

Simulacrum RPG



The Wines of Moria

The Simulacrum Roleplaying Game rules are created by
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These rules are still under development. They may change as the game
progresses, and playtester feedback is taken into account.

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It has been Thirty years since the crowning of King Ellesar of Gondor. Thirty years since the destruction of the One Ring and the defeat of Sauron. Thirty years since the death of the Balrog at the hands of Gandalf the Grey.

Now Gimli, son of Gloin and Legolas, son of Thranduil, with the blessing of King Ellesar have returned to Moria. This time, with an army . . .

The heroes of the War of the Ring seek a stout force to help retake the Dwarven city of Kazad-dum. The call of such renowned men has been heard and answered by the people of Middle Earth. An army marches to Dimrill Dale. The thought of Dwarven treasure beckons to some, the thought of revenge to others. Adventure and glory await. But so does death. Which will be found in these dark caverns?

The army storms the Eastern Gate, meeting heavy resistance from the orcs and goblins inside. As stalwart friends and companions push westward, many fall to orcish scimitars and goblin arrows. How many good Men, Dwarves and Elves will die to retake these dark passageways? How long will hope last?

At last, after many days of battle, the broken Bridge of Khazad-Dum appears. The army must stop and set up camp at the edge of the fathomless Chasm. Here, the Dwarves reveal their secret weapon. It is a steel bridge to span the depths, but it must be assembled piece-by-piece. The Elves and Men are left to stand guard against goblin archers and raiding assaults by orcs.

The darkness and unending tension take their toll. Even the bravest soldier is at risk of going mad from fear. The only distraction, the only tenuous hold on sanity, takes the form of patrolling the black caverns. The orcs must be kept away. The army must be protected.

The adventure begins as the army is camped at the chasm's edge. The player characters are soldiers serving under Gimli and Legolas. Their goal is to re-take the Mines of Moria from the legions of orcs. Players should expect a lot of combat and a little roleplaying.

Requirements: each player should have a copy of this rulebook, two 20-sided dice (one of a different color than that of anyone else in the game), and a miniature mounted on a 20mm or 25mm square base to represent his or her character.

Characters

The Basic Character Generation rules in this booklet will explain how to make a character for the *Mines of Moria* playtest session of the Simulacrum RPG. The complete game system will include more in-depth rules for universal play suitable to any genre.

Races:

Characters in the playtest can be of any of the four primary races of Middle Earth: Human, Hobbit, Dwarf and Elf.

Humans are the norm and have no attribute or skill modifiers.

Hobbits are short, stout and fond of food, drink and pipeweed. After their attributes have been chosen, they receive the following modifiers: Stature -1, Perception +1.

Dwarves are short and stout, but there are similarities between them and hobbits. They are miners and craftsmen by trade, and able to defend what they make. After their attributes have been chosen, they receive the following modifiers: Charisma -1, Empathy -1, Stamina +1. They can see quite well in low light and do not suffer darkness penalties.

Elves are tall and thin, and were the firstborn race in Middle Earth. Most of their great warriors have departed to the West. Those who have chosen to remain are the younger, less-experienced Elves. After their attributes have been chosen, they receive the following modifiers: Health -1, Stature -1 (while tall they are thin), Perception +1, Attractiveness +1. They can also see quite well in low light and do not suffer darkness penalties.



Attributes:

There are 14 attributes in Simulacrum. Each has a rating from -2 to 2, not including racial attribute modifiers. These attributes are only used to determine how fast a character learns skills. They are never rolled against directly.

Agility: overall body agility, flexibility and speed.

Attractiveness: physical appearance in terms of beauty or ugliness.

Bravery: a measure of courage.

Charisma: how well a character gets along with others.

Creativity: artistic ability and innovation.

Dexterity: hand-eye coordination and small motor skills.

Empathy: awareness of and sensitivity to the needs of others.

Health: the ability to fight off disease and heal from injury.

Memory: ability to remember facts and events.

Perception: the use of the five senses.

Social Status: the wealth, rank, or social standing of a character affects starting equipment and may influence the reactions of others.

Stamina: physical strength, energy, and endurance.

Stature: a measure of size, not just in height but also girth and weight.

Willpower: determination, the ability to resist temptations or unwise choices.

The total of the 14 attributes must always equal 0. Individual attributes may be increased or decreased during character creation, so long as other attributes are adjusted accordingly to maintain the total. Racial attribute modifiers must also be taken into account.

Example: Roderick is the son of a Gondorian nobleman. He's large, brave and handsome. He has the natural grace of a swordsman, and has always been a fast healer. He's never been very good at book learning, poetry or being nice to others. Judging from this, his attributes come out like this:

Agility +1, Attractiveness +1, Bravery +2, Charisma 0, Creativity -2, Dexterity 0, Empathy -2, Health +1, Memory -1, Perception -1, Social Status +1, Stamina 0, Stature +1 and Willpower -1.

He has a total of +7 and -7, which evens out to 0.

After character creation, these attributes will never change. Improvement and character development occur in the form of Skills.

Skills:

Skills represent everything a character has learned, or has trained his body to do. The higher a skill level, the better the character performs actions covered by that skill.

Skill Level:	Ability:
0-7	incompetent
8-11	some basic knowledge
12-15	adequate working knowledge
16-20	equivalent to college degree
20+	expert in a Specialty

Most Skills with Levels over 20 must pick a Specialty. This is a more specific area of knowledge within the general realm covered by the Skill. The character will roll against his or her basic Skill when confronted with a general task, but against the higher Specialty when applicable.

