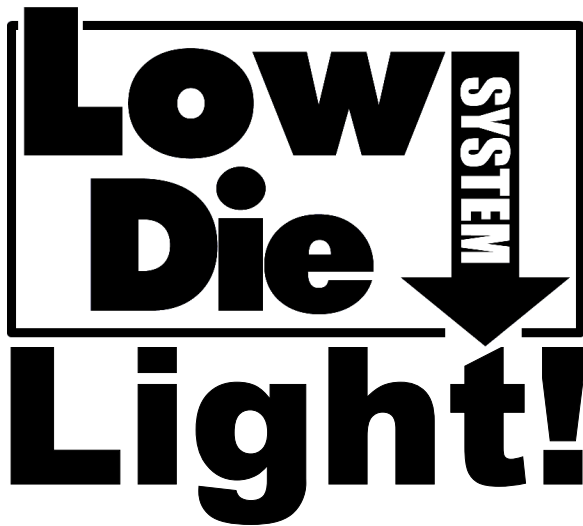


Low Die Light!



Introduction

LowDie Light is a set of rules that can be used to help tell an interactive story known as a roleplaying game.

The LowDie Light rules are a condensed version of the full LowDie System, and are intended to appeal to gamers who prefer uncomplicated rules and to act as an introduction to the full system.

LowDie Light requires the use of two ten-sided dice (D10s), preferably of different colours.

To learn more about LowDie visit the website:

www.geocities.com/lowdiesystem

What is Roleplaying?

A roleplaying game is a means by which a group of friends can tell a story, a story in which all but one of them take on the mantle of the protagonists.

The other player acts as Games Master, or GM; she creates the outline of the plot, describes the scenery, plays the supporting characters, and arbitrates over the success or failure of the characters' actions. The GM has a lot to do, but it can be a very rewarding experience!

The players declare how their characters react to the scenes presented by the GM and the story progresses through a verbal interaction between players and Games Master.

Sarah is a Games Master and she has decided to run a modern day supernatural thriller. She has constructed a simple plot outline, below, for her two players:

- *David, portraying a brusque, recently widowed, police detective called Trevor Maples.*
- *Maria; who is playing Alison Havers, a university lecturer in the field of parapsychology.*

Maria and David previously agreed that Alison was a close friend of Trevor's late wife, Caroline, and that Trevor and Alison helped each other through their grief.

Scene 1 – Alison and Trevor are visiting Caroline's grave when they hear a commotion within the church. The interior of the church is a mess yet no one is present. Written in the wax of some spilt candles is a message "Help Adam."

Scene 2 – The characters investigate who Adam is and his connection with the church. Until recently Adam was an altar boy, he ceased attending church after the death of his brother Mark, now buried in the graveyard.

Scene 3 – The characters visit Adam's home only to be told by his parents that he has run away. An investigation of his room and computer points to his involvement with a gang.

Scene 4 – The characters track Adam to the gang and realise he has taken to drugs to escape his grief over his brother's death. The characters must try and convince Adam to leave with them and return to his parents. They must also deal with the aggressive gang members.

Epilogue – The next time the characters visit Caroline's grave, they see words being drawn in the dirt by an unseen hand – "Thank you".

The example set up and plot above illustrate a few good storytelling techniques. Firstly the player characters have a reason for knowing each other.

The GM has also given a motive for the player characters wanting to help; in this case it was Alison's professional interest in the supernatural and also both characters' empathy with Adam over the loss of a loved one. Quite how obvious the incentive needs to be will depend upon both the players and their characters, for some only the offer of material rewards will get them motivated.

Despite a fairly straightforward plot, quite how this story plays out depends upon the choices of the players. For example, how will they find out who Adam is? They could ask the vicar, speak with members of the congregation or search through the church's records.

The Games Master will need to determine how successful the characters are in these endeavours, using the Rules, common sense, and judgement of the players' roleplaying and choice of approach.

More importantly the Games Master cannot be sure that the players will follow the plot line at all. As such she should plan some ways to get things back on track, or expect to improvise and let the story evolve into something unexpected.

The important thing to remember is to have fun, being a Games Master and playing a character are things that improve with practice. A roleplaying group should encourage each other and provide constructive criticism to help each other tell better and better stories.

Character Creation

Characters in LowDie Light are composed of four main aspects, Concept, Attributes, Skills and Traits. However, a character only becomes more than a set of numbers when a player role-plays their personality.

Concept

The first step in creating a character is to come up with a concept, a few words or phrases that describe the character's personality and role.

Some examples of concepts could be "hard nosed detective", "inquisitive, yet cowardly, con artist", or even "a reclusive scientist with an alcohol problem". The concept should provide the player with an idea of the character's motives, values and behaviour. It should also help the player when choosing Attributes, Skills and Traits.

Attributes

Characters in LowDie Light have four Attributes that represent their natural physical, mental and social abilities. These four Attributes are Brains, Brawn, Confidence and Co-ordination and each is rated on a 1 to 10 scale, with 5 being "average".

Brains

Brains is a measure of a character's intellect, memory and also how perceptive they are. It is used to solve problems, spot clues, and remember events and facts.

Brawn

Brawn reflects a character's natural strength, toughness and endurance. A character can comfortably carry items with a combined weight of his Brawn rating x 5 in kilograms. The maximum a character can lift is equal to his Brawn rating x 20 in kilograms.

Confidence

Confidence is a measure of a character's determination and charisma. It is used to determine whether a character has the willpower to keep awake when seriously fatigued, to resist torture and manipulation, and also to impose a strong social presence – be it charming or intimidating.

A character with a low Confidence is shy, introverted and possibly cowardly.

Co-ordination

Co-ordination sums up how well a character can move and act, both in terms of gross physical movements (such as running and leaping) and also hand eye co-ordination (such as firing a gun or picking a lock). Co-ordination also determines how quickly a character can move.

Assigning Attribute Ratings

When creating a character a player should choose one of the 3 Attribute packages – The All Rounder, The Natural and The Genius. Each of these three packages list four ratings that a player should allocate amongst his four Attributes.

Table – Attribute Packages

Package	Ratings
The All Rounder	5, 5, 6, 6
The Natural	4, 4, 6, 7
The Genius	3, 4, 4, 9

For example, David is creating a character for a modern day supernatural campaign. His concept is "a brusque, domineering, out of shape, detective who has been recently widowed". David chooses 'The Natural' Attribute package and assigns the ratings as follows:

Brains: 7, Brawn: 4, Confidence: 6 and Co-ordination: 4
Although David has assigned Confidence a fairly high rating he sees that as more of an imposing and intimidating presence, rather than being charming.

Skills

The second step in creating a character is to choose a number of Skills and assign them a rating.

Skills reflect learned ability that augment natural ability and allow tasks to be performed that an untrained person would find difficult.

A full list of Skills is provided in the Skills chapter along with an explanation of what each covers.

A player should choose a Skill package from the table below; each package indicates the number of Skills that may be chosen and the ratings that can be assigned amongst them.

Table – Skill Packages

Package	Number of Skills (Ratings)
Jack of All Trades	10 Skills (4, 4, 3, 3, 3, 3, 3, 3, 1, 1)
Specialist	6 Skills (6, 5, 4, 3, 1, 1)
Expert	4 Skills (8, 4, 2, 2)

David now turns his attention to Skills for his detective, who he has decided to call Trevor Maples.

David knows that he wants his character to have some good investigation related Skills and a smattering of supporting Skills that would cover such things as forensic knowledge and combat abilities.

David chooses the 'Specialist' Skill package allowing him 6 Skills. David chooses the following Skills and assigns the ratings appropriately.

Concealment: 4, Dominate: 5, Fire Arms: 1, Inquiry: 6, Science: 3, Vehicle: 1

Traits

Traits are used to represent both Strengths and Weaknesses of a character that are not reflected in Attributes and Skills.

Traits can cover a wide variety of areas, from natural talents such as having a photographic memory, to learned abilities such as being able to swim, to material belongings such as having a lifestyle that provides a house and a car.

Traits are described in more detail within the Traits chapter.

At character creation a player may choose to purchase certain Traits that represent strengths of their character. Each Strength Trait has a cost in points that must be paid in order for that character to be considered to have that Strength.

The amount of points a player has to spend on Traits is dependent upon which Attribute package he chose previously, as shown on the Trait Points table, below.

Table – Trait Points

Attribute Package	Trait Points
The All Rounder	30
The Natural	40
The Genius	30

A player may decide to take some Weakness Traits for his character as well. Rather than being purchased, Weaknesses actually provide extra points to spend on Strengths.

If a character does not wish to, or is unable to, spend all of his Trait Points they can be used as if they were Experience Points (see the Experience chapter for more information).

As David chose 'The Natural' Attribute package for his character Trevor Maples he gets 40 points to spend on Strength Traits.

David looks through the list of Traits and selects the following Strengths to reflect his character's status

within the police and the resources he has built up over his career:

Authority (25 Points)

Contact Network (15 Points)

Lifestyle, Middle (10 Points)

Swim (10 Points)

Unfortunately, this is a total of 60 Points, more than David has to spend. David therefore looks for some Weaknesses to balance this out.

David gets the idea that Trevor could have become an alcoholic since the death of his wife. He therefore selects the following Weakness:

Addiction (25 Points)

This more than covers the 20 Point overspend leaving him with 5 points left over. As there are no more Strengths that David would like to purchase he keeps those 5 points to spend as Experience Points later on.

As David chose the Vehicle Skill for Trevor, his character automatically receives the Vehicle Familiarity Strength free of charge for one type of vehicle. David chooses Ground Craft as he sees Trevor only having experience driving cars and vans, not aircraft or boats.

Finishing Things Off

The character is almost complete; the last thing to do is calculate a few derived characteristics.

Initiative

Initiative is a measure of how quickly a character can react to danger. It is used in combat to determine the sequence in which characters get to act (see the Combat & Damage chapter for more information).

Initiative is equal to the character's Brains rating plus his Co-ordination rating.

$$\text{Initiative} = \text{Brains} + \text{Co-ordination}$$

Damage Capacity

Damage Capacity is a measure of how much injury and fatigue a character can suffer. A character's Damage Capacity is equal to 4 times his Brawn rating plus his Confidence rating.

$$\text{Damage Capacity} = (4 \times \text{Brawn}) + \text{Confidence}$$

Based mainly upon the Brawn rating, the Confidence rating reflects how much sheer willpower a character has to keep going when his physical reserves are depleted.

Fate Points

Each character begins the game with 3 Fate Points. Fate Points are described in the Rules chapter and can be spent during play to improve a character's chances of succeeding in vital tasks.

Rules

Making a Test

Whenever a player wants their character to perform an action where the outcome is in doubt a Test is made pitting a character's Attribute and / or Skill against a difficulty chosen by the Games Master.

A Test is resolved in the following manner:

1. Determine an Attribute or Skill Total
2. Determine a Difficulty Number
3. Roll the dice & modify the Total
4. Determine Success
5. If successful, determine a Success Level

Determine an Attribute or Skill Total

Some tasks will test a character's natural abilities; there is little or no skill involved (for example a character trying to lift a heavy weight), in such cases an Attribute Test is called for.

For an Attribute Test the Games Master should determine which Attribute is most important. The player should then determine an Attribute Total; this is equal to *double* the Attribute Rating.

David has been asked to make a Brains Test for his character, Trevor Maples, to see whether he can see anything out of the ordinary in his office. Trevor's Brains rating is 7 and so his Attribute Total is 14.

Sometimes two Attributes are relevant to the Test; in this case simply add the ratings of the two Attributes together to determine a combined Attribute Total. The Initiative characteristic is effectively a combined Attribute Total (Brains + Co-ordination).

The alternative to an Attribute Test is a Skill Test where a character's learning and experience are called into question. Such tasks may include shooting a gun using the Fire Arms Skill, or haggling over black market goods using the Charm Skill.

For a Skill Test the Games Master should determine which Skill is appropriate. The player should then add the rating of that Skill (if any) to the rating of the related Attribute.

Later in the game David is trying to shoot a man who is assaulting his companion. This is a test using his Fire Arms Skill, which has a rating of 1. This is in turn added to his Co-ordination rating of 4, as Fire Arms is a Co-ordination Skill, for a Skill Total of 5.

Determine a Difficulty Number

The Games Master should gauge how difficult she believes the task to be, using the following table as a guideline and assign a Difficulty Number (DN).

Table - Difficulty Numbers

Description	DN
Simple	3
Average	6
Challenging	9
Difficult	12
Strenuous	15
Heroic	18

David's Games Master, Sarah, judges that to shoot the man attacking his friend would normally be an Average task as he is at short range, however as Trevor does not want to accidentally shoot his friend, Sarah deems this a Challenging shot with a DN of 9

For some tasks, the GM may wish to use another character's Attribute or Skill Total as the Difficulty Number, e.g. haggling may use the opponent's Confidence + Charm Skill Total as a DN.

