits	Caution
▶ Locate	Wits	Caution
⚡ Sneak	Wits	Caution
⚡ Surprise		
★ Hide	Wits	Caution
★ Pick Pocket	Wits	Caution

## Moving and Traveling

Task	Active	Passive
★ Change Position		
★ Climb	Valor	9
★ Drop Down	Valor	9
★ Fall	Valor	4 + height ÷ 2
★ High Jump	Valor	11 + height × 4
★ Long Jump	Valor	11 + distance
★ Hand Something Over		
★ Move		
★ Parachute	Valor	7
★ Pick Something Up		
★ Pull Yourself Up	Valor	10
★ Push	Valor	Defense
★ Sprint		
★ Step		
★ Swim	Valor	7



## Traveling

Task	Active	Passive
▶ Go Foraging	<i>Spirit</i>	7
⚡ Gather Food and Water	<i>Wits</i>	7
⚡ Hunt	<i>Wits</i>	9
▶ Plan Route	<i>Spirit</i>	7
⚡ March	<i>Valor</i>	11
★ Rest		
★ Set up Camp	<i>Spirit</i>	9
★ Sleep	<i>Valor</i>	5
★ Standing Guard	<i>Valor</i>	7
★ Walk	<i>Valor</i>	4

## Praying and Casting

Task	Active	Passive
▶ Focus	<i>Spirit</i>	7
⚡ Blast	<i>Might</i>	*
⚡ Bless	<i>Flow</i>	11
⚡ Boost	<i>Might</i>	11
⚡ Bubble	<i>Ward</i>	*
⚡ Change	<i>Might</i>	<i>Weave</i>
⚡ Command	<i>Flow</i>	<i>Sentry</i>
⚡ Communicate	<i>Ward</i>	7
⚡ Curse	<i>Might</i>	<i>Weave</i>
⚡ Heal	<i>Flow</i>	11
⚡ Kill	<i>Might</i>	<i>Weave</i>
⚡ Probe	<i>Ward</i>	<i>Shadow</i>
⚡ Protect	<i>Ward</i>	11
⚡ Shove	<i>Flow</i>	<i>Sentry</i>
⚡ Teleport	<i>Flow</i>	9

\* Special. See task.

## Riding and Piloting

Task	Active	Passive
▶ Accelerate		
⚡ Change Altitude		
⚡ Move Straight Ahead		
⚡ Turn the Vehicle	<i>Valor</i>	<i>Sluggishness</i>
▶ Angle Force Field	<i>Spirit</i>	4 + <i>Size</i>
★ Charge Attack	<i>Precision</i>	<i>Parry</i>
★ Land Aircraft	<i>Valor</i>	<i>Sluggishness</i>
★ Outmaneuver	<i>Valor</i>	<i>Defense</i>
★ Piloting	<i>Valor</i>	<i>Sluggishness</i>

## Studying and Researching

Task	Active	Passive
★ Recall Information	<i>Spirit</i>	9
★ Research Topic	<i>Spirit</i>	7

## Talking and Trading

Task	Active	Passive
★ Ask the Locals	<i>Impression</i>	9
★ Acquire Item	<i>Impression</i>	9 + <i>Expense</i>
★ Sell Item	<i>Impression</i>	9 + <i>Expense</i>
▶ Assess Situation	<i>Wits</i>	<i>Caution</i>
⚡ Indoctrinate	<i>Presence</i>	<i>Resolve</i>
⚡ Interrogate	<i>Presence</i>	<i>Resolve</i>
⚡ Persuade	<i>Impression</i>	<i>Resolve</i>
▶ Entertain	<i>Impression</i>	<i>Resolve</i>
⚡ Indoctrinate	<i>Presence</i>	<i>Resolve</i>
⚡ Persuade	<i>Impression</i>	<i>Resolve</i>
★ Gamble	<i>Spirit</i>	<i>Resolve</i>
★ Intercept a Message	<i>Wits</i>	<i>Security</i>
★ Open Channel	<i>Spirit</i>	3

## All Structured Tasks

The following pages are divided into the same thematic subsections as the overview in the previous section.

With the exception of the subsection containing the mitigation tasks and the one about moving and traveling, all of them fit on one page.

You can copy and distribute the following pages amongst your players to make sure they have access to all the available rules.

### Required Material During Play

If you know the basic mechanics of **Knights + Rifles**, the tasks in this section should be enough to handle basically any situation.

Additionally, if you also prepare a sheet with the statistics for all game master characters, vehicles, and creatures that may appear during a session, you usually should not need anything else from this book during your game.

### Missing Tasks

Should the characters encounter a situation not covered by any structured task, look at similar tasks and the guidelines in *Chapter 5 Tasks*, p.57 to determine which *trait* should be tested and what modifiers may apply.

### Wrong Tasks

If there is a task that seems to fit the situation, but would produce silly or strange results, discuss with your group how to change it. When you want to be really nice, send an email to [uncle@tomshut.de](mailto:uncle@tomshut.de) and describe the situation.

### Questions and Disagreements

Sometimes the question arises what the description of a task actually means. If the group cannot reach consensus, the game master is the final arbiter of the rules and decides how they are interpreted.

The rules are meant to be clear, however, so this argument is likely not your group's fault, but the fault of the author of these rules. I would like to hear about your problem and I would be delighted if you email the address above.

## Avoiding and Resisting

### Avoid Amputation ⚠

Determine if you avoid the nasty effects of an edged weapon.

Valor vs. *Impact of the hit* (Immediate)

**Decisive:** No additional effects.

**Qualified:** You take 2 *fatigue Damage*.

**Failure:** You acquire *Crippled Arm* or *Crippled Leg* as a *permanent restriction* and you take 1d6 *fatigue Damage*, if you were *hit* to an arm or leg. You are decapitated and die, if you were *hit* to the neck.

### Avoid Entanglement ⚠

Someone tries to entangle you.

Valor vs. 7 + *Valor\** (Immediate)

\* the *Valor* of the character trying to entangle you.

**Decisive:** You turn the tide. Now the character who tried to entangle you needs to *avoid entanglement* by you.

**Qualified:** You are not *restrained*.

**Failure:** You are *restrained*. Before you can move, you must *avoid restraintment*.

### Avoid Charge ⚠

You try to evade a charging opponent.

On a decisive success you can make a *weapon hit* against your opponent, if you are wielding a *polearm*. You need a *long polearm* if your opponent is wielding one. You can use a short spear if your opponent isn't wielding a *polearm*. Add the velocity modifier for the distance your opponent moved to the *Impact* of your weapon.

Distance moved	Velocity Modifier
0-9	$speed \div 2^*$
10-99	$3 + speed \div 10^*$
100	15

\* Ignore fractions.

Valor vs. *Parry* (Immediate)

**Decisive:** You make a *weapon hit* and your opponent needs to *resist falling*, if you are wielding the right weapon. You evade the charge otherwise.

**Qualified:** You evade the charge.

**Failure:** Your opponent scores a *weapon hit*, adding the velocity modifier to the *Impact*.

### Avoid Falling ⚠

You try to avoid falling by holding onto something within 3m. You *fall*, if there is nothing within that range.

Valor vs. 9 (Immediate)

- Secured by a rope or safety belt: +4
- vs. decisive *charge attack*: *—effect die*
- Surface

**Decisive:** You are safe and can act normally.

**Qualified:** You cling to the closest thing you can reach and need to *pull yourself up* the next turn.

**Failure:** You *fall*.

### Avoid Getting Lost ⚠

You try to get back on track after you lost your direction.

*Spirit* vs. 9 (Immediate)

**Decisive:** You may move up to your *Move* × 5 kilometers or *Move* × 3 miles during the day.

**Qualified:** You know where you are.

**Failure:** You move your *Move* × 5 kilometers or your *Move* × 3 miles into the wrong direction. Roll a d6:

- 1 – 2: 180°
- 3 – 4: 90° left/counterclockwise
- 5 – 6: 90° right/clockwise

Also, you may need to *avoid falling* if you find yourself in treacherous terrain or you might need to *locate* an ambush or natural hazard.

### Avoid Legal Trouble ⚠

You want to escape the consequences of your illicit actions.

*Wits* vs. 9 (Immediate)

- Severity of the Offense

**Decisive:** Just a misunderstanding.

**Qualified:** You must pay a fine. You need to spend currency of the appropriate *Expense*. You may try to escape instead.

**Failure:** You are taken in custody. You must wait for your trial and then try to *indoctrinate* the judge or jury that you are not guilty. You may try to escape instead.

### Avoid Losing Control ⚠

You try to keep your vehicle or mount under control.

Valor vs. *Sluggishness* (Immediate)

- *Current Speed* 50-299:  $-Current Speed \div 50^*$
- *Current Speed* 300-∞:  $-2 \cdot Current Speed \div 100^*$
- At the beginning of your turn: +*Spirit*

\* Ignore fractions.

**Decisive:** You can control your vehicle.

**Qualified:** You can control your vehicle, but you and your mount or vehicle take 1d6 *fatigue damage*.

**Failure:** You crash into anything in your path. Your *Current Altitude* decreases by *Current Speed*, if you tried to ascend more than *Climbing* or descend more than *Current Speed* ÷ 10. You must *avoid falling*, if you are riding a mount or unenclosed vehicle.

### Avoid Restraintment ⚠

You try to *move*, *sprint*, or *step* while being restrained.

Valor vs. 7 + *Valor* + 6 × *Size\** (Immediate)

- Your *Size*: +6 × *Size*
- You want to *sprint*: *—4*

\* the *Valor* and *Size* of the creature restraining you.

**Decisive:** You are free and no longer restrained.

**Qualified:** You can move and pull the entangling character with you.

**Failure:** You can't move and take 1d6 *fatigue damage*.

### Avoid Illusion ⚠

You try to detect an illusion.

*Wits* vs. *Shadow\** (Immediate)

\* The *Shadow trait rank* of the person casting the illusion.

**Decisive:** The illusion ceases to exist.

**Qualified:** You may completely ignore the illusion and are not affected by it.

**Failure:** The illusion affects you as if it was real.

## Resisting

### Resist Aging

You try to avoid the effects of age or a nasty sickness.

Valor vs.  $7 + \text{your age} \div 20$  (Immediate)

\* Ignore fractions.

**Decisive:** Nothing happens.

**Qualified:** Roll 2d6:

2 – 4: reduce *Valor* by 1

5 – 12: nothing happens.

**Failure:** Roll a d6:

1: roll 1d6:

1 – 4: reduce *Valor* by 1

5: reduce *Wits* by 1

6: reduce *Spirit* by 1

2: acquire *Unattractive*\*

3: acquire *Old Fool*\* or *Old Jester*\* (your choice)

4 – 6: nothing happens.

\* This restriction is permanent.

### Resist Apathy

You try to act even if you are held back by your despair.

Spirit vs. 9 (Immediate)

**Decisive:** You are fine and may attempt the task.

**Qualified:** You may attempt the task with a  $-2$  modifier.

**Failure:** You do nothing for the next  $1d6 \times 30$  minutes.

### Resist Breakdown

You try to avoid going into a really bad mood.

Spirit vs. 9 (Immediate)

**Decisive:** You are fine.

**Qualified:** Treat this as a failure, if your *Stamina* is already 0. Otherwise you take  $1d6$  mental trauma.

**Failure:** You either acquire a temporary restriction or must **resist unconsciousness**. For the restriction you may choose between *Gloominess* and *Loose cannon*.

### Resist Coma

You try to avoid slipping into a coma.

Valor vs. 9 (Immediate)

**Decisive:** You recover *Stamina* equal to  $\text{effect die} \div 2$  and are no longer *unconscious*.

**Qualified:** Your condition does not change and you must **resist coma** again after  $1d6$  hours if you are still *unconscious* then.

**Failure:** You become *prone* and *comatose* and need to **resist death** after  $1d6 \times 10$  minutes if you are still *comatose*.

### Resist Contagion

Your body tries to keep you from getting infected.

Valor vs. *Contagiousness*\* (Immediate)

• Disease is new to your people:  $-2$

\* the *Contagiousness* of the disease.

**Decisive:** You are immune to that disease

**Qualified:** You need to **resist fatigue**.

**Failure:** You acquire the *Disease* restriction.

### Resist Death

You try to stay alive.

Valor vs. 9 (Immediate)

• Grade of medical assistance:  $+ \text{Grade}$

**Decisive:** You recover *Stamina* equal to  $\text{effect die} \div 2$  and are no longer *unconscious* or *comatose*.

**Qualified:** You are still alive, but you must **resist death** again after  $1d6 \times 6$  hours.

**Failure:** You die.

### Resist Disease

Your body tries to keep the disease at bay.

Valor vs. *Lethality*\* (Immediate)

• Medicine:  $+ \text{Grade}$

\* the *Lethality* of the disease.

**Decisive:** You are completely fine. You may remove the *Disease* restriction for the disease you resisted and are now immune to it if you roll a 4 or more on 2d6.

**Qualified:** You take *physical harm* equal to the disease's *Damage*. You must **resist disease** again when the next *Interval* is up.

**Failure:** You take *physical harm* equal to the disease's *Damage* +  $1d6$  and you become *weakened*. You must **resist disease** again when the next *Interval* is up.

### Resist Fatigue

You try to keep going under strenuous physical activity.

Valor vs. 9 (Immediate)

• Tainted air:  $-2$

• Thin air:  $-2$

**Decisive:** You recover *Stamina* equal to  $\text{effect die} \div 2$ .

**Qualified:** You are fine.

**Failure:** You take  $1d6$  *fatigue Damage*.

### Resist Fear

You try to face danger and terror.

Spirit vs. *Horror* (Immediate)

**Decisive:** You are fine.

**Qualified:** You take *mental trauma* equal to *Horror*  $- 5$ .

**Failure:** You take an amount of *mental trauma* equal to  $1d6 + \text{Horror} - 5$ . Also roll a d6 or pick:

1 – 2: on your next turn you run away.

3 – 4: you are *stunned* because you puke or are scared.

5: You need to **resist going on a rampage**.

6: You faint and become *unconscious* for  $1d6$  minutes.

### Resist Going on a Rampage

You try to keep calm under stress.

Spirit vs. 9 (Immediate)

**Decisive:** You can act normally from now on.

**Qualified:** You may attempt one task that lasts 1 turn, if you can act. You need to **resist going on a rampage** on the beginning of your next turn.

**Failure:** You must **attack** someone or something. You may **attack** yourself.

### Resist Hunger

You try to keep going without food.

Valor vs.  $7 + \text{weeks without food}$  (Immediate)

**Decisive:** You are fine.

**Qualified:** You take  $1d6 \div 2$  *fatigue damage*.

**Failure:** You take  $2d6$  *fatigue damage*.

### Resist Poison

Your body tries to keep the poison at bay.

Valor vs. *Lethality*\* (Immediate)

• Antidote:  $+ \text{Grade}$

\* the *Lethality* of the poison.

**Decisive:** You may remove the *Poisoned* restriction for the poison you resisted.

**Qualified:** You take *physical harm* equal to the poison's *Damage*. You must **resist poison** again when the next *Interval* is up.

**Failure:** You take *physical harm* equal to the poison's *Damage* +  $2d6$  and you become *weakened*. You must **resist poison** again when the next *Interval* is up.

### Resist Radiation

Your body tries to beware you from radiation poisoning.

Valor vs.  $7 + \text{Sievert}$ \* (Immediate)

\* the intensity of the radiation you try to avoid.

**Decisive:** You are completely fine.

**Qualified:** You acquire *Radiation Sickness* as a temporary restriction.

**Failure:** You take  $3d6$  *physical harm* and acquire *Radiation Sickness* as a permanent restriction.

### Resist Sleep

You try to keep awake.

Spirit vs.  $7 + \text{days without sleep}$  (Immediate)

**Decisive:** You are awake.

**Qualified:** You lose  $1d6$  *Stamina*.

**Failure:** You become *prone* and are *unconscious* for  $1d6$  hours. You do not need to **resist coma** when you become *unconscious*.

### Resist Structural Failure

The object resists structural failure.

Valor vs. 9 (Immediate)

**Decisive:** The object continues to function.

**Qualified:** The object continues to function.

**Failure:** The object is destroyed.

### Resist Stun

You try to act under severe stress.

Spirit vs. 9 (Immediate)

**Decisive:** You may act normally and are no longer *stunned* if you were before.

**Qualified:** You may not act, but at the end of this turn you are no longer *stunned* if you were before.

**Failure:** You may not act and are *stunned*.

### Resist Suffocation

You try to survive without being able to breathe.

Valor vs. 9 (Immediate)

• In vacuum:  $-2$

• You are calm and not under stress:  $+2$

**Decisive:** You are fine.

**Qualified:** You take 1 *fatigue Damage*.

**Failure:** You take  $1d6$  *fatigue Damage*.

### Resist Thirst

You try to keep going without water.

Valor vs.  $7 + \text{days without water}$  (Immediate)

**Decisive:** You are fine.

**Qualified:** You take  $1d6$  *fatigue Damage*.

**Failure:** You take  $2d6$  *physical harm*.

### Resist Unconsciousness

You try to keep conscious.

Spirit vs. 9 (Immediate)

**Decisive:** You recover *Stamina* equal to  $\text{effect die} \div 2$ .

**Qualified:** You are still conscious.

**Failure:** You become *prone* and *unconscious* and must **resist coma**. You stop being *unconscious* and wake up after  $1d6$  minutes, if you are not *comatose*.



## Brawling and Fighting

**Aim** ★ (1 turn): You get a +1 modifier to your first **ranged attack** during your next turn, or +3 if your weapon has a scope. Increase this modifier by 1 for two-handed or vehicular weapons. You cannot do this with a *small* weapon or if you are *running*. You lose that bonus as soon as you move, except if your weapon is *stabilized*.

### Disable Shield ★

You try to disable an opponent's *shield* or *buckler*. You may do this with any melee weapon which is not *light*. You may also use a ranged weapon which deals at least 7 *Damage* or throw a short spear.

You must be within range of your weapon.

**Valor vs. Defense** (1 turn)

- Impact of your weapon: + *Impact*
- Buckler or Spiked Buckler: -6
- Penalty for Shield\*
- Distance and Speed

\* Add the number listed after the *shield* or *heavy shield* keyword to the *target number*.

**Decisive:** Your opponent must give up the shield and loses its defense to *Defense* and *Parry*. Your score a **weapon hit** with your weapon at your opponent's arm.

**Qualified:** Your opponent must give up the shield and loses its defense to *Defense* and *Parry*.

**Failure:** You take 1 *fatigue damage*.

### Disarm ★

You aim at an opponent's weapon. You may do this with a ranged or a melee weapon and must be within range. This does not work against shields.

**Valor vs. Defense** (1 turn)

- disarm light or two handed weapon: -4
- disarm weapon which is neither: -2
- Distance and Speed

**Decisive:** Your opponent drops the weapon.

**Qualified:** Your opponent must **resist disarm**.

**Failure:** You take 1 *fatigue damage*.

### Draw Weapon ★

You try to draw your weapon.

**Valor vs. 7** (1 turn)

- small weapon: +2

**Decisive:** You may immediately **attack** with the weapon.

**Qualified:** You may use the weapon next turn.

**Failure:** You don't manage to draw the weapon.

### Explosive Attack ▶

Determine an *Effective Impact* for each target based on the *Base Impact* and *Radius* of the explosion and the distance of the target from the center of the explosion.

For each target apply the highest *Effective Impact* applicable to them.

Targets within the *Radius* of the explosion are attacked with an *Effective Impact* equal to the *Base Impact* limited to a maximum of 10.

Targets within the *Radius* × 2 are attacked with an *Effective Impact* of 5, if *Base Impact* is at least 5.

For explosions with *Base Impact* 11 or more, targets within *Radius* ÷ 10 are attacked with an *Effective Impact* equal to the *Base Impact*.

For explosions with *Base Impact* 21 or more, targets within *Radius* ÷ 2 are attacked with an *Effective Impact* equal to *Base Impact* - 10 limited to a maximum of 20.

**Effective Impact vs. Defense** (Immediate)

- Target in cover: -2
- Target prone: -1

**Decisive:** **Slam hit**. *Impact* equals *Effective Impact*. Add + *effect die* to the *total* and *Damage* of the **slam hit**.

**Qualified:** **Slam hit**. *Impact* equals *Effective Impact*.

**Failure:** No effect.

**Feint** ★ (1 turn): You distract your opponents. You get a +2 modifier to your first **melee attack** during the next turn.

### Grapple ★

You try to grab or trip your opponent.

**Valor vs. Defense** (1 turn)

- Your *Valor* and *Size*: + *Valor* + 6 × *Size*
- Opponent's *Valor* and *Size*: - *Valor* - 6 × *Size*

**Decisive:** **Slam hit**. *Impact* equals your *Valor*. Your opponent is either *prone* or *restrained*. They must **avoid restraintment** before moving if *restrained*.

**Qualified:** Your opponent must **avoid entanglement**.

**Failure:** You take 1 *fatigue damage*.

### Melee Attack ▶

You attack with a melee weapon. Your target must be in *melee range* (less than 3m) or *close* (3m to 4.9m) for a *polearm* or *near* (5m to 6.9m) for a *long polearm*.

**Precision vs. Parry** (1 turn)

- Ally on opposite side of opponent: +1
- You performed a **feint** last turn: +2
- You are *running*: -1
- You wield a *heavy shield*: -2\*
- Target is less than 1m away: -2\*
- You are *prone*: -2
- You are *cowering*: -1
- Target is *voluting*: -2
- Hit location

\* Ignore if your weapon is *light*.

**Decisive:** **Weapon hit**. Add + *effect die* to the *total* and *Damage* of the **weapon hit**.

**Qualified:** **Weapon hit**.

**Failure:** You miss and take 1 *fatigue damage*.

### Ranged Attack ▶

You attack with a ranged weapon. The target must be within the *range* of the weapon.

**Precision\* vs. Defense** (1 turn)

- You are *prone*: +1†
- Tripod (does not add up with *prone*): +2
- You did **aim** without a scope last turn: +1‡
- You did **aim** with a scope last turn: +3‡
- Chain weapon vs. opponent wielding a *shield*: +2
- You are *running*: -1
- Auto fire: *auto* modifier from weapon
- You have been attacked with suppressive fire: -2
- Target less than 5m away: -4§
- Target is *cowering*: -1¶
- Target in cover: -2¶
- Target *prone*: -2¶
- Target behind window: -2
- Target behind vision slit: -4
- Group of 2 attacks: +2 (1#)
- Group of 3 attacks: +3 (*effect die* ÷ 3#)
- Group of 5 attacks: +4 (*effect die* ÷ 2#)
- Group of 10 attacks: +5 (*effect die* #)
- Target is *running*: -1
- Target moves away faster than 300Δ: -2
- Target moves away faster than 1,000Δ: -4
- Distance and Speed
- Illumination
- Hit location

\* Use *Valor* instead of *Precision* for any attack beyond the first in your turn or when using suppressive fire.

† Only applicable if your weapon is *two-handed* and not a *missile*, *shortbow* or *longbow*.

‡ Not applicable if you moved, except if weapon is *stabilized*. +1 for *two-handed* or vehicular weapons.

§ If weapon is *two-handed* and not a *shortbow* or *longbow*. For vehicular weapons, replace 5m with *Range* ÷ 100. Not applicable for other weapons.

¶ Ignore if you target an unobstructed hit location.

# Additional **weapon hits** scored on an *decisive success*.

Δ Ignore for *energy* weapons.

**Decisive:** **Weapon hit**. Add + *effect die* to the *total* and *Damage* of the **weapon hit**. You score additional **weapon hits** for a group of attacks. They do not benefit from the *effect die*.

**Qualified:** **Weapon hit**.

**Failure:** You miss and take 1 *fatigue damage*.

**Set up Weapon** ★ (2 turns): You set up a weapon. You can't do this if you are *running*. You can use the weapon in the turn after the next turn.

**Sheathe Weapon** ★ (1 turn): You sheathe a weapon.

### Slam Hit ⚡

Determine the damage of an effect.

**Impact vs. Armor\*** (Immediate)

- Prerequisite was *decisive success*: + *its effect die*
- Explosion vs. spaced armor: -6
- Explosion vs. dynamic armor: -10
- Vs. soft armor: +2

\* Use 7 + *Valor* + *Size* for hits to arms and legs if armor is *partial*, hits to the face if armor isn't *full*, and hits to eyes if armor isn't *sealed*.

† Use 7 + *Valor* + *Size* for **fall** or explosions caused by weapons that just scored a successful **weapon hit** against anything but a force field or bubble.

**Decisive:** You deal *physical harm* that depends on the *Impact* of the hit. Look it up on the following table. Add the *effect die* to *physical harm*‡. The target becomes *weakened*.

**Qualified:** You deal *physical harm* that depends on the *Impact* of the hit. Look it up on the following table‡.

**Failure:** You deal *fatigue Damage* equal to *Damage* ÷ 2, if the target's armor is *soft*.

‡ Add *effect die* of **attack**, if it was a *decisive success*.

Impact	Physical Harm
1 - 9	Impact
10 - 39	5 + Impact ÷ 2*
40 or more	20 + Impact ÷ 10*

\* Ignore fractions

### Unarmed Attack ▶

You may perform an unarmed attack, if you are within 2m of the target.

**Valor\* vs. Parry** (1 turn)

- You are *prone*: -2
- You are *cowering*: -1
- Target is *voluting*: -1
- Target wields a melee weapon: -2
- Hit location

\* You may use *Valor*, if *Valor* is 1 or greater

**Decisive:** **Slam hit**. *Impact* equals your *Valor*. Add + *effect die* to the *total* and *Damage* of the **slam hit**.

**Qualified:** **Slam hit**. *Impact* equals your *Valor*.

**Failure:** You miss and take 1 *fatigue damage*.

### Weapon Hit ⚡

Determine the damage of a successful weapon attack.

Your target must also **avoid entanglement**, if the weapon is *tangling*. Only harpoons can't entangle on a failure.

**Impact vs. Armor\*** (Immediate)

- Prerequisite was *decisive success*: + *its effect die*
- Pointed vs. fabric armor: +6
- Smashing vs. soft armor: +2
- Stab with edged weapon: -2
- Heat+ vs. reactive armor: -2
- Heat vs. spaced armor: -3
- Heat vs. composite armor: -4
- Heat vs. dynamic armor: -5
- Heat (except heat+) vs. reactive armor: -6
- Distance and Speed ÷ 2†

\* Use 7 + *Valor* + *Size* for hits to arms and legs if armor is *partial*, hits to the face if armor isn't *full*, and hits to eyes if armor isn't *sealed*.

† Only distance matters. Ignore fractions. Not applicable for *melee*, *heat*, *heat+*, *rockets*, *missiles*, and *projectiles* (bullets or shells) in space.

**Decisive:** You deal *physical harm* equal to your weapon's *Damage* + *effect die*‡§. The target becomes *weakened*.

**Qualified:** You deal *physical harm* equal to your weapon's *Damage*‡§.

**Failure:** You deal *fatigue damage*, if your weapon is *smashing* and the target's armor is *soft*. The amount is equal to your weapon's *Damage* ÷ 2.

‡ Add *effect die* of **attack**, if it was a *decisive success*.

§ Stabbing with an edged weapon that is also pointed causes 2 more damage to living beings. With the exception of pickaxes, pointed weapons that are not edged do 2 less damage to vehicles and objects.

## Crafting and Healing

### Assemble

You assemble the item you either know to build since you have the *recipe strength*, or which you just invented. To assemble an item or vehicle of an *Expense* of 1 or greater, you need to have raw materials or parts which have an *Expense* 1 lower than the *Expense* of the item. You may craft those yourself.

Determine the time to craft an item by looking at the following table:

Expense	Time to Craft
0	30 minutes
1-3	Expense hours
4-6	Expense – 3 days
7-9	Expense – 6 weeks
10 or more	Expense – 9 months

*Spirit* vs. 7 + *Expense* (\*)

- Prerequisite was decisive success: + *its effect die*
- Appropriate tools: + *Grade*
- Make photo in 1 turn: –4
- Assemble batch of 10: –2
- Item is one era into the future: –4

\* depends on the expense of the item. For a batch of 10 items, multiply the time by three.

**Decisive:** You built the item. You may improve up to *effect die* ÷ 4\* traits of the item by 1†.

**Qualified:** You built the item. ‡

**Failure:** You wasted the parts and your time.

\* Drop fractions. Add both *effect dice* together and divide the result by 4, dropping fractions, if *invent item* was also a *decisive success*.

† Improve a trait that is 20 or greater by 5 instead, one that is 50 or greater by 10, or one that is 100 or greater by 20.

‡ You may improve up to that task's *effect die* ÷ 4\* traits of the item by 1†, if *invent item* was a *decisive success*. Drop fractions.

### Conceive Security

You try to come up with a means to protect a location or a computer system or prevent someone from escaping. The *Expense* of your security system is equal to *Security* – 4 + *Size*.

*Wits* vs. *Security* + *Size*\* (1 day)

- Software: + *Grade*
- Perform task in 1 hour: –2
- Perform task in 1 minute: –4

\* The *Security* of your security system you are striving for and the *Size* of the item you want to protect.

**Decisive:** You can *assemble* the security system. You gain the *recipe strength* for the system, with a quality bonus equal to the + *effect die*.