For example, a student of History might choose to specialize in History of Gondor (Skill 36). Questions about the history of Rohan would be handled by rolling against the basic Skill of 20, while a question about the past Stewards of Gondor would be answered with a roll against the Specialty skill level of 36.

Combat Skills:

Combat skills are handled differently than other skills. In addition to a Skill Level (which has a maximum of 20), they also have an Aim value. The Skill Level represents a character's general accuracy with a weapon, while Aim represents the character's ability to hit very small targets such as vital organs or weak points in armor. Combat skills do not require specialization.

Core Skills

Simulacrum has nine special skills called Core Skills. They are Agility, Health, Dexterity, Stamina, Strength, Perception, Bravery, Memory, & Willpower. These skills are special in that they are based on only one Attribute, are frequently used as defaults and do not require specialization. What really differentiates them from other skills is how they are used.

Core skills are used to perform actions that do not fall under the category of any other skill. Is the character quick enough to grab his hat before the wind blows it away? Roll against Agility. Can the character resist temptation? Roll versus Willpower. In other roleplaying games, rolls of this nature are often rolled directly against an Attribute, but they are handled differently in Simulacrum.

Determining and Improving Skill Levels:

Each Skill is initially based on one or more of a character's Attributes. Additional increases in Skill Level occur either during character creation or in the course of game play.

To determine a character's Skill Level, you must first figure out how many percentage points the skill goes up with each Advance. Different people learn different things at different rates. To represent this, each skill is dependant upon one or more attributes (see the Skill List, p.xx). Add these attributes together and apply them to the table below to give you the skill increase amount. On the Simulacrum character sheet, this number goes in the first column next to the Skill Name, in the '% / Adv.' column. This is how much your '% Skill' will go up each time you improve your skill, or Advance.

Skill Total	% / Advance
-5 or less	0.5
-4	1
-3	1.5
-2	2
-1	2.5
0	3
1	3.5
2	4
3	4.5
4 or more	5

For the more mathematically inclined, this number can also be determined using this formula: $3 + 0.5(\text{Attribute total})$.

Skill Advancements occur during the game when characters study or they improve just by using their skills. They also occur while building your characters. The '# of Adv.' column on the character sheet is there to record how many times each skill has Advanced. Each time a character

improves a skill, it improves by the amount that was earlier determined and wrote down in the ‘% / Adv.’ column. So a character’s raw Skill, or ‘% Skill’ is simply the ‘# of Adv.’ multiplied by the ‘% / Adv.’

To simplify matters, and generate the PC’s final Skill Level for non-combat skills, divide the ‘% Skill’ by 5 (rounding down). To do this without a calculator, use the table below.

% Skill	Standard Skill Level	Combat Skill Level			
0-4	0	0/0	155-159	31	20/2
5-9	1	1/0	160-164	32	20/3
10-14	2	2/0	165-169	33	20/3
15-19	3	3/0	170-174	34	20/3
20-24	4	4/0	175-179	35	20/3
25-29	5	5/0	180-184	36	20/4
30-34	6	6/0	185-189	37	20/4
35-39	7	7/0	190-194	38	20/4
40-44	8	8/0	195-199	39	20/4
45-49	9	9/0	200-204	40	20/5
50-54	10	10/0	205-209	41	20/5
55-59	11	11/0	210-214	42	20/5
60-64	12	12/0	215-219	43	20/5
65-69	13	13/0	220-224	44	20/6
70-74	14	14/0	225-229	45	20/6
75-79	15	15/0	230-234	46	20/6
80-84	16	16/0	235-239	47	20/6
85-89	17	17/0	240-244	48	20/7
90-94	18	18/0	245-249	49	20/7
95-99	19	19/0	250-254	50	20/7
100-104	20	20/0	255-259	51	20/7
105-109	21	20/0	260-264	52	20/8
110-114	22	20/0	265-269	53	20/8
115-119	23	20/0	270-274	54	20/8
120-124	24	20/1	275-279	55	20/8
125-129	25	20/1	280-284	56	20/9
130-134	26	20/1	285-289	57	20/9
135-139	27	20/1	290-294	58	20/9
140-144	28	20/2	295-299	59	20/9
145-149	29	20/2	300+	60	20/10
150-154	30	20/2			

Combat Skills, however, are handled differently — they have two ratings, a Skill Level which only goes up to 20, and Aim which can go up to 10. Combat Skill Level is determined just like other skills, with a maximum of 20. Aim is equal to “% Skill” minus 100 / 20. That is, a character receives 1 point of Aim for each 20% over 100. The table on the left gives the same results.

At the start of the game, the GM may allow a set number of Advances. An Advance represents the degree to which a Skill may be improved. For the *Mines of Moria* playtest, each character may begin with 400 Advances to divide among his or her Skills.

Experience

During game play, characters may improve Skills through study, or practical use. For every successful skill roll a character makes, that character receives 1 hour of study time. This is recorded on the character sheet by making a little tally mark next to the skill. It takes 25 hours of study (or tick marks) to gain 1 Advance. Learning from a skilled teacher also results in 1 tally mark per hour of study. Teaching oneself or practicing with a friend is only half as effective — 2 hours of study equals 1 tally mark.