Roll the dice & modify the Total

Once the Attribute or Skill Total and the Difficulty Number have been determined the player should roll two ten-sided dice (abbreviated as D10s) to reflect the role of random chance.

One die should be designated as the Plus Die, whilst the other should be designated as the Minus Die. When the dice are rolled the player need only pay attention to the die that rolled the lowest number (note that a zero should be read as a ten).

- If the lowest die result was on the Plus Die, that number is added to the Total.
- If the lowest die result was on the Minus Die, that number is subtracted from the Total.
- If the two dice results are the same, there is no lowest die, and the Total goes unmodified.

David rolls two D10s and gains a 6 on the Plus Die and a 9 on the Minus Die. The lowest result is on the Plus Die, so that is added to his Skill Total of 5 (Co-ordination 4 + Fire Arms 1) for a final total of 11.

Determine Success

The player should now compare the modified Attribute or Skill Total to the Difficulty Number; if it equals or exceeds the DN the character has succeeded, otherwise he has failed.

David compares Trevor's final modified Skill Total of 11 to the DN of 9 and realises that Trevor has succeeded.

If successful, determine a Success Level

Sometimes it is not enough just to know that a character has succeeded; it can be important to know how well that character has succeeded.

A Success Number and Success Level measure the quality of a success. The Success Number is the amount by which the modified Attribute or Skill Total exceeded the Difficulty Number. The higher the Success Number the better.

This Success Number can be translated into a Success Level – a descriptive classification of how well a character did – by using the following chart.

Table - Success Numbers & Levels

Success Number	Success Level
0 (equalled the DN)	Incomplete
1 to 3	Adequate
4 to 6	Good
7 to 9	Excellent
10+	Outstanding

David calculates his Success Number to be 2 (his modified Skill Total of 11 minus the DN of 9). This translates to an Adequate Success Level.

Sarah describes how Trevor's shot strikes the thug squarely in the shoulder, spinning him around and forcing him to release his grip on Trevor's companion.

If an Incomplete Success Level is achieved it means the character managed to accomplish most of what was hoped for, but not all. This usually means further action is required to complete the task.

Previously in the adventure, Trevor was forced to leap from one rooftop to another to escape a fire. David achieved an Incomplete success, and so Sarah declared that Trevor managed to jump the gap successfully, but then slipped and only managed to hang on by his fingertips. A further Brawn Attribute Test was called for in order for Trevor to pull himself up and out of danger.

Modifiers

Modifiers reflect circumstances and conditions that make a task easier or more difficult to perform. Modifiers impact the test by adding or subtracting from either the character's Attribute or Skill Total, or the Difficulty Number.

Generally, a single modifier should only alter the Attribute Total, Skill Total or the Difficulty Number by a maximum of 5, though there may be some exceptional circumstances where this limit is broken.

The Games Master should use the following table as a guide when assigning modifiers.

Table - Modifiers

Modifier	Affect on test
+/-1	The task becomes only <i>slightly</i> easier or more difficult.
+/-2	The task becomes <i>notably</i> easier or more difficult.
+/-3	The task becomes <i>much</i> easier or more difficult.
+/-4	The task becomes <i>significantly</i> easier or more difficult.
+/-5	The task becomes <i>fundamentally</i> easier or more difficult.

Attribute and Skill Total Modifiers

Circumstances that affect a *particular* character's ability to perform a type of task *in general* usually modify the Attribute or Skill Total of that character.

For example, having a set of quality lock picks will likely make it easier for *that* character to pick *any* lock.

Similarly, suffering the effects of a tranquilliser drug will likely make *any* task that character attempts more difficult.

- Modifiers that should penalise a character should reduce his Attribute or Skill Total.
- Modifiers that benefit a character should increase his Attribute or Skill Total.

Difficulty Number Modifiers

Conditions that affect the difficulty of a *specific* task, for *whomever* attempts to perform it, should modify the Difficulty Number.

For example driving a car down an icy road at night will be a more difficult task than driving down that same road during a dry day. The task is more difficult for *all* motorists, not just one in particular.

Similarly, shooting a pistol in a brightly lit firing range, without the stress of a true combat situation, will likely provide a beneficial modifier to all those shooting there.

- Modifiers that should make a task more difficult should increase the Difficulty Number.
- Modifiers that should make a task easier should reduce the Difficulty Number.

Time Consuming Tasks

Certain tasks require an extended period of time to perform, it can take minutes to crack open a safe and weeks to write a computer program.

Base Time

If a Games Master feels a task cannot be accomplished within a 5 second period (i.e. an Action Round, see the Combat & Damage chapter for more details) then they should assign the task a Base Time in which it can be accomplished.

The table below lists a number of appropriate Base Times to assign to a particular task.

The *Task Complexity* indicates how much thought and mental effort is involved, how intricate and interwoven sub tasks are, and generally how much knowledge would be required to perform the task.

The *Task Size* indicates how much physical effort is involved; it's the difference between building a garden wall versus a fortress wall.

A task could be fairly simple to do, but just take a long time; conversely a very complicated problem may be quickly resolved if you just know how.

These Base Times assume an 8-hour working day, a 40-hour working week and 4 weeks in a month.

Table – Base Times

Task Complexity	Task Size	Base Time
Simple	Trivial	20 seconds
	Small	20 minutes
	Medium	2 hours
	Large	2 days
	Huge	2 weeks
Average	Trivial	1 minute
	Small	1 hour
	Medium	1 day
	Large	1 week
	Huge	1 month
Challenging	Trivial	4 minutes
	Small	4 hours
	Medium	4 days
	Large	4 weeks
	Huge	4 months
Difficult	Trivial	12 minutes
	Small	12 hours
	Medium	12 days
	Large	12 weeks
	Huge	12 months

Actual Time

When the Test is made to determine the success or failure of the task, the player can elect to split the Success Number (the amount by which the modified Attribute or Skill Total exceeds the Difficulty Number) between determining how successful the attempt was, and how long it took.

This allows a character to do a top quality job by taking his time, or an average job in less time.

The portion of the Success Number allocated to reducing the Base Time should be converted to a Success Level and referenced on the table below.

If a player decides not to allocate any of their Success Number to reducing the Base Time, then they have effectively assigned a Success Number of zero, and the task will take the full Base Time.

Table - Actual Time Taken

Success Level	Actual Time Taken
Failure	Half the Base Time*
Incomplete	The Base Time
Adequate	The Base Time
Good	Three quarters of the Base Time
Excellent	Half the Base Time
Outstanding	One quarter of the Base Time

**If the entire Skill Test was unsuccessful, half of the Base Time is taken before the character realises that his attempts are flawed and that he must start again.*

Fate Points

Fate Points allow a player to nudge fortune in his character's favour. Spending a Fate Point can provide one of the following benefits:

- Increase the character's Attribute or Skill Total by +3 for a single Test.
- Reduce any Damage suffered by 5 points.
- Have a convenient coincidence occur, for example when engaged in a melee a knife comes to hand, or as a suspect is driving away a lorry pulls across the road blocking his escape. The GM has final say over what coincidence is appropriate.

Generally, players may only spend one Fate Point at a time and their store of Fate Points refreshes at the beginning of each story.

If the Games Master wants a more cinematic style of game, she can allow more Fate Points to be spent on a single action, and possibly increase the frequency with which the points refresh.

Alternatively, Fate Points can be discarded completely for a more gritty style of game.

General Rules

Knowledge Tests

When a player wants to see if his character knows about a certain topic or area of study then a Test can be made using either his Brains Attribute Total (for general knowledge) or an appropriate Skill Total, e.g. Learning or Science.

The Knowledge Difficulty Number table can be used as a guide to assign a DN to the task and the results of the Test can be interpreted using the Knowledge Results table.

Table - Knowledge Difficult Number

Subject	DN
Common subject	3
Specialised subject	6
Obscure subject	9
Particularly complex subject	+3

Table - Knowledge Results

Success Level	Result
Incomplete	Basic information with some misconceptions
Adequate	Basic information
Good	Basic information with some details
Excellent	Detailed & comprehensive information
Outstanding	As Excellent but also conversant with brand new theories

Perception Tests

Perception Tests are used to determine if a character can notice and possibly recognise a sight, sound, taste, smell or tactile sensation.

A Brains Attribute Tests is required with a Difficulty Number based upon how easy the event, item or person is to notice.

An alert character gains a +1 modifier to his Brains Attribute total, whilst a -2 modifier is applied if the character is distracted.

Table - Perception Results

Success Level	Result
Incomplete	Event is noticed, but no details.
Adequate	Obvious details are identified.
Good	Basic details are identified.
Excellent	Significant details are identified.
Outstanding	Every detail is identified.

Leaping, Jumping & Falling

Leaping

When performing a horizontal leap, a **Brawn + Co-ordination** Attribute Test is required (or if the player prefers a **Co-ordination + Athletics** Skill Test). The Difficulty Number is based upon the distance to be jumped and the amount of run up a character has; see the table below.

If the Test fails the character may find himself falling from a potentially dangerous height and the GM may wish to apply the rules for Falling, below.

Table – Leaping DN

Run Up	DN
5+ metres	Distance in metres x 3
4 metres	Distance in metres x 4
3 metres	Distance in metres x 5
2 metres	Distance in metres x 6
1 metre	Distance in metres x 7
Standing leap	Distance in metres x 8

Jumping

To jump up to a higher level a character must make a **Brawn + Co-ordination** Attribute Test (or if the player prefers a **Co-ordination + Athletics** Skill Test). The Difficulty Number is equal to the height being jumped in metres, multiplied by 9.

$$\text{DN} = \text{Height in metres} \times 9$$

A jump can be combined with a leap for both distance and height; simply compare the result of the Test to the Leaping and Jumping Difficulty Numbers separately. However, as the greatest height of a leap (the zenith) is at its mid point, double the distance being leaped for purposes of determining the DN of the Leap.

Falling

If a character jumps or falls from a height he may suffer damage. The amount of Damage incurred is equal to 3 times the number of metres fallen. This Damage has Wound Potential, unless the fall is into a deep body of water.

$$\text{Damage} = \text{Height in metres} \times 3$$

It is possible for a character to reduce this Damage by making a **Co-ordination + Athletics** Skill Test with a Difficulty Number equal to the number of metres fallen. The Damage is reduced by an amount equal to the Success Number.

In addition, if the character lands on something that could cushion their fall the Games Master may decide to reduce the amount of damage suffered.

Skills

Skills reflect learned ability, gained through training or experience, which a character can use to augment their natural abilities.

Each Skill is linked to one of three Attributes and is almost always combined with that Attribute when making a test (as described in the Rules chapter, above). Skills are rated on a 1 to 10 scale.

Skill List

Brains Skills

High Tech, Learning, Low Tech, Medical, Ordnance, Outdoorsmanship and Science.

Confidence Skills

Charm, Control Animal, Dominate, Impersonation, Inquiry, Magic and Perform.

Co-ordination Skills

Athletics, Concealment, Fire Arms, Hurled Weapons, Melee Combat, Thievery and Vehicle.

Brains Skills

High Tech

High Tech is the Skill a character needs to design, build, repair, bypass or use any electronic or computerised device, be it a radio transmitter, a security alarm system or a laptop computer.

Learning

Learning is the catch-all Skill that covers non-scientific academic knowledge such as history and economics. It is used when trying to remember, understand or research academic facts. Scientific knowledge falls under the Science Skill.

Low Tech

Low Tech allows a character to design, build and repair mechanical devices and structures such as simple automotive vehicles, buildings and weapons.

This Skill does not cover the use of electronic and computer equipment, that is the domain of the High Tech Skill. The use of both Skills may be required to complete some projects, for example repairing a car with extensive electronics and an onboard computer system.

Medical

This Skill governs the knowledge and application of medicine and first aid. It can be used to stop a person from bleeding, to diagnose a disease or even to operate.

The Science Skill covers, among other things, the more cerebral aspects of medicine, including the knowledge of biology, and as such is often another Skill a character with Medical is likely to have.

Ordnance

This Skill allows a character to safely use, plant and create explosive charges. It is also used when firing heavy artillery and vehicle or building mounted weapons, ranging from siege catapults to missile launchers.

Outdoorsmanship

Outdoorsmanship covers all aspects of survival in the wild, including finding water, building shelter and hunting for food. This Skill can also be used to track animals or even more unconventional prey such as humans!

Science

The Science Skill measures a character's knowledge and understanding of all scientific fields, from astronomy to psychology.

This Skill should be used when a character attempts to understand or apply scientific theories or principles. It should also be used for any practical experiments and tasks. The only exceptions to this rule are anything to do with electronics (the domain of the High Tech Skill) or doing more than simply creating base explosive compounds (anything more requires the Ordnance Skill).

Confidence Skills

Charm

Charm is a measure of how experienced a character is at persuading others to do something that they may initially be reluctant to do. This persuasion is performed using charm, flattery and smooth talking rather than intimidation.

Charm can be used in attempts to negotiate, bargain, persuade or seduce another character.