**Qualified:** You can *assemble* the security system with the *security* you where striving for.

**Failure:** You must *resist fatigue*. You may not try again before you successfully *recall information* or *research topic*.

### Identify

You try to figure out what's wrong with a machine or to determine the origin and properties of an object or substance.

*Spirit* vs. *Caution*\* (30 minutes)

- Appropriate Tools: + *Grade*
- Perform task in 5 minutes: –2
- Perform task in 1 turn: –4

\* The *Caution* of the restriction or the *Caution* of the poison or disease hidden in the air, meal, fluid, creature, or plant. Assume a *Caution* of 7 if this is not applicable or known.

**Decisive:** Same as *qualified success*. Additionally, you may add the *effect die* to the *total* of these tasks.

**Qualified:** You may try to *repair it* or *keep it running*. Or you may continue with *medical research*, *recall information*, or *research topic*.

**Failure:** You and the vehicle take 1 *fatigue Damage*.

### Invent Item

You try to invent or improve an item.

You may invent only items of your era or earlier, or of up to one era into the future.

*Spirit* vs. 3 + *Expense* (1 year)

- Software: + *Grade*
- Perform task in 1 month: –2
- Perform task in 1 day: –4
- Item is one era into the future: –6

**Decisive:** You gain the *Recipe strength* for the item and can *assemble* it. You may use the *effect die* to improve traits of the item.

**Qualified:** You gain the *Recipe strength* for the item and can *assemble* it.

**Failure:** You must *resist fatigue*. You may not try again before you successfully *recall information* or *research topic*.

### Medical Research

You try to find a remedy to a poison, sickness or disease. This can be a medicine, antitoxin, or vaccine.

The *Expense* of your remedy is equal to *Defense* + *Grade* – 10.

*Spirit* vs. *Defense*\* (1 year)

- Software: + *Grade*
- Perform task in 1 month: –2
- Perform task in 1 day: –4

\* The *Defense* of the restriction, if stated. Assume *Defense* 9 otherwise.

**Decisive:** You can *assemble* the remedy. You gain the *Recipe strength* for that remedy.

**Qualified:** You can *assemble* the remedy with a *Grade* equal to your *Spirit*.

**Failure:** You must *resist fatigue*. You may not try again before you successfully *recall information* or *research topic*.

### Keep it Running

You try to keep a vehicle running.

*Spirit* vs. 3 + *Expense* (1 minute)

- Appropriate tools: + *Grade*
- State of the vehicle

**Decisive:** You fixed it. Somehow. While you are still occupied for 1 minute, one *temporary restriction* is removed from the vehicle.

**Qualified:** While you are doing this, the vehicle ignores one *temporary restriction*.

**Failure:** The vehicle takes 1d6 *physical harm*. You take 1 *fatigue damage*.

### Repair

You try to restore the *Stamina* of an item or vehicle and remove *temporary restrictions*.

For items with an *Expense* of 2 or greater, you need to get spare parts which have an *Expense* 2 lower than the *Expense* of the item.

*Spirit* vs. 3 + *Expense* (1 hour)

- Appropriate tools: + *Grade*
- Team of 2-4: +2
- Team of 5-24: +4
- Team of 25 or more: +6
- State of the vehicle
- Perform task in 10 turns: –2
- Perform task in 1 turn: –4

**Decisive:** The vehicle or object regains *Stamina* equal to your tools' *Grade* + *effect die*. You may remove a *temporary restriction* from the vehicle, or all of them if the vehicle's *Stamina* reaches its maximum.

**Qualified:** The vehicle or object regains *Stamina* equal to your tools' *Grade*. You may remove all *temporary restrictions*, if the vehicle's *Stamina* reaches its maximum.

**Failure:** No effect and you must *resist fatigue*.

## Healing

### Diagnose

You try to figure out how to cure your patient.

*Spirit* vs. *Caution*\* (1 day)

- Diagnosis equipment: + *Grade*
- Perform task in 1 hour: –2
- Perform task in 1 minute: –4
- Perform task in 1 turn: –6

\* The *Caution* of the restriction, if stated. Otherwise assume 5 for injuries or 7 for anything else.

**Decisive:** *First aid*, *medical aid* or *remove a temporary restriction*. Add the *effect die* to the *total*.

**Qualified:** *First aid*, *medical aid* or *remove a temporary restriction*.

**Failure:** You and your patient take 1 *fatigue Damage*.

### First Aid

You try to quickly help your patient. You may ignore the –2 modifier for missing equipment, but then you can't remove any *temporary restrictions*.

First aid can only cure anything which happened during the last 20 minutes.

*Spirit* vs. 7 (15 minutes)

- Prerequisite was decisive success: + *its effect die*
- Doing it on yourself: –2
- Med kit: + *Grade*
- Patient's condition

**Decisive:** Patient recovers an amount of *Stamina* equal to your first aid kit's *Grade* + *effect die*\* and may also remove one *temporary restriction*.

**Qualified:** Patient recovers an amount of *Stamina* equal to your first aid kit's *Grade*\*.

**Failure:** You and your patient take 1 *fatigue Damage*.

\* Also add the *effect die* of the prerequisite task, if it was a *decisive success*.

### Medical Aid

You provide assistance for the next time your patient needs to *resist death*.

*Spirit* vs. 11 (1 hour)

- Prerequisite was decisive success: + *its effect die*
- Perform task in 10 turns: –2
- Med kit or ICU: + *Grade*

**Decisive:** You provide medical assistance with a *Grade* equal to your *Spirit* + *its effect die*\*.

**Qualified:** You provide medical assistance with a *Grade* equal to your *Spirit*\*.

**Failure:** No effect.

\* Also add the *effect die* of the prerequisite task, if it was a *decisive success*.

### Remove a Temporary Restriction

You try to remove a *temporary restriction*.

*Spirit*\* vs. *Defense*\* (1 day)

- Prerequisite was decisive success: + *its effect die*
- Doing it on yourself: –2†
- Surgical equipment: + *Grade*‡
- Medicine or antidote: + *Grade*§
- Perform task in 1 hour: –2
- Perform task in 1 min: –4
- Perform task in 1 turn: –6¶
- Patient's condition

\* The *Defense* of the restriction. If nothing else is stated, assume 13.

† Not when administering a medicine or antidote.

‡ For *Crippled Arm*, *Crippled Eye*, *Crippled Leg*, *Inner Bleeding*, *Malignant Cancer*, or *Serious Injury*. Also for inserting implants or cosmetic surgery.

§ For *Disease* or *Poisoned*.

¶ Only possible for *Burning*, *Dazed*, and *Poisoned*.

**Decisive:** All levels of the *temporary restriction* are removed. Patient recovers an amount of *Stamina* equal to *effect die* and is no longer *unconscious* or *comatose*.

**Qualified:** One level of the *temporary restriction* is removed. You and your patient must *resist fatigue*.

**Failure:** You must *resist fatigue* and your patient takes 1d6 *fatigue damage*.

## Hiding and Seeking

### Ambush ★

You try to hide yourself and a group of people which are furthermore called your targets. They must agree to your plan.

Wits vs. 11 (1 hour)

- Town: +2
- Forrest or jungle: +4
- Mountains: +4
- Sprawling city: +4
- Number of Targets

**Decisive:** As long as you and your targets do not move, all targets may use your *Caution*. During that time your *Caution* increases by the *effect die*.

**Qualified:** As long as you and your targets do not move, all targets may use your *Caution*.

**Failure:** You and your targets take 1 *fatigue damage*.

### Blend in with the Crowd ★

You try to hide within a crowd of a dozen people or more.

Wits vs. *Caution* (1 turn)

- It is dark: +4
- Your clothing stands out: -4
- Opponent closer than 10m: -4

**Decisive:** Your opponent loses track of you. You get a modifier equal to the *effect die*, if you *attack* them at the next time you may act.

**Qualified:** Your opponent loses track of you. You may now *sneak*, if nobody wants to act during the next turn.

**Failure:** Your opponent still basically knows where you are. You take 1 *fatigue damage*.

### Break in or out ★

You try to circumvent security measurements that try to prevent you from entering or escaping.

Wits vs. *Security* (1 hour)

- Grade of tools: + *Grade*
- Perform task in 10 turns: -2
- Perform task in 1 turn: -4

**Decisive:** You quietly enter or escape, without raising any alarms.

**Qualified:** You enter or escape but may have triggered an alarm and guards may get a chance to *locate* you.

**Failure:** You fail and may also have triggered an alarm and guards may get a chance to *locate* you. You take 1 *fatigue damage*.

### Disable ★

You try to disable an alarm, a bomb, a trap, or some kind of other device.

Wits vs. *Security* (1 hour)

- Grade of tools: + *Grade*
- Perform task in 10 turns: -2
- Perform task in 1 turn: -4

**Decisive:** The device ceases to work. The *effect die* becomes a negative modifier to *identify* or *repair* the problem.

**Qualified:** The device ceases to work.

**Failure:** An alarm or trap is triggered, a bomb explodes. Any other device just keeps working.

### Hack ★

You try to enter a secured computer system.

Wits vs. *Security* (1 hour)

- Software: + *Grade*
- Perform task in 10 turns: -2
- Perform task in 1 turn: -4

**Decisive:** You quietly enter, without raising any alarms. You may download data or operate the system for (Wits + *effect die*) × 10 turns.

**Qualified:** You enter but may have triggered an alarm and the security may *locate* you. You may download data or disable the system for Wits × 10 turns.

**Failure:** You did not enter and may also have triggered an alarm and the security may get a chance to *locate* you. You take 1 *fatigue damage*.

### Hide ★

You try to get out of your opponents sight.

Wits vs. *Caution* (1 turn)

- Opponent focuses on other target: +2
- Opponent closer than 10m: -2
- In plain sight: -4
- Bright illumination: -4
- You are *running*: -4
- Your size: -*Size*

**Decisive:** Your opponent loses track of you. You get a modifier equal to the *effect die*, if you *attack* them at the next time you may act.

**Qualified:** Your opponent loses track of you. You may now *sneak* if nobody wants to act during the next turn.

**Failure:** Your opponent still basically knows where you are. You take 1 *fatigue damage*.

### Investigate the Area ►

Use the concealment trait of the antagonists, the clue, the location, or anything interesting or dangerous you are investigating.

Assume *Caution*7 – *Size* for anything that is not hidden.

The time depends on the radius of the area you want to investigate in relation to your move, and if you want to make a fast or a meticulous investigation.

Use the *top speed* of a vehicle in the terrain it is moving through, if you are riding one. You cannot make a meticulous investigation, if you are riding a mount or a vehicle.

Radius of area*	Fast	Meticulous
Move × 1	3 turns	10 minutes
Move × 3	1 minute	1 hour
Move × 10	10 minutes	1 day
Move × 30	1 hour	1 week
Move × 100	1 day	2 months

\* Uses *Travel Speed* for vehicles. Multiply by 10 for sea, air or spacecraft.

Wits vs. *Caution* (\*)

- Map: + *Grade*
- Sensor: + *Grade*
- Fast investigation: -4
- Illumination
- Terrain
- Weather
- Distance and Speed†

\* Time depends on the radius of the area and if you want to make a fast or meticulous investigation.

† Applies to airplanes and spacecraft only. Distance depends on the altitude it is flying at, if it wants to detect anything on the ground.

**Decisive:** If there is anything to find, you find it before it finds you. You may *sneak* if you assume the target is hostile. You may now *acquire an item* or *sell an item* and add the *effect die* to the total of that task, if you where looking for a place to trade.

**Qualified:** You may *locate* your target, if it is hidden. Otherwise you found it. You may now *acquire an item* or *sell an item*, if you where looking for a place to trade.

**Failure:** You find nothing and may enter the line of sight of someone who can now *locate* you. You may also stumble into a nearby trap or hazard. You may even have to *avoid getting lost*. You must *resist fatigue*.

### Jam ★

You are trying to disrupt someone's sensors or communications. You need active sensor or communication devices that work on the same frequencies as your target's.

Wits vs. 13 (1 turn)

- Your sensor or communicator: + *Grade*
- Target's sensor or communicator: - *Grade*

**Decisive:** The target's sensors and communications receive what you want for 10 × *effect die* turns.

**Qualified:** The target's sensors and communications cease to work for 10 turns.

**Failure:** The target detects you and you take 1 *fatigue damage*.

### Locate ►

You try to detect someone or something. Typically you do this with your eyes and ears.

You may also use a sensor to improve your chances, or scan wavelengths which a human can not perceive.

Extremely loud sounds, bright sources of light, or people standing in plain sight are typically detected automatically.

Wits vs. *Caution* (1 turn)

- Sensor: + *Grade*\*
- Target in plain sight†: +4
- Moving target‡: +2
- Loud‡ or bright† (shouting, flashlight): +2
- Very loud‡ or bright† (gunshot, searchlight): +4
- Radar vs. stealth craft: -6
- Illumination†
- Background noise‡
- Distance and Speed§
- Terrain
- Weather

\* Not applicable if you are *running*, except for stabilized sensors.

† Applies only to human-like eyes and optical sensors.

‡ Applies only to ears and audio sensors.

§ Only distance matters.

**Decisive:** You know where your opponent is. You may *surprise* your opponent or *sneak*. Add + *effect die* to the total and distance of the *sneak*.

**Qualified:** You know where your opponent is.

**Failure:** You don't know where your opponent is.

### Pick Pocket ★

You try to steal something out of someone's pockets.

Wits vs. *Caution* (1 turn)

- Your opponent is aware of you: -4
- Your opponent is distracted: +2

**Decisive:** You have the item, and the opponent does not notice that it is missing for the next Wits + *effect die* hours.

**Qualified:** You have the item and the opponent recognizes that it is missing after Wits turns.

**Failure:** You did not get the item and the opponent notices your attempt to steal it. You take 1 *fatigue damage*.

### Sneak †

You try to approach someone unnoticed. Decide how close you want to get. This distance determines the difficulty.

Wits vs. *Caution* (1 minute)

- Opponents sensor: -*Grade*
- Stealth craft vs. radar: +6
- Get closer than 10m: -2
- In plain sight: -4
- Bright illumination: -4
- Your size: -*Size*
- Distance and Speed\*

\* This is how close you want to get to your target. Use this as a positive modifier instead of a penalty.

**Decisive:** Move a number in meters/yards up to your (Move + *effect die*) × 20†. Then you may *surprise* your opponent, or you may continue to *sneak*.

**Qualified:** Move a number in meters/yards up to your Move × 10†. Then you can *surprise* your opponent, or you may continue to *sneak*.

**Failure:** Try to move a number in meters/yards up to your Move × 10†. Your opponent may now *locate* you. You take 1 *fatigue damage*.

† Use *Acceleration* × 10,000 for vehicles using Newtonian movement in space.

**Surprise † (Immediate):** A turn starts, and all surprised opponents are stunned.



## Moving and Traveling

**Change Position** ★ (1 turn): You become prone or cowering. You may also stand up to be no longer prone or cowering.

### Climb

You want to ascend.

Valor vs. 7 (1 turn)

- Climbing gear: + Grade
- Medium Encumbered: -1
- Heavily Encumbered: -3
- Inconvenient clothes: -2
- Low or very low gravity: +5
- High gravity: -4
- Illumination
- Surface

**Decisive:** Climb  $Valor \div 2m$ . Round up.

**Qualified:** Climb  $Valor \div 10m$ . Round up.

**Failure:** You must **Avoid Falling**. 1 fatigue Damage.

### Drop Down

You try to drop down, probably to escape an attack. You can do this any time, it does not need to be your turn to act.

You may also use this to drop yourself on an explosive to contain the explosion. In that case, you are considered to be oblivious to the attack and not in cover.

The explosion will then only attack you, if its **Impact** is 10 or less, .

Valor vs. 9 (Immediate)

**Decisive:** You are prone and in cover.

**Qualified:** You are prone.

**Failure:** On your next turn you must **change position** to become prone.

**Drop Something** ★ (1 turn): You drop some of your possessions to the ground. To get rid of clothing or any armor besides a helmet, use **put something on or take it off** instead.

### Fall

You try to hit the ground as gently as possible.

Use **parachuting** if you have a parachute and are 30m or more above ground.

Valor vs. 5 + height  $\div 2^*$  (1 turn per 100m)

- Safety net/rescue cushion: +Grade
- Spikes/poles: -Grade
- Falling through trees: +3
- Falling less than 50m into water: +3
- Ground

\* Ignore fractions. To determine the target number for this task, treat any height greater than 30 as 30.

**Decisive:** For some reason you are completely unharmed and may land on your feet if possible.

**Qualified:** You don't get hurt if you land on soft ground or in water. Otherwise you take a **slam hit** from the ground with an **Impact** and **Damage** depending on the height of the fall, as listed in the following table, albeit reduced by 3. You may land on your feet if possible.

**Failure:** Nothing stops your fall. you take a **slam hit** from the ground with an **Impact** and **Damage** dependent on the height of the fall, as listed in the following table.

Height	Impact	Damage*
1m	4	4
3m	7	7
10m	10	10
30m	13	11
100m	16	13
300m	19	14

\* The damage is determined by the impact of the slam hit and just listed for easy reference.

**Hand Something Over** ★ (1 turn): You hand over some of your possessions to someone within 2m.

### High Jump

You try to jump high. The height is in m. You don't need to roll if height is below 20cm.

Valor vs. 9 + height  $\times 4$  (1 turn)

- You are running: +3
- Medium Encumbered: -2
- Heavily Encumbered: -4
- Inconvenient clothes: -2
- Very low gravity: +10
- Low gravity: +5
- High gravity: -4

**Decisive:** You clear the height and may immediately perform one additional task that lasts 1 turn.

**Qualified:** You clear the height.

**Failure:** You do jump 0.2m. You may choose to **pull yourself up** next turn if you can get hold of anything above you. You take 1 fatigue damage.

Instead of calculating  $11 + height \times 4$  you may consult the following table:

Metric Height	Imperial Height	Difficulty
0.3m	1'	10
0.5m	1' 7"	11
0.8m	2' 5"	12
1.0m	3'	13
1.3m	4'	14
1.5m	4' 7"	15
1.8m	5' 5"	16
2.0m	6'	17

### Long Jump

You try to jump far. The distance is in m. You don't need to roll if distance is below 1m.

Valor vs. 9 + distance (1 turn)

- You are running: +3
- Swinging on something +3
- Medium Encumbered: -2
- Heavily Encumbered: -4
- Inconvenient clothes: -2
- Very low gravity: +10
- Low gravity: +5
- High gravity: -4

**Decisive:** You clear the distance and may immediately perform one additional task that lasts 1 turn. You may do this at any time during your jump.

**Qualified:** You clear the distance.

**Failure:** You jump up to 1m. You are fine if this distance is enough to be safe. Otherwise suffer the consequences. One typical possibility is that you need to **avoid falling**. You take 1 fatigue damage.

**Move** ★ (1 turn): You need solid ground with a gradient of 15° (25%) or less that is not slippery. You must not be **crouching** or **prone**.

Move up to your **Move** in meters. You are **running**, if you moved 3m or more.

After you moved, you may immediately perform one task other than **move** that lasts 1 turn.

### Parachute

You must have a parachute to do this and be at least 30m above the ground. Otherwise you **fall**.

You try to use your parachute to descend unharmed to the ground.

Valor vs. 9 (1 turn per 10m)

- Parachute: +Grade
- Ground
- Terrain
- Weather

**Decisive:** You land on the spot where you want to land and get rid of the parachute.

**Qualified:** You land  $1d6 \times 10m$  from your target and need  $1d6$  turns to get rid of the parachute. Until then, your parachute counts as a load of 4. If you landed in woods, you hang  $2d6m$  in the air and need to **avoid falling** as soon as you get rid of the parachute.

**Failure:** Something goes wrong and you fall  $1d6 \times 10m$  and land  $1d6 \times 100m$  off target and need  $2d6$  turns to get rid of the parachute.

### Pick Something up

You can pick anything up with no effort if your **Valor** is equal to or greater than its **Load**. This lasts 1 turn.

You need to roll, if it is heavier. You cannot pick up anything that has a **Load** greater than your **Max Lift**.

Three people with the same **Valor** can pick up something that has a **Load** of their **Max Lift** + 1. It takes six to pick up something with a **Load** of **Max Lift** + 2

Valor vs. 7 + Load\* (1 turn)

- Any assistance: +1
- Per person with your **Valor**: +1
- Per three persons with your **Valor** -1: +1

\* The **Load** of the thing you want to pick up.

**Decisive:** You pick it up gently and may carry it for 1 + effect die turns.

**Qualified:** You pick it up and may carry it for 1 turn.

**Failure:** You do not pick it up and need to **resist fatigue**.

### Pull Yourself Up

Do this while hanging from a ledge.

Valor vs. 9 (1 turn)

- Feet on the ground: +2
- Surface

**Decisive:** You pull yourself up and may immediately perform one additional task that lasts 1 turn.

**Qualified:** You pull yourself up and can act normally the next turn.

**Failure:** You stay where you are and take 1 fatigue damage.

### Push

You try to push your opponent.

Valor vs. Defense (1 turn)

- Your **Valor** and **Size**: +Valor + 6  $\times$  Size
- Opponent's **Valor** and **Size**: -Valor - 6  $\times$  Size

**Decisive:** Your push your opponent **Valor** + effect die.

**Qualified:** Your push your opponent **Valorm**

**Failure:** You take 1 fatigue damage.

**Put Something on or Take it off** ★ (1 minute): You put on or take off clothing or armor. You can use **drop something** to drop a helmet. Donning and doffing **full, powdered, or sealed** armor instead takes 5 minutes.

**Sprint** ★ (1 turn): You need solid ground with a gradient of 3° (5%) or less that is not slippery.

You must not be **crouching** or **prone**. You can't do this if you are wearing inconvenient clothes.

Move up to your **Move**  $\times 2$  in meters in a straight line. Then you must **resist fatigue**.

**Step** ★ (Immediate): You can't do this when you are **running** or your **Move** is 3 or less. You need to have some ground under your feet with a gradient of less than 45° (100%). You can wade through water that is less than 1 meter deep.

You may do this only once during your turn at its end. You may move up to 2m.

You are **volting** until your next turn begins, if you are farther away from all your enemies than before that move.

### Swim

You swim in water.

Valor vs. 7 (1 turn)

- Swimming gear: +Grade
- Medium Encumbered: -3
- Heavily Encumbered: -6
- Temperature\*
- Weather

\* Warm or hot temperature has no effect on swimming.

**Decisive:** Swim up to **Valor**  $\times 2m$ . You may swim **Valor**  $\times 4m$ , but then you must **resist fatigue**.

**Qualified:** Swim up to your **Valor** in meters. You may swim **Valor**  $\times 2m$ , but then you must **resist fatigue**.

**Failure:** You must **resist suffocation**.

## Traveling

### Farming ★

You try to grow food on a piece of land. The food for one person for one year has *Load* 8.

You must spend at least 14 hours on this task during the first month of spring and autumn, while 8 hours is sufficient for the rest of the time.

Change these figures to 16 and 9 if you want to have 1 day off each week.

*Spirit* vs. 9 (1 year)

- Grade of your farm: + *Grade*
- Temperature

**Decisive:** You grow enough food for a number of people equal to your farm's *Output* + *effect die* for one year.

**Qualified:** You grow enough food for a number of people equal to your farm's *Output* for one year.

**Failure:** Failed harvest.

### Gather Food and Water ♣

You try to get food and water. Each member finds the listed amount of food, if you do this as a group check.

*Wits* vs. 7 (2 hours)

- Prerequisite was decisive success: + *its effect die*
- Two to three people in group: -1
- Four to six people in group: -2
- Seven to twenty people in group: -3
- More than twenty people: -5
- Scarcity of Food
- Temperature

**Decisive:** You find enough food and water for a number of people equal to 1 + *effect die*\* for one day.

**Qualified:** You find enough food and water for one\* person for one day.

**Failure:** You didn't find enough. You must *resist fatigue*.

\* Add the *effect die* of the prerequisite task, if it was a decisive success.

### Go Foraging ►

You try to find a place where you can gather food or hunt.

*Spirit* vs. 7 (2 hours)

- Scarcity of Food

**Decisive:** You may now *gather food and water* or *hunt*. Add + *effect die* to the total and *effect die* of that task.

**Qualified:** You may now *gather food and water* or *hunt*.

**Failure:** You have no idea where to find anything. You must *resist fatigue*.

### Hunt ♣

You try to kill animals for food. Each member finds the listed amount of food, if you do this as a group check.

*Wits*\* vs. 15 (2 hours)

- Prerequisite was decisive success: + *its effect die*
- Weapon: + *Damage* trait of weapon
- Weapon with range of 10m to 149m: +1
- Weapon with range of 150m or more: +2
- Traps: + *Grade*†
- Set 2-3 traps: +2
- Set 4-9 traps: +3
- Set 10-19 traps: +4
- Set 20 traps or more: +5
- Scarcity of Food
- Weather

\* You may use *Valor* for battue or chivy hunts, or for an open confrontation with the prey.

† You may *Assemble* a trap which you know to build on the spot. Only the worst *Grade* of all your traps counts.

**Decisive:** You find enough food for you and an additional number of people equal to the *effect die*\* for two days.

**Qualified:** You find enough food for you for two days.

**Failure:** You didn't find enough. You must *resist fatigue*.

\* Add the *effect die* of the prerequisite task, if it was a decisive success.

### March ♣

You need to *resist fatigue*. A slow pace halves the distance covered. Vehicles that have enough crew to operate for 24h double it.

For ground travel each km or mile of vertical distance consumes 10km or miles of horizontal distance.

*Valor* vs. 11 (1 day)

- Prerequisite was decisive success: + *its effect die*
- Climbing gear in mountains: + *Grade*
- Machete or sword\* in forest or jungle: + *Grade*
- Slow pace / pilot carefully: +4
- Air, sea, or space travel: +4
- Illumination
- Road
- Temperature
- Terrain
- Weather

\* only if sword is vibrating or energized

**Decisive:** Move a distance in kilometers equal to your (*Move* + *effect die*) × 10‡ or a distance in miles equal to your (*Move* + *effect die*) × 6‡ during the day.§

**Qualified:** Move a distance in kilometers equal to your *Move* × 10‡ or a distance in miles equal to *Move* × 6‡ during the day.§

**Failure:** You take 1d6 fatigue damage and need to *avoid getting lost*.

‡ Add the *effect die* of the prerequisite task to your *Move*, if it was a decisive success.

§ Use *Travel Speed* instead of *Move* for vehicles. Multiply the any *effect die* by 3, if *Travel Speed* is 50 or more. If it is 150 or more multiply by 10 instead, or if it is 500 or more multiply by 30 instead.

Travel	Travel Speed	Range
Economical*	<i>Move</i> × 2†	×1
Fast*	<i>Move</i> × 3†	÷2‡
All Out§	<i>Move</i> × 4	÷2
Off Road	<i>Top Speed</i> ¶	÷4
Newtonian	<i>Acceleration</i> × 1,000#	-
FTL	<i>FTL</i> × 2Δ	-

\* Applicable only for road, water, or air travel.

† *Move* × 1 for muscle powered vehicles.

‡ ×1 for sea and air travel.

§ Only available for sea and air travel.

¶ Determined by the vehicle type. See Appendix 1 *Typical Vehicles*, p.177.

# 10,000 if vehicle is *Size* 5 or larger.

Δ Light years instead of km. Add *effect die* ÷ 2 on a decisive success.

### Plan Route ►

You plan a route before your travel.

You can try to *march* without doing this, or after you failed, but get a -5 modifier.

*Spirit* vs. 7 (1 hour)

- Map or software: + *Grade*
- Perform task in 10 turns: -2
- Perform task in 1 turn: -4
- Distance 100km or more\*: -2
- Distance 1,000km more\*: -4
- Interplanetary travel\*: -6
- Interstellar travel\*: -8
- Road
- Terrain

\* Only the worst of these modifiers applies.

**Decisive:** You may now *march*. Add + *effect die* to the total of that task, and your *Move* to determine the distance traveled.

**Qualified:** You may now *march*.

**Failure:** You take 1 fatigue damage.

**Rest ★ (1 hour):** You can rest effectively up to two times per day, if it is not freezing or searing and either the weather is calm, or you have shelter. You also need a fire if it is cold, or a shadowy place if it is hot.

Further, you must have consumed at least 2l (½ a gallon) of water and 0,5kg (1 lb.) of food during the last 24 hours. You regain *Stamina* equal to your *Spirit*, if all those conditions are met.

### Set up Camp ★

You prepare for the night.

*Spirit* vs. 9 (1 hour)

- Camping gear: + *Grade*
- Perform task in 10 turns: -2
- Temperature
- Terrain
- Weather

**Decisive:** You get *modifier* to *sleep* equal to the *effect die*.

**Qualified:** You have a good place to *sleep*.

**Failure:** Something went wrong. You picked a bad place or messed up the set up. Either try again or get a -4 *modifier* to sleep. Also, you take 1 *fatigue Damage* and lose a piece of equipment.

### Sleep ★

You try to sleep. While you are sleeping, your awareness is reduced by 4.

You can't get the benefit of more than two successes during a period of 24 hours. You may *rest* instead.

You also can't get the benefit of a *decisive success* twice during that period. A second *decisive success* is treated as a *qualified success*.