Skill Defaults and Skill Averaging:

Occasionally, a character wishing to attempt a task will lack the applicable Skill or know it so poorly as to have almost no chance of success. In these cases, the GM may allow a Default attempt. This represents the possibility that the character has *some* knowledge of what he or she is trying to do.

Each of the listed Skills on pages xx-xx will have a Default. A character not possessing a Skill or possessing it at Level 10 or less may still, with GM approval, attempt to make a roll vs. the average of the applicable skill and the listed Default for that skill. The GM may disallow the attempt if it is judged that the character would have no experience whatsoever in that given area.

For example, Drogo the Hobbit has never been Swimming (Skill Level 0). When he falls into a lake he must make a default Swimming roll. Swimming defaults off of Agility (Drogo's Agility is 16). His Swimming plus Agility is 16, divided by two equals 8. Drogo must roll an 8 or less to keep his head above water. A few years later the same thing happens, but Drogo has been practicing his Swimming a bit and now has the skill at Level 6. His Swimming averaged with his Agility is now 12, giving him a

much better chance to stave off drowning.

When a character is trying to accomplish more than one activity at a time (example - quietly climbing a wall), this is handled by Skill Averaging. The character's Skill Levels are Averaged, or added together with the sum divided by 2. The resulting number is the one that will be rolled against to succeed at the combined attempt. (example - roll vs. Climbing + Stealth divided by 2).

If the character has a Specialty, it may only be used if appropriate to the circumstances. In the example of climbing quietly, if the character has the skill Climbing: Trees at 40, but is attempting to climb a *wall*, the Specialty does not apply and the roll is against the character's basic Climbing Skill of 20.

In some instances of Skill Averaging, one of the Skills will be considered the 'primary' one (Climbing, in the above example). The GM may determine that this primary skill cannot be *improved* by Averaging (a character with a high Stealth may climb quietly, but his ability to be quiet isn't going to increase his ability to climb in the first place). In these cases, the final Skill Averaging result is reduced to the level of the primary skill.

When Averaging two Combat Skills, both the Skill Level and the Aim are averaged, rounding down. So a skill of 20/2 averaged with a 20/6 becomes a 20/3. Or a 20/1 averaged with a 16/0 becomes an 18/0.

Using Skills:

Skills determine the outcome of attempted actions, and fall into one of three categories:

1. Simple Action - uncomplicated tasks involving only the character, and usually a single die roll to indicate success or failure. Example: jumping over a pit.
2. Complex Action - more intricate tasks that take time and require several steps, and may involve more than one die roll to successfully complete. Example: building a house.
3. Opposed Action - any situation in which two or more characters (PC or NPC) are in physical or mental contest. All involved parties will roll against their respective Skills and compare the results to resolve the conflict. *Example: any exchange of blows or attempt of verbal manipulation.*

Simple Actions

The amount by which a character succeeds or fails at a Simple Action is determined by the roll of a single d20. Results of equal to or lower than the character's Skill (including any Modifiers; see sidebar) indicate a successful action. A result of higher than the character's Skill indicates a failure.

Additionally, the degree of success or failure depends on the amount by which the die roll is made, or missed. A roll that is made exactly or by 1 might mean barely getting by, while a success by 10 demonstrates an impressive use of the Skill. Unsuccessful rolls can work the same way, with a miss by 1 being a less drastic failure than a miss by 10. Truly exceptional successes, or cataclysmic failures, are addressed in the section on Crits and Fumbles (page xx).

Complex Actions

Complex Actions generally require more than one roll, and may represent cooperative efforts by multiple characters over an extended period of time. This is where Task Points come into use.

Task Points represent how long it takes to complete a Complex Action successfully. The amount by which every Skill roll is made or missed is combined contributes to the effort's Task Points.

Skill Modifiers:

Circumstances can vary widely, and these variances make it necessary to adjust Skill Rolls to fit. Anything that would make a task easier or more difficult to accomplish would call for a Skill Modifier. Usually assigned by the GM, Skill Modifiers are bonuses or penalties applied to a character's Skill Level when attempting a particular action.

Some actions will be so everyday and ordinary that no roll at all is needed. Others, such as hopping over a narrow pit, might include a small element of risk but be so easy that the GM decrees a bonus to any character's skill roll. Likewise, some actions will be practically impossible, and shouldn't even be tried. Others, such as walking a swaying tightrope in high wind, are extremely difficult and should be assessed with penalties.

Resolving a Complex Action:

1. GM declares the following -
 - A. How many Task Points the action will require.
 - B. How often Skill rolls may be made (per minute, hourly, etc.)
 - C. How many characters may participate in the effort.
 - D. Any applicable Skill Modifiers.
2. The players state what their characters will be doing, and make the appropriate Skill rolls for each increment of time.
3. The amount by which any Skill rolls are made are added together for the Task Point total.
4. The amount by which any Skill rolls are failed are *doubled* and subtracted from the Task Point total.
5. When the characters have amassed a total of Task Points equal to or greater than the number initially stated by the GM, they have successfully completed the Complex Action.

Example: three characters are attempting to repair the broken axle of a heavily-laden cart.