Control Animal

This Skill allows a character to handle and train a variety of animals, from dogs to lions to elephants. It is also used to see how well a character can ride certain animals, for example horses and camels.

Dominate

A character who wishes to impose his will on another uses Dominate. This Skill is used to issue commands and intimidate others and as such is useful to both military officers as well as common thugs.

Impersonation

This Skill allows a character to disguise himself or someone else, either as someone specific, or to simply make him look unrecognisable to those familiar with him.

Impersonation also allows the character to alter his voice and accent, potentially even mimicking specific people such as celebrities or politicians.

Inquiry

Inquiry is the Skill to be used when pursuing an investigation. It covers interrogation of both people and data sources such as the Internet or libraries.

Inquiry allows a character to know the right questions to ask, and the most favourable places to look for information or to perform research.

Magic

Magic is a Skill that should only be chosen with the Games Master's permission, as it may only be available in certain games and to certain characters.

Magic is the Skill a character should use whenever they wish to cast a spell, summon an elemental or banish a demon.

A Games Master may require a player to also take a specific Strength Trait in order to have access to the Magic Skill, see Special Strengths in the Traits chapter for more information.

Perform

Acting in a play, dancing, playing the violin, and singing a song all come under the domain of the Perform Skill.

Any attempt to put on some form of performance should use this Skill; with the result indicating how well the show was received.

Co-ordination Skills

Athletics

Athletics should be used whenever a character wishes to perform an act of agility not covered by any of the other Skills, such as climbing, or performing acrobatics.

This Skill is also of use if a character suffers a fall, a Skill test can be made to reduce or completely negate any injury that may be suffered. See Falling in the Rules chapter for more details.

Concealment

Concealment is the art of stealth and camouflage, of moving unseen and unheard, and hiding.

This Skill also allows a character to conceal objects, for example hiding a gun under a jacket or a helicopter under camouflage nets.

Fire Arms

Shooting a gun, be it a revolver or a rifle, falls under the Fire Arms Skill. This is the primary combat Skill for modern day warfare, although heavy weapons and vehicle or building mounted weapons come under the Ordnance Skill.

Hurled Weapons

Hurled Weapons covers the use of bows, crossbows, slings and thrown weapons. Of limited use in the modern day this Skill may be of primary importance in games set in the past and where warfare is a common occurrence.

Melee Combat

Whether fighting unarmed, or with knives, swords or clubs, a character with no Melee Combat Skill is unlikely to survive for long.

This Skill allows a character to wield any melee weapon from saps to maces, and from broadswords to whips.

Thievery

Thievery is the Skill to use when a character wants to bypass security or steal something.

This Skill covers many larcenous activities including picking a lock, cracking open a combination safe, palming a card whilst gambling, or picking a pocket.

However, bypassing some security systems may require the use of the High Tech Skill if they involve electronic and / or computerised components.

Vehicle

Driving a car, piloting a boat or flying a helicopter all fall under the Vehicle Skill.

However to be truly effective a character must have the Strength Trait of Vehicle Familiarity for the appropriate vehicle type, either Air Craft, Ground Craft or Water Craft.

When a character gains his first point in the Vehicle Skill he automatically gain the Vehicle Familiarity Strength for the type of vehicle he is most likely to have used (usually Ground Craft).

This is free and does not cost any Trait Points at character creation, or Experience Points afterward. However, purchasing a second or third Vehicle Familiarity *does* cost the appropriate amount.

See Vehicle Familiarity in the Traits chapter for more information.

Traits

Traits detail particular characteristics, experiences, powers and quirks of a character. There are two main types of Traits - Strengths and Weaknesses.

Each of these types of traits can be from one of five different categories - Innate, Learned, Endowed, Social, or Special.

Most Traits may only be chosen during character creation with Strengths costing a certain amount of Trait Points and Weaknesses providing extra Trait Points to spend elsewhere.

Once the game has begun, only Learned Strengths may be purchased with Experience Points (see the Experience chapter for more details). A Games Master may also allow Learned Weaknesses to be removed by spending Experience Points equal to their cost.

Other categories of Traits may only be gained or lost through the consequences and nature of the game, for example money is spent or earned, a character befriends more contacts or snubs others, and a character's actions may make him famous or infamous.

Depending upon the actual genre of the game, certain Traits may not be applicable, or may simply not be allowed by the Games Master.

Trait Listing

Strengths

Innate

- Ambidextrous (10 Points)
- Eidetic Memory (10 Points)
- Lightning Reflexes (20 Points)
- Night Vision (10 Points)
- Striking Good Looks (10 points)

Learned

- Diving (10 Points)
- Ground Fighting (10 Points)
- Language, Spoken (Conversational: 5 Points, Fluent: 10 Points)
- Language, Written (5 Points)
- Parachuting (10 Points)
- Swim (10 Points)
- Vehicle Familiarity (10 Points per type)

Endowed

- Lifestyle (Lower: 0 Points, Middle: 10 Points, Upper: 50 Points)
- Special Item (Cost at GM Discretion)

Social

- Authority (25 points)
- Contact Network (15 Points)
- Ally (45 Points)
- Fame (25 Points)

Special

- Attribute Increase (30 Points per level)
- Damaging Aura (Constant: 10 Points, At Will: 25 Points)
- Flight (100 Points)
- Immortal (100 Points)
- Move Rate Increase (25 Points)
- Natural Weapon (10 Points)
- Regeneration (200 Points)
- Sorcerer (100 Points)
- Conjuror (50 Points)

Weaknesses

Innate

- Deaf (25 Points)
- One Eye (10 Points)

Learned

- Addiction (25 Points)
- Illiterate (25 Points)
- Phobia (25 Points)
- Prejudice (10 Points)

Endowed

- Debt with Organised Crime (20 Points)
- Lifestyle (Squatting: 10 Points, Homeless: 25 Points)

Social

- Infamy (10 Points)
- Subject of Prejudice (5 Points)

Special

- Attribute Decrease (20 Points per level)
- Vulnerability (25 points)
- Requirement (35 Points)

Strengths

Strength Traits provide a benefit to the character and can include such things as being physically attractive, having influential friends, or having some supernatural or superhuman power.

Innate Strengths

Innate Strengths are advantages a character is born with; they can only be chosen in character creation.

Ambidextrous (10 Points)

The character is able to use either hand as well as the other. The character takes no penalty to use an item or weapon in the "off-hand".

Without this Trait a character suffers a -2 Attribute or Skill Total penalty when using his off-hand to use a weapon or item.

Eidetic Memory (10 Points)

The character has what is commonly referred to as a photographic memory. He is able to recall with almost exacting clarity any image or scene to which he paid attention.

The Games Master should remind a player of any event to which his character paid attention, describing it as if he were there again.

If a character did not pay active attention to the event, he receives a -2 Difficulty Number modifier for any Brains Tests made to recall details.

Lightning Reflexes (20 Points)

The character has unnaturally fast reflexes and is able to react to danger and threats in a heartbeat.

Lightning Reflexes provides a bonus of +4 to Initiative, this bonus applies even when the character is surprised. See the Combat & Damage chapter for more information.

Night Vision (10 Points)

The character is able to see in dim conditions better than most people. Reduce any penalties due to dim light by 1 point. The character is still effectively blinded in complete darkness.

Striking Good Looks (10 points)

The character with this Trait is exceptionally handsome or beautiful by most people's standards. They will turn heads wherever they go, and usually have an easier time when trying to befriend or seduce someone.

The character gains a +1 Skill Total to any attempts to use the Charm Skill on someone who might naturally be attracted to the character.

Learned Strengths

Learned Strengths are a result of either formal training or hard experience. Unlike Skills, they have no rating – you can either do it or you can't.

Diving (10 Points)

This Trait encapsulates all knowledge, training and experience with underwater diving and SCUBA (Self Contained Underwater Breathing Apparatus). In order to take this Trait a character must also have the Swim Learned Strength.

When determining how well the character performs whilst diving, one or more Attribute Tests should be made. For example a Brains Test may be required to create a dive plan, whilst a Co-ordination Test may be required to navigate the narrow corridors of a sunken wreck.

Ground Fighting (10 Points)

The character has learnt how to fight while prone, attacking an opponent's legs, groin and torso. He is also equally capable of defending himself whilst prone.

A prone character with this Trait is not considered to be in an Inferior Position when attacking in melee, nor are his opponents considered to be in a Superior Position when attacking him. See the Combat & Damage chapter for more information.

Language, Spoken (Conversational: 5 Points, Fluent: 10 Points)

The character is able to speak a foreign language either fluently or with just a conversational understanding. This Trait is not required for a character to speak his native language.

Language, Written (5 Points)

The character is able to read and write a foreign language with the same fluency that he can speak it, as per the Language, Spoken trait.

This Trait is not required for a character to read and write his native language, he is assumed to be automatically capable of doing so unless he also has the Illiterate Learned Weakness.

Parachuting (10 Points)

This Trait encapsulates all knowledge, training and experience with freefall and parachuting.

When determining how well the character performs whilst parachuting one or more Attribute Tests should be made. For example a Brains Test may be required to pack a parachute correctly, whilst a Co-ordination Test may be required to see whether a character lands on target.

Swim (10 Points)

The character has learnt to swim using a number of different strokes and techniques.

Any Tests required to determine how well the character swims should be made using an appropriate Attribute, for example a Brawn Test to see how long a character can tread water.

Vehicle Familiarity (10 Points per type)

In order to be able to drive a car, pilot a boat or fly a plane a character must have the Vehicle Skill. However to be truly effective he must also be familiar with the type of vehicle being used.

Vehicle Familiarity may be purchased for any of the following 3 vehicle types:

- Ground Craft (cars, bikes and trucks)
- Water Craft (boats, ships, submarines and hovercraft)
- Air Craft (planes, jets and helicopters)

Whenever a character gains the Vehicle Skill he automatically receives the Vehicle Familiarity Trait for one of these vehicle types for free (the player can choose which). Any further Vehicle Familiarity Traits must be paid for appropriately.

If a character attempts to use his Vehicle Skill with a craft for which he doesn't have the relevant Vehicle Familiarity Trait he suffers a -3 Skill Total penalty (see the Rules chapter for more information on Skill Totals and penalties).

Endowed Strengths

Endowed Strengths reflect material possessions and the lifestyle of the character.

Lifestyle (Lower: 0 Points, Middle: 10 Points, Upper: 50 Points)

Lifestyle is a blanket Trait that covers a character's home, clothes, vehicle, general belongings, and anything else that a person could reasonably accumulate as part of his day-to-day living.

There are 3 levels of Lifestyle that can be purchased as Strength Traits, as defined below:

Lower: This lifestyle is basic to say the least, the character likely rents a small flat or house, wears simple inexpensive clothes, and eats cheap supermarket food. In terms of transport he likely uses public transport or leases a cheap car.

This is the default level of Lifestyle for a character and costs no points.

Middle: A comfortable lifestyle including a large house, most of which is owned outright. The character will have a significant wardrobe with a few expensive outfits.

His groceries will include a few luxury items and the character is able to eat out at least twice a week. A car is usually owned as well.

Upper: The lifestyle of the wealthy. An upper class lifestyle includes a huge residence with possibly a second smaller holiday home elsewhere. The character will wear predominantly designer clothes and eat only the best foods. A luxury car or two are also owned.

Special Item (Cost at GM Discretion)

This is a catch-all Trait that a Games Master can use to restrict access to specific items or resources. The Games Master should set a cost based upon how powerful she believes the resource to be.

Sarah, the GM, is running a modern day horror game and only wants some characters to begin with a firearm. She therefore requires her players to purchase this Trait, a revolver costs 10 points, and a shotgun 15 points.

Social Strengths

Social Strengths reflect benefits stemming from the manner in which society interacts with the character. They are also a result of the relationships the character has forged with others.

Authority (25 points)

A character with this Trait has a moderate level of authority in a local criminal organisation, or in local law enforcement, e.g. a Mafia lieutenant or a Detective Inspector.

This provides him with access to resources and personnel that can prove extremely useful. However, he is also tied to the organisation, which demands loyalty and services in return.

Contact Network (15 Points)

The character has a network of 3 contacts of limited power (e.g. local reporters, street cops, nurses) with which he has a cordial relationship.

The character may call on these contacts as a source of information or equipment, though will likely have to pay or bribe them for their services.

However, contacts are not at the character's beck and call, any time a character attempts to get in touch with one of his contacts she will be unavailable half the time (a roll of 1 to 5 on a D10).

This Trait may be taken multiple times to increase a character's network of contacts.

Ally (45 Points)

The character has a close friend who is willing to help out in times of need. The ally will have a modest amount of power, for example she may be a national television news reporter, a member of the local Mafia, a surgeon, or a police detective.

The ally will drop whatever she is doing to help the character though may need convincing to risk her career or life.

Fame (25 Points)

The character has become famous in one particular nation for one reason or another, and as such is usually recognised and treated with great favour.