*Valor* vs. 5 (8 hours)

- Camping gear or accommodation: + *Grade*
- Time without enough water: -2 per day
- Time without enough food: -1 per week
- Perform task in 4 hours: -4
- Weather\*
- Temperature
- Background Noise

\* Does not apply if you have an appropriate shelter.

**Decisive:** You recover an amount of *Stamina* equal to your *Valor* + *effect die*. You may remove one *temporary restriction* other than *internal bleeding* or *malignant cancer*, if you are not weakened.

**Qualified:** You recover an amount of *Stamina* equal to your *Valor*.

**Failure:** You can't sleep for 1d6 hours.

### Standing Guard ★

You stand guard.

*Valor* vs. 7 (2 hours)

- You want to stand guard for 30 minutes or less: +2
- You have been awake for 16-24 hours: -2
- You have been awake for 24-48 hours: -4
- You have been awake for 48 hours or more: -6

**Decisive:** You stay perfectly awake and get a modifier to *locate* something or someone equal to the *effect die*.

**Qualified:** You stay awake but must *resist fatigue*.

**Failure:** You must *resist sleep*, if you stand guard for more than 30 minutes and have been awake for more than 12 hours. *resist fatigue* otherwise, and your enemies get a chance to *locate* you first.

### Walk ★

You walk or jog a short distance. A slow pace halves the distance traveled or doubles the time required.

*Valor* vs. 9 (15 minutes)

- Slow pace: +2
- Machete or sword\* in forest or jungle: + *Grade*
- Illumination
- Road
- Temperature
- Terrain
- Weather

\* only if sword is vibrating or energized

**Decisive:** Move up to (*move* + *effect die*) × 400m.

**Qualified:** Move up to *Move* × 400 m.

**Failure:** Move up to *Move* × 200 meters. You need to *resist fatigue*.

## Praying and Casting

### Focus ►

You try to evoke extraordinary powers.

*Spirit* vs. 7 (1 turn)

**Decisive:** You may now *Blast*, *Bless*, *Boost*, *Bubble*, *Change*, *Command*, *Communicate*, *Curse*, *Heal*, *Kill*, *Probe*, *Protect*, *Shove*, or *Teleport*. You take 1 *fatigue Damage*.

**Qualified:** You may now *Blast*, *Bless*, *Boost*, *Bubble*, *Change*, *Command*, *Communicate*, *Curse*, *Heal*, *Kill*, *Probe*, *Protect*, *Shove*, or *Teleport*. You take 2 *fatigue Damage*.

**Failure:** You take 1 *fatigue Damage*.

**Blast** ⚡ (Immediate): You cause an explosion and take 2 *fatigue damage*.

The *Impact* of the explosion equals your *Might*. Add the *effect die* of *focus* if it was a *decisive success*. Subtract the *circumstance penalty* for the distance from you to the center of the explosion from the *Impact*.

The *radius* of the explosion depends on its *Impact*. Make *explosive attacks* against all applicable targets. Do not apply the *effect die* of your *focus* to the total or effect of any *explosive attacks* or *slam hits*.

Impact	Radius
1-9	Impact
10-19	20
20-29	50
30-39	100
40-59	400
60-79	2,000
80 or more	10,000

### Bless ⚡

You try to give someone a temporary blessing.

You may chose any *strength*, except *Rank*, *Reputation*, *Rich*, and *Status*.

*Flow* vs. 9 (Immediate)

- Distance
- Number of Targets

**Decisive:** Your target acquires one or more strengths worth a total of 1 + *effect die* picks. They are gone after *Might* × 10 + *effect die* × 10 *minutes*.

**Qualified:** Your target acquires a strength that is worth 1 pick. It is gone after *Might* × 10 *minutes*.

**Failure:** You take 2 *fatigue damage*.

### Boost ⚡

You are trying to improve your own or someone else's primary trait.

*Might* vs. 11 (Immediate)

- Distance and Speed
- Number of Targets

**Decisive:** Like a *qualified success* but add the *effect die* to the increase of the trait.

**Qualified:** Increase *Valor* by your *Might*, *Wits* by your *Flow*, or *Spirit* by your *Ward* for one task that starts within in the next turn.

**Failure:** You take 2 *fatigue damage*.

**Bubble** ⚡ (Immediate): You create a force field around you and take 2 *fatigue damage*.

It has a maximum *Radius* equal to your *Ward*, a *Critical Damage* threshold equal to your *Weave*, an *Armor* equal to its *Critical Damage threshold* + 5, and *Stamina* equal to your *Sentry* × *Ward*.

The field makes you easier to hit, though. Subtract *Radius* ÷ 2 from your *Defense*. Round fractions up.

The field lasts for 1 *minute* or until it is destroyed, whatever happens first. Add the *effect die* of your *focus* to all traits and the duration of your protective bubble, if it was a *decisive success*

### Change ⚡

You try to change someone or something into someone or something else.

The target always reverts to its original form after the effect of the latest change runs out.

To change a target permanently, you must achieve two consecutive *decisive successes* against it.

*Might* vs. *Weave*\* (Immediate)

- Living into other species or object: -4
- Object into living: -6
- Different sex: -2†
- Different size: -1 per size difference
- Illusion: +4‡
- Distance and Speed
- Number of Targets

\* Use *Defense* or 3 + *Expense* of an object, whichever is greater. Use 7 + *Expense* of the object you want to change someone or something into, if greater.

† Only if sexual organs should be fully functional.

‡ Anyone seeing it or affected by it may *avoid illusion*.

**Decisive:** The target is changed into the other form for a number of minutes equal to the *effect die*.

**Qualified:** The target is changed for one minute. You can't attempt to *change* the target again for 1d6 *days*.

**Failure:** You take 2 *fatigue damage*. You can't attempt to *change* the target again for 1d6 *months*.

### Command ⚡

You try to force a person or a group to do something for you, or to not interfere with what you are doing.

*Flow* vs. *Sentry* (Immediate)

- Boldness of the request
- Distance and Speed
- Number of targets

**Decisive:** They act as you want for a number of minutes equal to your *Presence* + *effect die*.

**Qualified:** They act as you want for a number of minutes equal to your *Presence*. The effect ends if you cannot act. A target may spend *Stamina* equal to your *Flow* to just do nothing, if it has enough *Stamina* left.

**Failure:** You take 2 *fatigue damage*.

### Communicate ⚡

You try to contact one or several persons.

*Ward* vs. 7 (Immediate)

- Distance and Speed ÷ 2
- Number of Targets

**Decisive:** You may communicate freely with the target for a number of turns equal to *Flow* + *effect die*. Your target may answer if it wishes.

**Qualified:** You may send the target one message (up to 20 words). The target gets an idea where you are.

**Failure:** You take 2 *fatigue damage*.

### Curse ⚡

You try to make someone's life worse.

*Might* vs. *Weave* (Immediate)

- Distance and Speed
- Number of Targets

**Decisive:** Your target acquires a temporary restriction that is worth up to 1 + *effect die* ÷ 2 picks.

**Qualified:** Your target acquires a temporary restriction that is worth 1 pick.

**Failure:** You take 2 *fatigue damage*.

### Heal ⚡

You try to heal someone.

*Flow* vs. 11 (Immediate)

- Symbol of Healing: +*Grade*
- Distance and Speed
- Number of Targets

**Decisive:** The target recovers *stamina* equal to your *Spirit* + *effect die*. You may use *remove temporary restriction* for any restriction which was not picked during character creation, even a permanent one.

**Qualified:** The target recovers *stamina* equal to your *Spirit*.

**Failure:** You take 2 *fatigue damage*.

### Kill ►

You try to kill someone.

*Might* vs. *Weave* (Immediate)

- Distance and Speed
- Number of Targets

**Decisive:** You inflict a *slam hit* to your target with an *Impact* equal to your *Might* + *effect die*.

**Qualified:** You inflict a *slam hit* to your target with an *Impact* equal to your *Might*.

**Failure:** You take 2 *fatigue damage*.

### Probe ⚡

You try to detect someone or some... thing.

*Ward* vs. *Shadow* (Immediate)

- Distance and Speed

**Decisive:** You know where your target is and what it thinks. You may *surprise* or *sneak*. You also know if the target has any *extraordinary primary traits* above 0 and if its highest one is lower, equal to or greater than your highest one.

**Qualified:** You know where your target is. You also know if the target has any *extraordinary primary traits* above 0.

**Failure:** You don't know where your target is and take 2 *fatigue damage*.

### Protect ⚡

You try to improve your own or someone else's passive trait.

*Ward* vs. 11 (Immediate)

- Distance and Speed
- Number of Targets

**Decisive:** Like a *qualified success* but add the *effect die* to the increase of the trait and the duration.

**Qualified:** Increase any passive *valor trait* by your *Might*, any passive *wits trait* by your *Ward*, or any passive *spirit trait* by your *Spirit* for 1 *minute*.

**Failure:** You take 2 *fatigue damage*.

### Shove ⚡

You try to move something or someone by your force of will.

There is a collision, if the thing or the person you moved bumps into something or someone.

The speed at which the collision occurs is equal to the distance you can move the object. See *Crashing and Ramming*, p.154.

*Flow* vs. *Sentry*\* (Immediate)

- Distance and Speed
- Number of Targets

\* Or *Defense* of the person you want to hit with an object, or 7 + *load of moved object or person*, whichever is greatest. The difficulty to *shove* yourself is 11.

**Decisive:** You move your target a number of meters equal to your *Flow* + 2 + *effect die*.

**Qualified:** You move your target a number of meters equal to your *Flow* + 2.

**Failure:** You take 2 *fatigue damage*.

### Teleport ⚡

You try change position in time and space without moving.

In magic space time, one turn equals 100km.

*Flow* vs. 9 (Immediate)

- You can see your destination: +4
- Teleport marker: +*Grade*\*
- Distance and Speed ÷ 2
- Number of Targets

\* You once succeeded to *identify* a teleport marker at the destination. See *Teleport Marker*, p.137.

**Decisive:** You move your target a number of meters equal to your *Flow* + *effect die*.

**Qualified:** You move your target a number of meters equal to your *Flow*.

**Failure:** You take 2 *fatigue damage*.



## Riding and Piloting

**Accelerate** ▶ (1 turn): You may increase *Current Speed* by up to *Acceleration* or decrease it by up to *Deceleration*. When *Current Speed* is greater than *Move* × 2 and you are not in space, *Acceleration* is halved.

Add the angle of the gradient to your *Acceleration* if you are moving downhill, or subtract it if you are moving uphill.

You may **change altitude**, if you are in an aircraft (A), grav vehicle (G), or VTOL (V).

Then you must **move straight ahead** or **turn the vehicle**.

After that you may immediately make a **ranged attack** with any vehicular weapon you operate.

Finally increase or decrease the *Current Speed* by the same amount as at the beginning of the turn.

### Angle Force Field ★

You are trying to increase a force field on one side while sacrificing protection for the others, or you can restore it to its original state.

*Spirit* vs.  $4 + \text{Size}^* (1 \text{ turn})$

\* The *Size* of the vehicle.

**Decisive:** You may reset the force field to its original state. If it is at its original state, you may increase the *Armor* of the force field at the desired side by  $5 + \text{effect die}$ , but then you must reduce the *Armor* at all other angles by 5.

**Qualified:** You may reset the force field to its original state. If it is at its original state, you may increase the *Armor* of the force field at the desired side by 5, but then you must reduce the *Armor* at all other angles by 5.

**Failure:** Reduce the *Armor* of the force field at all angles by 5.

**Change Altitude** ♣ (Immediate): You may increase or decrease *Current Altitude* by up to *Current Speed*.

The following rules apply to fixed wing (F) and VTOL (V) aircraft, but not to grav (G) vehicles:

You must **avoid losing control**, if you want to increase your *Current Altitude* by more than *Climbing* or decrease it by more than *Current Speed* ÷ 10.

If *Current Altitude* increases by up to *Climbing* ÷ 2, reduce *Current Speed* by *Acceleration*.

If it increases by more than *Climbing* ÷ 2 reduce *Current Speed* by *Acceleration* × 2.

If it increases by more than *Climbing*, reduce *Current Speed* by 100.

If it decreases by more than *Current Speed* ÷ 10 up to *Current Speed* ÷ 2, increase *Current Speed* by 50.

If it decreases by more than *Current Speed* ÷ 2, increase *Current Speed* by 100.

### Charge Attack ★

You can't do this if you are *running*, are *prone* or *cowering* or are wielding a *heavy shield*.

You collide your weapon with your opponent. You move up to  $\text{move} \times 2$  m in a straight line. Then you must be within the range of your melee weapon.

Add the velocity modifier for the distance you moved to the *Impact* of your weapon.

Distance moved	Velocity Modifier
0-9	$\text{Speed} \div 2^*$
10-99	$3 + \text{Speed} \div 10^*$
100	13

\* Ignore fractions.

*Precision* vs. *Parry* (1 turn)

- You are charging: -3
- Hit location

**Decisive: Weapon hit.** Your opponent must **avoid falling**. The *effect die* is a negative modifier to that task.

**Qualified:** Your opponent must **avoid charge**.

**Failure:** You miss. Your opponent may immediately **attack**.

### Land Aircraft ★

You want to get back to the ground.

*Valor* vs. *Sluggishness* (15 minutes)

- Airport: + *Grade*
- Temperature
- Weather

**Decisive:** Smooth landing. Passengers may clap for *effect die* seconds.

**Qualified:** You land safely. Your passengers are not impressed. The vehicle takes 2 *fatigue Damage*.

**Failure:** You must **avoid losing control**.

**Move Straight Ahead** ♣ (Immediate): Move the vehicle its *Current Speed* into the direction it is facing. When something blocks the way, you must **avoid losing control**.

Subtract the amount by which you changed your altitude from the distance you move, if you **changed altitude** this turn.

### Outmaneuver ★

You move into a firing position with your vehicle.

*Valor* vs. *Defense* (5 turns)

- Your *Move* is higher: +1
- Your *Acceleration* is higher: +1
- Your *Sluggishness* is lower: +1
- Your *Turning* is lower: +1
- Your weapon's *Range* is higher: +1

**Decisive:** You may immediately make a **ranged attack** with all weapons in a firing arc of your choice. Add *effect die* to total of that **attack**.

**Qualified:** You may immediately make a **ranged attack** with all weapons in a firing arc of your choice.

**Failure:** You take 1 *fatigue damage*. You may make a **ranged attack** with all weapons in a firing arc of your opponent's choice immediately, if you and your opponent are in open terrain, on water, in the air, or in space.

### Piloting ★

You steer your vehicle over a medium time period. Piloting carefully halves the distance traveled or doubles the time required.

*Valor* vs. *Sluggishness* (15 minutes)

- Pilot carefully: +4
- Air, sea, or space travel: +4
- Illumination
- Road
- Temperature
- Weather

**Decisive:** Move up to  $(\text{top speed} + \text{effect die}) \times 200\text{m}^*$ .

**Qualified:** Move up to  $\text{top speed} \times 200\text{m}$ .

**Failure:** You must **avoid losing control**.

\* Multiply the result of any *effect die* by 3, if *Travel Speed* is 50 or more. If it is 150 or more multiply by 10 instead, or if it is 500 or more multiply by 30 instead.

### Trampling ★

You can't do this if you are *running*, are *prone* or *cowering*.

You can only do this if your *Size* is greater than the *Size* of your opponent.

You can move up to  $\text{move} \times 2$  m in a straight line and move over any opponents, if your *Size* is greater than theirs.

*Valor* vs. *Defense* (1 turn)

**Decisive: Slam hit.** *Impact* equals your *Valor*. Add + *effect die* to the total and *Damage* of the **slam hit**.

**Qualified: Slam hit.** *Impact* equals your *Valor*. Your opponent may **resist the charge**.

**Failure:** You miss and lose 1 *fatigue*. Your opponent may **resist the charge**.

### Turn the Vehicle ♣

You try to change the direction in which your vehicle is moving by a certain angle.

You cannot do this if you are in an aircraft (A) or VTOL(V) and **changed altitude** by *Move* or more *meters* this turn.

The vehicle must have moved a certain distance or greater straight ahead before you can do this.

This distance depends on *Current Speed* and *Turning* and can be determined with the following table.

Current Speed	Distance
Up to <i>Move</i>	<i>Turning</i> × 1
Up to <i>Move</i> × 2	<i>Turning</i> × 2
Up to <i>Move</i> × 3	<i>Turning</i> × 4
Up to <i>Move</i> × 4	<i>Turning</i> × 10

Water (W) vehicles always need to move only a distance equal to *Turning* regardless of their *Current Speed*, but they cannot turn at all if they are going at less than  $\text{Move} \div 2$ .

A vehicle reduces its *Current Speed* by an amount in *Meters* equal to the angle you turned in degrees(°). This does not apply to Newtonian (N) movement.

*Valor* vs. *Sluggishness* (Immediate)

- You turn by 15° or less: +4
- Current Speed* 10 or less: +8\*
- Current Speed* equal to *Move* or less: +4†
- Current Speed* greater than *Move* × 2: -2
- Turning Angle.

\* 100 or less when using long turns. Does always apply in space.

† Does not apply if the previous modifier of +8 applies.

**Decisive:** Move the vehicle its *Current Speed*. The vehicle may make the turn at any time during that move, but must still fulfill its *Turning* distance.

**Qualified:** Move the vehicle its *Current Speed*. The vehicle may make the turn after that move, if it fulfills its *Turning* distance.

**Failure:** Move the vehicle its *Current Speed* ahead, if possible. You must **avoid losing control**. Turn the vehicle by  $1d6 \times 45^\circ$ , if you fail. Determine the direction by rolling a *d6*: 1 – 3 left, 4 – 6 right.

## Crashing and Ramming

Determine the collision speed. If two vehicles crash head on, add their *Current Speed* together.

Otherwise use your vehicle's *Current Speed*, or the distance you moved during the current turn.

Look up the collision speed on the following table to determine the *Impact* of the collision.

Collision speed	Impact
0-9	$\text{speed} \div 2^*$
10-99	$3 + \text{speed} \div 10^*$
100	15
200	20
300	25
600	30
1,000	35
2,000	40
3,000	45
6,000	50
10,000	55
20,000	60
30,000	65
60,000	70
100,000	75

\* Ignore fractions.

Compare *Valor* +  $6 \times \text{Size}$  of the two participants in the crash and add the lower to the *Impact* of the collision.

Resolve a **slam hit** against both participants in the collision with the *Impact* you just determined.

## Studying and Researching

Before you try a task, you may check if you **recall information** about it. If you have more time, you may also **research a topic**.

These two tasks are somewhat special, because they can apply modifiers for an entire class of following tasks.

The following table shows typical tasks which can be influenced by knowledge and which subject of the scholar strength applies if you do any research for them.

An entry for **acquire item** lists what you want to buy.

An entry for **ask the locals** lists what you want to know.

An entry for **assess the situation** lists the nature of the situation.

An entry for **break in or out** lists where you want to break in or out.

An entry for **conceive security** lists what you want to protect.

An entry for **invent item** lists what you want to invent.

Biology always applies to **medical research**, economy applies to **sell item**, and tactics applies to **ambush**.

### Recall Information ★

You try to remember a piece of information that increases your chance to succeed at a certain task, or recognize a group, item, location, or person.

The following tasks are applicable: **acquire item**, **ambush**, **ask the locals**, **assess the situation**, **break in or out**, **conceive security**, **invent item**, **investigate area**, **medical research**, or **sell item**.

Usually you can only do this if the penalty for the *obscurity of the topic* is no higher than 2 or you have a suitable subject for the *Scholar* strength.

*Spirit* vs. 9 (*Immediate*)

- Obscurity of the topic

**Decisive:** You remember something special. You may now perform the task and get a modifier equal to your *Spirit* + *effect die*.

**Qualified:** You remember something. You may now perform the task and get a modifier equal to your *Spirit*.

**Failure:** You know nothing useful. You may not try to remember anything about this topic until you **researched the topic**.

### Research Topic ★

You try to research a piece of information that increases your chance to succeed at a certain task, or gather information about a group, item, location, or person.

The following tasks are applicable: **acquire item**, **ambush**, **ask the locals**, **assess the situation**, **break in or out**, **conceive security**, **invent item**, **investigate area**, **medical research**, or **sell item**.

Some information may be stored in safes or in secured computer systems. To acquire it, you must first **break in or out** or **hack** and then use the acquired data to research the topic.

*Spirit* vs. 7 (1 year)

- Library: + *Grade*
- Perform task in 1 month: -2
- Perform task in 1 day: -4
- Perform task in 1 hour: -6
- Perform task in 1 minute: -8
- Obscurity of the topic

**Decisive:** You acquire *Area Knowledge* for the researched location, *Recipe* for a researched item, or *Knowledgeable* for a group of people. You may now perform the task you researched and get a modifier equal to your *Spirit* + *effect die*.

**Qualified:** You found information. You may now perform the task you researched and get a modifier equal to your *Spirit*.

**Failure:** You must **resist fatigue**.

Task	Whom or What	Applicable Subject
<b>Acquire item</b>	Anything	Economy
<b>Acquire item</b>	Software, vehicles, or weapons	Economy or engineering
<b>Acquire item</b>	Computers, sensors, or crafting tools	Economy, engineering, or physics
<b>Acquire item</b>	Historical artifacts	Economy or history
<b>Ambush</b>	Anyone	Tactics
<b>Ask the locals</b>	Information about a person and their whereabouts	Society
<b>Ask the locals</b>	Local news	Society
<b>Ask the locals</b>	Location of any building or place nearby	Society
<b>Ask the locals</b>	Location of a church or temple	Society or religion
<b>Ask the locals</b>	Location of a historic building or site	Society or history
<b>Ask the locals</b>	Location of a store	Society or economy
<b>Ask the locals</b>	Military intelligence	Society or tactics
<b>Assess the situation</b>	Ball, gala, party, or other social event	Society
<b>Assess the situation</b>	Business meeting	Economy
<b>Assess the situation</b>	A debate or symposium on biology	Biology
<b>Assess the situation</b>	A debate or symposium on engineering or physics	Engineering or physics
<b>Assess the situation</b>	A debate or symposium on history	History
<b>Assess the situation</b>	Combat encounter or potential violent situation	Tactics
<b>Assess the situation</b>	Court, talking about legal matters	Law
<b>Assess the situation</b>	Encounter with a cult or otherworldly entity	Occult
<b>Assess the situation</b>	Patient interview, medical debate or symposium	Medical
<b>Assess the situation</b>	Religious ceremony, debate, or gathering	Religion
<b>Assess the situation</b>	Talking to government officials or politicians	Politics
<b>Break in or out</b>	Door, lock, wall, or window	Engineering
<b>Break in or out</b>	Guarded installation or fortifications	Tactics
<b>Conceive security</b>	Anything	Engineering
<b>Conceive security</b>	Guarded installation or fortifications	Engineering or tactics
<b>Invent item</b>	Anything	Engineering
<b>Invent item</b>	Vehicles, weapons, or sensors	Engineering or physics
<b>Investigate area</b>	Historic building or site	History
<b>Investigate area</b>	Animals or plants	Biology
<b>Investigate area</b>	Anomalies	Physics
<b>Investigate area</b>	Church or temple	Religion, history, or society
<b>Investigate area</b>	Medical facility	Society
<b>Investigate area</b>	Military installation	Tactics or history
<b>Investigate area</b>	Military units or enemy forces	Tactics
<b>Investigate area</b>	Minerals or ores	Geology
<b>Investigate area</b>	Monsters or undead	Occult
<b>Investigate area</b>	Public building	Society, law, or history
<b>Investigate area</b>	Some person	Society
<b>Investigate area</b>	Store	Economy or society
<b>Medical Research</b>	Anything	Biology
<b>Sell item</b>	Anything	Economy

## Talking and Trading

### Acquire Item ★

Use this task if you want to acquire an item or a service with an *Expense* equal to or greater than your *Wealth* or to acquire anything restricted or rare.

*Impression* vs.  $9 + \text{Expense}^*$  (1 hour)

- Your wealth: + *Wealth*
- Requires a license and you have one: -1
- You are not allowed to acquire it: -3
- Perform task in 10 turns: -2
- Rarity of the item

\* Use seller's *Resolve* + item's *Expense* instead, if you are haggling with a specific individual.

**Decisive:** You acquire the items and find interesting ways to finance them.

**Qualified:** You spend tradable goods or currency worth the same *Expense* as the items you want to acquire or decrease your *Wealth* by 1 instead.

**Failure:** You cannot acquire the items. You need to *resist fatigue*. You must *avoid legal trouble*, if you tried to acquire anything illegal.

### Ask the Locals ★

You look for an individual, an item, a location, or a piece of information by asking the locals.

You may offer something of value as a bribe.

*Impression* vs.  $9$  (1 hour)

- Bribe: + *Expense*
- Inappropriate clothing: -4
- Perform task in 10 turns: -2
- Obscurity of the topic
- Rarity of the item
- Size of the settlement you are in

**Decisive:** You found what you where looking for. You may now *acquire an item* or *sell an item*, if you where looking for a place to trade. Add + *effect die* to the total and effect of the next task related to your request.

**Qualified:** You found what you where looking for. You may now *acquire an item* or *sell an item*, if you where looking for a place to trade.

**Failure:** You take 1 *fatigue damage*.

### Assess Situation ►

You want to determine the best approach fore a social interaction or figure out what's currently going on.

*Wits* vs. *Caution*\* (1 minute)

\* Use the lowest *Caution* of all people in a group.

**Decisive:** You discern attempts of deception and hidden agendas. *Indoctrinate*, *interrogate*, or *persuade*. Add + *effect die* to the total of that task, the duration of its effect, and the *mental trauma* it may cause.

**Qualified:** You get a basic idea about what's going on. *Indoctrinate*, *interrogate* or *persuade*.

**Failure:** You are clueless and can't try this again during the next hour.

### Entertain ►

You try to give some people a nice time. Someone may even pay you for it. The typical fee has an *Expense* of *Impression* + *penalty for number of targets* - 3.

*Impression* vs. *trede*\* (1 hour)

- Your equipment: + *grade*
- Inappropriate clothing: -4
- Perform task in 10 turns: -2
- Number of targets

\* Use the highest *Resolve* of all people in the group.

**Decisive:** Everyone in the audience recovers *Stamina* equal to your *Wits* + *effect die* or *Valor* + *effect die* (your choice). You or a person of your choice may *indoctrinate* or *persuade*.

**Qualified:** Everyone in the audience recovers *Stamina* equal to your *Wits* or *Valor* (your choice). You or a person of your choice may *indoctrinate* or *persuade*.

**Failure:** You and your audience must *resist fatigue*.

### Gamble ★

You try your win a game. This task assumes that you can somehow influence the outcome of the game.

You have to decide on the stake in the game by picking an *Expense*.

*Spirit* vs. *Resolve*\* (15 minutes)

- Your *Wits*\* is higher: +1
- Your *Valor*\*† is higher: +1
- Number of targets

\* use the highest trait of all people in the group.

† not applicable for all games.

**Decisive:** You win currency worth *stake* + *effect die*, if the stake was at least 1.

**Qualified:** You win currency worth the stake.

**Failure:** You must spend currency worth the stake. You may get into trouble if you can't pay. You take 1 *fatiguedamage*.

### Indoctrinate ♣

You try to change the way a person or group thinks to modify their long term behavior.

You may offer something of value as a bribe.

*Presence* vs. *Resolve*\* (1 hour)

- Prerequisite was decisive success: + *effect die*
- Distribution equipment: + *Grade*†
- Bribe: + *Expense*†
- Perform task in 10 turns: -2
- Boldness of the request
- Number of targets

\* Use the highest *Resolve* of all people in the group.

† subtract your counterpart's *Wealth*.

**Decisive:** They comply for a number of days equal to your *Wits* + *effect die*‡.

**Qualified:** They comply for a number of days equal to your *Wits*‡. They may opt to take *mental trauma* equal to your *Presence*‡ instead.

**Failure:** You need to *resist fatigue*. You may need to *avoid legal trouble*, if you tried a bribe or requested anything illegal.

‡ Also add the *effect die* of the prerequisite task, if it was a *decisive success*.

### Intercept a Message ★

You try to eavesdrop a communication channel. You need communication gear capable of doing that.

You may need to detect the ongoing communication first via *locate* or *investigate the area*. To detect the transmitter you need a direction finder.

*Wits* vs. *Security* (1 turn)

- Software: + *Grade*

**Decisive:** You listen to the communication and aren't noticed by conventional means. They get a chance to *locate* you only if the communication is assisted by quantum entanglement.

**Qualified:** You listen to the communication but may be noticed. They get a chance to *locate* you.

**Failure:** You can't listen to the communication and may be noticed. They get a chance to *locate* you.

### Interrogate ♣

You try to get information.

You may offer something of value as a bribe.

*Presence* vs. *Resolve* (1 hour)

- Bribe: + *Expense*\*
- Torture tools: + *Grade*
- Perform task in 10 turns: -2
- Boldness of the request
- Obscurity of the topic

\* subtract your counterpart's *Wealth*.

**Decisive:** Counterpart reveals the information.

**Qualified:** Counterpart reveals the information or may opt to take *mental trauma* equal to your *Presence* instead.

**Failure:** You take 1 *fatigue damage*. You may need to *avoid legal trouble*, if you tried a bribe or used violence.

### Open Channel ★

You try to establish a communication channel to someone within range of your communication gear. You may also use a computer to encrypt your communication.