1. *The GM declares that they will need a total of 20 Task Points, they may roll once per 30 minutes, all three can take part, and that the necessary Skill would be Craft Skill: Carpentry at a Skill Modifier of -4 due to the fact that the characters have few tools.*
2. *Two of the characters have the applicable Skill, one at 20 and the other at 14. The third only has a Default, so goes to work unloading the cart instead of attempting to repair it.*
3. *They roll a 6 and a 9, accumulating 11 Task Points in the first half-hour (remember that they're each at -4). Good progress. They roll 10 and 8 for the second half hour. It's coming along fast. Their total is 19. They roll 15 and 13. Bad luck. Their total drops down to 15. At the end of two hours they roll 9 and 10, bringing their total up to 22. They've got it fixed in two hours!*

Opposed actions

Opposed Actions are used whenever two or more characters go up against one another in any sort of contest, be it physical, mental, social, or verbal. This includes combat, sports, battles of wills, attempting to trick someone, etc.

Sometimes, an Opposed Action will be handled by all involved parties rolling against the same Skill. This would be the case in any sort of competitive sport. In other situations, such as someone trying to sneak past a guard, the contests would be between two different Skills.

Resolving an Opposed Action:

1. Each involved player declares what his or her character is attempting to do.
2. The GM states which Skill will be used, and any applicable Skill Modifiers.
3. Players roll against their characters' Skills; the GM rolls for any involved NPCs.
4. The amount by which the Skill rolls are made or missed determines the outcome -
 - A. One succeeds, the other fails. The result is obvious.
 - B. Both fail. The GM decides the result, depending on the nature of the contest.
 - C. Both succeed. Whoever made the roll by more is the winner.
 - D. A tie. The GM decides the result, depending on the nature of the contest.

Example: a character wishes to sneak past a sentry. The Opposed Action is a contest between the intruder's Stealth Skill and the sentry's Perception Skill. The GM assesses a Skill Modifier of -3 for the sentry due to darkness. The intruder makes his Skill Roll by 7; the sentry by 5 after the Modifier. The intruder has successfully crept past.

Critical Hits and Fumbles:

Even an impressive success or failure sometimes doesn't represent the true extremes of what can happen. When luck or fate takes a hand, the result can be unbelievably good . . . or unbelievably bad. This is where the Critical Hits and Fumbles come in.

A natural die roll of a 1 is an automatic success, and may also be a Critical. Roll a second d20. If the result is less than the character's Skill Level but not over 10, the roll is considered a Critical Hit. That is, an automatic success will turn into a Crit 50% of the time, except when a character is attempting an action with which they have very little skill. The result of a Critical Hit is:

Simple Action = flawless performance.

Complex Action = reduced number of required Task Points (at GM's discretion).

Opposed Action, non-combat = character easily triumphs over opponent.

Opposed Action, combat = refer to Combat Critical Chart, page xx.

Likewise, a roll of 20 is an automatic failure, and may be a fumble. Roll a

second d20. If the result is over your Skill Level or higher than 10, then the result is a Fumble. That is, an automatic failure will turn into a Fumble 50% of the time, except when a character is attempting an action with which they have very little skill. The result of a Fumble is:

Simple Action = absolute failure and humiliation.

Complex Action = doubles the required Task Points or destroys project utterly (at GM's discretion).

Opposed Action, non-combat = character's opponent automatically triumphs.

Opposed Action, combat = refer to Combat Fumble Chart, page xx.

In addition, characters with high skill levels may attempt a Control Roll to avoid a Fumble. A Control Roll is a skill roll made vs. the same skill and specialities as the initial roll, but at -20. If the first Control Roll fails, a second may be made at -40. With a successful Control Roll the Fumble is reduced back to an automatic failure. Combat Skills do not get Control Rolls.

Equipment:

The amount of equipment a character starts the game with is based on the Social Status Attribute. In the *Mines of Moria* playtest, the starting level is 3+Social Status Item Points. Thus, a character with a Social Status of 2 would begin the session with 5 Item Points, while a character with Social Status of -1 would begin with 2 Item Points.

Common-place, easy to obtain items such as food, water, clothing, rope, etc. are readily available to anyone for 0 Item Points.

Some special items that characters may want to start with are:

Item:	Points:
Light Leather Armor	1
Heavy Leather Armor	2
Chainmail or ELven Banded Mail	3
Plate Mail	4
Broadsword (or axe) and shield	1
Two-handed sword or Great Axe	1
Blade of Quality (+1 damage)	1
Balanced weapon (-1 speed)	1
Bow and quiver of arrows	1
Crossbow and quarrels	1

Other Uses for Attributes:

A character's Attributes are the basis for more than just Skills. The various capabilities of the body, as well as the effects of exhaustion and injury, depend on one or another of the Attributes. These secondary statistics are recorded on the back of the character sheet, and detailed below:

Blood *Attribute: Stature*

The Blood statistic is used to track a character's blood loss after being wounded. Characters have their Stature + 5 Blood Points, recorded on the "Blood Track."

Each time a character loses a full set of Blood Points, he or she automatically incurs a Fatigue Point. There are eight sets of 7 boxes, one set for each potential Fatigue Point. Remove any boxes in each set in excess of Stature + 5 by crossing them out or coloring them in with pen. As you take blood loss, color in with pencil the squares as you go, filling in a Fatigue box on the Fatigue Track for every full set of Blood boxes you accrue.

Fatigue *Attribute: Stamina*

The Fatigue statistic is used to track how physically tired and close to exhaustion a character is. Characters have their Stamina + 6 Fatigue Points, recorded on the "Fatigue Track." The Fatigue Track contains 8 boxes. With a pen, remove boxes (starting at the left) so that you have your Stamina + 6 empty boxes. As a character gets tired and takes Fatigue loss, color in with pencil the squares as you go. As boxes get colored in the number shown above the box is a penalty to all of the character's actions.