The player and Games Master should discuss the field of work in which the fame has been gained, and the type of benefits it will likely bring.

Generally Fame will provide a +2 Skill Total bonus for all Charm, Dominate and Perform Skill tests made against people who know of the character's fame and are fans, or who feel they need to curry his favour to avoid bad publicity or to gain favourable publicity (e.g. a restaurant owner finding a table for a celebrity when fully booked).

Special Strengths

Special Strengths may only be taken with Games Master permission and reflect superhuman or supernatural abilities.

These Strengths are often quite costly, in line with their inherent power, and therefore are likely to require a player to take Weaknesses or for the GM to increase the number of Trait Points available at character creation.

Attribute Increase (30 Points per level)

This Trait increases a single Attribute rating by 1 point per level. In addition, it also increases the usual maximum rating by the same amount (the normal maximum for a human is 10).

Attribute Increase may be taken multiple times for different Attributes, as long as the GM allows.

This Trait does not affect the Experience Point cost to develop the Attribute in the future, for example a character with an initial Brawn rating of 6 with Attribute Increase (Brawn) at level 3 effectively has a Brawn of 9, but to increase that to 10 only 26 Experience Points must be spent (see the Experience chapter for more information).

This Strength should be used to mimic superhuman abilities or to reflect physiological differences between different races.

Sarah is toying with the idea of running a fantasy game. Thinking about the races, she decides that orks, a mainstay of fantasy fiction, should have Attribute Increase applied to Brawn at level 2, whilst elves should have Attribute Increase applied to Confidence and Co-ordination, both at a level of 1.

It will therefore cost 60 Trait Points for any of Sarah's players to choose to play either race.

Damaging Aura (Constant: 10 Points, At Will: 25 Points)

The character emanates an aura that causes any character to touch his bare skin to suffer Damage.

Every Action Round in which a victim is in contact with the character, she suffers Damage equal to the character's Confidence rating, with Wound Potential. Any unarmed attacks made by the character with the Damaging Aura also gain Wound Potential.

The cost of this Trait depends on whether the Damaging Aura is constantly on or whether it can be activated and de-activated at will.

Flight (100 Points)

The character with this Trait is able to hover and fly. The character retains his normal movement rates but is simply not limited by gravity.

Immortal (100 Points)

The character with this Trait cannot be killed by normal means. If the character suffers Damage equal to his Damage Capacity and five Wounds, instead of dying he will enter a coma-like state until he has healed a Wound and some of his Damage (see the Combat & Damage chapter).

Similarly, rather than dying of starvation or suffocation the character will enter the coma state.

There is normally only one way to truly kill an Immortal character; decapitation – if the character loses his head, he dies.

If the character also has the Vulnerability Special Weakness Trait he can be killed in another manner. If the character suffers a killing blow from a weapon or damage source to which he is vulnerable he dies. It is only the final blow to which he must be vulnerable; all previous Damage can be from mundane sources.

It should be noted that this Trait gives no ability to heal Damage other than normal natural healing, an Immortal character can be dismembered and burnt and still live but will have no way to regenerate lost limbs and heal his scar tissue. It is for this reason that this Trait is often paired with the Regeneration Special Strength Trait, below.

Finally, the Immortal Trait allows a character to live indefinitely. When the character reaches his optimum age (for humans this is usually in their twenties or thirties) he ceases aging.

Move Rate Increase (25 Points)

The character with this Trait can move incredibly fast. His Jogging and Sprinting movement rates are equal to his Co-ordination rating x 6 and x10 respectively. See the Combat & Damage chapter for more information on movement rates.

Natural Weapon (10 Points)

The character has some form of natural weapon – claws, fangs, horns or spines. The character's unarmed attacks have Wound Potential if the natural weapon is used. See the Combat & Damage chapter for more information on Damage and Wound Potential.

Regeneration (200 Points)

The Regeneration Trait allows a character to recover from any form of injury in minutes.

The character recovers from a number of Damage Points equal to his Brawn rating every minute of complete rest (or two minutes of non-strenuous activity, i.e. no combat!).

In addition, Wounds do not limit the healing of Damage Points. Every minute of complete rest (or two minutes of non-strenuous activity) a Wound is healed as well.

The character may grow back any lost limbs or organs, assuming the loss of such did not kill him.

If a character suffers enough Damage and Wounds to kill him then he still dies; a character must survive the initial Damage in order to regenerate.

Sorcerer (100 Points)

A Games Master may require a player to purchase this Trait in order for his character to make use of the Magic Skill.

The Sorcerer Trait allows a character cast any spells except for Summoning spells; for that the Conjurer Trait is needed.

Conjurer (50 Points)

A Games Master may require a player to purchase this Trait in order for his character to make use of the Magic Skill.

The Conjurer Trait allows a character to cast any Summoning spell; for all other types of spells a character needs the Sorcerer Trait.

Weaknesses

These traits reflect personality flaws, physical disadvantages and drawbacks due to circumstance.

Innate Weaknesses

Innate Weaknesses are those disadvantages that a character was born with, or that he has taken on over his lifetime and that are very difficult if not impossible to reverse.

Deaf (25 Points)

The character was born without, or has lost, his sense of hearing. Auditory-based perception tests automatically fail.

The character is assumed to be able to speak clearly but must find some way to understand others, for example learning a variation of the Language, Spoken Learned Strength Trait to reflect his mastery of lip reading.

One Eye (10 Points)

The character was born, or has lost, the use of one of his eyes. The character suffers a -2 penalty to all Fire Arms and Hurling Weapons Skill Totals. In addition, he suffers a penalty of -1 to Melee Combat Skill Totals, due to having limited peripheral vision.

Learned Weaknesses

Learned Weaknesses are a result of either learned behaviour, e.g. a prejudice a character was indoctrinated with throughout childhood, or be due to a *lack* of training, e.g. being illiterate.

Addiction (25 Points)

The character has a serious addiction to a substance or activity that causes significant problems when indulged. This Trait can also cover obsessive-compulsive disorders.

Suitable "addictions" are alcohol (resulting in getting drunk and having impaired judgement), gambling (likely leading to loss of money and property) and self-harming (leading to minor Damage, scarring and possible social stigma).

Every day the character must succeed in a Confidence Attribute Test with a Difficulty Number of 12. If this Test fails he will immediately attempt to satisfy his addiction.

If the character successfully resists the addiction he suffers a -1 penalty to all Attribute and Skill Totals as a result of withdrawal symptoms. If the character fails to resist, but is prevented from indulging his vice he suffers a -3 penalty.

Indulging in the vice removes the withdrawal symptoms (and the associated penalties) for 12 hours, after which the penalties are reinstated.

Illiterate (25 Points)

The character has never learnt to read and write, he is unable to read even the simplest things, including signs, directions, books and letters.

Characters with this Weakness may not take the Language, Written Learned Strength Trait.

Phobia (25 Points)

The character suffers an intense fear of an unusual, but by no means rare, situation or thing. This fear can often prove distracting and in extreme cases can cause the character to run in terror.

Suitable subjects for this phobia are rats, spiders, heights, or enclosed spaces.

Anytime a character comes into contact with the subject of his phobia he must make a Confidence Attribute Test.

- If the result is less than 9 the character attempts to flee in terror.
- If the result equals or exceeds 9 but is less than 12 he will not flee but will refuse to approach any closer to the subject of his phobia.
- If the result equals or exceeds 12 the character may approach the subject of his phobia.

Regardless of the result the character will suffer a -3 penalty to all Attribute and Skill Totals whilst in the presence of the subject of his phobia.

Prejudice (10 Points)

The character suffers a mild dislike or hatred of a type of person or organisation. This hatred can often prove distracting and make social interaction with the subject of the prejudice more difficult.

The subject of the prejudice should be unusual, but by no means rare. Suitable subjects for a character's prejudice are common manufacturer brands, restaurant chains, a particular ethnic minority, or a particular social class.

This prejudice imposes a -2 penalty to all Charm Skill Totals when dealing with a subject of the prejudice.

Endowed Weaknesses

Endowed Weaknesses reflect a lack of material possessions or the character owing a debt.

Debt with Organised Crime (20 Points)

The character with this Trait owes a debt to a criminal organisation, and must make repayments or risk having property repossessed or worse.

The Games Master and player should agree on a suitable amount for the debt, in a modern day game a debt of £20,000 or US\$36,000 would be reasonable.

Each month for 2 years the character must repay 5% of the amount borrowed (the total repayment being 120%) or risk the organisation taking action.

It should be noted that the character does not actually gain any money from taking this Weakness; it is assumed that the cash has already been spent.

Lifestyle (Squatting: 10 Points, Homeless: 25 Points)

Lifestyle is a blanket Trait that covers a character's home, clothes, vehicle, and general belongings, or in the case of this Weakness, the lack thereof.

There are two levels of Lifestyle that can be taken as Weakness Traits, as defined below:

Squatting: The character has managed to establish a residence in a small flat or house by squatting.

Often the squat is shared with others and the threat of eviction looms continuously. The property has no power or gas and may not have any running water; therefore it is often cold and dark, and likely has an unpleasant smell.

The character has several sets of worn clothing, that are washed infrequently, and a meagre collection of belongings. Food is scavenged from restaurants, stolen from supermarkets, or paid for with what little earnings are made.

Finally, as the character has no official residence or credit history he will find it extremely difficult to improve upon his situation.

Homeless: The character is on the streets. He has no home and must sleep in doorways and under bridges. The only belongings he has are what he can carry and protect from being stolen.

Food is whatever is found in dustbins, handed out by charities or paid for with any money earned.

Finally, as the character has no official residence or credit history he will find it extremely difficult to improve upon his situation.

Social Weaknesses

Social Weaknesses reflect disadvantages stemming from the manner in which society interacts with the character. They are also a result of the relationships the character has with others.

Infamy (10 Points)

The character has become infamous in the local area for one reason or another, and as such is usually treated with great fear, distrust or hatred.

The player and GM should discuss the reason for the infamy, and the drawbacks it will likely bring. Generally it will provide a -2 Skill Total penalty for all Charm, Dominate and Perform Skill tests made against people aware of the character's infamy.

This exception to this is when the Skill use is in line with the infamy; for example a mass murder trying to use Dominate to intimidate someone, or a known terrorist using Charm to convince someone he has planted a bomb and will detonate it unless his demands are met.

Subject of Prejudice (5 Points)

The character is the subject of an irrational dislike or hatred by a significant number of the population (approximately 20%). This prejudice can lead to such bigots treating the character unfairly, openly insulting him, denying him access to certain places or roles, and at worse attacking him.

This prejudice imposes a -2 penalty to all Charm, Dominate and Perform Skill Totals when dealing with people who harbour the prejudice, unless the social interaction fits into their expected stereotype.

The prejudice should be based upon a facet of the character that can be fairly easy to conceal, but that might be uncovered with some interaction with the character, for example nationality or religion.

Special Weaknesses

Special Weaknesses may only be taken with Games Master permission and reflect superhuman or supernatural flaws.

Attribute Decrease (20 Points per level)

This Trait decreases a single Attribute rating by 1 point per level; in addition it also decreases the usual maximum rating by the same amount (the normal maximum for a human is 10).

Attribute Decrease may be taken multiple times for different Attributes, as long as the Games Master allows.

This Trait does not affect the Experience Point cost to develop the Attribute in the future, for example a character with an initial Brawn rating of 6 with Attribute Decrease at level 3 effectively has a Brawn of 3, but to increase that to 4, 26 Experience Points must be spent (see the Experience chapter for more information on improving Attribute ratings).

This Weakness should be used to mimic crippling diseases or conditions, or to reflect physiological differences between different races.

Sarah is still thinking about her game of high fantasy. Thinking about the races she decides that orks should have Attribute Decrease applied to Brains and Confidence, both at level 1. Sarah decides that elves on the other hand should have Attribute Decrease applied to Brawn at a level of 1.

These special weaknesses will go some way to balance out the Attribute Increase Special Strengths she assigned the ork and elf races previously. The previous cost of 60 Trait Points is reduced to only 20 for orks and 40 for elves.

Vulnerability (25 points)

This Trait indicates an Achilles heel for a character, a vulnerability to a particular substance or item. The substance or item should be unusual, but not rare, good examples are silver, salt or holy water.

Contact with the substance is painful and imposes a penalty of -3 to all Attribute and Skill Totals for the duration of the contact.

In addition, prolonged contact with the substance can cause Damage, the character suffers 1 Damage Point every (Brawn rating) Action Rounds, i.e. Brawn rating x 5 seconds.

Finally, any weapons or attacks that utilise the substance have their base Damage increased by 4. All such attacks also have Wound Potential even if they would normally not do so.

See the Combat & Damage chapter for an explanation of Damage and Wound Potential.

Requirement (35 Points)

The character requires a certain illegal or hard to obtain substance, treatment or activity to occur every week in order to survive.

This requirement can range from a ghost's need to feed off pain and suffering, to a vampire's requirement to drink the blood of humans, to a shape-shifting mutant's need to undergo a molecular stabilisation therapy in order to prevent him simply turning into a puddle of goo.