*Spirit* vs.  $3$  (1 turn)

- Communication gear: + *Grade*
- Software: + *Grade*
- Distance and Speed ÷ 2
- Weather

**Decisive:** You establish a communication channel. Its *Caution* equals  $4 + \text{gear's Grade} + \text{effect die}$ . Its *Security* equals  $4 + \text{computer's Grade} + \text{effect die}$ .

**Qualified:** You establish a communication channel. Its *Caution* equals  $4 + \text{gear's Grade}$ . Its *Security* equals  $4 + \text{computer's Grade}$ .

**Failure:** You can't establish the channel, and your attempt to open a channel has *Caution* 4.

### Persuade ♣

You try to convince a person or a group to help you right now, or to not interfere with what you are just doing.

You may offer something of value as a bribe.

*Impression* vs. *Resolve*\* (5 minutes)

- Prerequisite was decisive success: + *effect die*
- Bribe: + *Expense* of the bribe†
- You're wielding a weapon of *Expense* 3 or more: +1
- Inappropriate clothing: -4
- Perform task in 1 minute: -2
- Boldness of the request
- Number of targets

\* Use the highest *Resolve* of all people in the group.

† subtract your counterpart's *Wealth*.

**Decisive:** They act according to your request for a number of minutes equal to your *Wits* + *effect die*‡.

**Qualified:** They act according to your request for a number of minutes equal to your *Wits*‡. They may opt to take *mental trauma* equal to your *Impression*‡ or *Presence*‡ instead (whichever is greater).

**Failure:** You take 1 *fatigue damage*. You may need to *avoid legal trouble*, if you tried a bribe or anything illegal.

‡ Add the *effect die* of the prerequisite task, if it was a *decisive success*.

### Sell Item ★

You try to increase your *Wealth* by selling something of an *Expense* equal to or greater than your *Wealth*.

This may be some kind of item, but it may also be a license or exclusive rights to do something.

You may only do this if you have anything of an *Expense* equal to or greater than your *Wealth* to trade. A large stack of cheap items is sufficient.

*Impression* vs.  $9 + \text{Expense}^*$  (1 day)

- Demand is low: -2
- Demand is high: +2
- Item requires a license and you have it: -1
- You are not allowed to trade it: -3
- Perform task in 1 hour: -2
- Perform task in 1 min: -4
- Size of the settlement you are in

\* Use seller's *Resolve* + item's *Expense* instead, if you are haggling with a specific individual.

**Decisive:** Your wealth increases by 1, if the *Expense* of the wares you sold was greater than your *Wealth*.

**Qualified:** You may gain tradable goods or currency worth the same *Expense* as the thing you want to trade.

**Failure:** No deal. You need to *resist fatigue*. You must *avoid legal trouble*, if you tried to trade anything illegal.



# Appendix C

# CRAFTING EXPERTISE

You are able to build and repair certain things, if you know a  
certain expertise

## What Expertise Do I Need?

To be able to *assemble*, *repair*, or *keep it running* you need the tools associated with the appropriate expertise.

An expertise may apply in three different ways:

**Material:** The expertise applies to all items that are stated to be made from the listed material or have the material in their name.

**Categorical:** The expertise applies to all items in a category that are not covered by an expertise related to a material.

**Era:** The expertise applies to all items and vehicles invented during a specific era that are not covered by an expertise related to a material or category.

## Material Expertise

Material	Expertise
Cloth	Sewing
Bronze	Metalworking
Iron	Metalworking
Leather	Leatherworking
Steel	Metalworking
Stone	Stoneworking
Wood	Woodworking

## Categorical Expertise

Category	Expertise
Antidotes	Chemical
Chemically propelled rounds	Chemical
Clothing*	Sewing
Communication gear†	Electrical
Computers	Electrical
Explosives	Chemical
Meals	Cooking
Metal detector	Electrical
Medicines	Chemical
Nuclear power plants and warheads	Nuclear
Optical aids	Optical
Optical sensors	Optical
Parachutes	Sewing
Poisons	Chemical
Portable DF	Electrical
Provisions	Cooking
Radiation detector	Electrical
Software	Programming
Surveillance gear	Electrical
Vaccines	Chemical

\* For fine, noble, and regal clothing you need *Artisan* in both sewing and jewelry to gain the +2 modifier. Also you need both tool kits and apply only the lower *Grade*.

† Fire and drums are handled by woodworking, mirrors by optical.

## Era Expertise

Era	Expertise
Foraging	Woodworking
Farming	Woodworking
Bronze	Mechanical
Iron	Mechanical
Steel	Mechanical
Exploration	Mechanical
Steam	Mechanical
Industrial	Mechanical
Atomic	Mechanical
Information	Mechatronics
Robotic	Mechatronics
Gravitic	Gravitic
Cosmic	Cosmic
Ultimate	Gobblegootic

## Universal Expertise

Mechatronics tools and the *Artisan (mechatronics)* strength cover all items covered by the mechanical and electrical expertise.

Cosmic tools and the *Artisan (cosmic)* strength cover all items covered by the mechanical, electrical, mechatronics, and gravitic expertise.

Gobblegootic tools and the *Artisan (gobblegootic)* strength cover all items ever invented.

## Hacking

*Programming* and *gobblegootic* apply to *hack*.

## Intercepting a Message and Jamming

*Electrical* and any universal expertise that covers its items apply to *intercept a message* and *jam*.

# Appendix D

# SETTINGS

An overview of some of the possible settings for your stories.



## The Default Settings

This appendix describes five default settings. The following table lists those settings, and the typical era where these settings take place.

<i>Setting</i>	<i>Typical Era</i>
Cyberpunk	Early robotic†
Soldiers of Fortune	Mid industrial
Space Opera	Early cosmic‡
Swashbuckling	Mid exploration*
Sword and Sorcery	Late steel*

\* Melee weapons up to the late exploration era are typically available.

† Computers and some other electronic equipment of the mid or late robotic era may be available in small quantities. Increase *Expense* by at least 4.

‡ If you want really huge spaceships and planet destroying weapons, use the late cosmic era instead. In most settings various pieces of ultimate technology are also available.

### Home

Depending your story, your characters may have some place where they live. The cost of owning or renting this place is included within the character's *Wealth* and requires no further spending.

The following table lists an appropriate living space related to the character's *Wealth*. If for some reason the character's *Wealth* decreases, they have to move out of the place and look for a smaller one.

The table refers to the building sizes listed in *Appendix K Buildings*, p.187. Note that this place may not be a separate building, but an apartment within a larger complex.

<i>Wealth</i>	<i>Type</i>	<i>Size (m<sup>2</sup>)</i>
0	None	0
1	Cabin	10
2	Hut	25
3	Small	50
4	Large	200
5	Manor	1,000

Three or more characters, who have the same *Wealth* may chose to own one place of their *Wealth* + 1 together.

### Vehicles

A group of characters may own or have access to one or two vehicles. The section for each setting lists some recommendations. These vehicles are listed in *Appendix I Typical Vehicles*, p.177

These vehicles do not have to be purchased as starting equipment, but are simply made available to the characters to give them some mobility. However, the story may require that some restrictions apply to the use of the vehicle. Perhaps the vehicle is leased or owned by the organization the characters serve.

The cost and maintenance of these vehicles is usually the responsibility of the whole group.

### Services

Characters can have access to certain services in most settings. The cost of these services can vary greatly depending on the area the characters are currently in. The following table lists the default *Expense* for various services.

<i>Service</i>	<i>Expense</i>
Water	0
Decent meal	1
Good meal	2
Fancy meal	3
Very fancy meal	4
Personal hygiene	1*
Personal styling	3**
Dormitory	1
Decent lodging	2
Suite	3
Fancy suite	4
Public transport (up to 10km)	1
Public transport (up to 100km)	2
Public transport (intercity)	3
Public transport (intercontinental)	4
Public transport (interplanetary)	5
Public transport (interstellar)	6
Refueling and maintenance	<i>Expense</i> – 5†
Repairs ( <i>Stamina</i> loss only)	<i>Expense</i> – 4†
Repairs (temporary restriction)	<i>Expense</i> – 2†
Repairs (destroyed)	<i>Expense</i> + 1†
Worker ( <i>Mundane Trait</i> 1)	1‡
Worker ( <i>Mundane Trait</i> 1, +2 to a task)	2‡
Worker ( <i>Mundane Trait</i> 2)	3‡
Worker ( <i>Mundane Trait</i> 2, +2 to a task)	4‡
Worker ( <i>Extraordinary Trait</i> 1)	4‡
Worker ( <i>Extraordinary Trait</i> 2)	6‡

\* If you neglect personal hygiene for 3 or more days, your *Impression* will temporarily decrease by 1 until you start again.

\*\* This increases your *Impression* by 1 for a period of eight hours.

† This refers to the *Expense* of the equipment or vehicle when purchased.

‡ For eight hours of work.

The following circumstances usually change the cost of services. The minimum *Expense* of a service is always 0.

**Cosmic Era:** Subtract 4 from the *Expense* for refueling, maintenance, and repairs.

**Desolate Area:** In areas far away from major travel routes and large cities, add 2 to the *Expense* of all services.

**Famine or Drought:** Add 2 to the *Expense* of water and food.

**Metropolitan Area:** In large cities add 1 to the *Expense* of all services.

**Subsidized Agriculture:** Subtract 1 from the *Expense* for food.

**Subsidized Public Transport:** Subtract 2 from the *Expense* for public transportation.

## Sword and Sorcery

These stories typically feature knights in shining armor, powerful wizards and deadly monsters. Other sentient beings besides typical humans are also common, which are listed in *Appendix E Ancestry*, p.163.

These campaigns tend to be more combat-oriented, so either equip yourself with the appropriate weapons and armor or have some *Extraordinary Traits* above 0.

You can choose to keep the typical villain-of-the-week episodic approach or prefer to have an overarching story and character development that goes beyond acquiring more wealth and additional abilities.

In a classic medieval setting, each pick of *Status* also grants the benefits of one pick of *Rich*, if you so choose.

You may still pick *Rich* separately if you do not want the full package.

### Vehicles

The characters may own a wagon or rowboat. Maybe both.

## Swashbuckling

Rapiers, gunpowder weapons and sailing ships form the technological background of this setting.

There should be a lot of swaggering, so your clothes may be as important as your weapons - or even more so, since they improve your *Impression*.

Political intrigue and backstabbing is mandatory in these campaigns, while supernatural adversaries and magic are optional.

### Vehicles

The characters should have easy access to a carriage and a sailboat. For a classical pirate campaign, they may be the command crew of a brig or even a frigate.

## Soldiers of Fortune

You are a member of a mercenary or special forces unit and are sent to explore lost continents or to thwart the plans of mad scientists.

Or maybe you are just a group of survivors of the atomic or zombie apocalypse.

The common theme is that you are far from any support or friendly civilization and you have to rely on the equipment you carry or what you can salvage from your surroundings.

### Vehicles

Sedans, armored cars and motorboats are all good choices for fortune hunter vehicles. Sometimes a motorcycle comes in handy.

## Cyberpunk

In this campaign type, *strengths* can be bought with money.

To represent the fact that they can be bought, you may reduce your wealth by 1 to acquire one pick in an appropriate strength.

Common examples are *Attractive*, *Fast*, or *No Pain*. Even extraordinary strengths like *Armor*, *Extra Sensitive Vision*, *Extreme Speed*, or *Out of the Ordinary* may be acquired in the same manner.

You may also consider these strengths as distinguishing strengths for your ancestry, as the lines between nature, nurture, and technology are now completely blurred.

On the bottom line, what makes this setting different from the others that it is pretty easy to alter and change your character on the fly.

Any software purchased during character creation that assists a task is assumed to have an *Expense* of 2.

### Vehicles

The group may own a van to do the heavy lifting and maybe a fast motorcycle or sports car if they need to be quick.

## Space Opera

While this campaign can be played as early as the bronze era with certain anachronistic technology, it mostly takes place in the cosmic era. You can use the mid to late robotics era if you are rather into hard science fiction.

Often ultimate technologies like faster than light drives or force fields are available, with even more esoteric gadgets like teleporters or permeating weapons put into the mix.

Space opera is all about great drama. The relationships between the characters usually play a more significant role than in the other settings.

Intrigue and betrayal may be more common, as well as encounters with lost and forgotten relatives or friends.

While other settings work well if the characters just stick together to achieve a common goal, good space opera demands more.

### Vehicles

The group should have at least access to a space freighter or a space shuttle. These vehicles have a sick bay that contains one intensive care unit and carry plenty of outdoor equipment for their crew. Depending on the campaign style, the ships may be armed or not. In addition they may also own a space fighter.

A campaign where the characters are part of the command crew of a space destroyer or cruiser is also possible.





# Appendix E

# ANCESTRY

There may be other sentient beings than humans out there in time  
and space.

## Cat People

Cat people are agile and sometimes nocturnal.

They have the following distinguishing restrictions:

Careless  
Gourmet  
Impulsiveness  
Loner  
Prejudice [anyone but cat people]

Cat people gain the *Free Falling* strength for free. They may also pick one of the following distinguishing strengths, if they have picked a distinguishing restriction.

Accurate Maneuvers  
Daredevil  
Extra Sensitive Vision  
Graceful

## Dwarves

Dwarves are stocky people, slightly smaller than humans. Most of them are miners and live in the mountains. They are expert craftspeople. Dwarven males like huge and elaborate beards.

They may use their *Spirit* instead of *Might*, *Flow*, or *Ward* to qualify for the creation of extraordinary equipment if they have access to the appropriate unobtainium for the setting.

They get the *Longevity* strength at level 1 for free and have the following distinguishing restrictions:

Prejudice [elves]  
Chummy  
Miserliness  
Inept [long jump]  
Inept [swim]

Dwarves gain the *Wide Spectrum Vision* strength for free. They may also pick one of the following distinguishing strengths, if they have picked a distinguishing restriction.

Artisan  
Carousing  
Endurance  
To the Last Breath

## Ectotherm People

Ectotherm people lack the elaborate features to control their body temperature of endotherms but make this up by being more resilient.

They have the *Ectotherm* restriction.

They add 1 to their *Armor*.

Compulsion  
Fanatic  
Indecisive  
Pacifist  
Phobia [darkness]

Ectotherm people gain the *To the Last Breath* strength for free. They may also pick one of the following distinguishing strengths, if they have picked a distinguishing restriction.

Endurance  
Implacable  
Mind over Matter  
No Pain

## Elves

Elves are tall slender people. They live in enchanted forests and enjoy singing and dancing.

They get the *Longevity* strength at level 2 for free and have the following distinguishing restrictions:

Prejudice [anyone but elves]  
Fragile  
Honest  
Loner  
Tree Hugger

Elves either gain the *Attractive* or the *Intimidating* strength for free. They may also pick one of the following distinguishing strengths, if they have picked a distinguishing restriction.

Attractive  
Explorer  
Extra Sensitive Vision  
Force of Light

## Halflings

Halflings are very small people who love to eat and drink.

They have a *Size* of  $-1$ .

They have the following distinguishing restrictions:

Chummy  
Gourmet  
Pacifist  
Reduced Speed  
Tree Hugger

Halflings gain the *Elusive Target* strength for free. They may also pick one of the following distinguishing strengths, if they have picked a distinguishing restriction.

Fearless  
Camouflage  
Mind over Matter  
To the Last Breath

## Orcs

Orcs are larger and more muscular than a human, have green skin and pig-like tusks.

They get the *Longevity* strength at level 2 for free and have the following distinguishing restrictions:

Bloodlust  
Impulsiveness  
Narrow Minded  
Phobia [daylight]  
Unattractive

Orcs gain the *Intimidating* strength for free. They may also pick one of the following distinguishing strengths, if they have picked a distinguishing restriction.

Endurance  
Expert [melee attack]  
Might Makes Me Right  
No Pain

## Trollkin

Trollkin are small trolls. They are even bigger than orcs and covered with a thick skin blistering with warts.

They have a *Size* of 1.

They add 1 to their *Armor*.

They get the *Longevity* strength at level 1 for free and have the following distinguishing restrictions:

Bloodlust  
Loner  
Narrow Minded  
Phobia [daylight]  
Unattractive

Trollkin gain the *No Pain* strength for free. They may also pick one of the following distinguishing strengths, if they have picked a distinguishing restriction.

Endurance  
Intimidating  
Might Makes Me Right  
To the Last Breath

## Undead

Undead are magically animated dead people. In a cyberpunk or space opera setting, you may apply these rules to cyborgs or robots.

They get the *Longevity* strength at level 2 for free, but also have the *Borrowed Time* and *No Rest* restrictions.

They have the following distinguishing restrictions:

Compulsion [kill the living]  
Fanatic [creator]  
Impulsiveness  
Phobia [daylight]  
Unattractive

Undead gain the *Amorphous*, *Immune*, *No Pain*, *To the Last Breath*, and *Vacuum Proof* strengths for free. They may also pick one of the following distinguishing strengths, if they have picked a distinguishing restriction.

Brick Mind  
Endurance  
Intimidating  
Wide Spectrum Vision





# Appendix F

# RANKS

This appendix lists examples for rank names in different organizations.

## Ranks

<i>Rank</i>	<i>Army / Air Force</i>	<i>Navy</i>	<i>Law Enforcement</i>
-	Soldier / Aviator	Sailor / Spacer	Deputy
1	Corporal	Petty Officer	Officer
2	Sergeant	Chief Petty Officer	Sergeant
3	Lieutenant	Ensign	Detective / Agent
4	Captain	Lieutenant	Lieutenant
5	Major	Lieutenant Commander	Captain / Field Agent
6	Lieutenant Colonel	Commander	Superintendent
7	Colonel	Captain	Commissioner / Special Agent
8	Major General	Rear Admiral / Commodore	Deputy Chief
9	Lieutenant General	Vice Admiral	Assistant Chief
10	General	Admiral	Chief / Director
11	General of the Army / Air Force	Admiral of the Fleet	Chief of Police
12	Field Marshal / Air Marshal	Grand Admiral	Grand Chief
13	Supreme Marshal	Supreme Admiral	Supreme Chief

<i>Rank</i>	<i>Government</i>	<i>Corporation</i>	<i>Nobility</i>
-	Applicant	Trainee	Commoner
1	Junior Official / Warrior	Junior	Gentleman
2	Official / Aspiring Leader	Senior	Esquire
3	Senior Official / Leader	Supervisor	Knight
4	Supervisor / Seasoned Leader	Senior Supervisor	Baronet
5	Master / Elder	Assistant Manager	Baron
6	Inspector / Champion	Manager	Viscount
7	Town Mayor / Chieftain	Assistant Director	Count
8	Deputy Secretary / War Leader	Director	Earl
9	City Mayor / Great Chieftain	Assistant Chief Officer	Marquess
10	Ambassador / Magnate	Chief Officer	Duke
11	Secretary / Minister / Warlord	Chief Executive	Grand Duke
12	Governor / Mega City Mayor	Chief Executive Officer	Prince
13	Vice President / Chancellor	Magnate	King
14	President / Prime Minister	Mega Magnate	Emperor

## Subordinates

<i>Rank</i>	<i>Company / Tribe up to 100,000</i>	<i>Corporation / Country up to 10 Million</i>	<i>Nation / Planet up to 10 Billion</i>	<i>Interstellar up to 10 Trillion</i>	<i>Galactic over 10 Trillion</i>
-	none	none	none	none	none
1	2	3	3	3	3
2	5	10	10	10	10
3	10	30	30	30	100
4	20	100	100	100	1,000
5	50	300	300	300	10,000
6	100	1,000	1,000	1,000	100,000
7	200	3,000	3,000	10,000	1 Million
8	500	10,000	10,000	100,000	10 Million
9	1,000	30,000	30,000	1 Million	100 Million
10	3,000	100,000	100,000	10 Million	1 Billion
11	10,000	200,000	300,000	100 Million	10 Billion
12	30,000	500,000	1 Million	1 Billion	1 Trillion
13	over 30,000	1 Million	30 Million	10 Billion	10 Trillion
14	-	over 1 Million	over 30 Million	over 10 Billion	over 10 Trillion



# Appendix G

# FRIENDS AND FOES

This appendix provides ideas to flesh out your supporting cast and villains. Each table provides a character trait and a suggestion to represent it in the game.

## Power

At first decide how powerful the character should be.

The following table shows some suggestions.

**Level:** A description of the power level of the character.

**Active:** The *rank* the character has in all *active primary traits*. *Move* equals 4 + *Active*. *Wealth* equals 1 + *Active*.

**Passive:** The *rank* the character has in all *passive primary traits*.

**Stamina:** The character's stamina.

**Serious:** The character's serious wound and trauma threshold.

**Critical:** The character's critical wound and trauma threshold.

**Max:** The maximum number of foes of this level the character's should have to fight simultaneously.

Level	Active	Passive	Stamina	Serious	Critical	Max
Extra	1	8	9	6	10	6
Lieutenant	2	9	13	8	12	2
Underboss	3	10	17	10	14	1
Boss	4	11	21	12	16	1

## Important Strengths

Extras should have *Expert* for one important *task*.

All other characters should have *Master*.

All characters who received decent military training should have *Weapon Master* for the weapon they use most often.

For characters serving in special units, *Explorer* is common, while officers and civilians in important positions often have *Administrator*.

## Extras and Decisive Successes

In a heroic campaign, an extra needs to confirm a decisive success by rolling a 6 on a *d6*, or the decisive success is treated as a regular success.

## Equipment

You may use the *I Do Not Care About Equipment* option in *Chapter 9 Equipment*, p.99 to determine the equipment of non player characters.

Extras usually do not have armor, except if they are part of a very well organized and funded military.

Lieutenants have a *Protection* in the *Medium* range, while underbosses and bosses have *High*.

Military units typically have weapons with *High Impact*, while corporations or law enforcement have *Medium*.

## Detail

To add a little more detail to your characters you may use the tables on the right or and the next page.

## Clothing

d6	Clothing	Impression
1	Tasteless	1
2	Messy	1
3	Unremarkable	2
4	Fancy	3
5	Functional	4
6	Stylish	5

## Attitude

d6	Attitude	Presence
1	Moocher	0
2	Snobbish	1
3	Angry	2
4	Reserved	2
5	Charming	3
6	Intense	4

## Drive

d6	Drive	Spirit	Resolve
1	Dull	0	7
2	Acquiescent	1	8
3	Undisciplined	1	8
4	Disciplined	2	9
5	Diligent	3	10
6	Passionate	4	11

## Motivation

d6	Motivation	Restriction
1	Money or Power	Greed
2	Fear or Security	Fanatic
3	Fame or Pleasure	Big Spender
4	Revenge or Vengeance	Bloodlust
5	Idealism or Sincerity	Honesty
6	Altruism or Generosity	Charitable

## Behavior

d6	Behavior	Strength	Restriction
1	Stubborn		Narrow-Minded
2	Demanding		Prejudice
3	Capricious		Impulsiveness
4	Stoic	Fearless	
5	Focused	Implacable	
6	Humble	Reputation	

## Reaction to Stress

d6	Reaction	Acquired Temporary Restriction
1	Panic	Cowardice
2	Rage	Loose Cannon
3	Action	Loose Cannon
4	Paralysis	Gloominess
5	Retreat	Gloominess
6	Contemplation	Indecisive

## Generic NPCs

Name	Active	Passive	Stamina	Serious	Critical	Parry	Armor	Precision	Impact	Damage	Range	Tasks
Thug	1	8	9	6	10	8	8	4	3	4	3m	
Shopkeeper	1	8	9	6	10	8	8	1	1	1	3m	Sell item +3
Merchant	2	9	13	8	12	9	9	2	2	2	3m	Acquire item +6, sell item +6
Politician	2	9	13	8	12	9	9	2	2	2	3m	Indoctrinate +6, persuade +6

## Sword and Sorcery

Name	Active	Passive	Stamina	Serious	Critical	Parry	Armor	Precision	Impact	Damage	Range	Tasks
Guard	1	8	9	6	10	10	8	4	4	4	3m	Investigate the area +3
Crossbow								2	6	6	50m	
Scout	2	9	13	8	12	11	11	5	4	5	3m	Locate +4, sneak +4
Shortbow								5	5	5	100m	
Warrior	2	9	13	8	12	11	13	6	5	5	3m	
Longbow								5	6	5	120m	

## Swashbuckling

Name	Active	Passive	Stamina	Serious	Critical	Parry	Armor	Precision	Impact	Damage	Range	Tasks
Musketeer	1	8	9	6	10	11	8	4	3	5	3m	
Musket*								3	11	8	200m	
Captain	2	9	13	8	12	13	9	6	4	6	3m	Indoctrinate +5, persuade +5
Pistol*								3	8	6	50m	

\* Reload 20

## Soldiers of Fortune

Name	Active	Passive	Stamina	Serious	Critical	Parry	Armor	Precision	Impact	Damage	Range	Tasks
Deputy	1	8	9	6	10	8	8	3	3	4	3m	Investigate the area +3
Pistol*								3	9	5	100m	
Sheriff	2	9	13	8	12	9	9	4	4	5	3m	Investigate the area +5
Pistol*								4	9	5	100m	
Soldier	1	8	9	6	10	8	8	3	3	4	3m	Locate +2
Rifle								5	15	8	1,500m	
SMG†								3	10	6	150m	
Goon	1	8	9	6	10	8	8	3	3	4	3m	Sneak +2
Pistol*								3	9	5	100m	
SMG†								3	10	6	150m	
Ranger	2	9	13	8	12	9	9	4	4	5	3m	Locate +4, sneak +4
Rifle								6	15	8	1,500m	
SMG†								4	10	6	150m	
Lieutenant	2	9	13	8	12	9	9	4	4	5	3m	Indoctrinate +5, persuade +5
Pistol*								5	9	5	100m	

\* Auto 2 (-1)

† Auto 3 (-1)

## Cyberpunk

Name	Active	Passive	Stamina	Serious	Critical	Parry	Armor	Precision	Impact	Damage	Range	Tasks
Security	1	8	9	6	10	8	8	3	4	4	3m	Locate +3
Rifle*								5	17	8	1,000m	
SWAT	2	9	13	8	12	9	23	4	5	5	3m	Locate +4
Rifle*								7	17	8	1,000m	

\* Auto 3 (-1)

## Space Opera

Name	Active	Passive	Stamina	Serious	Critical	Parry	Armor	Precision	Impact	Damage	Range	Tasks
Grunt	1	8	9	6	10	8	24	3	4	4	3m	
Rifle*								8	20	9	1,500m	
Marine	2	9	13	8	12	9	34	4	5	5	3m	
Rifle								8	30	13	1,000m	
Commander	2	9	13	8	12	9	25	4	5	5	3m	Indoctrinate +5, persuade +5
Pistol†								8	15	7	500m	

\* Auto 3 (-0)

† Auto 2 (-1)





# Appendix H

# ANIMALS

Here you find the statistics of various animals that live or lived  
here on earth.

## Animal Statistics

**Name:** The name of the animal.

**Valor:** The animal's *Valor* trait rank.

**Wits:** The animal's *Wits* trait rank.

**Defense:** The animal's *Defense* trait rank. Its *Parry* is equal to *Defense*.

**Armor:** The animal's *Armor* trait rank.

**Move:** The animal's *Move* trait rank.

**Slg.:** The animal's *Sluggishness*, which determines how difficult it is to control.

**Stamina:** The animal's *Stamina*.

**Serious:** The animal's *Serious Wound* threshold.

**Critical:** The animal's *Critical Wound* threshold.

**Size:** The animal's *Size* trait rank.

**MLf.:** The animal's *Max Lifting*.

**MLd.:** The animal's *Max Load*.

**Impact:** The *Impact* of the *slam hit* if the animal makes an *unarmed attack*. Note that some animals have an attack similar to a melee weapon. They make *melee attacks* with the given *Impact* and the *Damage* listed in the footnotes.

**Load:** How heavy the animal is.

**Cost:** How much the animal costs.

## Other traits

Animals are usually treated as having *Spirit* 0, except for *mitigation tasks* (▲), where they are assumed to have a *Spirit* rank equal to their *Valor*.

An animal's *Resolve* is equal to  $7 + \text{Valor}$ .

Most of them are incapable of imitating or using human language or grasping abstract concepts.

## How Dangerous are Animals

A group of three or more adventurers that are well armed, should be able to handle any animal with a *stamina* of 15 or less.

More powerful animals can be defeated with weapons from the exploration era or later.

A group of mid sized or large animals can become dangerous. It is recommended to test the characters with a single creature and then add more if they prove worthy.

## Turning an Animal into a Monster

You may improve an animal's *traits* or give it certain *strengths* to turn it into a more vicious creature.

A simple way is to increase *Valor* to 3 or even 4 and give it the *Martial Artist* strength.

To go further, you may get some inspiration from the following classical examples.

### Chimera

A chimera typically has *Additional Melee Attack* (2) for a total number of three attacks.

On any successful *hit* from the chimera's first attack, the target acquires the *Poisoned (chimera)* restriction: *Cautation*: 7; *Damage*: 5; *Lethality*: 11; *Defense*: 5; *Interval*: 20 minutes.

The cerberus is similar to a chimera, only that all of its attacks are poisonous, not just the first.