Trauma / Mortal *Attribute: Stature*

Trauma Points are used to keep track of how much physical damage has been done to the muscles and bones of a character's body. Each location has a different number of Trauma Points. If a location should ever receive damage from one or more hits that totals above its Trauma Points, the location has been so damaged that it can no longer function.

Head: Stature + 10

Torso: 3(Stature + 10)

Arms: Stature + 10

Legs: Stature +10

Mortality Points are used to keep track of damage done to vital organs. Each location has a different number of Mortality Points and is not dependent on an Attribute. If a location should ever receive damage from one or

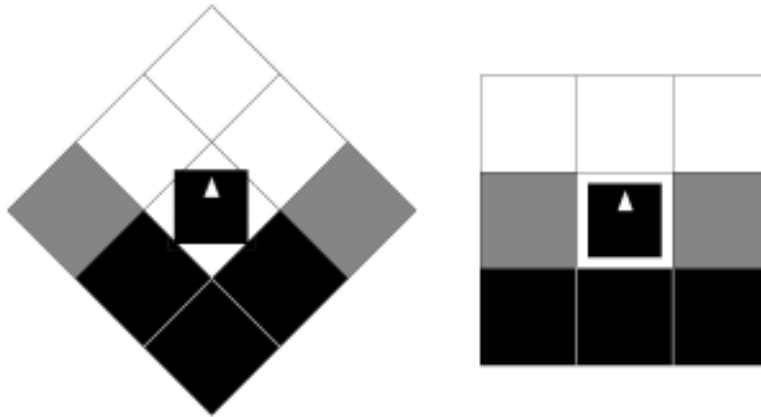
more hits that totals above that location's Mortality Points, the character has suffered fatal injuries.

Head: 5

Torso: 15

Starting Segment *Attributes: Agility & Bravery*

The Starting Segment attribute represents how fast a character is in combat. The larger this number is the quicker the character will react and the more actions they will be able to make. Starting Segment is equal to Agility + Bravery + 10. Also, the skills Combat Readiness (p. xx) and Tactics (p. xx) can modify this number.



Combat:

Simulacrum combat takes place on a square grid (1" squares work best with standard miniatures). Each square represents two feet. One character takes up an entire square; the same space cannot be shared with another figure. A prone character is three squares long (or two squares lying diagonally).

A character in a square has a facing, or a direction that is directly in front of him. A character may face either the side of a square, or a corner. The facing of a character determines what a character can see.

In the illustration to the left, the areas in white show the *front* areas, which the character can see clearly. The gray areas are to the *side*, in the range of peripheral vision. The black areas are the *back*, which the character cannot see at all.

What the character can see determines what he or she can attack, or defend against. An attack from the left side can only be defended by a shield or weapon in the left hand, at a Skill Modifier of -4. Likewise for attacks from the right side. Attacks from the back cannot be defended against at all.

Movement:

There are several types of movement in combat:

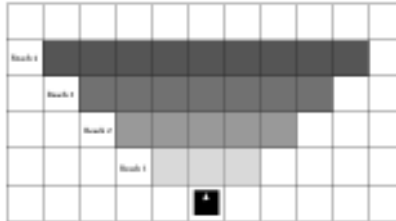
Step - moves from one square to the square directly in front of the character. Should he wish to, the character may then make a 45° turn in this new square. A Step costs 2 Segments across a square side, or 3 Segments across a square corner.

Spin - does not move the character to a new location, but changes his facing. A 45° spin costs 1 Segment. A 90° Spin costs 2 Segments. And a 135° or 180° turn costs 3 Segments.

Run - to begin a run costs 3 Segments and the run continues until the character spends 3 Segments to stop. The only actions that can be taken during a run are the Running Move and Running Tackle. A Running Move takes the character to the square directly in front of him and allows him to make a 45° turn. The Running Move costs 1 Segment across a square side, or 1.5 Segments across a square corner.

Reach:

All weapons have a Reach rating, which is how many squares away from the character's square the weapon can reach. Fists and feet have a Reach of 1, meaning they can hit someone in any of the three squares adjacent to the character.



Combat Rounds:

Time in combat is measured in Combat Rounds - a period of about 2 seconds. Each Round is made up of 20 Segments. At the beginning of a Combat Round, the GM will start with Segment 20, and slowly count down. When he comes to a segment in which a player or NPC can make an action, that character declares his action or actions, subtracts the number of action points required from the current Segment number and then the actions are performed.

Each combatant must keep track of when their next action can occur. This is most easily done using a d20. At the beginning of a Combat Round, each player should set the d20 so that it shows the number of his character's Starting Segment. This number is the next segment during which that character can make an action. As actions are performed, subtract the number of segments required for the action from the number showing on the die. Leave this number face up as it is the character's next opportunity to take an action.

A character may decide to make multiple actions all at once and perform them on the current segment, or he may take them one at a time, waiting for the Segment countdown before each action. The decision is entirely up to the player, and makes a significant difference to his combat strategy.

If a character is attacked before his first action opportunity, he may still mark off segments in order to perform defensive actions.

Once all actions have been performed for Segment 1, the Combat Round is over and a new Round begins.

Hand to Hand Combat:

To initiate a strike in melee combat, a character must have a weapon with a long enough Reach to hit an opponent and enough Segments remaining in the round. Each weapon lists the Speed of each type of attack it is capable of, and this is the number of Segments that the attack will require.