If a character fails to gain his requirement, for each week that he goes without, his Brawn and Co-ordination Attribute ratings each drop by 1 point.

When Co-ordination is reduced to zero the character is unable to move or act, when Brawn is reduced to zero the character dies.

If the character can obtain his requirement again before dying each subsequent intake of the requirement, which does not have to be at the normal frequency, restores a rating point to both Brawn and Co-ordination.

For example, a character with a requirement to inject himself with the harvested chemicals from a person's pituitary gland would lose a rating point from Brawn and Co-ordination each week that he goes without the injection.

Once he manages to obtain the chemicals to inject himself with again, each injection will restore one rating point to each Attribute again.

If the character manages to obtain two injections within a single week, two rating points would be restored to each Attribute - however the character would still need an injection the following week or he will start losing Attribute rating points again.

Combat & Damage

The stories told through roleplaying games often include moments of intense action, times when the lead starts flying or swords start swinging.

It is within action scenes when the rules of a game are most required, as unlike social interaction, players can't just act out the chases and combats that most games demand!

The Action Round

The Action Round is a defined period of time, approximately 5 seconds, that is used to regulate the flow of an action scene. Within each Round each character gets a chance to perform one action.

Five seconds may seem a long time, but remember that as well as performing their action, characters are also looking around for threats, defending themselves from attacks, sizing up their next course of action, and if unlucky, reeling in pain from being injured.

Initiative

Characters act within the Action Round in order of their Initiative characteristics (Brains + Co-ordination), highest to lowest.

Where two or more characters share the same Initiative Total, the one with the highest Agility score acts first. If there is still a tie have each player roll a D10, the highest roll wins (if the dice rolls are equal roll again).

Surprise

If a character is surprised, for example when he has been ambushed or fails to spot an attacker, his Initiative is based purely on his Co-ordination rating, and therefore he will likely be acting lower down in the Initiative order.

Optional Rule – Rushing Things

If the GM allows this rule within her game, a player may elect to increase his character's Initiative by an amount up to his Co-ordination rating.

However, all of that character's Attribute and Skill Totals are reduced by the same amount for the Action Round. Effectively the character is rushing his action and sacrificing performance for speed.

A gunslinger in the Old West is facing off against an opponent, his Brains is 6 and his Co-ordination is 5 providing an Initiative of 11. The player does not think that this is high enough to be able to outdraw his opponent, and therefore elects to rush things.

The player considers increasing his character's Initiative by the maximum 5 points (the Co-ordination Rating) and suffer a -5 penalty to all of his Attribute and Skill Totals for that Action Round, including his Co-ordination + Fire Arms Total.

It is a matter of tactics - does he try and ensure he goes first, but risk missing, or does he steel his nerves, hope his opponent is slower or misses, and then shoot back with better accuracy?

Holding Actions

Sometimes a player will not always want his character to act when his Initiative Total is reached. In this case he can hold his action and act later. When he wishes to act he simply announces his intention and resolves his action.

If two characters are holding an action and both wish to act before or after one another, the character with the highest Initiative Total gets to choose the order in which the characters act.

If a player wishes, his character can begin moving on his Initiative but hold an action, this allows a character to move slowly down a corridor with his weapon ready to use against any would-be ambushers.

A character may hold his action into the next Action Round and use it at any stage therein. However, the character loses his normal action for that round, i.e. a character can only ever act once in an Action Round.

Movement

A character can move at one of four rates each Action Round: Cautious, Walk, Jog or Sprint.

The Movement table below indicates how far the character can move in an Action Round and any penalty to Attribute and Skill Totals that is suffered whilst moving. This penalty is imposed until the character's next action.

Table – Movement

Rate	Distance in metres	Penalty
Cautious	Co-ordination rating	-0
Walk	Co-ordination rating x 2	-1
Jog	Co-ordination rating x 4	-3
Sprint	Co-ordination rating x 6	-5

A character can only sprint for a number of consecutive Action Rounds equal to his Brawn rating. After this period the character should cease sprinting for one minute (12 Action Rounds). If he does not, he suffers 1 Damage Point every Action Round that he continues to sprint.

Melee Combat

Bar brawls, sword fights and rapier duels all fall under the heading of Melee Combat.

The attacker makes a **Co-ordination + Melee Combat** Skill Test with a Difficulty Number equal to his opponent's Co-ordination + Melee Combat Skill Total.

Remember to apply any penalties for Movement or Rushing Things to both of these Skill Totals, – the opponent's Skill Total as well as the attacker's.

If the test succeeds, the attacker inflicts Damage based upon the Success Level achieved, as shown in the table below.

The Base Damage of an unarmed attack is equal to the Brawn rating of the attacker. Melee weapons may increase this and may also cause the attack to have Wound Potential, see Damage, below, for details on how to apply this Damage.

Table - Success Levels and Damage

Success Level	Damage Inflicted
Incomplete	Base x 0.5 (round down)
Adequate	Base x 1
Good	Base x 1.5 (round down)
Excellent	Base x 2
Outstanding	Base x 2 & ignore armour

Melee Combat Modifiers

The Difficulty Number derived from the opponent's Skill Total may be further modified by circumstance as described in the table below.

Table - Melee Combat DN Modifiers

Situation	DN Modifier
Attackers outnumber opponent	-1 per extra attacker (max -3)
Attacker has Vastly Superior Position	-5
Attacker has Superior Position	-2
Attacker has Inferior Position	+2
Attacker has Vastly Inferior Position	No attack normally allowed

Attackers outnumber opponent

If a character is attacking an opponent who is already in melee with other characters, the Difficulty Number is reduced by 1 per extra attacker, over and above himself. The maximum modifier that can be gained in this way is -3.

Attacker has Vastly Superior Position

A Vastly Superior Position is gained when the opponent is bound hand and foot (though not unconscious), or held firmly by another character.

The opponent is very restricted in her movement, only really able to turn her head away and maybe bring a shoulder or thigh up to protect herself.

Attacker has Superior Position

Any circumstance that hinders the opponent in defending herself, or helps the attacker in striking a blow, provides a reduction to the Difficulty Number. For example the attacking character is on higher ground, the opponent is prone, or the opponent has her back up against a wall.

Attacker has Inferior Position

The opposite of having superior position, if the attacker is prone, in a confined space, or at any other disadvantage, he receives an increase to the Difficulty Number to attack.

Attacker has Vastly Inferior Position

This is the opposite of having vastly superior position. If the attacker is in such a position he is usually unable to make any sort of attack. However if circumstances permit and the GM allows, an attack may be made at a +5 DN.

Grappling

A grapple is an attempt to grab an opponent and immobilise her, rather than inflict damage. In order to initiate a grapple an attacker must make a Melee Combat Test, however, he suffers a -1 Skill Total penalty for the initial attack.

If an **Incomplete Success Level** is achieved the character has merely grabbed his victim.

An **Adequate or Good Success Level** indicates that the opponent is held firmly. The attacker is now considered to be in a *Superior Position* while the opponent is in an *Inferior Position*.

An **Excellent or Outstanding Success Level** indicates that the opponent is immobilised. The attacker is now in a *Vastly Superior Position* while the opponent is in a *Vastly Inferior Position*.

Once a grapple has been initiated, i.e. an Incomplete Success Level or better has been achieved, further grapple attempts do not suffer the -1 penalty to the Skill Total.

In addition, once grappling either character may choose to use **Brawn + Melee Combat** instead of Co-ordination + Melee Combat.

To escape from a grapple a successful Melee Combat Test must be made. The character can elect to reverse the grapple or simply break free.

Ranged Combat

Ranged combat covers all fights that occur over a distance, whether they are fought with javelins, bows, muskets, assault rifles, or laser pistols.

The attacker makes a Skill Test using the appropriate Skill Total as shown below, with a Difficulty Number dependent upon the range to the target and modified by factors such as visibility, cover and size of the target. Use the Ranged Combat DN and Modifiers table to calculate the Difficulty Number.

Skill Totals to Use

- For pistols, rifles or other guns use **Co-ordination + Fire Arms**.
- For bows, crossbows, javelins, slings or thrown knives use **Co-ordination + Hurled Weapons**.
- For heavy artillery, missile launchers or mounted weapons use **Brains + Ordnance**.

Remember to apply any appropriate penalties for Movement or Rushing Things to the Skill Total.

If the Test succeeds the attacker inflicts Damage based upon the Success Level achieved, as shown in the table below.

Table - Success Levels and Damage

Success Level	Damage Inflicted
Incomplete	Base x 0.5 (round down)
Adequate	Base x 1
Good	Base x 1.5 (round down)
Excellent	Base x 2
Outstanding	Base x 2 & ignore armour

Range

Each ranged weapon has four distinct ranges over which it is effective, these are Short, Medium, Long and Extreme. The actual distance each relates to differs between weapons (see the Equipment chapter for details). For example a light revolver has a Short range of 10 metres, while a rifle has a Short range of 50 metres.

The range to the target determines the base DN for the attack Test. No matter what the weapon, a target within 2 metres is at Point Blank range.

Aiming

A character can spend time aiming his weapon at the target in order to make a more accurate shot.

Each action spent aiming provides a -1 DN modifier, or -2 if using a magnification scope, such as would be found on a rifle. The maximum reduction to the DN for aiming is -3 (or -6 if using a scope).

Between his aiming action and the action in which he fires, the attacker must not be distracted, if attacked in melee combat (even if unsuccessfully), injured, or if the character dodges or performs any other action, the aiming bonus is lost.

Similarly if the target moves out of sight between aiming and firing, the bonus is lost.

Dodging

If a character has not yet acted in the Action Round, and he is aware of someone about to shoot at him, he can forfeit his action to dodge. Add the character's Co-ordination rating to the attacker's Difficulty Number.

If the attack misses, the dodging character may move a number of metres equal to one third of his Co-ordination rating (rounded up). This is usually used to dive into cover.

Table - Ranged Combat DN and Modifiers

Situation	DN
Distance to target is within...	
• Point Blank Range (2 metres)	3
• Short Range	6
• Medium Range	9
• Long Range	12
• Extreme Range	15
Visibility is...	
• Poor (dim light or rain)	+1
• Terrible (smoke or blizzard)	+3
• Pitch Black	+9
Aiming...	
• Without a scope	-1 per action
• With a scope	-2 per action
Target is moving...	
• Jogging	+1
• Sprinting	+3
Target is in cover...	
• One third cover	+2
• Two thirds cover	+4
Size of Target...	
• Minute (e.g. coin, card)	+7
• Tiny (e.g. gun, hand, head)	+5
• Small (e.g. briefcase, dog)	+3
• Medium (e.g. a human)	+0
• Large (e.g. car, van)	-3
• Huge (e.g. train)	-5
• Enormous (e.g. airliner)	-7
• Small for category*	+1
• Large for category*	-1

*These modifiers are in addition to any other size modifier. For example a child is a small human and so a +1 modifier is appropriate, equally a jumbo jet is a large airliner and so a modifier of -8 should be used.

Damage

Damage Points

Damage Points reflect fatigue, bruising, lacerations, bloody noses, cracked ribs and other damage that can heal without medical attention.

When a character suffers Damage the player should keep a running tally of all the accumulated Damage Points received to date.

In addition, if the Damage has Wound Potential it should be determined whether any Wounds have been inflicted (see Wounds, below).

When the total Damage Points suffered equals the character's Damage Capacity (equal to 4 x Brawn plus Confidence) he falls unconscious or, if already suffering from 5 Wounds, he dies.

Once a character's Damage Capacity has been reached any further Damage Points suffered are not recorded, however all sources of Damage are now considered to have Wound Potential for that character and the player should determine whether any Wounds are suffered.

Wounds

Wounds indicate serious, possibly life threatening, injuries including gunshots and stab wounds.

Some forms of Damage are unable to inflict Wounds, for example unarmed combat does not normally have the potential to cause Wounds.

However, many weapons or sources of Damage *can* inflict Wounds, and are denoted as having Wound Potential. When Damage is inflicted from such a source, as well as increasing the tally of Damage taken, Wounds may also be inflicted.

For every multiple of the victim's Brawn rating that the Damage equals or exceeds, the victim suffers one Wound.

David has succeeded in shooting the thug who was attacking his companion, inflicting 12 Damage Points.

Sarah, the Games Master notes this Damage down. In addition she notes that as the thug's Brawn rating is 6 he suffers 2 Wounds; 12 Damage Points equals double his Brawn rating.

If David had rolled an Excellent Success Level when shooting at the thug he would have inflicted double the Base Damage of the weapon for 24 Damage Points. This would have inflicted 4 Wounds on the thug (24 equals the thug's Brawn x 4).

The maximum number of Wounds a character can suffer is 5. If a character suffers 5 Wounds and has reached his Damage Capacity he is dead.

If his Damage Capacity has not yet been reached then any further Wounds are ignored. Any further Damage incurred is still tallied up and when his Damage Capacity is reached the character dies.