### Dragon

A dragon typically has *Additional Action* (1) for a total of two actions, *Additional Melee Attack* (1), allowing it to make two melee attacks with each action, *Armor* (4), and *Explosive Breath*.

It also has *Flight* (64m).

Also *Elemental Fire*, *Elemental Earth*, *Elemental Water*, *Poisonous Attack*, *Powers of Darkness*, and *Powers of Light* are all applicable strengths for dragons.

### Hydra

A hydra typically has *Additional Melee Attack* (8) for a total number of nine attacks.

It also has *Multiplying Heads*.

### Manticore

A manticore is an unintelligent monster and typically has *Two Weapon Combat* (1).

It attacks with an *unarmed attack* and its tail spikes. The tail spikes are handled as a *melee attack* or a *ranged attack* with a wooden short spear.

It has enough spikes to make *ranged attacks* for 10 turns. Then it has to wait for 7 days until its spikes are regrown.

On any successful *hit* from the manticore's spikes, the target acquires the *Poisoned (manticore)* restriction: *Cautation*: 7; *Damage*: 5; *Lethality*: 11; *Defense*: 5; *Interval*: 20 minutes.



Name	Valor	Wits	Defense	Caution	Armor	Move	Slg.	Stamina	Serious	Critical	Size	MLf.	MLd.	Impact	Load	Cost
Ankylosaur	2	1	6	5	19	2	12	22	15	19	2	8	11	9	11	10
Ape (Small)	2	2	10	10	9	10	6	10	8	12	-1	5	8	3	5	6
Ape (Medium)	2	2	9	9	10	10	8	12	10	14	0	6	9	5	7	8
Bear (Medium)	2	1	9	9	11	10	10	13	10	14	0	6	9	4*	7	7
Bear (Large)	2	1	8	8	12	10	10	12	12	16	1	6	9	5*	8	8
Boar	2	1	9	8	11	15	7	11	11	15	1	6	9	5	6	3
Camel	1	1	7	8	10	20	5	15	11	15	1	7	10	5	8	5
Cat (Tiny)	3	2†	12	11	7	15	-	10	6	10	-2	1	2	1	1	2
Cat (Medium)	3	2†	10	9	9	20	10	10	9	13	0	4	7	4	5	7
Cat (Large)	3	2†	9	8	10	25	10	13	11	15	1	5	8	5*	6	8
Cat (Fast)	3	2†	10	9	9	30	9	10	8	12	0	3	6	3	4	5
Cattle	1	1	7	8	10	15	8	9	11	15	1	7	10	6	9	3
Ceratops	1	0	5	4	15‡	10	15	25	16	20	3	9	12	9§	12	13
Coyote	2	1¶	10	10	8	20	7	11	8	12	-1	2	5	2	3	4
Crocodile	2	1†	8	8	12	10	10	14	12	16	1	6	9	6*	7	8
Deer	2	1	9	9	9	20	6	10	8	12	0	4	7	2	5	5
Dog (Small)	2	2¶	10	10	8	20	6	10	7	11	-1	2	5	2	2	4
Dog (Medium)	2	2¶	9	9	9	20	7	10	9	13	0	4	7	3	5	3
Donkey	1	1	7	9	10	15	7	12	10	14	0	5	8	4	6	4
Elephant (Huge)	2	1	6	6	14	15	12	22	15	19	2	8	11	7	11	10
Horse (Draft)	1	1	7	8	10	20	5	11	11	15	1	7	10	5	8	5
Horse (Light)	1	1	7	8	10	25	4	11	11	15	1	7	10	5	8	6
Horse (Heavy)	1	1	7	8	10	20	6	12	12	16	1	8	11	6	9	6
Mule	1	1	7	8	10	20	6	12	10	14	1	6	9	5	7	4
Rat	2	2	13	12	6	4	-	7	5	9	-3	-	-	1#	½	1
Rhinoceros	1	0	7	6	13	15	11	16	14	18	1	7	10	7*	9	9
Sauropod (Enormous)	1	0	2	2	16	5	16	26	17	21	5	10	13	12	13	14
Sauropod (Gigantic)	1	0	2	1	18	5	16	27	19	23	6	11	14	15	14	15
Snake (Poisonous)	4	2†	12	11	8	4	-	10	6	10	-2	1	1	1Δ	1	5
Snake (Constrictor)	4	2	9	7	10	5	-	14	11	15	1	4	7	6	7	7
Spider (Poisonous)	2	2†	12	12	5	1	-	6	3	7	-4	-	-	1Δ	0	3
Stegosaur	1	0	7	6	14	2	11	16	14	18	1	7	10	7*	9	9
Theropod (Medium)	3	1	10	9	10	20	9	11	9	13	0	4	7	5*	5	10
Theropod (Huge)	3	1	6	5	16	10	14	22	16	20	3	8	11	8§	12	14
Wolf	3	2¶	9	9	9	20	9	11	9	13	0	4	7	4	5	4

\* Treat the attack of this animal as a pointed and smashing melee weapon with a damage trait of 7.

† +2 to *ambush*, *hide*, and *sneak*.

‡ The head has *Armor* 19. If you attack it from the front, any torso hit becomes a head hit.

§ Treat the attack of this animal as a pointed and smashing melee weapon with a damage trait of 10.

¶ +3 to *locate* or *investigate the area*, if the creature or object of interest can be smelled.

# This animal may be the source of an infectious disease, typically an epidemic.

Δ On any successful *hit* from the animal the target acquires the *Poisoned (animal)* or *Poisoned (deadly animal)* restriction, depending on the exact nature of the poisonous animal.



# Appendix I

# TYPICAL VEHICLES

This appendix contains the statistics of some very common vehicles for the various settings.



## Vehicle Movement

You cannot use *move* and *sprint* to move a vehicle. You must use *accelerate*. A vehicle usually needs to move in the direction it is facing. To change its facing you need to *turn the vehicle*. See Appendix B Task Overview, p.143.

A vehicle has a *Top Speed* that determines how fast it can move and a *Current Speed* that determines how far it must move in the current turn.

A vehicle's *FTL* trait determines how many light years per hour you can travel while its FTL drive is active. It takes 100 *turns* to activate or deactivate it. You cannot *attack* or be *attacked* while it is active.

## Top Speed

The table lists the vehicle's *Top Speed* which depends on its type and on whether it is driving on a road. It also lists the *Armor* of its propulsion.

Vehicle type	No Road	Road	Armor
Road (R)	$\text{Move} \div 2$	$\text{Move} \times 4^*$	$10 + \text{Size}$
Off road (O)	$\text{Move} \times 1$	$\text{Move} \times 4^*$	$15 + \text{Size}$
Legs (L)	$\text{Move} \times 2$	$\text{Move} \times 2$	†
All terrain (A)	$\text{Move} \times 2$	$\text{Move} \times 4^*$	$20 + \text{Size}$
Modern Tracks (T)	$\text{Move} \times 3$	$\text{Move} \times 4$	$25 + \text{Size}$
Hover (H)	$\text{Move} \times 4$	$\text{Move} \times 4$	$15 + \text{Size}$
Grav (G)	$\text{Move} \times 4$	$\text{Move} \times 4$	†
Water (W)	$\text{Move} \times 4\ddagger$	-	†
Sail (Sx)	$\text{Move} \times \S$	-	$7 + \text{Size}$
Aircraft (F)	$\text{Move} \times 4\parallel$	-	$15 + \text{Size}$
VTOL aircraft (V)	$\text{Move} \times 4\parallel$	-	$15 + \text{Size}$
Newtonian (N)	$\text{Move} \times 4\#$	-	†

\*  $\text{Move} \times 3$  for muscle powered vehicles.

† Equal to the vehicle's general *Armor* (G).

‡ On water.

§ Into wind:  $\times 0$ . Close-hauled:  $\times x$ . Running:  $\times 3$ . Beam:  $\times 4$

¶ In the air. Top speed on ground equals *Turning*.

# In an atmosphere. In space, it is equal to  $\text{Acceleration} \times \text{turns}$  in flight.

## Range

The *Range* of vehicles in the Sword and Sorcery or Swash-buckling setting is only limited by food, water and wind.

Assume a *Range* of 200km in the Soldiers of Fortune setting, and one of 1,000km in a Cyberpunk or Space Opera campaign.

## Current Speed

A vehicle has a *Current Speed*. It must always move exactly that distance each turn into the direction it is facing. The only exception is movement that is lost because it is insufficient to enter the next square on a grid.

The pilot may change that speed using *accelerate* to increase it up to a maximum equal to the *Top Speed*, or to reduce it to a minimum of 0.

## Vehicle Statistics

A vehicle has the following statistics.

### Basic Statistics

**Name:** The name of the vehicle.

**Evasion:** The vehicle's *Evasion*. Its *Defense* equals the driver's *Defense* + *Evasion*. The *Defense* of a vehicle with a *Current Speed* of 0 equals  $7 - \text{Size}$ .

**Cam:** The vehicle's *Camouflage*. Its *Caution* equals the sensor operator's *Caution* + *Camouflage*, if you want to *locate* it. For any other purpose, use the sensor operator's unmodified *Caution*.

**Sensor:** The vehicle's *Sensor trait*. Add this to the *total* whenever you want to *locate* something while being inside the vehicle.

**Stamina:** The vehicle's *Stamina*.

**Serious:** The vehicle's *serious damage threshold*.

**Critical:** The vehicle's *critical damage threshold*.

### Armor

The vehicle's *Armor* is given for different facings. A letter after the number indicates a specific kind of armor.

Letter	Armor Type
s	Spaced
r	Reactive
c	Composite
d	Dynamic

**F:** The vehicle's front or bow *Armor*, which will be used if it is hit within  $45^\circ$  of its forward facing.

**S:** The side *Armor* of the vehicle that is used if it is not hit from the front, back, above or below.

**G:** The general *Armor* of the vehicle that will be used if it is hit from above, from below, or within  $45^\circ$  from the rear.

### Mobility

The following statistics describe a vehicle's capability to move.

**Move:** The vehicle's *Move trait*.

**Acl.:** The vehicle's *Acceleration*.

**Dcl.:** The vehicle's *Deceleration*.

**Type:** The type of the vehicle that determines its top speed.

**Sluggishness:** The *Sluggishness* of the vehicle.

**Turning:** A vehicle has to move in a straight line for a distance in meters equal to its *Turning* trait before it may change its facing.

## Sword and Sorcery

### Wagon

A wagon is pulled by two horses and requires a driver. Another person can sit next to the driver. It has *Valor* 2, *Max Lifting* 7, *Max Load* 11, and *Expense* 3.

### Heavy Chariot

A heavy chariot is pulled by two horses, requires a driver, and can carry 2 passengers. It has *Valor* 2, *Max Lifting* 4, *Max Load* 5, and *Expense* 4.

### Rowboat

A rowboat is a muscle powered watercraft, requires one rower, and can carry 3 passengers. It has *Valor* 2, *Max Lifting* 5, *Max Load* 7, and *Expense* 4.

In an emergency, it may carry two additional passengers as cargo, but then *Max Lifting* and *Max Load* are reduced to 1.

### Cog

A cog requires a crew of 50 and can carry up to 30 passengers. It has *Valor* 3, *Max Lifting* 13, *Max Load* 23, and *Expense* 7.

### Longship

A longship requires a crew of 40 and can carry up to 10 passengers. Instead of sailing, it can operate as a muscle powered watercraft with *Move* 3. It has *Valor* 3, *Max Lifting* 13, *Max Load* 23, and *Expense* 8.

### Trieme

A trieme requires a crew of 200. Instead of sailing, it can operate as a muscle powered watercraft with *Move* 4. It has *Valor* 3, *Max Lifting* 11, *Max Load* 19, and *Expense* 8. It is armed with two scorpions. Both can shoot forward. One can also shoot to port and the other to starboard.

Name	Evasion	Sensor	Camo	Stamina	Size	Damage		Armor			Move	Acl.	Dcl.	Type	Sluggishness	Turning
						Serious	Critical	F	S	G						
Wagon	-4	±0	-2	20	1	15	19	13	13	13	7	2	2	O	8	8
Heavy chariot	-2	±0	-1	15	1	13	17	13	13	13	10	4	2	A	6	6
Rowboat	-4	±0	-1	15	1	13	17	12	12	12	2	3	1	W	7	1
Cog	-7	±0	-7	60	5	18	23	16	16	14	3	¼	¼	S0	10	60
Longship	-6	±0	-6	60	4	17	22	15	15	15	7	3	¼	S0	6	90
Trieme	-7	±0	-7	60	4	18	23	15	15	15	3	5	¼	S0	9	100

Name	Impact	Damage	Explosion		Acc.	Range	Ammo	Keywords
			Impact	Radius				
Scorpion	13	9			1	200m	1 bolt	Reload 10

## Swashbuckling

### Carriage

A carriage is pulled by two horses, requires a driver and can carry up to 6 passengers. It has *Valor* 3, *Max Lifting* 7, *Max Load* 11, and *Expense* 5.

### Sailboat

A sailboat requires a crew of 3 and can carry up to 4 passengers. Instead of sailing, it can operate as a muscle powered watercraft with *Move* 1. It has *Valor* 2, *Max Lifting* 8, *Max Load* 13, and *Expense* 6.

### Brig

A brig requires a crew of 30 and can carry up to 20 passengers. It has *Valor* 3, *Max Lifting* 13, *Max Load* 23, and

*Expense* 8. It may be armed with four very light culverins, two firing to port and two to starboard.

### Frigate

A frigate requires a crew of 200 and can carry up to 10 passengers. It has *Valor* 3, *Max Lifting* 12, *Max Load* 21, and *Expense* 10. It is armed with 30 very light culverins, 15 firing to port and 15 to starboard.

To speed up play, you may handle 10 turns as one long turn. The *Move* of the ship will become 60 ( $6 \times 10$ ), *Acceleration* 50 ( $\frac{1}{2} \times 100$ ), and *Deceleration* 25 ( $\frac{1}{4} \times 100$ ).

Then you can handle the culverins on each side as five groups of three, giving them an effective *reload* 2. You may fire all of them together in one **ranged attack** granting a modifier of +4.

Name	Evasion	Sensor	Camo	Stamina	Size	Damage		Armor			Move	Acl.	Dcl.	Type	Sluggishness	Turning
						Serious	Critical	F	S	G						
Carriage	-3	±0	-2	20	1	15	19	13	13	13	9	4	4	R	7	6
Sailboat	-5	±0	-3	20	3	14	18	13	13	13	4	½	½	S2	7	8
Brig	-6	±0	-6	50	4	17	22	14	14	14	4	½	¼	S1	7	50
Frigate	-7	±0	-7	100	5	18	23	21	21	14	6	½	¼	S1	6	100

Name	Impact	Damage	Explosion		Acc.	Range	Ammo	Keywords
			Impact	Radius				
Very Light Culverin	17	10			1	1km	1 ball	Reload 100

## Soldiers of Fortune

### Motorcycle

A motorcycle requires a driver and can carry 1 passenger. They are not protected by the vehicle's *Armor*. It has *Valor* 2, *Max Lifting* 4, *Max Load* 5, and *Expense* 4.

### Compact

A compact requires a driver and can carry 3 passengers. They may be attacked directly, but have cover. It has *Valor* 2, *Max Lifting* 5, *Max Load* 7, and *Expense* 5.

### Sedan

A sedan requires a driver and can carry 4 passengers. It has *Valor* 2, *Max Lifting* 6, *Max Load* 9, and *Expense* 6. You may increase *Expense* to 7 to buy a 6 passenger variant.

### Truck

A truck requires a driver and can carry 1 passenger. It has *Valor* 2, *Max Lifting* 9, *Max Load* 15, and *Expense* 7.

### Armored Car

An armored car requires 3 crew. It has *Valor* 2, *Max Lifting* 6, *Max Load* 9, and *Expense* 9.

It is armed with one MMG that can fire in any direction. See *Infantry Support Weapons*, p.132.

### Early Tank

An early tank requires 8 crew. It has *Valor* 3, *Max Lifting* 6, *Max Load* 9, and *Expense* 8.

It is armed with two very light howitzers. Both can fire to the front. One can also fire to the left and one to the right. It is also armed with three MMG, one can fire to the front, one to the left, and one to the right.

### Motorboat

A motorboat requires a driver and can carry 5 passengers. It has *Valor* 2, *Max Lifting* 8, *Max Load* 13, and *Expense* 7.

### Submarine

A submarine requires a crew of 35. It has *Valor* 4, *Max Lifting* 11, *Max Load* 19, and *Expense* 11.

It can dive to a depth of 50m where it can only be detected with a hydrophone but is basically blind itself. Its *Move* becomes 3 and it can ascend or descend by 1m per turn.

At a depth of up to 10m, a crew member can operate the periscope to *locate* or *investigate the area*. The periscope has *Camouflage* +4.

It is armed with 4 torpedo tubes, two can fire to the front, two to the rear. It has one light cannon that can fire to the bow, port, and starboard.

### Destroyer

A destroyer requires a crew of 120. It has *Valor* 3, *Max Lifting* 15, *Max Load* 27, and *Expense* 12.

It is armed with 3 torpedo tubes, which can fire to the left and right. Three light cannons can fire to port and starboard. One can also fire to the bow and one to the stern.

One 100kg bomb can be used against a submarine every 2 turns. It descends 7m per turn. It explodes if it reaches the submarine's depth and is within 50m of its center. Roll 3d6 to determine the exact distance from the hull and make an *explosive attack*. See *Explosives*, p.134.

### Biplane

A biplane requires a pilot and may carry one passenger. The armor of the vehicle does not protect their heads. It has *Valor* 1, *Max Lifting* 5, *Max Load* 7, and *Expense* 7.

It may *change altitude* to up to 6,000m with *Climbing* 5.

It may be armed with up to two MMG, one that can fire to the front and one that can fire to the rear.

Name	Damage						Armor									
	Evasion	Sensor	Camo	Stamina	Size	Serious	Critical	F	S	G	Move	Acl.	Dcl.	Type	Sluggishness	Turning
Motorcycle	-1	±0	±0	10	0	11	15	14	15	15	40	25	20	R	7	4
Compact	-2	±0	-2	15	1	14	18	15	15	15	20	10	20	R	6	5
Sedan	-3	±0	-2	20	2	14	18	16	16	16	35	10	20	R	6	6
Truck	-4	-1	-2	25	3	15	19	17	17	17	10	5	10	R	8	8
Armored Car	-3	-1	-2	25	2	16	20	25	25	22	15	5	10	O	7	5
Early Tank	-5	-3	-4	40	3	16	20	27	27	27	2	2	10	A	13	10
Motorboat	-2	±0	-1	20	1	15	19	13	13	13	10	5	2	W	7	15
Submarine*	-6	±0	-5	120	5	20	25	25	25	25	6	½	¼	W	7	150
Destroyer*	-6	±0	-6	130	5	20	25	21	21	21	15	1	½	W	6	100
Biplane	-1	±0	-1	20	3	13	17	14	14	14	50	10	2	F	8	90+

\* This vehicle has a *Range* of 10,000km

† This vehicle must have a *Current Speed* at least equal to its *Turning* to fly. It can only move directly downwards or on the ground otherwise.

Name	Explosion					Acc.	Range	Ammo	Keywords
	Impact	Damage	Impact	Radius					
Very Light Howitzer	24	12	7	7	2	2km	10 shell		
HE	21	12	10	10	2	2km	10 shell		
Light Cannon	27	13	10	10	2	2km	10 shell		
HE	22	13	12	12	2	2km	10 shell		
Torpedo	-	-	35	120	1	6km	1 torp	Torpedo 60*	

\* At this speed, the torpedo moves straight ahead every turn. It explodes, if it is within *Turning* ÷ 2 distance of its target.



## Cyberpunk

### Fast Motorcycle

A fast motorcycle requires a driver and can carry 1 passenger. They are not protected by the vehicle's *Armor*. It has *Valor* 3, *Max Lifting* 4, *Max Load* 5, and *Expense* 8.

### Sports Car

A sports car requires a driver and can carry 3 passengers. It has *Valor* 3, *Max Lifting* 4, *Max Load* 5, and *Expense* 7.

### Van

A van requires a driver and can carry 5 passengers. It has *Valor* 3, *Max Lifting* 9, *Max Load* 15, and *Expense* 7.

### Wheeled APC

A wheeled APC requires a crew of 3 and can carry 8 passengers. It has *Valor* 3, *Max Lifting* 9, *Max Load* 15, and *Expense* 9.

It is armed with an auto cannon that can fire all around. See *Infantry Support Weapons*, p.132.

### Tracked APC

A tracked APC requires a crew of 3 and can carry 6 passengers. It has *Valor* 4, *Max Lifting* 9, *Max Load* 15, and *Expense* 10.

It may be armed with an auto cannon, a GPMG and a light anti tank missile. See *Infantry Support Weapons*, p.132. All weapons can fire in any direction.

### Main Battle Tank

A main battle tank requires a crew of 3. It has *Valor* 4, *Max Lifting* 6, *Max Load* 9, and *Expense* 11.

It is armed with a heavy cannon, a GPMG and a HMG. All weapons can fire in any direction.

### Speed Boat

A speed boat requires a pilot and can carry 5 passengers. It has *Valor* 2, *Max Lifting* 7, *Max Load* 11, and *Expense* 9.

### Light Drone

A light drone requires a remote operator. It has *Valor* 2, *Max Lifting* 0, *Max Load* 0, and *Expense* 4.

It may *change altitude* to up to 4,000m with *Climbing* 10.

It may be armed with a small pistol that can fire to the front. See *Modern and Sci-Fi Small Arms*, p.130.

### Heavy Drone

A heavy drone requires a remote operator. It has *Valor* 2, *Max Lifting* 5, *Max Load* 7, and *Expense* 12.

It may *change altitude* to up to 16,000m with *Climbing* 100.

It is armed with short range anti air missiles and anti tank missiles. They can fire to the front.

### Assault Helicopter

An assault helicopter requires a crew of 2 and can carry up to 8 passengers. It has *Valor* 3, *Max Lifting* 9, *Max Load* 15, and *Expense* 12.

It may *change altitude* to up to 4,000m with *Climbing* 50.

It is armed with short range anti air missiles, anti tank missiles and an auto cannon. These weapons can fire to the front. It may also be armed with up to two GPMG, one that can fire to the left and one that can fire to the right.

### Jet Fighter

A fighter jet requires a pilot. It has *Valor* 3, *Max Lifting* 7, *Max Load* 11, and *Expense* 14.

It may *change altitude* to up to 20,000m with *Climbing* 1,000.

It is armed with long range anti air missiles and an auto cannon. These weapons can fire to the front. You may replace the long range anti air missiles with anti tank missiles for ground attack operations.

Name	Damage							Armor									
	Evasion	Sensor	Camo	Stamina	Size	Serious	Critical	F	S	G	Move	Acl.	Dcl.	Type	Sluggishness	Turning	
Fast motorcycle	-1	±0	±0	10	0	11	15	16	16	16	150	50	50	R	7	4	
Sports car	-2	±0	-2	20	1	14	18	16	16	16	80	50	50	R	4	5	
Van	-3	-1	-2	20	2	16	20	16	16	16	40	10	20	R	6	6	
Wheeled APC	-4	+1*	-3	40	3	17	21	40c	35s	30	25	20	40	A	7	7	
Tracked APC	-4	+2*	-3	40	3	18	22	50c	45s	40	20	10	50	T	4	5	
Main Battle Tank	-5	+2*	-3	40	4	19	24	60c	45c	45c	20	15	50	T	4	5	
Speed boat	-3	±0	-2	30	2	15	19	15	15	15	40	20	10	W	8	20	
Light Drone	+2	±0*	+2	5	-2	7	11	9	9	9	60	20	20	V	8	60	
Heavy Drone	-2	+5*	-2	25	2	15	19	15	15	15	100	20	2	F	7	150†	
Assault Helicopter	-2	+3*	-3	30	3	17	21	30	30	30	80	25	25	V	10	25	
Jet Fighter	-1	+7*	-4	35	4	16	20	15	15	15	500	60	20	F	6	300†	

\* Grants *Extra Sensitive Vision* and *Wide Spectrum Vision* while used.

† This vehicle must have a *Current Speed* at least equal to its *Turning* to fly. It can only move directly downwards or on the ground otherwise.

Name	Explosion				Acc.	Range	Ammo	Keywords
	Impact	Damage	Impact	Radius				
Anti Tank Missiles	60	17	27	50	6	10km	4 mssl	Missile 8 (2,000), heat+
Short Range Anti Air Missiles	-	-	25	50	9	30km	2 mssl	Missile 4 (3,000)
Long Range Anti Air Missiles	-	-	29	60	12	400km	6 mssl	Missile 5 (6,000)
Heavy Cannon	50	17			5	6km	10 shell	Stabilized

## Space Opera

### Grav Car

A grav car requires a pilot and can carry 4 passengers. It has *Valor* 3, *Max Lifting* 7, *Max Load* 11, and *Expense* 10.

### Grav APC

A grav APC requires 2 crew and can carry 8 passengers. It has *Valor* 5, *Max Lifting* 9, *Max Load* 15, and *Expense* 12.

It may be armed with one light thermal cannon (2<sup>nd</sup>) and two laser repeaters (2<sup>nd</sup>). See *Infantry Support Weapons*, p.132. All weapons can fire in any direction.

### Space Freighter

A freighter is about 75m long, requires 4 crew and may carry 4 passengers. It has *Valor* 3, *FTL* 1, *Max Lifting* 16, *Max Load* 27, and *Expense* 12. You may increase *Expense* by 1 to gain *FTL* 2.

A paramilitary version has *Max Lifting* 15, *Max Load* 25, and a force field that has *Armor* 63, *Stamina* 260, and a *Critical Damage* threshold of 29. It may be armed with up to six laser or thermal cannons. They can fire all around. This increases *Expense* by 1.

### Space Shuttle

A shuttle requires 2 crew. It has *Valor* 3, *FTL* 1, *Max Lifting* 13, *Max Load* 23, and *Expense* 12. You may increase *Expense* by 1 to gain *FTL* 2.

The military version is armed with two forward facing thermal cannons and two space missile launchers. It has two laser cannons that can fire all around. Its force field has *Armor* 53, *Stamina* 120, and a *Critical Damage* threshold of 27. This increases *Expense* by 1.

You may reduce *Max Lifting* to 10 and *Max Load* to 17 to make room for 24 passenger seats or 8 bunk beds.

### Light Space Fighter

A light fighter requires a pilot. It has *Valor* 3, *Max Lifting* 6, *Max Load* 9, and *Expense* 13.

It is armed with two forward facing laser cannons and a space missile launcher.

### Space Fighter

A fighter requires a pilot. It has *Valor* 3, *FTL* 1, *Max Lifting* 6, *Max Load* 9, and *Expense* 15. Its force field has *Armor* 48, *Stamina* 80, and a *Critical Damage* threshold of 26.

It is armed with two forward facing laser cannons, two forward facing thermal cannons, and a space missile launcher.

### Space Destroyer

A space destroyer is about 300m long and requires 500 crew. It has *Valor* 4, *FTL* 3, *Max Lifting* 16, *Max Load* 29, and *Expense* 21. It can carry 2 fighters and 8 shuttles. Its force field has *Armor* 83, *Stamina* 1,200, and a *Critical Damage* threshold of 35.

It is armed with 6 light beam artillery. All can fire to the front. Four of them can also fire to the left, right, and back. It is also armed with four heavy missiles.

### Space Cruiser

A space cruiser is about 750m long and requires 5,000 crew. It has *Valor* 4, *FTL* 2, *Max Lifting* 19, *Max Load* 35, and *Expense* 22. It can carry 100 fighters and 10 shuttles. Its force field has *Armor* 93, *Stamina* 2,000, and a *Critical Damage* threshold of 36.

It is armed with 5 medium beam artillery. All can fire to the front. Two of them can also fire to the left, right, and back. It is also armed 20 thermal cannons. 10 can fire to the left and front, and 10 can fire to the right and back.

Name	Evasion	Sensor*	Camo	Stamina	Size	Damage		Armor			Move†	Acl.	Dcl.	Type	Sluggishness	Turning
						Serious	Critical	F	S	G						
Grav car	±0	±0	-2	20	1	15	19	20	20	20	100	100	50	G	4	25
Grav APC	±0	+5	+1	40	3	20	24	75d	65d	50d	300	100	50	G	2	25
Space freighter	-3	+8	-5	130	6	20	25	30	30	30	1,000	100	50	N	10	0
Space shuttle	-2	+9	-4	60	5	18	23	65d	65d	65d	1,000	200	50	N	7	0
Light space fighter	+1	+7	-2	30	3	16	20	55d	55d	45d	2,000	400	100	N	3	0
Space fighter	±0	+8	-3	40	4	17	22	60d	60d	50d	2,000	300	100	N	4	0
Space destroyer	-5	+12	-7	600	8	25	31	80d	80d	80d	200	300	50	N	10	0
Space cruiser	-6	+13	-8	1,000	9	26	32	90d	90d	90d	200	200	50	N	12	0

\* Grants *Extra Sensitive Vision* and *Wide Spectrum Vision* while used.

† In an atmosphere. In space, the *Top Speed* depends on how long it accelerates and *Range* is practically unlimited.