Punch	2
Kick	3
Attack with weapon	*
Draw weapon	*
Draw Arrow	2
Pull Bow	3
Pull Crossbow	20
Nock Arrow	2
Acquire Target - Bow	3
Acquire Target - Crossbow	7
Fire Bow or Crossbow	1
Aim	3 per +4
Stand Up (from prone)	6
Step across a side	2
Step across a corner	3
Turn 45°	1
Spin 90°	2
Spin 135° or 180°	3
Parry	2
Block with Shield	1
Dodge	3
Begin Running	3
Run across a side	1
Run across a corner	1.5
Stop Running	3
Control Pain	2

Once the attack is declared, the GM announces any modifiers to the attack, and the player includes any modifiers for wounds or fatigue he may be suffering. The attacker may also declare that he is aiming for a specific part of his opponent's body. All undeclared attacks are assumed to be aimed at the torso of an adversary. See the hit location chart for Skill modifiers.

Once all modifiers are applied, the attacker rolls to hit. If the roll is successful, the attack has been well aimed. Note the degree of success; for every 4 by which the skill roll was made, add one to the attacker's Aim. This is the degree to which the attacker was able to keep his blow on target. If the attack roll failed, the attack misses and play continues with the next action.

Once it is determined that the attack will hit, the defender must decide if he will defend. If so, he declares his method of defense and uses up the appropriate number of Segments from those he has remaining. Note that if, near the end of a Round, the defender has used up his Segments and cannot afford a defense, he *cannot* "borrow" against the next Round.

* see weapon description, p. xx

The GM will declare any modifiers to the defense roll and the roll is made. If the roll is

Moving Attacks:

A defender who has more Aim points than an attacker may help his defense by deflecting the location of the attack to a less vital area. The hit location diagram below demonstrates these options. A hit to the torso can be deflected to either arm (defender's choice). A hit to the head can be deflected to the torso or over the head. A hit to the arm or leg can be moved off the body to either side.



successful, the defense has been made. Note the degree of success; for every 4 by which the skill roll was made, add one to the defender's Aim. This is the degree that he was able to move the attack away from his own body. If the defense was not a success, the defense has missed and the defender takes full damage.

Take the defender's Aim, and subtract from it the attacker's Aim. If the number is positive, the defender has been able to move the attack, possibly away from his body. If the number is zero or less, the defender has not been able to move the location of the attack and the attacker has hit where he intended.

Unarmed Combat

There are three basic types of unarmed attack: Strike, Tackle and Grab.

A Strike is a punch or a kick aimed to hurt an opponent. Strikes are handled just like weapon attacks and the profiles for punching and kicking are listed in the weapons list. A Strike can be defended against just like any other weapon.

A Tackle is an attempt to knock an opponent down, either by causing him to lose his balance or by dragging him down. A Tackle is an Opposed Action of Tackle vs Dodge with a Reach of 1. The attacker and defender are at -3 if they are running. If this action is successful for the attacker, the defender has been hit and may fall down. A failure means that the attack has missed. On a success, check to see if the defender falls. This is an Opposed Action of Full Strength vs. Full Strength. The attacker gets +3 if he has a shield and another +3 if he is running. The loser of the Opposed Action (or the attacker if he Fumbles) falls down.

A Grab is an attack to grab hold of an opponent and hold onto him. A grab can be aimed either at the body, neck (-8), an arm (-4) or leg (-4) and can be done with either one hand or two (a hand must be empty to make a Grab). To make a Grab (it has a Reach of 1), perform an Opposed Action of Grab vs. Dodge or Brawling Parry. If the attacker wins, he has grabbed his opponent.

Someone who has been Grabbed cannot use a limb that has been Grabbed and has limited actions:

Break away. Opposed Action Full Strength vs. Full Strength. (10 segments) Ties go to Grappler.

Attack with weapon. Weapons with a Reach of 2 or more are useless in this tight combat. All weapon use is at -4.

Draw weapon.

Grab back.

Ranged Attacks:

Attacks with missile weapons are handled much the same way as hand to hand attacks, with a few differences. Missile weapons require some preparation before they can be fired. Each missile weapon will have specific steps to follow listed under its description on page xx. Among the steps are:

Acquire Target

When a character Acquires a target, they have picked out a target with their eyes and have brought the weapon around to be pointing in its general direction.

Aim

This step is optional and can be taken any number of times. Each time this action is taken, the character loses 1 point of Aim, and gains +4 to hit. The point of Aim is lost on the subsequent shot, and cannot be used to avoid an opponent's defense or to do extra damage. Note that if a new target is Acquired, all Aim is lost.

Missile Range

Optimum Range - this is the distance at which a missile weapon is most effective; no modifiers.

Point Blank Range - any distance shorter than Optimum Range; -7 modifier.



Attack modifiers:

Complete Darkness	-15
Very Dark	-10
Dark	-5
Aimed Shot, Arm	-4
Aimed Shot, Leg	-4
Aimed Shot, Head	-8
Aimed Shot, Hand or Foot	-8
Uneven ground	-2 or more

Defence modifiers:

Complete Darkness	-15
Very Dark	-10
Dark	-5
Attacker 3' higher or lower	-2
uneven ground	-2 or more



Medium Range - from the top end of Optimum Range to the listed Medium Range; -9 modifier.

Long Range - from Medium Range to the listed Long Range. -22 modifier.