Wounds causing Damage

Once a character has suffered a Wound, he begins to deteriorate due to shock, bleeding and trauma.

Every minute that the character remains active, he automatically suffers Damage Points equal to the number of Wounds he is suffering from.

If a character suffering from Wounds remains at complete rest he accumulates this extra Damage every five minutes rather than every minute.

If the character is successfully treated with first aid this accumulation of Damage Points is halted. First aid requires a successful **Brains + Medical** Skill Test with a DN of 6, +1 for each Wound.

Sarah describes how the thug shows a startled look on his face as he realises that he has been shot. Despite the pain he runs off heading for a friend's place who he hopes can patch him up.

It takes the thugs 5 minutes to reach his friend. As he is suffering from 2 Wounds he suffers a further 10 Damage Points bringing his total to 22. Luckily the thug's friend succeeds in applying first aid, removing the bullet and stopping the bleeding.

Wounds causing Wounds

A character suffering only 1 or 2 Wounds who has reached his Damage Capacity suffers no further ill; once the character has regained consciousness he no longer accumulates Damage Points unless he suffers new Wounds.

A character suffering with 3 or 4 Wounds who has reached his Damage Capacity will continue to suffer debilitating effects from his Wounds due to bleeding and similar complications.

The now unconscious character suffers an additional Wound every (Brawn rating) minutes, and so could well die. A successful **Brains + Medical** Skill Test with a DN of 6, +1 for each Wound, will prevent the accumulation of Wounds.

Inanimate Objects and Damage

All inanimate objects – from buildings to vehicles – have a Brawn rating and Damage Capacity just like a character, however the Damage Capacity is equal to the Brawn rating multiplied by five.

Items may also have an inherent Soak rating which directly reduces the amount of Damage inflicted.

Objects can also suffer Wounds, which indicate damage to a vital part of the item, the engine block of a vehicle or the main support beam for a house. This sort of Damage is much harder to repair.

Healing

Recovering from Damage Points

Damage Points can normally be recovered with simple rest, though Wounds can limit the amount of Damage that can be recovered in this manner.

A character can heal a number of Damage Points equal to his Brawn rating every hour of rest.

If a character is active (walking, instructing, researching or similar non-strenuous activities), the healing period changes to every 2 hours.

If a character is performing strenuous activities (combat, running, climbing), no healing is possible.

David's character Trevor has dealt with the thug. However, his companion – a character called Alison Havers played by Maria – has taken quite a beating.

Alison is suffering from 15 Damage Points but luckily no Wounds. Her Brawn rating is 4 and so with 1 hour of rest she will heal 4 Damage Points, leaving her with 11 Damage Points.

If Maria then has Alison continue her investigation with Trevor, questioning witnesses and looking for clues, she will heal 4 Damage Points every 2 hours (or if the Games Master allows, 2 Damage Points per hour).

The Effect of Wounds on Healing Damage

If a character has also suffered a Wound, the number of Damage Points he can heal is limited.

For every Wound he is suffering a character is unable to heal a number of Damage Points equal to his Brawn rating. If the character is suffering from 5 Wounds he cannot recover any Damage Points until a Wound is healed (see below).

The thug who attacked Alison is now resting up in his seedy apartment planning his next move. The thug is suffering from 22 Damage Points and 2 Wounds. With a Brawn of 6 he can heal 6 Damage Points per hour.

After 2 hours of rest the thug has healed 10 Damage Points. Normally 2 hours would have allowed him to heal 12 Damage Points, however while he is suffering from his Wounds he cannot heal the last 2 Damage Points (2 Wounds multiplied by his Brawn of 6).

Recovering from Wounds

In order to recover from a Wound a character must have received some form of medical treatment. At the minimum this would be someone having successfully applied first aid, subsequent to him having received his latest Wound.

Recovering 1 Wound takes a Base Time of 4 days of complete rest and regular medical attention (such as would be gained from being in a hospital or having a doctor visit every day).

This Base Time increases to 8 days if the character is active but is still receiving regular medical attention, or if the character is completely resting but has no regular medical attention.

If a character is active and is not receiving regular medical attention then no Wounds can be healed. Similarly, if a character performs strenuous activity no Wounds can be healed, regardless of any medical attention that is provided.

This Base Time is then modified as a result of a **Brawn Attribute Test** with a Difficulty Number of 6. The table below indicates how the base time is modified and whether a Wound is healed or not.

Table - Wound Healing Time

Success Level	Actual Time Taken
Failure	Half of the Base Time* (i.e. 2 or 4 days)
Incomplete	The Base Time (i.e. 4 or 8 days)
Adequate	The Base Time (i.e. 4 or 8 days)
Good	Three quarters of the Base Time (i.e. 3 or 6 days)
Excellent	Half of the Base Time (i.e. 2 or 4 days)
Outstanding	One quarter of the Base Time (i.e. 1 or 2 days)

**If the Brawn Attribute Test fails half of the Base Time passes and no Wounds are healed. Another Brawn Attribute test can then be made.*

Repairing Items

A character can repair a number of Damage Points equal to his Skill Rating (High Tech or Low Tech) every hour of effort. If it is possible for an item to be in use while it is being repaired (e.g. a boat) the repair time is extended to every 2 hours of effort, as repairs are scheduled around system use.

For every Wound an item is suffering, a character is unable to repair a number of Damage Points equal to the item's Brawn rating. If an item is suffering from 5 Wounds no Damage Points can be repaired until a Wound is repaired.

In order to repair a Wound a character needs to perform a major overhaul, replacing critical components and requiring significant facilities.

Repairing 1 Wound takes a base time of 4 days of effort (assuming an 8 hour workday). This base time increases to 8 days if the item is in use.

This base repair time is then modified as a result of a **Brains + High Tech or Low Tech Skill Test** with a DN of 6. Refer to the Wound Healing Time table, above, to determine the actual time taken.

Chases

Chases are the staple of many thrillers, be they on foot, car chases or dogfights in the sky.

Range Categories

The core factor in resolving a chase is the distance between the participants. This distance between the chase participants is measured in Range Categories – Short, Medium, Long and Extreme.

Each Range Category is an abstract measure of how close two chase participants are; Short Range for a foot chase might be a metre or two, whilst for an aerial dogfight it could be 50 metres. The GM should decide the exact distance if required.

A fleeing character aims to increase the Range Category to beyond Extreme, at which point he is considered to have escaped and the chase ends.

A pursuing character tries to close to Short Range so that he can attempt to tackle his prey.

Declaring Speed

At the beginning of each Action Round, all players whose characters are controlling a vehicle, or are part of a chase, should declare the average speed at which they are travelling for that Action Round.

Speed is measured in metres per Action Round (mpr); a player can never declare a speed higher than the Maximum Speed of his vehicle or his Sprint Movement Rate if on foot.

In addition, when controlling a vehicle the player may never declare a speed that is greater than the vehicle's speed in the previous round plus its Acceleration Rating.

If one participant is moving at a significantly faster speed than another, he may increase or decrease the Range Category (as desired) automatically at the *end* of the Action Round by a number of stages as shown on the Range Change table, below.

Range Change Table

Vehicle is Faster by...	Range Change
25%	+/- 1 stage
50%	+/- 2 stages
75%	+/- 3 stages
100% or more	+/- 4 stages

Once all players have declared their speed, each player has a chance to amend his declaration if he desires. Once all players are happy with their declared speeds, characters act in order of Initiative. On their actions chase participants may perform Manoeuvres.

Manoeuvres

Manoeuvres represent particular ways in which a character can act within a chase to try and evade a pursuer, damage an opponent, or force a fleeing vehicle to stop. If a Manoeuvre is not performed, not even the Retain Control manoeuvre, then the character automatically suffers an Accident.

When performing a manoeuvre an Attribute or Skill Total (known as the Manoeuvre Total) should be used to make a Test. The type of Total to use depends upon the method of locomotion:

- **Co-ordination + Vehicle** Skill Total should be used if in a vehicle.
- **Co-ordination** Attribute Total should be used if on foot, swimming, skiing or skydiving.
- **Confidence + Control Animal** Skill Total should be used if riding an animal.

As well as being used to perform a manoeuvre Test this Manoeuvre Total is also used as the Difficulty Number for certain manoeuvres, i.e. Block, Force, Pass and Ram.

In order to perform a manoeuvre, a Test should be made using the Manoeuvre Total (reduced by any Speed Penalty, see Vehicles in the Equipment chapter) and the result compared to two Difficulty Numbers, the Success DN and the Safety DN.

- If the Test result equals or exceeds the Success DN, the manoeuvre has succeeded and the effects applied, otherwise it fails.
- If the Test result equals or exceeds the Safety DN no mishap occurred, otherwise an Accident has happened.

It is quite possible to fail a manoeuvre but avoid an accident, or vice versa.

Block

Success DN: Opponent's Manoeuvre Total

Safety DN: 5

This Manoeuvre is an attempt to prevent a fleeing character from escaping. The character moves in front of the fleeing chase participant and then slows his speed while preventing the fleeing vehicle from passing.

If the Test is successful the opponent cannot declare a higher Speed in the next Action Round than the blocking character. However, the blocking character cannot simply screech to a halt, as it is necessary to continue blocking the opponent, requiring swerving left and right.

The minimum speed a blocking character can declare (and continue to block an opponent) in the next Action Round is equal to the next Speed category lower, e.g. if a blocking driver is traveling

at his vehicle's Maximum speed he cannot declare a speed less than his Cruising speed.

A chase participant being blocked can escape by performing a Pass Manoeuvre.

This manoeuvre can only be performed when the Range Category is Short, and only if the character has already managed to get in front of his quarry, e.g. by using the Pass Manoeuvre. In addition, a character on foot cannot block a vehicle.

Force

Success DN: Opponent's Manoeuvre Total

Safety DN: 6

This Manoeuvre is an attempt to crowd an opponent, limiting where she can move in the hope of forcing her to have an accident.

If the Test is successful the opponent immediately suffers an Accident. This manoeuvre can only be performed when the Range Category is Short. In addition, a character on foot cannot use this Manoeuvre against a vehicle.

Gain Ground

Success DN: 9

Safety DN: 6

This is an attempt to gain on a fleeing opponent, or extend a lead if fleeing, by cutting corners, braking late into turns, and performing other little tricks.

If the Test is successful the Range Category is increased or decreased (dependent upon the player's wishes) by 1 stage, e.g. from Short to Medium. With an Outstanding Success Level the Range Category can be changed by 2 stages.

Pass

Success DN: Opponent's Manoeuvre Total

Safety DN: 5

Pass is an attempt to overtake, or drop back behind an opposing chase participant. This manoeuvre assumes that the opponent will attempt to block the attempt to pass, if not then a simple Retain Control Manoeuvre should be performed instead.

If the Test is successful the chase participant has passed his opponent. This manoeuvre can only be performed when the Range Category is Short.

Ram

Success DN: Opponent's Manoeuvre Total

Safety DN: 9

This Manoeuvre is an attempt by a character to strike an opposing vehicle with his own vehicle. This manoeuvre can only be performed when the Range Category is Short. Only a character in a vehicle may attempt to perform a Ram Manoeuvre, if on a mount or on foot a melee attack may instead be performed with a Safety DN of 3.

If the Test is successful *both vehicles* involved suffer Damage with Wound Potential. The amount of Damage is equal to one tenth of the effective Speed at which the collision took place (round down).

- For a head on collision add the current speeds of the two vehicles.
- For a side impact use the ramming vehicle's current speed.
- For a rear-ender use the difference between the vehicle's current speeds, or the Acceleration rating of the ramming vehicle if greater.

If a Good Success Level or better is achieved, the ramming vehicle's Damage is halved (round down).

Retain Control

Success DN: 3

Safety DN: 3

Retain Control is simply an attempt to keep in control, or if not in a vehicle for the character to stay on his feet. If the Test fails an Accident has occurred.

Shake Off

Success DN: Opponent's Brains Attribute Total

Safety DN: 5

Shake Off is an attempt to lose a pursuer by making several quick changes of direction, preventing the opponent from keeping a constant line of sight, and then finally losing her.

If the Test is successful the Range Category is increased by 1 stage, e.g. from Medium to Long. If the Range Category was previously Extreme then the character has completely shaken off his pursuer and the chase is over.

If the Manoeuvre fails the pursuer has second-guessed the fleeing character's plan and uses the opportunity to close the gap between them; the Range is reduced by one stage.

If this manoeuvre is performed at a Range Category other than Short, the Success DN is reduced by 2 for each stage beyond Short, e.g. if performed at Long Range the Success DN is reduced by 4.

Accidents

Accidents represent collisions with obstacles, skids, and strain on a vehicle as it is pushed beyond its limits.

When an accident occurs, the character, vehicle or mount suffers a number of Damage Points (with Wound Potential) equal to its current speed divided by 10 (rounded down).

This Damage is *not* reduced for a vehicle due to its scale (see Vehicles in the Equipment chapter).