Name	Impact	Damage	Explosion		Acc.	Range	Ammo	Keywords
			Impact	Radius				
Laser Cannon	60	17			8	5,000km	power	Stabilized
Thermal Cannon	70	20	40	200m	6	200km	power	Stabilized, reload 1
Space Missile	65	18	20	30m	14	20 turns	4 mssl	Heat+, missile 4 (600*)
nuclear	-	-	85	20,000m	14			Radiation 1,500
Light Beam Artillery	85	22	40	200m	7	10,000km	power	Reload 4, stabilized
Heavy Missile	-	-	95	140,000m	9	40 turns	6 mssl	Missile 6 (400*)
Medium Beam Artillery	93	26	50	400m	8	20,000km	power	Reload 8, stabilized

\* This is the *Acceleration* of the missile. Its *Top Speed* in an atmosphere is 8,000, while it is practically unlimited in space.

# Appendix J

# TRAVEL TIMES BY ERA

This is the appendix to look at, if you want to know how long it takes to travel a certain distance with specific vehicle.



## Travel During the Eras

The following table allows you to determine the time it takes to travel a certain distance with a typical vehicle.

Find the row containing the vehicle and then look up the time for the distance listed in one of the columns in the *Distance in km* section.

This distance is the maximum distance you can travel. So if you want to keep going you have to look in the next column, or for values up to twice the listed distance, you can simply double the time shown.

**Era:** The era when that means of transportation becomes available. Walking is always available.

**Name:** The means of transportation. If a name is listed multiple times, a similar but better variant will replace it in a later era. Use the latest variant available to you.

**T:** The way you travel.

<i>T</i>	<i>Environment or Terrain</i>
R	On roads or railways.
O	Off road through plains or light forest.
J*	Off road through dense forest or jungle.
W	On water, including casting off and docking.
F	Flight, including take off and landing.

\* Use this for travel in rugged mountains.

**Evs.:** A vehicle's *Evasion*. A vehicle's *Defense* equals the driver's *Defense* + *Evasion*.

**Stamina:** A vehicle's *Stamina*.

**Ser.:** A vehicle's *Serious Damage* threshold.

**Crit.:** A vehicle's *Critical Damage* threshold.

**Armor:** The *Armor* of the vehicle. For simplicities sake only one value is given. The *Armor* of a train's engine is usually the listed *Armor* + 4.

**Pax:** The number of passengers the vehicle can carry.

**Lift:** The *Max Lift* of the vehicle.

**Load:** The *Max Load* of the vehicle.

**6:** How long it takes to travel 6km or 4 miles.

**20:** How long it takes to travel 20km or 12 miles.

**60:** How long it takes to travel 60km or 40 miles.

**200:** How long it takes to travel 200km or 120 miles.

**600:** How long it takes to travel 600km or 400 miles.

**2,000:** How long it takes to travel 2,000km or 1,200 miles.

**6,000:** How long it takes to travel 6,000km or 4,000 miles.

**20,000:** How long it takes to travel 20,000km or 12,000 miles.

## Under Attack

The table provides basic simplified statistics, if you are attacked.

Remember the circumstance penalty for *Distance and Speed*. See *Distance and Speed*, p.140.

For most vehicles, speed can be ignored as the distance is usually 100m or more. The following table lists typical speeds for the faster vehicles.

<i>Era</i>	<i>Vehicle</i>	<i>Travel Speed</i>
Mid industrial	Passenger prop	200
Late industrial	Passenger prop	300
Early atomic	Passenger jet	900
Late atomic	Jumbo jet	800
Early information	Electric train	200
	Supersonic jet	2,000
Late information	Maglev train	400
Early robotic	Hypersonic jet	8,000
Late robotic	Tube train	800

### Effect on the Characters

To figure out if the characters are affected by the attack, you may look at *Chapter 6 Trackers and Thresholds*, p.65, especially *Vehicles and Objects*, p.70.

Any *hit* that affects some passengers has a chance to effect the player characters. This roughly depends on the number of passengers. You may use the following table to determine if anything happens to them.

**Pax:** The number of passengers the vehicle carries

**Die Roll (2d6):** One character is affected, if you roll at least this number on the table. In that case add the *effect die* of the *hit* to the number of characters affected, if the *hit* was a decisive success.

<i>Pax</i>	<i>Die Roll (2d6)</i>
1-5	3 or more
6-7	5 or more
8-9	7 or more
10-19	8 or more
20-29	9 or more
30-59	10 or more
60-179	11 or more
180	12 or more

### Destruction of a Vehicle

The chances of surviving an aircraft being destroyed in flight are pretty slim to none, except if the characters find themselves equipped with parachutes.

Most ships will carry some rescue craft. You may use the statistics for a rowboat or motorboat listed in *Appendix I Typical Vehicles*, p.177.

They have to *swim*, if the characters cannot find one.

Era	Vehicle	T	Damage					Max			Distance in km								
			Evs.	Stamina	Ser.	Crit.	Armor	Pax	Lift	Load	6	20	60	200	600	2,000	6,000	20,000	
	Hiking	R* ±0	-	-	-	-	-	-	-	-	1h	4h	2d	6d	20d	8w	26w	2y	
		O ±0									2h	1d	5d	3w	8w	26w	2y	6y	
		J ±0									2d	10d	4w	12w	34w	3y	9y	25y	
Late farming	Horseback	R* ±0	-	-	-	-	1	5	5	½h	2h	1d	5d	20d	8w	26w	2y		
		O ±0									3h	2d	2w	6w	20w	1y	3y	9y	
Mid iron	Canoe	W -2	10	12	16	10	2	6	9	1h	4h	2d	6d	20d	8w	26w	2y		
	Wagon	R -4	20	15	19	13	1	7	11	1h	4h	2d	6d	20d	8w	26w	2y		
		O ±0									4h	3d	2w	6w	20w	1y	3y	9y	
Late iron	Coastal trader	W -7	60	18	23	14	50	14	25	2h	4h	2d	4d	15d	12w	26w	2y		
	Junk	W -7	90	19	24	15	500	15	27	2h	4h	2d	4d	10d	4w	12w	42w		
Mid steel	Longship	W -6	60	17	22	15	10	13	23	2h	3h	2d	3d	7d	20d	8w	21w		
	Cog	W -7	60	18	23	16	30	13	23	-	4h	2d	4d	12d	8w	17w	1y		
Early exploration	Caravel	W -6	60	18	23	17	30	14	25	-	4h	2d	3d	8d	25d	8w	26w		
Mid exploration	Carriage	R -3	20	15	19	13	6	7	11	1h	4h	12h	4d	12d	4w	12w	9m		
Late exploration	Clipper	W -7	130	18	23	17	200	15	27	-	4h	12h	2d	5d	15d	4w	12w		
Mid steam	Stagecoach	R -3	20	15	19	13	10	8	13	½h	2h	6h	2d	7d	20d	8w	26w		
	Steam train	R -5	30	18	22	13	50	9	15	½h	1h	3h	9h	2d	8d	20d	17w		
	Steam clipper	W -7	170	20	25	19	700	17	31	-	3h	5h	13h	2d	5d	14d	8w		
Late steam	Steam train	R -6	60	19	24	15	250	11	19	¼h	½h	2h	6h	15h	6d	14d	8w		
	Steam liner	W -8	250	23	28	20	1,000	18	33	-	3h	4h	8h	1d	3d	9d	4w		
Early industrial	Sedan	R -2	15	14	18	14	4	6	9	¼h	½h	2h	5h	1d	3d	9d	4w		
	Bus	R -3	30	15	19	15	25	7	11	½h	2h	4h	2d	4d	12d	4w	12w		
	Steam train	R -7	90	20	25	17	500	12	21	¼h	½h	2h	5h	12h	3d	10d	4w		
	Trader	W -8	300	23	28	20	10	20	37	-	3h	4h	11h	2d	4d	12d	8w		
	Ocean liner	W -9	450	25	31	21	2,500	21	39	-	3h	3h	7h	1d	3d	7d	21d		
	Mid industrial	Sedan	R -2	20	14	18	16	4	6	9	¼h	½h	1h	3h	9h	2d	6d	18d	
		Bus	R -3	30	15	19	16	25	7	11	¼h	½h	2h	1d	2d	6d	20d	8w	
Late industrial	Passenger prop	F -2	25	15	19	15	8	9	15	-	2h	2h	3h	6h	1d	2d	10d		
	Steam train	R -7	120	20	25	17	750	12	21	¼h	½h	1h	4h	10h	2d	6d	20d		
Early atomic	Passenger prop	F -3	40	17	22	15	25	10	17	-	2h	2h	2h	4h	9h	1d	3d		
	Jeep	R -2	20	15	19	15	3	7	11	¼h	½h	1h	4h	11h	2d	6d	18d		
		O									½h	1h	4h	1d	4d	8d	4w	12w	
		J									3w	9w	30w	2y	6y	20y	-	-	
		Diesel train	R -7	120	20	25	17	1,000	12	21	¼h	½h	1h	3h	9h	2d	5d	15d	
		Passenger jet	F -4	60	18	23	15	200	13	23	-	-	-	2h	3h	5h	10h	1d	
Mid atomic	Bus	R -3	30	17	21	17	60	9	15	¼h	½h	1h	7h	2d	6d	20d	8w		
	Electric train	R -7	120	20	25	17	1,000	12	21	¼h	½h	1h	2h	8h	2d	4d	12d		
Late atomic	Jumbo Jet	F -5	90	19	24	15	600	14	25	-	-	-	2h	3h	5h	10h	1d		
Early information	HMMWV	R -2	25	15	19	16	4	9	15	¼h	½h	1h	4h	11h	2d	6d	18d		
		O									½h	1h	4h	1d	4d	8d	4w	12w	
		J									3w	9w	30w	2y	6y	20y	-	-	
	Electric train	R -7	120	20	25	17	750	12	21	¼h	½h	1h	2h	5h	12h	3d	8d		
		Supersonic jet	F -5	60	17	22	15	100	12	21	-	-	-	2h	3h	4h	5h	12h	
		Mid information	SUV	R -2	20	15	19	16	4	7	11	¼h	½h	1h	3h	8h	2d	5d	15d
O										½h	1h	3h	9d	3d	5d	3w	9w		
		J									3w	9w	30w	2y	6y	20y	-	-	
		Bus	R -3	30	17	21	18	60	9	15	¼h	½h	1h	5h	1d	4d	12d	4w	
		Late information	Maglev train	R -7	120	20	25	17	1,000	12	21	¼h	½h	1h	2h	7h	1d	3d	
Early robotic	Hypersonic jet	F -5	90	19	22	15	100	12	21	-	-	-	2h	2h	3h	3h	5h		
Mid robotic	Tube train	R -7	120	20	25	17	1,000	12	21	¼h	½h	½h	½h	1h	3h	7h	1d		

\* Treat open plains with hard ground or a simple path as a road while hiking or horseback riding.

## Reaching Low Orbit and Escape Velocity

The following table shows, for the different planet sizes, how many turns it takes to reach low orbit from the surface and how many it takes to reach the escape velocity if the ship is in low orbit.

A low orbit is assumed to be between 100km and 200km above the planet's surface.

To determine how long it takes to get away from a planet if you are on its surface, add the two durations together.

**Acceleration:** The *Acceleration* of your spacecraft.

**Tiny:** The left column shows how long it takes to reach the low orbit of a tiny planet (3,000km diameter) and the other to accelerate to the escape velocity of 8,000.

<i>Acceleration</i>	<i>Tiny</i>		<i>Small</i>	
	<i>Orbit</i>	<i>Escape</i>	<i>Orbit</i>	<i>Escape</i>
100	33	40	42	100
200	23	20	29	50
300	19	14	23	34
400	16	10	20	25

## Interplanetary Travel

The following table shows how long it takes to make a journey at a given travel speed. The table assumes rather low distances. The travel time maybe doubled or even quadrupled if planets are especially far apart.

**Acceleration:** The *Acceleration* of the spacecraft.

**Duration:** The maximum total duration of the acceleration and deceleration. Only spacecraft of *Size 5* or larger are equipped with engines that are efficient enough to accelerate for 10 hours.

**Moon:** How long it takes to travel about 300,000km. This is a low distance between a planet and one of its moons.

**Inner:** How long it takes to travel about 100 Million km. This is a low distance between two planets in the the inner solar system.

**Outer:** How long it takes to travel about 2 Billion km. This is a low distance if you want to travel to or from a planet in the outer solar system.

<i>Acceleration</i>	<i>Duration</i>	<i>Moon</i>	<i>Inner</i>	<i>Outer</i>
100	1h	8h	100d	5y
200	1h	4h	40d	2y
300	1h	3h	30d	500d
400	1h	2h	17d	400d
100	10h	3h	10d	150d
200	10h	2h	5d	75d
300	10h	2h	3d	50d

**Small:** The left column shows how long it takes to reach the low orbit of a small planet (6,000km diameter) and the other to accelerate to the escape velocity of 20,000.

**Medium:** The left column shows how long it takes to reach the low orbit of a medium planet (12,000km diameter) and the other to accelerate to the escape velocity of 40,000.

**Large:** The left column shows how long it takes to reach the low orbit of a large planet (18,000km diameter) and the other to accelerate to the escape velocity of 100,000.

**Huge:** The left column shows how long it takes to reach the low orbit of a huge planet (24,000km diameter) and the other to accelerate to the escape velocity of 150,000.

<i>Medium</i>		<i>Large</i>		<i>Huge</i>	
<i>Orbit</i>	<i>Escape</i>	<i>Orbit</i>	<i>Escape</i>	<i>Orbit</i>	<i>Escape</i>
63	200	-	500	-	750
37	100	63	250	-	375
29	67	45	167	121	250
24	50	37	125	72	188

## FTL Travel

You must have reached escape velocity to activate your FTL drive. It takes 100 *turns* to activate or deactivate it.

The default assumption is that a vehicle's *FTL* trait determines how many light years per hour it can cover while its FTL drive is active. Of course you may freely change that depending on your campaign setting.

### Interplanetary FTL Travel

An FTL drive significantly reduces interplanetary travel times. It takes a fixed 200 *turns* or 10 *minutes* to travel within a solar system from any planet to any another one. The *FTL* trait rank does not matter here, since these distances are insignificant for even the slowest FTL drive.

### Interstellar Travel

The following table lists some interstellar travel times.

<i>Distance</i>	<i>Light Years</i>	<i>FTL 1</i>	<i>FTL 2</i>	<i>FTL 3</i>
Neighboring	5	5h	3h	2h
Close	50	2d	1d	16h
Near	500	20d	10d	7d
Far	5,000	200d	100d	70d
Very Far	50,000	6y	3y	2y



# Appendix K

# BUILDINGS

Buildings provide protection from the environment and mean neighbors.

## Walls

The following table lists the armor provided by wooden walls of a different thickness.

A wooden wall has *Valor* 2 and a stone wall has *Valor* 3.

A wall's *Defense* and *Parry* is 5.

**Material:** The material of the wall.

**Metric:** The thickness of the wall in metric units.

**Imperial:** The thickness of the wall in imperial units.

**Serious:** The wall's *Serious Damage* threshold. Its *Critical Damage* threshold is *Serious Damage* + 4.

**Armor:** The wall's *Armor*. Its *Stamina* is equal to its *Armor* × 2.

**Cost:** The *Expense* of a 1m wide and 3m high section of a wall of this thickness.

Material	Metric	Imperial	Serious	Armor	Cost
Wood	8cm	3"	11	14	2
Wood	15cm	6"	13	16	3
Wood	30cm	1'	15	18	4
Stone	8cm	3"	12	20	5
Stone	15cm	6"	14	24	6
Stone	30cm	1'	16	28	7
Stone	1m	3'	18	32	8
Stone	3m	10'	20	36	9

## Doors

The following table lists a couple of common door constructions.

A curtain has *Valor* 0, a wooden door has *Valor* 2, a stone door has *Valor* 3, and an iron or steel door has *Valor* 4.

A door's *Defense* and *Parry* is 7.

**Era:** The era when this door becomes available

**Material:** The material this door is made from.

**Serious:** The door's *Serious Damage* threshold. Its *Critical Damage* threshold is *Serious Damage* + 4.

**Armor:** The door's *Armor*. The door's *Stamina* is equal to its *Armor*.

**Cost:** The door's *Expense*.

Era	Material	Serious	Armor	Cost
Early foraging	Curtain	7	7	1
	Wood	10	13	2
Early bronze	Stone	11	20	4
Mid iron	Iron	12	25	5
Mid steam	Steel	12	30	6
Mid information	Composite	13	40	7
Late gravitic	Composite	14	50	8
Mid cosmic	Composite	16	60	9

## Mechanical Locks

The following table lists a couple of mechanical locks.

Each lock comes with up to 2 keys. Each additional key has an *Expense* equal to the lock's *Expense* − 1.

A lock has *Valor* 4 and *Stamina* 10.

A lock's *Defense* and *Parry* is 12.

**Era:** The era when this lock becomes available.

**Security:** The lock's *Security*, if you want to open it by using *break in or out*.

**Serious:** The lock's *Serious Damage* threshold. Its *Critical Damage* threshold is *Serious Damage* + 4.

**Armor:** The lock's *Armor*.

**Cost:** The lock's *Expense*.

Era	Security	Serious	Armor	Cost
Early bronze	12	7	17	1
Early iron	13	8	18	1
Early steel	14	9	19	2
Early exploration	15	10	20	2
Mid exploration	17	11	23	4
Mid steam	18	12	25	5
Early industrial	16	11	21	3
	19	13	27	5
Mid atomic	17	12	22	3
	20	14	30	5
Mid gravitic	18	13	30	3
	21	15	40	5

## Structures

The following table provides a list of structures that you may encounter during your journeys.

**Era:** The era when this structure becomes available.

**Name:** The name of the structure.

**Material:** The material the structure's outer walls are built from.

**Valor:** The structure's *Valor*.

**Stamina:** The structure's *Stamina*.

**Size:** The structure's *Size*. Its *Defense* is 7 − *Size*. This may be a negative number for huge structures. Its *Parry* is equal to its *Defense*.

**Serious:** The structure's *Serious Damage* threshold.

**Critical:** The structure's *Critical Damage* threshold.

**Armor:** The structure's *Armor* threshold.

**Cost:** The structure's *Expense*.

**Cabin**

One-story building, approximately 3m long and 3m wide.

**Hut**

One-story building, approximately 5m long and 5m wide.

**Small**

One-story building, approximately 7m long and 7m wide.

**Large**

Two-story building, approximately 10m long and 10m wide.

**Manor**

Three-story building, approximately 20m long and 20m wide. Alternatively, a five-story building, approximately 15m long and 15m wide.

**Palace or Temple**

Four-story building, approximately 45m long and 45m wide.

**Pyramid**

A huge pyramid made from stone, approximately 150m high, 200m long, and 200m wide.

**Keep**

A mid-sized tower, approximately 15m high, 7m long, and 7m wide, with strong stone walls.

**Castle**

An area approximately 50 m long and 50 m wide, surrounded by fortified stone walls and clustered with smaller buildings.

**Cathedral**

A huge cathedral, approximately 40m high, 100m, long and 100m wide. The spires can rise up to 150m.

**Bunker**

A small building, approximately 7m long and 7m wide, with fortified reinforced concrete walls.

**Skyscraper**

Fifty-story reinforced concrete building, approximately 30m long and 30m wide.

**Tower**

One-hundred-story reinforced concrete building, at least 60m long and 60m wide.

**Mega Tower**

Five-hundred-story building, at least 200m long and 200m wide, probably larger at its base and thinner at the top.

<i>Era</i>	<i>Name</i>	<i>Material</i>	<i>Valor</i>	<i>Stamina</i>	<i>Size</i>	<i>Serious</i>	<i>Critical</i>	<i>Armor</i>	<i>Cost</i>
Early farming	Cabin	Mud brick	1	25	3	13	17	13	4
	Hut	Mud brick	1	35	4	14	19	13	5
	Cabin	Wood	2	25	3	14	18	14	5
	Hut	Wood	2	35	4	15	20	14	6
	Small	Wood	2	50	4	16	21	14	7
	Large	Wood	2	80	5	17	22	14	8
	Manor	Wood	2	130	6	18	23	14	9
Late farming	Palace or temple	Wood	2	250	7	20	26	14	11
Early bronze	Cabin	Stone	3	25	3	15	19	20	8
	Hut	Stone	3	35	4	16	21	20	9
	Small	Stone	3	50	4	17	22	20	10
	Large	Stone	3	80	5	18	23	20	11
	Manor	Stone	3	130	6	19	24	20	12
	Pyramid	Stone	3	2,000	11	25	31	40	15
Mid bronze	Palace or temple	Stone	3	250	7	21	27	20	14
Early iron	Keep	Stone	3	130	6	20	25	30	12
	Castle	Stone	3	220	7	21	26	35	13
Late steel	Cathedral	Stone	3	800	10	22	38	30	14
Mid steam	Bunker	Concrete	4	80	5	19	24	45	10
Mid industrial	Skyscraper	Concrete	4	450	10	22	28	30	14
Late atomic	Tower	Concrete	5	900	11	23	29	30	16
Late information	Mega tower	Concrete	5	3,500	13	26	32	35	19





# Appendix L

# PLANETS AND ENVIRONMENT

Sometimes the environment itself can be your enemy, especially  
on foreign planets.

## Atmosphere

Sometimes breathing can be dangerous or impossible because there is no air or because something is wrong with the atmosphere.

Typically, when wearing *sealed* armor, you can ignore any effects of the atmosphere. Exceptions are trace atmospheres or vacuum, where you need *pressurized* armor.

While a gas mask is considered equal to *sealed* armor for most purposes, it will not protect you from a non-breathable, very thin, or deadly atmosphere.

### Inconvenient

If the air is too thick, too thin, or somewhat dirty, it is classified as inconvenient air. It makes it harder to *resist fatigue*.

### Polluted

You acquire the *Poisoned* [polluted air] restriction. See *Poisons*, p.95.

### Non-Breathable

You must *resist suffocation* if the air is non-breathable.

### Very Thin

In very thin air (above 5,000m on an Earth-like planet) you must *resist fatigue* every hour. Very thin air also affects you like inconvenient air.

### Trace or Vacuum

You must *resist suffocation* in a vacuum or trace atmosphere. You will die after *Valor* + 1d6 turns.

### Toxic

You acquire the *Poisoned* [blister agent] restriction. See *Poisons*, p.95.

### Very Toxic

You acquire the *Poisoned* [killer gas] restriction. See *Poisons*, p.95.

### Deadly

Deadly atmospheres are non-breathable and very toxic.

### Destructive

When you are not within a *sealed* vehicle or building, you are dead.

You may distinguish between the following types of destructive atmosphere:

**Damaging:** Vehicles are destroyed after 1d6 days.

**Destructive:** Vehicles are destroyed after 1d6 hours.

**Cataclysmic:** Vehicles are destroyed after 1d6 minutes.

You may decide that some heavily armored vehicles or spaceships can withstand even such conditions.

## Gravity

A human being can survive at zero gravity as well as about up to five times earth gravity - however, under the later circumstances only a couple of turns at best.

### Low

You get a +4 *modifier* to *climb* and *jump*. Increase your *Max Load* and *Max Lifting* by 2.

### Very Low

You get a +6 *modifier* to *climb* and a +10 *modifier* to *jump*. Increase your *Max Load* and *Max Lifting* by 3.

Whenever you want to *sprint*, you need to *avoid falling*.

### Zero

Increase your *Max Load* and *Max Lifting* by 4.

Whenever you want to *move* or when you make an *attack* with anything but a laser, destroyer, rocket, or missile weapon, you need to *avoid falling*.

If you would *fall*, you move 1d6 × 2 meters away from your target or destination.

If there is nothing to hold onto within 2 meters of you and you have no means of Newtonian propulsion, you keep moving in this direction every turn at this speed.

### High

You get a -4 *modifier* to *climb* and *jump*. Add 4 to the *Load* you are carrying, even if you are carrying nothing.

You are also considered *weakened* in addition to that, if you do not have the *no pain strength*.

### Very High

You cannot do anything and must *resist unconsciousness* every turn.

### Ultra High

You are dead.

## Vehicles and Gravity

Only grav vehicles (G) work in very high or ultra high gravity and only vehicles using Newtonian movement (N) work in zero gravity.

Vehicles using Newtonian movement (N) subtract 10 instead of 50 from their *Acceleration* in very low gravity, 30 in low gravity, and 100 in high gravity.

Increase *Climbing* for fixed wing and VTOL air vehicles (F,V) by 25 in low gravity and reduce it by 50 in high gravity. If it is 50 or less, they cannot fly in high gravity.

For typical ground vehicles (R,O,A,T) divide move by two and multiply deceleration by two in high gravity.

Hover vehicles (H) don't work in any gravity higher than normal.



## Temperature

Each planet has an average temperature. The temperature categories are listed in *Appendix A Circumstances*, p.139. However, there are two additional temperature categories that reflect extreme conditions not normally found on an Earth-like planet.

### Abysmal

It is so cold that you are dead, if you are not in a *sealed* vehicle or building, or are wearing *sealed* armor. A gas mask or oxygen mask does not help.

### Infernal

It is so hot that you are dead, if you are not in a *sealed* vehicle or building, or are wearing *sealed* armor. A gas mask or oxygen mask does not help.

## Latitudes

Usually the temperature is two categories lower than the average at the poles and two categories higher at the equator.

## Seasons

Depending on its axial tilt and its orbital eccentricity, a planet may have seasons.

If the seasons are due to the planet's axial tilt, then it is winter in the northern hemisphere while it is summer in the southern hemisphere, and vice versa. On those planets, the seasons have no significant influence on the temperature in the equatorial region.

### None

The average temperature at each longitude is basically the same all year round, with daily fluctuations far exceeding seasonal ones.

### Moderate

In summer, the average temperature rises by one category in the coastal regions and by two categories in the continental regions.

In winter it drops by one category in the coastal regions and by two categories in the continental regions.

### Extreme

In summer, the average temperature rises by two categories in the coastal regions and by three categories in the continental regions.

In winter it drops by two categories in the coastal regions and by three categories in the continental regions.

### Locked

The average temperature category only prevails in the equatorial region. The hemisphere facing the sun is four categories hotter and the other four categories colder.

## Daily Temperature

Each day, you may roll 2d6 on the following table.

Add 2 to the result if the previous day's temperature was above average and subtract 2 if it was below average.

Die Roll (2d6)	Temperature
2 – 3	Two categories below average
4 – 5	One category below average
6 – 8	Average
9 – 10	One category above average
11 – 12	Two categories above average

## Day and Night

Usually the temperature is one category lower at night and one category higher in the afternoon. In very dry areas, the temperature can change by two categories.

## Planets

The following table shows the typical statistics of planets of different scales.

**Scale:** The planet's scale.

**Gravity:** The typical gravity found on a planet of that scale.

**Size:** The planet's *Size*. Its *Defense* is equal to  $7 - \text{Size}$  and therefore a negative number.

**Serious:** The planet's *Serious Damage* threshold. Its *Critical Damage* equals *Serious Damage* + 8.

**Armor:** The planet's *Armor*.

Scale	Gravity	Size	Serious	Armor
Tiny	Very low	19	30	150
Small	Low	20	31	160
Medium	Average	21	32	170
Large	High	22	33	180
Huge	Very high	23	34	190
Small GG	*	24	35	200
Medium GG	*	25	36	210
Large GG	*	26	37	220

\* The conditions on the surface of a gas giant - if there is any - are utterly destructive to almost everything. Orbital facilities in the upper layers of its atmosphere are feasible.

**Very Small:** A planet or moon like the Earth's Moon.

**Small:** A planet the size of Mars or Mercury.

**Medium:** A planet the size of Earth or Venus.

**Large:** A planet significantly larger than earth but where gravitation is still bearable for human beings.

**Huge:** A planet that is so big that a human being would be crushed by the gravity on its surface.

**Small GG:** A gas giant like Uranus or Neptune.

**Medium GG:** A gas giant like Saturn or Jupiter.

**Large GG:** A gas giant somewhat larger than Jupiter.



# Appendix **M**

# THE REAL WORLD

This appendix provides guidelines to convert anything or anyone from the real world into Knights + Rifles. Since the real world is complex and the game should be fun feel free to tweak these values.