Extreme Range - from Long Range to the listed Extreme Range. -43 modifier.

Making the Shot

To make a Ranged Attack, the weapon must be ready to fire, a target must be acquired, and any desired aiming has to have taken place.

The shooter rolls to hit, just as in melee combat, taking into account any modifiers for range, lighting, etc. If the roll is successful, the shot is on target, and may hit. If the roll is failed, the missile has not hit the target.

If the defender knows that the shot is coming, he may defend as in hand to hand combat. The success of the shot is handled in exactly the same manner.

Special Combat Rules:

Off-Hand penalties: Each character has a dominant hand and an off-hand. If a character chooses to use a weapon off-handed, average their weapon skill (or parry) with their Off-Hand Weapon skill.

Using Two Weapons: Any character can carry or hold a weapon in each hand and attack with either as normal (but with penalties; see Off Hand penalties, above). The Double Attack skill allows skilled warriors to make combination attacks with multiple weapons as one action. See Double Attack (p. xx) for more information.

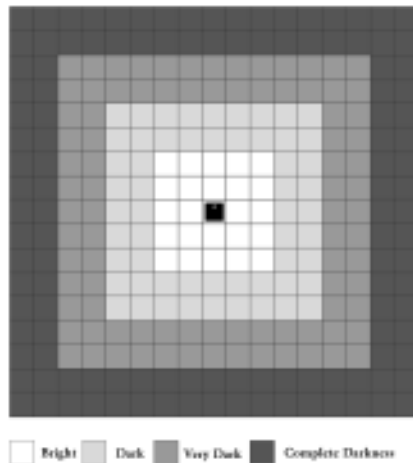
Bound Weapons: One of the results from the Fumble and Crit Combat Charts refers to Bound Weapons. When a character binds the weapon of another, he has, using his weapon, forced his opponent's weapon out of line and into a position where he cannot use it to parry. The binder can choose to let his opponent go at any time, or the bound fighter can attempt an Opposed Action of Strength vs. Strength (3 segments) to break free. The bound fighter, however, is vulnerable to other attacks, either from other fighters or from his opponent's other hand. The bound fighter cannot parry, but can block and dodge.

Surprise: When a character is taken by surprise, Combat Time does not begin until each of the surprisers has had a chance to perform one action. After their free action, Combat Time begins normally, but the surprised characters must each make a Combat Readiness roll at the beginning of each Round. If they fail, they cannot take any actions during that round except for defenses (at -4). If they are successful, they may act normally.

Shields: Shields are used in defense in the same manner as parries and dodges. Shields also totally protect one arm (usually the left) from all damage. This means that the defender only has to win the Opposed Action by one to move the location of the attack to his shielded arm, which is fully protected.

Lighting: It is very important that an attacker's target be well illuminated in order for his attack to be on target. Likewise, a defender needs to be able to see his attacker's attack coming at him. Simulacrum keeps track of

four different lighting levels: Bright, Dark, Very Dark and Complete Darkness. Bright is well illuminated. Dark is the level of light on a clear, starlit and moonlit night. Very Dark is equivalent to a clear night with stars, but no moon. Complete Darkness is the same as being blind. Torches and lamps produce light as shown on the diagram to the left.



Dealing Damage:

When a person is injured, it affects him in several different ways. First, there is damage to the skin, muscle and bone around the injury that impair the functioning of that area of the body. This is Trauma Damage. Secondly, there is the blood loss that occurs from an injury. This is Blood Damage. Finally, there are parts of the body that are vital to keeping a person alive, like the heart, brain and lungs. Damage to these areas is called Mortal Damage.

<i>Weapon Type:</i>	<i>Damage:</i>	<i>Example:</i>
Blunt	Trauma	mace, club, rock
Sharp	Trauma, Blood	sword edge, axe
Impaling	Blood, Mortal	arrow, spear, sword point

Each type of weapon will include in its description what type of damage it causes, and how much. This is expressed as a number and may include “+ Aim” or “+ Strength”.

Some weapons, usually thrusting weapons, get to add the wielder’s Aim to their damage. This is not their raw Aim, as listed on their character sheet, but their adjusted Aim, modified by their degree of success with their attack (see p. xx) and then modified downward by the their opponent’s total defensive Aim.

Other weapons, usually swung weapons, get to add their wielder’s Strength Aim to their damage. This is the Aim number recorded on the character sheet next to the Strength skill. See the skill description for Strength (p. xx) for more information.

Armor:

Once the amount and type of damage dealt in a successful attack has been determined, it is applied first to any armor that the character is wearing.

Armor protects a person in two ways:

1. Armor Value (AV) - absorbs and spreads out the force of a blow.
2. Penetrative Value (PV) - protects the person from being cut.

AV is subtracted from all types of damage inflicted on a character. If the result still indicates that the character will take Blood Damage, the PV is subtracted from this. Any remaining damage is dealt to the character and recorded on the character sheet.

Taking Damage:

When a person is physically injured, the injury affects the body in any or all of several different ways:

1. Trauma Damage - damage to the skin, muscle, and bone around the injury site, impairing the functioning of that part of the body.
2. Blood Damage - blood loss that occurs from an injury, which can eventually lead to death (see below).
3. Mortal Damage - injuries to the vital organs, such as brain, heart, and lungs.
4. Pain - results in penalties to actions according to severity of the wound (see below).