Equipment

Melee Weapons

The table below specifies the Base Damage for several melee weapons. For almost all melee weapons this is added to the wielder's Brawn rating for a final Base Damage.

The letters WP after a Base Damage rating indicate that the weapon has Wound Potential (see Wounds in the Combat & Damage chapter).

Table - Melee Weapons

Weapon	Base Damage
Knife	+0 WP
Short Sword	+2 WP
Broad Sword	+4 WP
Hand Axe	+2 WP
Great Axe	+6 WP
Club or staff	+2
Whip or flail	+2
Stun Baton	10*

*The Stun Baton inflicts an electrical shock and therefore does not add to a character's Brawn rating.

Ranged Weapons

A number of ranged weapons are summarised in the Ranged Weapons table, below, which specifies the following characteristics:

Base Damage

The table specifies the Base Damage the weapon inflicts. If the rating is prefixed with a '+' symbol it indicates that it should be added to the wielder's Brawn rating for a final Base Damage.

The letters WP after a Base Damage rating indicate that the weapon has Wound Potential.

Range

This column details the maximum distance in metres for the range categories of Short, Medium, Long and Extreme. Point Blank range is always 2 metres or less.

A (Ammo)

This column indicates the ammunition capacity of the weapon, i.e. how many bullets, darts or laser beam "charges" the weapon can hold before having to be reloaded.

Table - Ranged Weapons

Weapon	Base Damage	Range in Metres (S / M / L / E)	A
Short Bow	+4 WP	5 / 25 / 50 / 100	1
Long Bow	+6 WP	10 / 50 / 100 / 150	1
Crossbow	10 WP	10 / 20 / 30 / 60	1
Musket	14 WP	10 / 20 / 50 / 100	1
Light Revolver	12 WP	10 / 20 / 30 / 60	6
Heavy Revolver	16 WP	10 / 20 / 40 / 80	6
Light Pistol	10 WP	10 / 20 / 30 / 60	8
Heavy Pistol	14 WP	10 / 20 / 40 / 80	12
SMG*	14 WP	10 / 40 / 80 / 160	30
Rifle	18 WP	50 / 200 / 400 / 800	6
Assault Rifle*	16 WP	50 / 100 / 200 / 400	40
Shotgun	18 WP	10 / 20 / 50 / 100	8
Taser	16	5 / 10 / 15 / 20	2
Laser Pistol	14 WP	10 / 20 / 30 / 60	30
Laser Rifle	18 WP	50 / 100 / 200 / 400	60
Knife	+0 WP	3 / 5 / 8 / 10	-
Shuriken	+0 WP	3 / 5 / 10 / 15	-

*These weapons are capable of automatic fire, see below.

Automatic Fire

Some firearms are capable of automatic gunfire. A maximum number of bullets equal to the attacker's Brawn rating may be fired in a single action.

- **Searching Fire** – The character spreads the bullets wide hoping at least one will hit. The DN to hit is reduced by 1 per 3 bullets fired.
- **Tight Burst** – The character fires a burst of bullets hoping that most of them will hit. The DN to hit the target is increased by 1 per 3 bullets fired but Damage (modified by Success Level) is inflicted an extra time for every 3 bullets in the burst.

Ranged Weapon Accessories

Laser Sight

The DN for attacks at Short and Medium range is reduced by 1; i.e. to 5 and 8 respectively.

Recoil Compensation

The maximum number of bullets that can be fired in a burst of automatic fire is increased by +3.

Armour

Armour has two characteristics of importance, Soak Rating and Wound Defence.

Soak Rating

Any Damage suffered by a character wearing armour is reduced by the Soak rating. This may also reduce the number of Wounds taken.

Wound Defence

This number is added to a character's Brawn rating when determining how many Wounds he suffers from an attack with Wound Potential.

The thug who was shot by David's character originally suffered 12 Damage Points, which (as it equalled double the thug's Brawn rating of 6) also inflicted 2 Wounds.

If the thug had been wearing a Kevlar Vest the Damage would be reduced to 10 Damage Points (the vest has a Soak of 2) and he would suffer no Wounds at all as the Damage would not equal or exceed his Brawn + Wound Defence (Brawn of 6 + Wound Defence of 5 = 11).

To inflict 2 Wounds 22 or more Damage Points would need to be inflicted after any Soak rating (22 is double the thug's Brawn + Wound Defence).

Table - Armour

Armour	Soak	Wound Defence
Leather	2	0
Chain Mail	2	3
Plate	4	2
Plate Mail	6	5
Kevlar Vest	2*	5*
Assault Vest	5	5
Stab Jacket	3	3

**This armour is only effective against firearm attacks.*

Explosives

Explosives come in many forms, from grenades, to landmines. The table below shows a few examples.

Damage

This shows the Damage inflicted by the explosive at the centre point of detonation.

The letters WP after a Damage rating indicate that the explosive has Wound Potential (few explosives don't have Wound Potential). See Wounds in the Combat & Damage chapter for more information.

The amount of damage inflicted reduces the further an item or character is away from the point of detonation as described under Radius Increment, below.

Radius Increment

This indicates how far the effects of the explosion spread; a greater Radius (denoted in metres) indicates a larger area of effect.

- If a character or item is within 1 Radius Increment they suffer the full Damage listed.
- If within 2 Radius Increments a target suffers three-quarters of the Damage listed.
- If within 3 Radius Increments a target suffers half of the Damage listed.
- If within 4 Radius Increments a target suffers a quarter of the Damage listed.
- If greater than 4 Radius Increments away a character or item will not be damaged.

Table - Explosives

Explosive	Damage	Radius Increment
C4 Plastique	60 per kg	2 metres
Fragmentation Grenade	32	3 metres
Landmine	32	0.5 metres
Rocket / Missile	120	1 metre
M72 LAW Rocket*	160	0.5 metres
Stun Grenade	24	1 metre

Getting an Explosive on Target

Throwing an explosive requires a **Co-ordination + Hurled Weapons** Skill Test. Using a grenade or missile launcher requires a **Brains + Ordnance** Skill Test.

The DN should be determined using the Ranged Combat rules in the Combat & Damage chapter.

- If an **Adequate or better Success Level** is achieved the explosive lands on target.
- If an **Incomplete Success Level** is achieved the explosive deviates from its target, in a direction decided by the GM, by 10% of the distance to the target (e.g. if target is 50 metres away, explosive lands 5 metres away from it).
- If the Test fails the explosive deviates from its target, in a direction decided by the GM, by 50% of the distance to the target (e.g. if target is 50 metres away, the explosive lands 25 metres away from it).

The table below indicates ranges for thrown and launched grenades as well as missile launchers.

Table – Propelled Explosive Ranges

Method of Propulsion	Range in Metres (S / M / L / E)
Thrown	5 / 10 / 15 / 20
Grenade Launcher	40 / 80 / 160 / 320
Missile Launcher	50 / 100 / 200 / 400

Vehicles

Vehicles are a vital tool for numerous people and as such are often important to a story.

Vehicle Scale

A vehicle's Brawn and Damage Capacity are rated on a different scale than characters. All Damage inflicted upon a vehicle should be divided by 10 (round down) before being applied to the vehicle's Damage Capacity and determining Wounds.

The exception to this is Damage taken from the Ram manoeuvre, or Accidents (see the Chases chapter for more information).

Brawn

This is the Brawn rating of the vehicle and indicates how tough and sturdy the vehicle is. A vehicle's Damage Capacity is equal to its Brawn rating multiplied by five.

Soak

Any Damage suffered by the vehicle is reduced by the Soak rating. This may also reduce the number of Wounds the vehicle suffers.

Handling

The Handling rating indicates how manoeuvrable the vehicle is and is applied as a modifier to a character's **Co-ordination + Vehicle Skill Total**; therefore a positive Handling rating is beneficial.

Speed

Speed shows the Cautious, Low, Cruising and Maximum speeds of the vehicles in metres per Action Round (mpr). These speeds are the direct equivalent of a character's Cautious, Walk, Jog and Sprint movement rates, and apply the same penalties to the Co-ordination + Vehicle Skill Total (i.e. Low speed imposes a -1, Cruising a -3 and Maximum a -5 penalty). A vehicle moving at a speed between two categories is considered to be travelling at the higher speed category.

Acceleration

This is the maximum amount by which a vehicle can increase its current speed each Action Round, e.g. a van travelling at 60 metres per Action Round can only accelerate by 40, to a speed of 100 mpr.

Table - Vehicles

Vehicle	Brawn	Soak	Handling	Speed	Acceleration
Land Vehicles...					
• Motorcycle, Off road	3	0	+2	15 / 30 / 60 / 90	60
• Motorcycle, Racing	2	0	+4	60 / 120 / 240 / 360	120
• Car, Sports	4	0	+3	50 / 100 / 200 / 300	100
• Car, Saloon	5	0	+0	40 / 80 / 160 / 240	60
• Car, Limousine	6	1	-2	35 / 70 / 140 / 210	40
• Van	6	1	-1	40 / 80 / 160 / 240	40
• Truck	7	2	-2	40 / 80 / 160 / 240	40
• Articulated Lorry	8	2	-3	30 / 60 / 120 / 180	30
Water Vehicles...					
• Speedboat	3	0	+3	30 / 60 / 120 / 180	30
• Yacht	6	0	+0	10 / 20 / 40 / 60	10
• Cruise Ship	30	20	-5	12 / 24 / 48 / 72	6
Aircraft...					
• Hang glider*	5*	0	+1	35 / 70 / 140 / 210	20
• Helicopter	3	0	+3	70 / 140 / 280 / 420	40
• Small Plane	3	0	+2	60 / 120 / 240 / 360	60
• Fighter Jet	5	0	+5	300 / 600 / 1200 / 1800	300
• Passenger Aircraft	20	0	-3	220 / 440 / 880 / 1320	100
Futuristic					
• Hoverbike	3	0	+4	50 / 100 / 200 / 300	100
• Jetcar	5	0	+2	70 / 140 / 280 / 420	100
• Starfighter	5	1	+4	500 / 1km / 2km / 3km	500

**The hand glider is not rated on the Vehicle Scale; Damage Points inflicted are not divided by 10.*

Magic

Magic is a staple ingredient of fantasy roleplaying, with fireball throwing wizards and evil necromancers summoning skeleton armies.

If a setting allows for the use of magic the Games Master may wish for some of the player characters to be able to cast spells or summon spirits.

In a high magic game where anyone can use magic the Games Master may simply require players to purchase the Magic Skill. In more low-key games, the Games Master may require players to purchase the Sorcerer or Conjurer Special Strength Traits.

Using Magic

All types of magic in LowDie Light are managed through the use of spells. There are two main categories of spells however; one deals with the summoning of spirits, be they elementals, demons, or manifestations of the natural world.

The other category of spell handles everything else, throwing lightning bolts, healing the wounded, creating illusions and anything else.

Casting a Spell

In order to cast a spell a **Confidence + Magic Skill Test** is required. The DN depends upon the type of spell being cast and is shown in the spell's description (see Sample Spells, below).

If the Test is successful the spell is cast and its effects are applied as described. Depending upon the spell in question gaining a better Success Level may provide more impressive effects.

Resisting Strain

Casting a spell, whether successful or not, is a fatiguing experience. Once the Test to cast the spell has been made a **Confidence Attribute Test** must be made in order to resist this Strain.

The more powerful the spell the more fatiguing it is and the harder it is to resist that strain. The DN for the Confidence Attribute Test is equal to *double* the Power of the spell (rated on a 1 to 10 scale).

Depending upon how successful this Test is the spellcaster suffers a variable number of Damage Points based upon the Power of the spell. See the table below to determine exactly how much Damage is suffered.

If the Power of the spell exceeds the character's Magic Skill rating, this Strain Damage has Wound Potential; it is very dangerous for a character to extend himself beyond the limits of his skill.

Table – Strain Damage Taken

Success Level	Damage Points
Failure	4 x Power of spell
Incomplete	3 x Power of spell
Adequate	2 x Power of spell
Good	1 x Power of spell
Excellent	No Strain Suffered
Outstanding	No Strain Suffered

Dispelling and Banishing

For those spells that have an ongoing effect, for example a spell that summons a spirit to do the magician's bidding, or an invisibility spell that continues to conceal a character, it is possible for another magician to prematurely end the spell's effects.

Any magician who could potentially cast the spell in question (were they to learn it) can attempt to dispel it. A sorcerer cannot banish a spirit and a conjurer cannot dispel an invisibility spell.

In order to dispel a spell or banish a spirit a **Confidence + Magic Skill Test** is required. The DN is equal to the Power of the spell *doubled*. If the Test is successful, the effect of the spell ceases.

In order to dispel a spell the character must be within a number of metres of the spell's effects equal to his Magic Skill Rating.

Calados the Conjurer is attempting to banish a demon. As Calados can normally cast summoning spells he is able to dispel them too.