**Mass and Load**

<i>Mass (kg)</i>	<i>Size</i>	<i>Load</i>	<i>Stamina</i>
0	-4	0	4
1	-3	½	5
3	-3	1	6
6	-2	2	7
10	-2	3	8
30	-1	4	9
60	0	5	10
100	0	6	10
200	0	6	10
300	0	7	10
400	0	7	10
500	0	7	15
600	0	8	15
800	1	8	15
1,000	1	9	15

<i>Mass (t)</i>	<i>Size</i>	<i>Load</i>	<i>Stamina</i>
1	1	9	15
2	1	9	20
3	1	10	20
4	2	10	25
5	2	10	25
6	2	11	30
8	2	11	30
10	3	12	30
20	3	12	35
30	3	13	40
40	3	13	40
50	4	13	50
60	4	14	50
80	4	14	50
100	4	15	60
200	5	15	80
300	5	16	90
400	5	16	90
500	5	16	100
600	6	17	110
800	6	17	120
1,000	6	18	130
2,000	6	18	150
3,000	7	19	170
4,000	7	19	200
5,000	7	19	220
6,000	7	20	240
8,000	8	20	250
10,000	8	21	300
20,000	8	21	350
30,000	8	22	400
40,000	9	22	450
50,000	9	22	450
60,000	9	23	500
80,000	9	23	500
100,000	10	24	600

**Expense**

<i>Cost (U.S. \$)</i>	<i>Expense</i>
1	0
30	1
100	2
300	3
1,000	4
3,000	5
10,000	6
30,000	7
100,000	8
300,000	9
1,000,000	10
3,000,000	11
10,000,000	12
30,000,000	13
100,000,000	14
300,000,000	15
1,000,000,000	16

**Armor**

<i>mm</i>	<i>cm</i>	<i>inch</i>	<i>Armor</i>
1	0.1	1/32	15
2	0.2	1/16	16
3	0.3	3/32	17
4	0.4	1/8	18
5	0.5	3/16	19
6	0.6	7/32	20
7	0.7	1/4	21
8	0.8	5/16	22
9	0.9	11/32	23
10	1.0	3/8	24
13	1.3	1/2	25
15	1.5	5/8	26
18	1.8	3/4	27
20	2.0	7/8	28
25	2.5	1	29
30	3.0	1 1/4	30
35	3.5	1 3/8	31
40	4.0	1 5/8	32
45	4.5	1 3/4	33
50	5.0	2	34
60	6.0	2 1/4	36
70	7.0	2 3/4	37
80	8.0	3	38
90	9.0	3 1/2	39
100	10.0	4	40
110	11.0	4 1/4	41
120	12.0	4 3/4	42
130	13.0	5	43
150	15.0	6	44
170	17.0	7	45
190	19.0	7 1/2	46

## Modern Small Arms

See *Modern and Sci-Fi Small Arms*, p.130.

<i>Real World</i>	<i>Knights and Rifles</i>	<i>Modification</i>
.44 Automag	Pistol	Late atomic era, <i>Impact 12, Damage 7, Range 200, Load 1, Cost 5</i>
AK-47	Assault Rifle (1 <sup>st</sup> )	
AK-74, AK-12	Assault Rifle (2 <sup>nd</sup> )	
Beretta M9	Pistol	Late atomic era, <i>Ammo 6 mgz</i>
Bergmann MP18	Submachine Gun (1 <sup>st</sup> )	
Browning M1918 BAR	Battle Rifle	Late industrial era, <i>Load 2, Cost 5</i>
Colt M1911	Pistol	<i>Impact 6</i>
Colt M16	Assault Rifle (2 <sup>nd</sup> )	
Colt M1848 Dragoon	Black Powder Revolver	
Colt M1873 Long Colt	Revolver	
Colt Python 10.2	Revolver	Mid atomic era, <i>Damage 5</i>
Colt Python 15.2	Revolver	Mid atomic era, <i>Impact 9, Damage 5</i>
Colt Python 20.3	Heavy Revolver (1 <sup>st</sup> )	
Desert Eagle	Pistol	Late atomic era, <i>Impact 11, Damage 7, Range 200, Load 1, Cost 4</i>
Dreyse Needlegun	Rifle (1 <sup>st</sup> )	
Enfield P/1853	Musket (3 <sup>rd</sup> )	
Enfield Sten Mk II	Submachine Gun (1 <sup>st</sup> )	
FAMAS	Assault Rifle (2 <sup>nd</sup> )	<i>Ammo 4 mgz</i>
FG42	Battle Rifle	
FN-Browning HP	Pistol	
FN FAL	Battle Rifle	
FN Five Seven	Small Pistol (2 <sup>nd</sup> )	
FN P90	Submachine Gun (2 <sup>nd</sup> )	<i>Impact 13, Damage 5</i>
Fusil Charleville Modèle 1777	Musket (2 <sup>nd</sup> )	
Fusil Gras M80	Rifle (2 <sup>nd</sup> )	
Glock 17	Pistol	
Greener Elephant Rifle	Elephant Rifle	
H&K G11	Assault Rifle (3 <sup>rd</sup> )	
H&K G3	Battle Rifle	
H&K G36, H&K HK416	Assault Rifle (2 <sup>nd</sup> )	
H&K MP5A3	Submachine Gun (1 <sup>st</sup> )	Late atomic era, <i>Accuracy 2</i>
H&K MP7A1	Submachine Gun (2 <sup>nd</sup> )	
Kentucky Rifle	Musket (1 <sup>st</sup> )	
Luger P08	Pistol	
MAC-10	Submachine Gun (1 <sup>st</sup> )	Late atomic era
Mauser C96	Pistol	<i>Damage 4</i>
Mauser Gewehr 98	Rifle (3 <sup>rd</sup> )	
Makarov PM	Pistol	Early atomic era
Martini–Henry	Rifle (2 <sup>nd</sup> )	
PPSh-41	Submachine Gun (1 <sup>st</sup> )	<i>Damage 5</i>
Remington Number 1	Rifle (2 <sup>nd</sup> )	
Ruger Super Redhawk	Heavy Revolver (2 <sup>nd</sup> )	
Springfield M 1903	Rifle (3 <sup>rd</sup> )	
Springfield M1 Garand	Rifle (4 <sup>th</sup> )	
Springfield M14	Battle Rifle	
SR-2 Veresk	Submachine Gun (2 <sup>nd</sup> )	<i>Impact 13, Damage 5</i>
Sterling L2A3	Submachine Gun (1 <sup>st</sup> )	
S&W Model 27	Revolver	Mid industrial era, <i>Impact 9, Damage 5</i>
S&W Model 29 .44 Magnum	Heavy Revolver (1 <sup>st</sup> )	
Thompson submachinegun M1921	Submachine Gun (1 <sup>st</sup> )	<i>Impact 9, Accuracy 2</i>
Tokarev TT-33	Pistol	<i>Damage 4</i>
Uzi	Submachine Gun (1 <sup>st</sup> )	Mid atomic era
Walther P38	Pistol	
Walther PPK	Small Pistol (1 <sup>st</sup> )	
Winchester M1873 .44-40	Carbine	





# Appendix N

# CHARACTER SHEETS

This appendix contains a blank character sheet and some pre-generated characters.

## Character Generation Checklist

The following checklist provides a brief summary of how to create a character at the *larger-than-life* power level.

1. Distribute 7 points between your *primary traits*. You may not put more than 4 points in one trait.

Each point increases a mundane trait by 1 and an extraordinary trait by 2.

2. Calculate *derived traits*.

- *Size* = 0 (depends on Ancestry)
- *Wealth* = 3 (changed by Strengths/Restrictions)
- *Move* = 4 + *Valor* + *Size*

3. Calculate *passive traits*.

- *Defense* = 7 + *Valor* – *Size*
- *Caution* = 7 + *Wits* – *Size*
- *Resolve* = 7 + *Spirit*
- *Weave* = *Defense* + *Ward*
- *Shadow* = *Caution* + *Ward*
- *Sentry* = *Resolve* + *Ward*

4. Calculate *thresholds*.

- *Serious Wound* = 4 + *Size* + 2 × *Valor*
- *Critical Wound* = 4 + *Serious Wound*
- *Serious Trauma* = 4 + 2 × *Spirit*
- *Critical Trauma* = 4 + *Serious Trauma*

5. Calculate *trackers*.

- *Stamina* = 5 + 2 × *Valor* + 2 × *Spirit*
- *Determination* = 3

6. Get benefits from your Ancestry.

7. Pick 3 *restrictions*.

8. Pick 3 *strengths*.

9. Pick 1 *distinguishing restriction*.

10. Pick 1 *distinguishing strength*.

11. Get *Area Knowledge* for your home turf.

12. You know up to *Spirit* + 1 languages.

13. Determine starting equipment.

- 2 items with *Expense* = *Wealth* + 1
- 3 items with *Expense* = *Wealth*
- 5 items with *Expense* < *Wealth*

14. Calculate further *traits*.

- *Maximum Lift* = 3 + *Valor*
- *Maximum Load* = 6 + *Valor*
- *Impression* = *Wits* + clothing's *Grade*
- *Presence* = *Wits*
- *Parry* = 7 + *Valor* + *Deflection*
- *Armor* = 7 + *Valor* + *Size* + *Resistance*
- *Precision* = *Valor* + *Accuracy*

## Filling out a Character Sheet

You can write down the final rank for each trait. You do not need to write down any formulas or calculations.

### Task Modifiers

If you have a *strength*, a *restriction* or any equipment that grants a modifier to a task, you may add all applicable modifiers to the *primary trait* tested in that task and write the total after the name of the *task* in *Modified Tasks*.

It is always useful to write down the following tasks along with their associated *primary trait rank*, because they are used so often: **Assess the situation** (*Wits*), **locate** (*Wits*), **persuade** (*Impression*), **sneak** (*Wits*).

### Weapons

Use the first line of the weapons section for the weapon you normally wield in your main hand.

Use the second line of the weapons section for the weapon you normally wield in your off hand, if applicable.

If you have *strengths* that modify your **unarmed attack** you may want to write down its *Impact* and *Damage*, and your modified *Valor* in the *Precision* column.

### Example

Joey writes the following on Eden's character sheet (see Eden, p.202):

*Primary Traits:* *Valor* 2, *Wits* 1, *Spirit* 3, *Flow* 2.

*Passive Traits:* *Defense* 9, *Caution* 8, *Resolve* 10, *Weave* 9, *Shadow* 8, *Sentry* 10.

*Derived Traits:* *Size* 0, *Wealth* 3, *Move* 5, *Impression* 2, *Presence* 1, *Parry* 9, *Armor* 19.

*Armor Keywords:* *Fabric*, *soft*, *helmet* 22.

*Trackers and Thresholds:* *Stamina* 15, *Determination* 3, *Serious Wound* 9, *Critical Wound* 13, *Serious Trauma* 10, *Critical Trauma* 14.

*Restrictions:* *Honest*, *Pacifist*, *Charitable*, *Chummy*.

*Strengths:* *Master* [heal], *To the Last Breath*, *Mind over Matter*.

Joey decides to add a short description to each *Strength* and *Restriction* to make them easier to manage.

*Equipment:* *Max Lifting* 5, *Max Load* 8, *Encumbrance* 5, *Submachine gun* (2<sup>nd</sup>) - 1 4, *portable* (3<sup>rd</sup>) 5 1 4, *ballistic* (5<sup>th</sup>) - 1 3, *beacon of healing* (3<sup>rd</sup>) 3 ½ 3, *plastic card* (3) - 0 3, *helmet - tactical* (5<sup>th</sup>) - ½ 2, *good clothing* 1 ½ 2, *light camping gear* 2 1 2, *cell phone* 4 0 2, *knife* (4<sup>th</sup>) - 0 2

*Weapons:* *Submachine gun*, *Precision* 4, *Impact* 11, *Damage* 6, *Range* 200, *Auto* 3 (-1) and cross out all but 5 ammo boxes; *Knife*, *Precision* 3, *Impact* 5, *Damage* 4, *Ammo/Keywords:* *Light*, *small*, *tool* 1, *pointed*.

*Modified Tasks:*

*assemble* [cooking] +4 (*Spirit* 3 + 1 from camping gear)  
*assemble* [woodworking] +4 (*Spirit* 3 + 1 from knife)  
*break in or out* [mechanical] +2 (*Wits* 1 + 1 from knife)  
*break in or out* [woodworking] +2 (*Wits* 1 + 1 from knife)  
*heal* +7 (*Flow* 2 + 2 from *Master* + 3 from *beacon*)  
*open channel* +7 (*Spirit* 3 + 4 from *cell phone*)  
*repair* [woodworking] +4 (*Spirit* 3 + 1 from knife)  
*set up camp* +5 (*Spirit* 3 + 2 from camping gear)

K+R

Name

Culture / Languages / Organizations

Size

Mundane

Primary

Passive

Valor

Defense

7 + Valor

Wits

Caution

7 + Wits

Spirit

Resolve

7 + Spirit

Extraordinary

Primary

Passive

Might

Weave

Defense + Ward

Flow

Shadow

Caution + Ward

Ward

Sentry

Resolve + Ward

Derived

Parry

7 + Valor + Deflection

Presence

Wits

Move

4 + Valor

Armor

7 + Valor + Resistance

Impression

Wits + Grade

Wealth

armor keywords

Trackers

Max

Current

Stamina

5 + 2 × Valor + 2 × Spirit

Stamina

Determination

Determination

Conditions

☐ Weakened

☐ Running

☐ Restrained

☐ Exhausted

☐ Volting

☐ Stunned

☐ Unconscious

☐ Prone

☐ Comatose

☐ Cowering

Thresholds

Physical

Wound

4 + 2 × Valor

Wound

4 + Serious Wound

Mental

Trauma

4 + 2 × Spirit

Trauma

4 + Serious Trauma

Weapons

Weapon

Precision

Valor + Accuracy

Impact

Damage

Range

Weapon

Precision

Valor + Accuracy

Impact

Damage

Range

Weapon

Precision

Valor + Accuracy

Impact

Damage

Range

Modified Tasks

Strengths

Restrictions

Equipment

Encumbrance

Max Lift

3 + Valor

Max Load

6 + Valor

Item

Grade

Load

Cost



# Eden

**Eden is a character from the late information era, born with abilities that many consider unnatural. That made life a lot harder than it should be, but also a lot more interesting.**

## Background

You can still hear that menacing thump as if it was yesterday. When you turned around to look in the direction it was coming from, you saw the blood stains on the window you just finished cleaning.

A few moments ago you where so proud of your work that now had spelled doom to that poor bird laying in front of it. You stormed out of the house and onto the terrace to rescue it. It was still trembling.

“It will die, dear, there is nothing we can do about that,” you heard a voice say behind you.

You parents always gave up so quickly

“It cannot be,” you thought. Somehow you knew that you could save the poor thing.

As you stretched out your hand the voice behind you shouted, “Stop it, it may have a disease! You should never touch wild animals!”

But now you felt for the first time how you imbued this poor creature with your energy.

It got on his feet and flew away.

“You see, there is always a way!” You said and turned around.

You will never forget those wide open eyes staring at you, filled with a mixture of fear and disgust.

## Abilities

Tough and well protected, you have a chance of survival even if you actively participate in a shootout.

However, your most potent skill is the ability to heal others with just a thought. This talent is complemented by extensive training and an item to support it.

## Personality

You have heard too many lies and you do not want to add your own ones to this world and you have a deep conviction that life is precious and has to be preserved.

However, you are not afraid to defend yourself if things get nasty. You can try to heal the people who were shot by you later.



You can use this sample character as inspiration on how to build your own. You can also use it as a baseline for a character that you want to play. However, you may want to replace some strengths or restrictions with your own choices.

Of course, you are also free to just use this character as it is and make it your own, or you can ditch it and start from scratch to create someone much more powerful and interesting.



Name

Eden

Culture / Languages / Organizations

World Citizen / Mandarin, Spanish, English, Hindi / Societatis Exploratoris

Size

0

## Primary

## Passive

Valor

2

Defense

9

Wits

1

Caution

8

Spirit

3

Resolve

10

## Primary

## Passive

Might

0

Weave

9

Flow

2

Shadow

8

Ward

2

Sentry

10

## Derived

Parry

9

Presence

1

Move

5

Armor

19

Impression

2

Wealth

3

Fabric, helmet 22

## Conditions



Weakened



Running



Restrained



Exhausted



Volting



Stunned



Unconscious



Prone



Comatose



Cowering

## Max

## Current

Stamina

18

Stamina

Determination

3

Determination

## Serious

## Critical

## Physical

Wound

9

Wound

13

## Mental

Trauma

10

Trauma

14

## Weapons

Weapon

Submachine gun

Precision

4

Impact

12

Damage

6

Range

200m

Auto 3 (-1)

Weapon

Knife

Precision

3

Impact

5

Damage

4

Range

3m

Light, small, tool 1, pointed

Weapon

Unarmed

Precision

2

Impact

2

Damage

2

Range

3m

## Strengths

## Restrictions

Area Knowledge [New York]: In New York you have ask the locals +4, locate +3, march +4, walk +4, investigate the area +3.

Endurance: Your have increased Stamina.

Master [heal]: Modifies heal.

Mind over Matter: You stay alive and conscious by sheer willpower.

To the Last Breath: You do not become exhausted and take one less fatigue damage if you fail.

Charitable: You must donate money of an Expense equal to  $d6 \div 2$  every day.

Chummy: You must resist breakdown (+3 vs. 9) after you have been alone for 1 hour.

Honest: When you lied you get -1 to all tasks until you tell the truth.

Pacifist: You must resist breakdown (+3 vs. 9) if you attack anyone who did not attack anyone first.

Assemble [cooking] +4

Assemble [woodworking] +4

Assess the situation +1

Break in or out [mechanical] +2

Break in or out [woodworking] +2

Heal +7

Locate +1

Open channel +7

Persuade +2

Repair [woodworking] +4

Set up camp +5

Sneak +1

## Equipment

Encumbrance  
5Max Lift  
5Max Load  
8

Item	Grade	Load	Cost
Good Clothing	1	1/2	2
Ballistic armor (5 <sup>th</sup> )	-	1	3
Tactical helmet (5 <sup>th</sup> )	-	1/2	2
Submachine gun (2 <sup>nd</sup> )	-	1	4
Knife (4 <sup>th</sup> )	-	0	2
Beacon (3 <sup>rd</sup> )	3	1/2	3
Light camping gear	2	1	2
Cell phone	4	0	2
Portable (3 <sup>rd</sup> )	4	1	4
Plastic card	-	0	3

# Galawa of Sirkania

**Galawa is a character from the late steel era who is well versed in armed and unarmed combat and wealthy enough to afford the best armor and weapons, as well as a reliable horse.**

## Background

The clash of metal against metal and the long hours of meditation in the ancient halls of the castle have always been part of your life.

“You have more talent than any student I’ve ever had,” said your trainer.

“Thank you, trainer,” you replied, as was expected of you.

“I’m serious. You cannot stay here. Your eyes always look beyond these walls. When I look at you, I see a poor creature trapped in a cage,” your trainer continued.

“I’m sorry, I will do better. I will keep my eyes on the here and now,” you promised.

“You do not understand. Your purpose, your destiny is out there, somewhere I cannot see. You have to go. You have to go now,” your trainer commanded you.

You looked your trainer in the eyes and saw them filled with tears for the first time in your life.

And for the first time in your life you had this strange feeling that you have never had before.

Now, of course, you know it was sheer excitement. That day, the boring routine of training and meditation finally became something more fulfilling. You were allowed to see the world.

Now you could do something essential for the kingdom you had sworn to protect and, even more importantly, its citizens that you would finally meet.

## Abilities

You are very robust and extremely well protected. You are a worthy opponent for the best combatants out there and you don’t have to fear open fights.

Stealth and cunning are not your way. Your ability to convince others relies more on your clothes and the respect they have for your weapons than on your talent with words.

## Personality

You were raised to protect your kingdom and its citizens. You embraced that purpose with every fiber of your life. It is not something you should do or want to do. It is what you will do.



Galawa is best suited for a sword and sorcery campaign, but may still be used in a swashbuckling one. However, while the protection of plate armor in the early exploration era increases by 1, it can still be easily penetrated by muskets.

Note that if the horse is carrying Galawa, who has a load of 6 due to the heavy equipment, and is carrying the camping gear, it still has a Load of 3 left to carry something else.





Name  
Noble Galawa of Sirkania

Culture / Languages / Organizations  
Kingdom of Tirasolia / Tirasolian, Mesidian, Gandulose / Knights of Tirasolia

Size  
0

### Primary

### Passive

Valor

4

Defense

9

Wits

1

Caution

8

Spirit

2

Resolve

9

### Primary

### Passive

Might

0

Weave

11

Flow

0

Shadow

8

Ward

0

Sentry

9

### Derived

Parry

16

Presence

1

Move

6

Armor

17

Impression

3

Wealth

5

Full

### Conditions

- ☐ Weakened ☐ Running ☐ Restrained  
☐ Exhausted ☐ Volting ☐ Stunned  
☐ Unconscious ☐ Prone  
☐ Comatose ☐ Cowering

### Max

### Current

Stamina

20

Stamina

Determination

3

Determination

### Serious

### Critical

### Physical

Wound

12

Wound

16

### Mental

Trauma

8

Trauma

12

### Weapons

Weapon

Bastard sword

Precision

8

Impact

7

Damage

7

Range

3m

Edged, pointed

Weapon

Shield

Precision

4

Impact

5

Damage

5

Range

3m

Shield 10

Weapon

Longbow

Precision

6

Impact

8

Damage

7

Range

240m

Two-handed, pointed

### Strengths

### Restrictions

Area Knowledge [Cencapia]: In Cencapia you have ask the locals +5, locate +3, march +6, walk +6, investigate the area +3.  
Endurance: Your have increased Stamina.  
Martial Artist: Modifies unarmed attack, grapple, push.  
Status (×2): +1 to entertain, indoctrinate, and persuade those of lower status.  
Also increases Wealth.  
Weapon Master [bastard sword]: Modifies Precision, repair.

Compulsion [meditation]: You must spend 2 hours every day meditating.  
Honest: You must resist breakdown (+2 vs. 9) if you tell a lie.  
Loyal [kingdom]: You must resist breakdown (+2 vs. 9) if you act against the interests of your kingdom.  
Protective [civilians]: You must resist breakdown (+2 vs. 9) if a civilian takes serious damage or trauma.

Assess the situation +1  
Climb +5  
Grapple +6  
Locate +1  
March [mountains] +5  
Open channel [visual] +3  
Persuade +3  
Push +6  
Repair [bastard sword] +4  
Sneak +1  
Unarmed attack +6

### Equipment

Encumbrance  
10

Max Lift  
7

Max Load  
10

Item	Grade	Load	Cost
Fine Clothing	2	½	5
Plate Armor (4 <sup>th</sup> )	-	3	5
Bastard Sword	-	2	4
Longbow (4 <sup>th</sup> )	-	1	2
Shield (3 <sup>rd</sup> )	-	2	3
Charm (2 <sup>nd</sup> )	-	½	2
Dried 2 days	-	½	1
Lantern (7m)	-	½	1
Mirror (LOS)	1	0	2
Silk Rope (20m)	1	½	2
Gold Coins ×3	-	(½)	5
(carried by horse)			
Leather camping gear	2	(2)	2
(carried by horse)			
Horse (Heavy)	-	-	6
Move: 20; Sluggishness: 6			
Max Lift: 7; Max Load: 11			
Stamina: 12;			
Serious: 12; Critical: 16			

# Marabin

**Marabin is a character from the late steel era whose main era of expertise is to stay hidden and get uninvited to places that others would consider safe and secure.**

## Background

And again you were on the run.

This time it was very close - too close. How could you have been so imprudent.

Well, the good thing was, you had learned another lesson. Not all people lie all the time. You should have listened better to the person who warned you about this place.

Fortunately you knew those streets like the back of your hand and so the darkness was your friend.

You heard the crack of wood and the break of cheap ceramics. Of course these fools did not know that the old curmudgeon always left his market stall out there at night.

Nobody would care or dare to steal his trash.

“On your feet, you incapable buffoons!” Shouted the sergeant.

But it was over. It took them far too long to resume the chase.

Of course you were still careful. One mistake was more than enough for a night.

You counted the loot. It was unexpectedly impressive. This would last for the next week or two.

But without that advice from this weird stranger, they would have caught you. Someone deserves a thank you.

## Abilities

You are silent, agile and convincing. Few things escape your senses, and in your home turf, you see pretty much everything. An open fight is not your thing, though.

However, if your opponent does not see you coming, you can be very deadly. The rules for *Perfect Conditions*, p.59 are your friend.

## Personality

You have the strong conviction that trust is earned and not granted. You prefer to work alone, but you have learned that it helps if others cover your back.

You cling to the few possessions you have and take it very seriously if you lose one of them.



Marabin is equipped for a sword and sorcery campaign, but the character can easily be used in any setting. You should just swap the expertise for Artisan with one suitable for the era.

The toolkit improves to Grade 2 in a swashbuckling campaign. Replace it with a Grade 3 mechatronical kit in a cyberpunk campaign, or a Grade 0 cosmic kit in a space opera. Note that the cosmic kit has Grade 3 for any expertise but cosmic.



Name  
Marabin

Culture / Languages / Organizations  
Tirasolian Underworld / Tirasolian, Thieves' argot / Thieves' Guild

Size  
0

### Primary

### Passive

Valor 2	Defense 9
Wits 4	Caution 12
Spirit 1	Resolve 8

### Primary

### Passive

Might 0	Weave 9
Flow 0	Shadow 12
Ward 0	Sentry 8

### Derived

Parry 9	Presence 4	Move 6
Armor 11	Impression 5	Wealth 2
Soft		

### Max

### Current

Stamina 14	Stamina
Determination 3	Determination

### Conditions

<input type="checkbox"/> Weakened	<input type="checkbox"/> Running	<input type="checkbox"/> Restrained
<input type="checkbox"/> Exhausted	<input type="checkbox"/> Volting	<input type="checkbox"/> Stunned
<input type="checkbox"/> Unconscious	<input type="checkbox"/> Prone	
<input type="checkbox"/> Comatose	<input type="checkbox"/> Cowering	

### Serious

### Critical

Physical	Wound 8	Wound 12
Mental	Trauma 6	Trauma 10

### Weapons

Weapon	Precision	Impact	Damage	Range	
Knife	4	6	7	3m	Light, small, tool 1, pointed
Weapon	Precision	Impact	Damage	Range	
Thrown knife	3	6	7	20m	Small, pointed
Weapon	Precision	Impact	Damage	Range	
Unarmed	2	4	4	3m	

### Strengths

### Restrictions

Accurate Maneuvers: You can change position immediately and use Wits instead of Valor.  
Area Knowledge [Portulan]: In Portulan you have ask the locals +7, locate +8, march +3, walk +3, investigate the area +6.  
Artisan [mechanical]: Modifies hack, repair, identify, disable, break in or out, invent item, item, keep it running, assemble.  
Camouflage: Modifies ambush, locate, sneak.  
Endurance: You have increased Stamina.  
Explorer: Modifies climb, parachute, plan route, go foraging, swim, set up camp.

Loner: You must resist breakdown (+1 vs. 9) each time you participate in a group check.  
Miserliness: Each time your Wealth decreases, you must resist breakdown (+1 vs. 9).  
Paranoia: You must assess the situation whenever you meet new people.  
Poor: Modifies Wealth.

Ambush +6	+6	Locate	+6
Assemble [mechanical]	+4	March [mountains]	+3
Assemble [woodworking]	+2	Open channel [visual]	+2
Assess the situation	+4	Persuade	+5
Break in or out [mechanical]	+6	Plan route	+3
Break in or out [woodworking]	+5	Repair [mechanical]	+4
Climb	+5	Repair [woodworking]	+2
Disable [mechanical]	+6	Set up camp	+3
Go foraging	+3	Sneak	+6
Identify [mechanical]	+4	Swim	+4
Invent item [mechanical]	+3		
Keep it running [mechanical]	+4		

### Equipment

Encumbrance	Max Lift	Max Load
2	5	8

Item	Grade	Load	Cost
Leather Clothing	1	1	2
Cloth Armor	-	½	1
Knife (3 <sup>rd</sup> )	-	0	2
Thrown Knife (3 <sup>rd</sup> )	-	0	1
Minimal Kit [mechanical]	1	½	2
Mirror (LOS)	1	0	2
Silk Rope (20m)	1	½	2
Candles (2m)	-	0	1
Gold Coins	-	0	3
Gold Coins	-	0	2



# Nadridogan

**Nadridogan is a late Steel Era character capable of powerful destruction and remarkable protection from mundane harm all due to mastery of mighty extraordinary powers.**

## Background

Being discovered by the Academy's talent scouts has always been a mixed blessing.

On the one hand, of course, this means that you have extraordinary powers and that they will teach you how to use them.

But unfortunately on the other hand it also meant that you will spend the next few years in complete isolation from the rest of the world and will do nothing but study and train.

You were never good at making new friends. And that's why your particularly strong magical talent has caused far more envy than praise.

But you persevered and graduated. Now you're pretty much on your own though, owning basically nothing but your clothes and the minimal equipment the academy has given you.

As you wander the city, you wonder what you want to do with your future life. Are you applying to be a battle mage in the city guard? Or do you hire as a mercenary?

Why does that rundown tavern look so inviting over there? Why do you suddenly feel like you need to chug on something really cheap and greasy and down some despicable brew to go with it?

Maybe it was because everything in this damn academy was so clean and nice and well prepared. And so incredibly boring.

Maybe this is the place where you can make some friends.

## Abilities

Your worldly capabilities are basically on par with an average human, making you quite weak compared to the typical hero.

But your extraordinary powers make you a force to be reckoned with. While limited by your stamina, you can protect yourself and those around you from harm and deal an incredible amount of damage.

## Personality

You enjoy reading and have some habits that make it difficult for you to blend in with crowds or get along with people who have a very narrow view of the world.



Nadridogan is equipped for a sword and sorcery campaign. For a different setting, the character's equipment has to be changed or upgraded.

The charm and the portent both improve to Grade 4 in a swashbuckling, Grade 6 in a soldiers of fortune, Grade 9 in a cyberpunk, and Grade 12 in a space opera campaign. Note that the Explosion Strength improves from 3 to 5 in a soldiers of fortune or cyberpunk, and to 10 in a space opera setting.



Name  
Nadridogan

Culture / Languages / Organizations  
Tirasolia / Tirasolian, Mesidian, Astulivan / Academy of Thaumaturgical Thermodynamics

Size  
0

### Primary

### Passive

Valor

1

Defense

10

Wits

1

Caution

8

Spirit

2

Resolve

9

### Primary

### Passive

Might

4

Weave

12

Flow

0

Shadow

10

Ward

2

Sentry

11

### Derived

Parry

13

Presence

1

Move

4

Armor

11

Impression

2

Wealth

2

Soft

### Conditions

- ☐ Weakened ☐ Running ☐ Restrained  
☐ Exhausted ☐ Volting ☐ Stunned  
☐ Unconscious ☐ Prone  
☐ Comatose ☐ Cowering

### Max

### Current

Stamina

14

Stamina

Determination

3

Determination

### Serious

### Critical

### Physical

Wound

6

Wound

10

### Mental

Trauma

8

Trauma

12

### Weapons

Weapon	Precision	Impact	Damage	Range	
Staff	3	2	2	3m	<div><div></div></div> Smashing, two-handed
Shortsword	3	3	4	3m	<div><div></div></div> Edged, light, pointed
Unarmed	1	1	1	3m	<div><div></div></div>

### Strengths

### Restrictions

Area Knowledge [Cencapia]: : In Cencapia you have ask the locals +2, locate +3, march +3, walk +3, investigate the area +3.  
Endurance: Modifies Stamina.  
Explosion: Your powers can create mighty explosions.  
Master [focus]: Modifies the selected task.  
Supernatural Protection: Your powers protect you from mundane damage, if you do not wear armor.

Allergy [pollen]: You get -1 to all tasks when you are close to the source of your allergy.  
Compulsion [reading]: You must spend 2 hours every day doing this.  
Poor: Modifies Wealth.  
Weird: Modifies entertain, or indoctrinate, ask the locals, blend in with the crowd, persuade.

Ask the locals +0  
Assess the situation +1  
Blend in with the crowd -1  
Entertain (vs. Narrow-Minded) +0  
Focus +4  
Indoctrinate (vs. Narrow-Minded) -1  
Kill (Impact 6) +6  
Locate +1  
Open channel [visual] +3  
Persuade (vs. most people) +2  
Persuade (vs. Narrow-Minded) +0  
Sneak +1

Blast: Cause explosion with the following Impact and Radius  
7 at a distance of 7-9 yards  
6 at a distance of 10-29 yards  
5 at a distance of 30-49 yards  
4 at a distance of 50-99 yards  
3 at a distance of 100-299 yards

Bubble: Create bubble with a Radius of 2 yards, a Critical Damage Threshold of 12, an Armor of 17, and Stamina 22. -1 to Defense.

### Equipment

Encumbrance	Max Lift	Max Load
4	4	7

Item	Grade	Load	Cost
Good Clothing	1	½	2
Staff	-	1	0
Shortsword (3 <sup>rd</sup> )	-	½	3
Dried 2 days	-	½	1
Lantern (7m)	-	½	1
Mirror (LOS)	1	0	2
Portent (2 <sup>nd</sup> )	2	½	2
Charm (2 <sup>nd</sup> )	2	½	2
Gold Coins	-	0	2

# Lagino

**Lagino is a character from the mid exploration era who excels at buying things cheaply and selling them at a much higher price and is also quite deadly with a rapier.**

## Background

This deal did not work out as you expected.

You would not have thought it would be so easy to lose so much money in such a short amount of time.

Your stomach hurt. What should you eat now? There was just enough coin in your pockets to buy some of the filthy food common people loved so much.

Well there is this very nice shopkeeper who seemed to like you and who is selling these very beautiful trinkets. You know someone who will pay a good price for one of these.

“Can I see your wares?” You said smiling.

“Sure! Aren’t they beautiful?” the shopkeeper replied.

“Of course they are. It is quite a feat to create such beauty out of such simple materials,” you said.

There you are back in your element, navigating the fine line not to be insulting while making it clear that the things you want to buy are worth much less than what they are offered for.

Soon you had bought one at an absolute bargain. Now came the hard part. Walking all the way to the buyer on an empty stomach and not enough money to be able to afford a carriage.

At the very least, this deal should be enough for you to be able to afford a decent meal.

However, you should again find a group to travel with. It was much more comfortable to be with others and not have to take care of everything yourself.

## Abilities

You have a way with words and, most importantly, you know how to trade. You can defend yourself with your rapier if you must, but you should definitely do your best to stay out of harms way.

## Personality

You indulge in worldly pleasures and love a good meal above almost everything else. You also prefer to spend your time with others and talking to people you find attractive.

But you also know that you must not only take, but also give. Not just in trading, but in relationships too. That’s how it works, right?



Lagino is equipped for a swashbuckling campaign, but basically a timeless character suitable for any setting except one where there is no longer any trade or commerce, which should be pretty rare.

The only thing you should change is to swap the rapier and Weapon Master specialization for a weapon that suits the era. A small pistol is probably a good choice in a soldiers of fortune or cyberpunk setting and a laser pistol will work perfectly in a space opera.



Name  
Lagino

Culture / Languages / Organizations  
Kingdom of Tirasolia / Tirasolian, Mesidian, Gandulese / Merchants' Guild

Size  
0

### Primary

### Passive

Valor

2

Defense

9

Wits

3

Caution

10

Spirit

2

Resolve

9

### Primary

### Passive

Might

0

Weave

9

Flow

0

Shadow

10

Ward

0

Sentry

9

### Derived

Parry

13

Presence

3

Move

6

Armor

11

Impression

5

Wealth

3

Soft

### Conditions

- ☐ Weakened ☐ Running ☐ Restrained  
☐ Exhausted ☐ Volting ☐ Stunned  
☐ Unconscious ☐ Prone  
☐ Comatose ☐ Cowering

### Max

### Current

Stamina

16

Stamina

Determination

3

Determination

### Serious

### Critical

#### Physical

Wound

8

Wound

12

#### Mental

Trauma

8

Trauma

12

### Weapons

Weapon

Rapier

Precision

6

Impact

4

Damage

6

Range

3m

Light, pointed

Weapon

Unarmed

Precision

2

Impact

2

Damage

2

Range

3m

Weapon

Precision

Impact

Damage

Range

### Strengths

### Restrictions

Administrator: Modifies identify, avoid legal trouble, acquire item.

Area Knowledge [Navecano]: In Navecano you have ask the locals +7, locate +5, march +4, walk +4, investigate the area +5.

Endurance: Your have increased Stamina.

Expert [sell item]: Modifies the selected task.

Rhetoric: Modifies assess situation, indoctrinate, persuade.

Weapon Master [Rapier]: Modifies Precision, repair.

Chummy: You must resist breakdown (+2 vs. 9) after you have been alone for one hour.

Compulsion [small talk]: You must spend 2 hours every day doing this.

Gourmet: You must eat a meal worth an Expense equal to 3 each day.

Oversensitive: You become weakened as soon as you receive physical harm.

Acquire item +7  
Assess situation +5  
Avoid legal trouble +5  
Identify [forged documents] +4  
Indoctrinate +5  
Locate +3  
Persuade +7  
Repair [rapier] +4  
Sell item +6  
Sneak +3

### Equipment

Encumbrance  
2

Max Lift  
5

Max Load  
8

Item	Grade	Load	Cost
Fine Clothing	2	1/2	5
Cloth Armor	-	1/2	1
Rapier	-	1	3



# Darmata

**Darmata is a character from the mid exploration era who is deadly in ranged as well as close combat and prefers to strike at enemies before they know what got them.**

## Background

You were the last one left.

You were sent straight into a trap. This can only mean that there is a traitor in the highest ranks.

But you won't make life easy for them. You will complete your mission and then report directly to the king.

When these pathetic scum finally realized that they were no match for you, they decided to run.

But now you've found them. Only two of them escaped. That was perfect.

With a well-aimed shot you blew the head off whoever seemed a little braver.

Then you stepped out of the shadows, and before the other could decide what to do, your blade was right on his throat.

"You will tell me everything or I will make you suffer so much that you will envy your friend over there," you said.

"Please don't kill me!" He moaned.

"Talk to me or you will beg me to kill you!" You replied.

He knew more than you expected.

When you relieved him from his misery with a bullet from your second pistol, it was clear that the situation was really dire. It would be far too risky to return to the capital on your own.

Somewhere there had to be people loyal to the king, or, if necessary, people whose loyalty could be bought with your money.

## Abilities

Your main and foremost ability is the offense. Since combat is very deadly, and there is little protection against ranged weapons during this era, you are skilled and equipped to detect your enemies before they detect you.

You can hold your own against a few enemies in melee combat, but be aware that even goons can harm you.

## Personality

You are fanatically devoted to the king. His word is your command, whether you have heard it from him or your superior officers. And you will destroy his enemies at all costs.



Darmata is built for a swashbuckling campaign and can be adapted to another campaign, but it takes a little more work than for some of the other characters. You do not only need to change the weapons, but also the subject of the Fanatic restriction.

Some armor that will become available in later eras will also prove to be very useful. Darmata still has enough money to buy state-of-the-art tactical armor. The black powder pistol can be replaced with a submachine gun or an assault rifle. You can also swap out the rapier with a scimitar or power blade.



Name  
Darmata

Culture / Languages / Organizations  
Kingdom of Tirasolia / Tirasolian, Mesidian, Gandulose / The King's Musketeers

Size  
0

### Primary

### Passive

Valor

3

Defense

9

Wits

2

Caution

10

Spirit

2

Resolve

9

### Primary

### Passive

Might

0

Weave

9

Flow

0

Shadow

10

Ward

0

Sentry

9

### Derived

Parry

15

Presence

2

Move

6

Armor

12

Impression

3

Wealth

3

Soft

### Conditions

- ☐ Weakened ☐ Running ☐ Restrained  
☐ Exhausted ☐ Volting ☐ Stunned  
☐ Unconscious ☐ Prone  
☐ Comatose ☐ Cowering

### Max

### Current

Stamina

18

Stamina

Determination

3

Determination

### Serious

### Critical

### Physical

Wound

10

Wound

14

### Mental

Trauma

8

Trauma

12

### Weapons

Weapon

Rapier

Precision

7

Impact

5

Damage

7

Range

3m

Light, pointed

Weapon

Parrying dagger

Precision

4

Impact

5

Damage

5

Range

3m

Light, pointed

Weapon

Black powder pistol

Precision

5

Impact

8

Damage

6

Range

50m

Reload 20

### Strengths

### Restrictions

Area Knowledge [Navecano]: In Navecano you have ask the locals +5, locate +4, march +5, walk +5, investigate the area +4.  
Camouflage: Modifies ambush, locate, sneak and your awareness.  
Endurance: Modifies Stamina.  
Explorer: Modifies climb, parachute, plan route, go foraging, swim, set up camp.  
Weapon Master [Rapier]: Modifies Precision, repair.  
Weapon Master [Black Powder Pistol]: Modifies Precision, repair.

Chummy: You must resist breakdown (+2 vs. 9) after you have been alone for one hour.  
Compulsion [exercises]: You must spend 2 hours every day doing this.  
Fanatic [king]: You must resist breakdown (+2 vs. 9) if you cannot obey your leader.  
Protective [comrades]: You must resist breakdown (+2 vs. 9) if someone from that group takes serious damage or trauma.

Ambush +4  
Assess the situation +2  
Climb +6  
Go foraging +4  
Investigate the area [visual] +4  
Locate +4  
Locate [visual] +6  
March [mountains] +4  
Persuade +3  
Plan route +4  
Repair [black powder pistol / rapier] +4  
Set up camp +4

Sneak +4  
Swim +5

### Equipment

Encumbrance  
6

Max Lift  
6

Max Load  
9

Item	Grade	Load	Cost
Good Clothing	1	1/2	2
Cloth Armor	-	1/2	1
Rapier	-	1	3
Parrying Dagger	-	1/2	1
Blk. Pwd. Pistol (1 <sup>st</sup> ) ×2	-	1	2
Silk Rope (20m)	1	1/2	2
Spyglass	2	1	3
Candles (2m)	-	0	1
Paper Money ×2	-	0	4

# Harrilay

**Harrilay is a character from the mid industrial era whose primary ability is to save others from injury and death while staying alive at the same time. Everything else is secondary and of far less importance.**

## Background

It was the third time you had to patch this guy back up.

Why do some people have so little regard for their own lives? He was so lucky. If the bullet had hit him just a little higher, the liver would have been gone.

Now in a few weeks he will be back on his feet and ready to fight.

“How long will it take to pack it all up,” you heard the captain ask.

“Some patients are doing really badly. It will be at least a few days before they are ready for transport,” you replied.

“You have five hours,” said the captain.

“Captain, there will be at least half a dozen of them who have no chance of surviving if we move them now,” you said.

“Then they will die. We can’t stay here,” said the captain.

“Captain, with all due respect,” you began to explain.

“Pack as much as you can, we’ll march in five hours,” you were interrupted.

“I ask to stay with the patients who cannot be moved,” you said.

“I expected that. Unfortunately, I will probably have to shoot you to change your mind,” said the captain.

“That is exactly what it takes, Captain,” you said.

“Well, permission granted. But you are only allowed to keep the equipment you need to take care of those who have to stay here,” said the captain.

“Yes, captain,” you replied.

## Abilities

You can heal people. You cannot fight, but you can survive a fight for a while if you make sure you stay in cover. You are also pretty good at setting up camps and can even do some superficial repairs on broken equipment.

## Personality

You hate violence, you hate lies and you do not want to be alone. You want to keep the people around you alive.



Harrilay was built for a soldiers of fortune campaign, but the only thing that changes in other eras is the equipment. However, medical tools in earlier times are pretty crude.

The med kit has Grade 0 in sword and sorcery, 1 in swashbuckling, 6 in cyberpunk, and 7 in space opera. The surgery tools have Grade 1 in sword and sorcery, 2 in swashbuckling, and 6 in a cyberpunk campaign. Get a Grade 8 auto surgeon in a space opera (its Expense 4, you can afford it). You should look at the equipment chapter for inspiration about armor and weapons.



Name  
Harrilay

Culture / Languages / Organizations

United States / Mandarin, Spanish, English, Hindi, Arabic / United States Army

Size

0

### Primary

### Passive

Valor

2

Defense

9

Wits

1

Caution

8

Spirit

4

Resolve

11

### Primary

### Passive

Might

0

Weave

9

Flow

0

Shadow

8

Ward

0

Sentry

11

### Derived

Parry

10

Presence

1

Move

7

Armor

16

Impression

2

Wealth

3

Fabric, helmet 19

### Conditions

- ☐ Weakened ☐ Running ☐ Restrained  
☐ Exhausted ☐ Volting ☐ Stunned  
☐ Unconscious ☐ Prone  
☐ Comatose ☐ Cowering

### Max

### Current

Stamina

20

Stamina

Determination

3

Determination

### Serious

### Critical

#### Physical

Wound

10

Wound

14

#### Mental

Trauma

12

Trauma

16

### Weapons

Weapon

Small Pistol

Precision

2

Impact

8

Damage

4

Range

50m

Auto 2 (-1), small

Weapon

Knife

Precision

4

Impact

4

Damage

5

Range

3m

Light, small, tool 1, pointed

Weapon

Unarmed

Precision

2

Impact

2

Damage

2

Range

3m

### Strengths

### Restrictions

Area Knowledge [Los Angeles]: In Los Angeles you have ask the locals +3, locate +3, march +4, walk +4, investigate the area +3.  
Elusive Target: Modifies Dodge, Move, Parry, Resilience.  
Endurance: Modifies Stamina.  
Explorer: Modifies climb, parachute, plan route, go foraging, swim, set up camp.  
Field Medic: Modifies Move, remove temp. restriction, diagnose, first aid, resist fear.  
Mind over Matter: You stay alive and conscious by sheer willpower.

Addiction [painkiller]: Either consume a dose and resist poison (+2 vs. 5, Damage 1) during your day or resist breakdown (+4 vs. 9) at the end of that day.

Chummy: You must resist breakdown (+4 vs. 9) after you have been alone for one hour.

Honest: You must resist breakdown (+4 vs. 9) if you lied.

Pacifist: You must resist breakdown (+4 vs. 9) if you attack anyone who did not attack anyone first.

Assemble [mechanical / wood] +5  
Assess the situation +1  
Break in or out [mechanical wood] +2  
Climb +4  
Diagnose +6  
First aid +9  
Go foraging +6  
Locate +1  
Parachute +4  
Persuade +2  
Plan route +6

Remove temp. restriction [poison] +6  
Remove temp. restriction [surgery] +8  
Repair [mechanical / wood] +5  
Resist fear +6  
Set up camp +6  
Sneak +1  
Swim +4

### Equipment

Encumbrance  
5

Max Lift  
5

Max Load  
8

Item	Grade	Load	Cost
Good Clothing	1	1/2	2
Ballistic Armor (2 <sup>nd</sup> )	-	1	3
Tactical Helmet (2 <sup>nd</sup> )	-	1/2	1
Small Pistol (1 <sup>st</sup> )	-	0	3
Knife (3 <sup>rd</sup> )	-	0	2
Water 3 days	-	1	0
Med Kit (4 <sup>th</sup> )	3	1/2	2
Surgical Tools (5 <sup>th</sup> )	4	2	3
Paper Money (x2)	-	0	4



# Dr. Iranda Wallison

**Iranda studied archeology and traveled the world to participate in various excavations in remote and dangerous locations and proved to be very capable of defeating extremely aggressive rivals.**

## Background

As so often before, you were the last in the museum's laboratory.

This artifact was very intriguing. The material did not fit, the type of art did not fit, nothing fit the place where you found it.

How could something like that end up in this place?

You heard the shattering of glass, then more unpleasant noises.

You took your pistol out of the drawer and turned off the light. They did not need to know you were here.

Soon the door to the laboratory opened and you saw someone with a flashlight. When he saw you, he immediately started shooting you.

That was a big mistake. You were taking cover in the dark and he was standing in the open door with his flashlight and was a perfect target.

He was accompanied by two others who were obviously no better trained than him.

You called the police.

"Hello, my name is Dr. Wallison from the Historical Museum. Three burglars tried to steal something. They need medical help, I hope they are still alive," you said.

"What did you say?" Asked the dispatcher.

"I shot three burglars in the museum," you said.

"Where's your security guard", the dispatcher wanted to know.

"That's a very good question," you said, and decided to reload your pistol.

## Abilities

You should have a look at *Studying and Researching*, p.155 to find out what you can do with **recall information** and **research topic**. You can also defend yourself.

## Personality

When you do something, you want to get it right and find it difficult to forgive yourself when you make a mistake. You also think that geographic society is for the benefit of all humanity.



Only the pistol is specific to an era and can easily be swapped for another weapon, along with the specialization for the Weapon Master strength. Iranda can be used in a campaign for soldiers of fortune, cyberpunk or space opera as stated. You should just add a mini computer to the equipment when it becomes available.

You can trade the fine clothes for good ones if you want to spend more wealth on better weapons or armor to make the character more combat-oriented. This will also allow you to acquire some other useful equipment.



Name  
Dr. Iranda Wallison

Culture / Languages / Organizations  
United States / English, Ancient Greek, Latin, Arabic, Maya / Geographical Society

Size  
0

### Primary

### Passive

Valor  
3

Defense  
11

Wits  
1

Caution  
8

Spirit  
3

Resolve  
10

### Primary

### Passive

Might  
0

Weave  
11

Flow  
0

Shadow  
8

Ward  
0

Sentry  
10

### Derived

Parry  
11

Presence  
1

Move  
8

Armor  
10

Impression  
3

Wealth  
3

Soft

### Max

### Current

Stamina  
20

Stamina

Determination  
3

Determination

### Conditions

☐ Weakened ☐ Running ☐ Restrained  
☐ Exhausted ☐ Volting ☐ Stunned  
☐ Unconscious ☐ Prone  
☐ Comatose ☐ Cowering

### Serious

### Critical

### Physical

Wound  
10

Wound  
14

### Mental

Trauma  
10

Trauma  
14

### Weapons

Weapon	Precision	Impact	Damage	Range	
Pistol	6	9	5	100m	Auto 2 (-1)
Weapon	Precision	Impact	Damage	Range	
Knife	5	5	6	3m	Light, small, tool 1, pointed
Weapon	Precision	Impact	Damage	Range	
Unarmed	3	3	3	3m	

### Strengths

### Restrictions

Area Knowledge [Cambridge]: In Cambridge you have ask the locals +5, locate +3, march +5, walk +5, investigate the area +3.  
Elusive Target: Modifies Dodge, Move, Parry, Resilience.  
Endurance: Modifies Stamina.  
Explorer: Modifies climb, parachute, plan route, go foraging, swim, set up camp.  
Scholar [history]: Modifies research topic, recall information.  
Weapon Master [Pistol]: Modifies Precision, repair.

Compulsion [reading]: You must spend 2 hours every day doing this.  
Loyal [geographical society]: You must resist breakdown (+3 vs. 9) if you act against the interests of this organization.  
Pacifist: You must resist breakdown (+3 vs. 9) if you attack anyone who did not attack anyone first.  
Perfectionist [Spirit]: You must resist breakdown (+3 vs. 9) if you fail at a task depending on Spirit.

Assemble [mechanical / wood] +4  
Assess the situation +1  
Break in or out [mechanical / wood] +2  
Climb +5  
Go foraging +5  
Locate +1  
Parachute +5  
Persuade +3  
Plan route +5  
Recall information [history] +5  
Repair [mechanical / wood] +4  
Repair [pistol] +5

Research topic [history] +5  
Set up camp +5  
Sneak +1  
Swim +5

### Equipment

Encumbrance  
1

Max Lift  
6

Max Load  
9

Item	Grade	Load	Cost
Fine Clothing	2	1/2	5
Pistol	-	1/2	3
Knife (3 <sup>rd</sup> )	-	0	2

Mundane

Extraordinary

Trackers

Thresholds

Modified Tasks

# Ashkorika

**Ashkorika is an almost unstoppable cybernetic-enhanced murder killer death machine that rivals a light tank in terms of staying power and can wreak havoc among ordinary enemies that lack those capabilities.**

## Background

“At least twenty, some of them heavily armed,” said the drone operator.

“What do you mean, heavily armed?” You wanted to know.

“I saw six with AUM thirty-twos,” said the operator.

“So they are really broke. Otherwise they would not equip their thugs with ancient weapons,” you said.

“Well, they’re still assault rifles. Probably with armor-piercing ammunition,” replied the operator.

“Yes, of course. Any really heavy weapons? I mean anti-tank equipment?” You wanted to know.

“I saw a missile launcher,” said the operator.

“Show me where it is,” you said.

“Right here,” the operator showed you on the display of the computer.

“I’m going in,” you said.

“Wait, you can’t,” you heard as you opened the door and stormed in.

In a split second, the guys at the missile launcher and their damn weapon were history.

It would have been a waste of ammunition to shoot those embarrassing pistol wielding idiots, so you just cut them into pieces.

You felt a couple of bullets either piercing your armor or hitting its cracks.

It was nothing your reinforced body could not take, but to make sure none of the fools with the AUM thirty-twos got lucky, you quickly shot them.

“Come on in, all clear,” you called your team.

## Abilities

You can deal damage and you can take it. And you can do that beyond any capability that can be considered human.

## Personality

You prefer to work alone, you prefer action over inaction, and you do not trust strangers. But you know that you need others because you lack all skills except fighting.



Ashkorika was built specifically for a cyberpunk campaign and needs an explanation to show up in earlier settings, for example being the result of an experiment by a mad sorcerer or scientist.

The character may be somewhat simplistic and violent for the typical space opera campaign, but the required technology can easily be available. However, in combat, other characters may be outclassed, so make sure everyone in your group can live with that. Adjust the equipment to the setting as you see fit. You can even tone down the armor or weapons a bit by deciding that the latest technology is not legally available.

Size
0

Item	Grade	Load	Cost
Tight Clothing	1	0	2
Tactical Armor (5 <sup>th</sup> )	-	3	4
Scimitar (2 <sup>nd</sup> )	-	1	4
Assault Rifle (4 <sup>th</sup> )	-	1	4
Glow Stick (2m)	-	0	0
Scope	1	½	2
Mini Computer (4 <sup>th</sup> )	4	0	2
Synth Rope (50m)	1	0	1



# Garno

**Garno is at home at the control column of a space fighter and can single-handedly defeat an entire squadron of ordinary pilots while also being a formidable opponent in ground combat.**

## Background

You turned your fighter 180 degrees, fired the engines at full power, only to make another 180-degree turn a few seconds later.

This put you in a perfect firing position right behind the enemy.

“I cannot shake them, I cannot ...” you heard your wingmate scream over the com.

The enemy fighter exploded in a ball of flame.

Another target fixation victim, you thought, as you dodged the fire of this smartass who suspected you would be distracted just as easily.

Your enemy was so surprised that you did not want to play the victim that you did not have much trouble turning another very expensive war machine into a cloud of space dust.

You spun around for a few more seconds, continuing your evasive maneuvers, just to make sure no one was shooting at you anymore.

“I am sorry it took me so long,” you apologized to your wingmate.

“How do you do that?” Said your wingmate.

“Well, it comes naturally to me. And I have been doing that for a long time,” you said.

“Yeah, thank you for saving my life again,” came the reply.

You made your report via radio and continued your patrol.

You had no clue where they came from. Probably their carrier decided to run after their patrol was so easily dispatched. But enemy forces this close to the fleet dock were a real problem.

## Abilities

You can fly space ships and use any ranged weapon ever made with great accuracy. You are very dangerous on the ground, too.

## Personality

You are a little naive and like to spend your wage for a good cause to make the galaxy a better place. You serve the navy with a passion and like to spend a lot of time at the simulator.



Spaceships and space battles are the hallmark of space opera and they do not exist in the other default settings. Therefore, Garno needs another specialization for pilot to work in another campaign.

For a swashbuckling campaign the water vehicle specialization may work and in a soldiers of fortune and cyberpunk setting both ground and air vehicles can play an important role. A pilot only makes sense in a very special sword and sorcery campaign, perhaps in one where magical vehicles or transportation are widespread and commonplace.



Name  
Garno

Culture / Languages / Organizations

Interstellar Civilization / Interstellarian, Backwater slang / Interstellar Navy

Size

0

### Primary

### Passive

Valor

4

Defense

12

Wits

2

Caution

10

Spirit

1

Resolve

8

### Primary

### Passive

Might

0

Weave

12

Flow

0

Shadow

10

Ward

0

Sentry

8

### Derived

Parry

12

Presence

2

Move

9

Armor

30

Impression

3

Wealth

3

Composite, full, sealed (6h)

### Conditions

- ☐ Weakened ☐ Running ☐ Restrained  
☐ Exhausted ☐ Volting ☐ Stunned  
☐ Unconscious ☐ Prone  
☐ Comatose ☐ Cowering

### Max

### Current

Stamina  
18

Stamina

Determination  
3

Determination

### Serious

### Critical

### Physical

Wound  
12

Wound  
16

### Mental

Trauma  
6

Trauma  
10

### Weapons

Weapon	Precision	Impact	Damage	Range	
Laser Rifle	11	20	9	2000m	Auto 3 (-0), two-handed
Weapon	Precision	Impact	Damage	Range	
Laser Pistol	9	15	7	500m	Auto 2 (-0)
Weapon	Precision	Impact	Damage	Range	
Powered Knife	6	17	8	3m	Light, small, tool 1, pointed

### Strengths

### Restrictions

Area Knowledge [Backwater]: In Backwater you have ask the locals +5, locate +7, march +5, walk +5, investigate the area +5.  
Camouflage: Modifies ambush, locate, sneak and your awareness.  
Elusive Target: Modifies Dodge, Move, Parry, Resilience.  
Endurance: Modifies Stamina.  
Expert [ranged attack]: Modifies Precision  
Pilot [space]: Modifies outmaneuver, piloting, avoid losing control, march, turn the vehicle.

Charitable: You must donate money of an Expense equal to  $d6 \div 2$  every day.  
Compulsion [gaming]: You must spend 2 hours every day doing this.  
Loyal [interstellar navy]: You must resist breakdown (+1 vs. 9) if you act against the interests of the navy.  
Protective [comrades]: You must resist breakdown (+1 vs. 9) if someone from that group takes serious damage or trauma.

Ambush +4  
Assess the situation +2  
Avoid losing control [space] +6  
Break in or out [mechanical / wood] +3  
Climb +5  
Intercept a message +6  
Locate +4  
March [mountains] +5  
March [space] +6  
Open channel +5  
Outmaneuver [space] +6  
Persuade +3

Piloting [space] +6  
Sneak +4  
Turn the vehicle [space] +6

### Equipment

Encumbrance	Max Lift	Max Load
4	7	10

Item	Grade	Load	Cost
Tight Clothing	1	0	2
Tactical Armor (7 <sup>th</sup> )	-	3	4
Laser Rifle (2 <sup>nd</sup> )	-	1	4
Laser Pistol (2 <sup>nd</sup> )	-	½	3
Powered Knife (2 <sup>nd</sup> )	-	0	3
Light (4 <sup>th</sup> ) (50m)	-	0	0
Mini Computer (7 <sup>th</sup> )	8	0	2
Synth Rope (50m)	1	0	1
Crypto Stick	-	0	3



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