Calados has a Magic Skill of 4 and the demon was conjured by a spell with a Power of 8. Calados must succeed in a Confidence + Magic Skill Test against a DN of 16 whilst remaining within 4 metres of the demon in order to banish it – a dangerous proposition!

Learning Spells

In order for a character to learn a spell he must find a teacher, or a grimoire in which it is explained, and spend a number of Experience Points equal to the Power of the spell (see the Experience chapter for more information on Experience Points).

At character creation a player may purchase spells for his character with Trait Points just as if they were Experience Points.

Sample Spells

Ball of Searing Flame

Power: 7

DN: See below

The magician conjures a ball of flame in his hand, which he then throws at the target to explode.

The DN for the Test is calculated as if making a ranged combat attack; Short range is equal to the magician's Brains Rating and Medium range is equal to the magician's Brains rating x 10. The spell has no range beyond this.

Treat this as a thrown explosive device as per the rules described in 'Getting an Explosive on Target' within the Equipment chapter. The fireball has a Damage of 32 with Wound Potential, and a Radius Increment of 1 metre.

Command

Power: 5

DN: Target's Confidence Attribute Total

The magician must touch the bare skin of the target in order to cast this spell.

If the Test is successful the magician can mentally command the target to perform a single act that she would normally be able to consciously perform (if asked to vomit, the target may try and force herself to vomit but may not succeed).

The Games Master should feel free to increase the DN of the Test by +3 if the command is potentially harmful to the target or even to +5 or more if the command is to commit suicide or kill a loved one.

The target will obey the command for a number of minutes equal to the magician's Magic Skill rating.

Flames of the Phoenix

Power: 5

DN: 6 + Number of Wounds the target has

The magician must touch the bare skin of the target, who may be unconscious or awake.

Onlookers will see the faint glow of flames around the target, and the target will feel a great heat.

If the Test is successful the target is immediately healed of 20 Damage Points and up to 4 Wounds.

Grand Illusion

Power: 7

DN: See below

The magician must pick a point within his line of sight no further away than his Brains rating in metres. This spell creates a multi sensory (though insubstantial) moving image, centred on the chosen spot, which can fill a space with a radius equal to the magician's Magic Skill in metres.

There is no DN for this test; instead the result becomes the DN for anyone to notice that the created image is not real. Even if the illusion is determined to not be real, observers will still be able to perceive the illusion.

This spell cannot directly cause any Damage.

The spell lasts as long as the magician continues to concentrate on its effects. This act of concentration imposes a -2 Attribute and Skill Total penalty on the magician for the duration.

Heal Minor Injury

Power: 1

DN: 6 + Number of Wounds the target has

The magician must touch the bare skin of the target, who must be conscious and willing to be healed. If the Test is successful the target is healed of 8 Damage Points and up to 1 Wound.

Invisibility

Power: 4

DN: See below

The magician must touch the bare skin of the target, who must be conscious and willing to be made invisible. The target, including her clothing and small items of equipment, is rendered translucent to one degree or another.

There is no DN for the Test; instead the result becomes the DN for anyone to actually see the target when she would otherwise be obviously visible. If the target is also hiding or somehow obscured from view, the result is added to any DN already imposed to spot her.

This spell can last for a number of minutes equal to the magician's Magic Skill rating.

Levitate

Power: 5

DN: 6

The magician must concentrate on an object within a number of metres equal to his Brains rating.

If the Test is successful the item is levitated and can be moved anywhere within a number of metres of its original position equal to *double* the magician's Magic Skill rating.

The magician has no fine control over the object; he can simply lift and move it around. The magician is able to levitate an item with a lifting capacity based upon his Confidence rating just as if it were his Brawn rating (see Brawn in the Character Creation chapter).

The spell lasts as long as the magician continues to concentrate on its effects. This act of concentration imposes a -2 Attribute and Skill Total penalty on the magician for the duration.

Lightning Bolt

Power: 6

DN: See below

The magician conjures a crackling rod of electricity in his hand, which he then throws at the target.

The DN for the Test is calculated as if making a ranged combat attack; Short range is equal to the magician's Brains Rating. The spell has no range beyond this.

If the Test is successful the target suffers a Base Damage of 20 with Wound Potential. This Damage should be adjusted for the Success Level achieved, just like any other ranged combat attack.

Mask of Disguise

Power: 5

DN: See below

The magician must touch the bare skin of the target, who must be conscious and willing to be disguised. This spell creates a false image that makes the target appear as someone else.

There is no DN for the Test; instead the result becomes the DN for anyone to see through the disguise. This spell can last for a number of hours equal to the magician's Magic Skill rating.

Mind Probe

Power: 5

DN: Target's Confidence Attribute Total

The magician must touch the bare skin of the target and maintain the contact for the duration of the spell (a number of minutes equal to the magician's Magic Skill rating).

If the test is successful the magician is able to read the thoughts and deepest memories of the target. The Games Master should use the Success Level gained to gauge the degree of clarity and detail that can be ascertained. An Excellent Success Level is required to access repressed memories.

Summoning Spells

Summoning spells involve the conjuration of spirits, ghosts and elementals. Most spirits are summoned unwillingly and are forced to obey the magician only as a result of the spell.

If only an Incomplete Success Level is achieved when summoning a spirit, it will arrive but will not be beholden to the conjurer and may be hostile.

Summon Elemental

Power: 6

DN: 10

This description is actually for four spells; each must be learnt separately. Each spell conjures a spirit of an element – Air, Earth, Fire or Water.

If the Test is successful the spirit appears directly in front of the magician as a vaguely humanoid shape made up of its native element and will perform the magician's bidding for a number of minutes equal to the magician's Magic Skill rating.

A variant of this spell (Power of 7) conjures the spirit for a number of *hours* equal to the magician's Magic Skill rating.

Air Elemental: Brains 4, Brawn 4, Confidence 3, Co-ordination 5, Hurlled Weapons 3, Traits: Flight.

Earth Elemental: Brains 2, Brawn 7, Confidence 4, Co-ordination 4, Dominate 2, Melee Combat 5, Hurlled Weapons 1, Traits: Ground Fighting, Natural Weapon.

Fire Elemental: Brains 3, Brawn 5, Confidence 5, Co-ordination 6, Dominate 2, Melee Combat 4, Traits: Damaging Aura (At Will), Lightning Reflexes, Vulnerability (Water).

Water Elemental: Brains 4, Brawn 7, Confidence 4, Co-ordination 5, Dominate 2, Melee Combat 3, Hurlled Weapons 1, Traits: Swim.

Summon Imp

Power: 4

DN: 4

This spell conjures a timid spirit of stealth and curiosity. The imp will remain for a number of hours equal to the magician's Magic Skill rating.

Imp: Brains 2, Brawn 2, Confidence 1, Co-ordination 4, Thievery 4, Concealment 2, Traits: Phobia (Dogs), Vulnerability (Salt).

Summon Protector

Power: 5

DN: 10

This spell conjures a brutish spirit to protect and aid the magician for a few brief moments. The protector will remain for a number of Action Rounds equal to the magician's Magic Skill rating.

Protector: Brains 2, Brawn 6, Confidence 3, Co-ordination 6, Melee Combat 6, Hurlled Weapons 2.

Summon Skeletal Thugs

Power: 8

DN: 14

This spell conjures five spirits that take the form of skeletons. They are unintelligent, slow and brittle, but inflict violence with superior numbers.

The skeletal thugs remain as long as the magician continues to concentrate on maintaining the necromantic power that allows them to inhabit this world. This act of concentration imposes a -2 Attribute and Skill Total penalty for the duration.

Skeletal Thugs (5): Brains 2, Brawn 4, Confidence 2, Co-ordination 4, Melee Combat 3.

Experience

One of the joys of playing a character in a roleplaying game is in seeing that character develop, both in terms of personality and game mechanics.

Over time a character will improve his Attributes, learn new Skills, acquire new Strengths and attempt to overcome any Weaknesses.

Experience Points

Like many other roleplaying games, the development of the player character, in terms of game statistics, is paced through the awarding and expenditure of Experience Points (abbreviated as XP).

The Games Master should award Experience Points after each complete story, which may take several sessions to complete. Alternatively if a faster rate of development is desired then Experience may be awarded after each session.

The average Experience Point award should be between 10 and 15 points, enough to increase an Attribute or Skill after one or two awards.

Table - Experience Awards

Reason for Award	Experience
Preparation and planning	1 to 2
Accomplishing a minor goal	1 to 2 per goal
Accomplishing a major goal	3 to 4 per goal
Danger, risk or hazard	1 to 3
Roleplaying the character well	1 to 2
Using good tactics	1 to 2
Surprising the GM	1 to 2

Justifying the Improvements

Some Games Masters are happy for their players to spend their Experience Points however they like. Other GMs may require a player to explain exactly how the player's character improves or learns a new Skill, e.g. taking lessons or working out.

This justification is purely optional and should be agreed between players and the Games Master, however it can help bring the character to life as he forges new relationships and takes up new hobbies in order to improve himself.

Improving Attributes & Skills

To improve a character's Attribute or Skill ratings by one point, a number of Experience Points needs to be spent equal to the current rating multiplied by four, plus two.

$$\text{Experience Cost} = (4 \times \text{Current Rating}) + 2$$

In order to purchase the first point in a completely new Skill, only 2 Experience Points need to be expended.

The Experience Points needed to progress from one rating to another is summarised on the Attribute and Skill Increase Cost table, below.

Table - Attribute and Skill Increase Cost

Rating Change	XP Cost
New Skill at Rating 1	2
1 to 2	6
2 to 3	10
3 to 4	14
4 to 5	18
5 to 6	22
6 to 7	26
7 to 8	30
8 to 9	34
9 to 10	38

Purchasing Strength Traits

Only Learned Strength Traits can be purchased after character creation. The number of Experience Points required to do so is equal to the point value of the Trait.

Removing Weakness Traits

Weakness Traits can only be removed with the Games Master's permission. Only Learned Weaknesses, such as being illiterate or prejudiced, may be removed by simply spending Experience Points.

In order to remove a Learned Weakness a number of Experience Points need to be spent equal to the point value of the Weakness.

To remove any other type of Weakness the Games Master may require an in-game justification either in addition to, or as well as expenditure of Experience Points. For example, the character may need to undergo a surgical procedure to remove an Innate Weakness, or earn enough money to pay off a debt.

Earning Fate Points

As described in the Rules chapter, Fate Points allow player characters to succeed even when logic or chance would normally say otherwise.

As a character gains in experience, his importance to the ongoing story also increases and as such he earns extra Fate Points.

For every 50 Experience Points earned a character gains an extra Fate Point (see Fate Points in the Rules chapter for more information).

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Credits

The LowDie logo was designed by Ed Spader and Grant Erswell

Low Die Light!

SYSTEM

Character Name

Experience

<h2 style="text-align: center;">Brains</h2> <p style="text-align: center;">Rating / Total</p> <p>High Tech ___ / ___</p> <p>Learning ___ / ___</p> <p>Low Tech ___ / ___</p> <p>Medical ___ / ___</p> <p>Ordnance ___ / ___</p> <p>Outdoorsmanship ___ / ___</p> <p>Science ___ / ___</p>	<h2 style="text-align: center;">Brawn</h2> <p>Damage Capacity ___</p> <p>(Brawn x 4) + Confidence</p> <p>Damage Taken</p> <div style="border: 1px solid black; width: 100px; height: 20px; margin: 5px;"></div> <p>Wounds</p> <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div>
<h2 style="text-align: center;">Confidence</h2> <p style="text-align: center;">Rating / Total</p> <p>Charm ___ / ___</p> <p>Control Animal ___ / ___</p> <p>Dominate ___ / ___</p> <p>Impersonation ___ / ___</p> <p>Inquiry ___ / ___</p> <p>Magic ___ / ___</p> <p>Perform ___ / ___</p>	<h2 style="text-align: center;">Co-ordination</h2> <p style="text-align: center;">Rating / Total</p> <p>Athletics ___ / ___</p> <p>Concealment ___ / ___</p> <p>Fire Arms ___ / ___</p> <p>Hurled Weapons ___ / ___</p> <p>Melee Combat ___ / ___</p> <p>Thievery ___ / ___</p> <p>Vehicle ___ / ___</p>

Strengths

Initiative

Brains + Co-ordination

Weaknesses

Weapon	Damage	Ranges			
_____	_____	___ / ___ / ___ / ___	___ / ___ / ___ / ___	___ / ___ / ___ / ___	___ / ___ / ___ / ___
_____	_____	Short	Medium	Long	Extreme

Armour	Soak	WD
_____	_____	_____
_____	_____	_____

WD = Wound Defence

Exceed DN by...	Success Level	Damage
0 (equal the DN)	Incomplete	Half Damage (round down)
1, 2 or 3	Adequate	Base Damage
4, 5 or 6	Good	One and half Damage (round down)
7, 8 or 9	Excellent	Double Damage
10 or more	Outstanding	Double Damage + Ignore Armour

Fate Points