Massive amounts of Trauma damage to the vital areas of the head or torso can lead to Mortal internal injuries as well. 4 points of Sharp Trauma or 5 points of Blunt Trauma to the head or torso causes the character to take an additional 1 point of Mortal damage.

Trauma damage of Stature + 10 or more causes an arm or leg to be disabled. The limb is so injured that it is not able to function, probably because of severe muscle or tendon damage, or because bones have been broken.

Damage is recorded in the Wounds section, where there are boxes to hold information from 6 separate wounds. Record the site of the wound and how much of each type of damage was received. The Blood Track is used for recording blood loss, and can lead to Fatigue as well. Trauma and Mortal damage are recorded in the Trauma box.

Pain

The most noticeable effect of injury is pain. Pain can be overpowering, and is represented by a penalty to all actions. The penalty is equal to the amount of damage taken by the character's largest wound. This penalty is doubled if the action requires the use of a body part that is injured.

A character may try to "get control of himself" and master the pain. This requires 2 action segments and a successful Bravery roll (don't forget the

Pain modifier on this roll). If the roll is successful, the Pain penalty is reduced by 1. This may be repeated any number of times and recorded in the check boxes on the Pain Track.

Blood Loss

Each person has a blood threshold of Stature + 5. Each time the character suffers total blood loss of this amount, the character suffers 1 additional level of fatigue.

Blood loss continues after the initial wound is made. Each wound a character receives will continue to bleed at a rate dependant on the size of the wound:

1-3 point wound	1 Blood Loss every 10 minutes
4-5 point wound	1 Blood Loss every minute
6-7 point wound	1 Blood Loss every 30 seconds
8-9 point wound	1 Blood Loss every 10 seconds
10+ point wound	1 Blood Loss every 2 seconds (Combat Turn)

Blood Loss can be slowed to half this rate by applying direct pressure, but the character can make no other physical actions while doing this. A First Aid roll (with a penalty equal to the size of the wound) can be made to apply a tourniquet on any limb to stop bleeding in 10 seconds. A Complex First Aid action (also with a penalty equal to the size of the wound) may be made to stop the bleeding with Task Points of twice the size of the wound and a period of 30 seconds to stop additional blood loss.

Mortal Damage

Mortal damage to vital areas of the body usually has no immediate effect other than the associated pain and blood loss. However, if the damage done exceeds the maximum (5 to the head, 15 to the torso, see page xx under Other Uses for Attributes), the character has suffered massive internal injuries to vital organs, and is automatically killed.

Any Mortal damage to the head is considered a brain injury. The character must immediately roll vs. Willpower (with a penalty equal to the amount of damage) to determine if he or she remains conscious, in addition to any other effects.

Death

Death can occur in three primary ways:

1. The character takes Trauma damage greater than Stature + 10 to the head or 3(Stature +10) to the torso.
2. The character receives more than 5 points of Mortal damage to the head or 15 points of Mortal damage to the torso.
3. The character loses 2(Stamina + 6)(Stature + 5) Blood points.

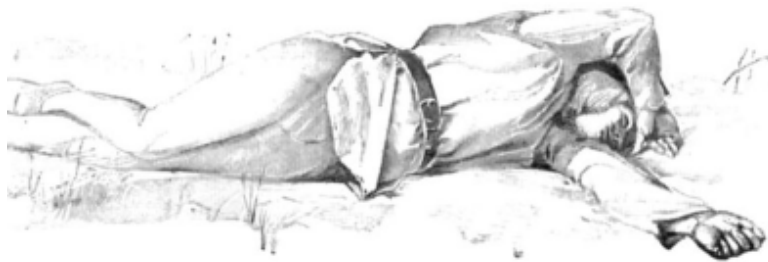
Fatigue Penalties

A character is reduced to 3 fatigue suffers a -1 penalty on all actions. At 2 fatigue, a -2 penalty, and at 1 fatigue a -3 penalty. A character who drops to zero fatigue falls unconscious. Fatigue replenishes at a rate of 1 point for every half hour of rest and relaxing (ie. taking a bath, reading, sleeping, eating a meal, etc.), although fatigue caused by blood loss will not go away until the lost blood has been replenished.

Fatigue From:

Blood Loss	See the Blood Loss rules.
Walking	Stamina roll to avoid 1 fatigue every hour
Hard Walking	Stamina roll to avoid 1 fatigue every 30 minutes
Jogging	Stamina roll to avoid 1 fatigue every 10 minutes
Running	Stamina roll to avoid 1 fatigue every minute
Strenuous labor	Stamina roll to avoid 1 fatigue (time period set by GM)

In addition, when a character fails any roll involving a physical skill, they must make a Stamina roll to avoid taking a point of Fatigue. A Fumbled physical skill roll results in one Fatigue point automatically.



Healing:

Blood damage returns at the rate of 1 point per day. No roll is required.

To recover Trauma damage, roll versus Health every two days of rest (see sidebar). If the Health roll is successful, 1 point of Trauma damage has healed. For serious injuries to limbs to heal properly, they must be set or treated by a physician.

Healing Requirements

In order to heal rapidly, people need proper rest. For Trauma damage, proper rest consists of at least 8 hours of sleep, immobility of the wound, and no overexertion (ie. not accumulating any Fatigue).

For Mortal damage, the character must be bedridden. Any amount of movement greater than going to the bathroom will ruin a day as far as rest is concerned.

Characters who are being supervised by a physician can get +2 to their Health roll.

Mortal damage heals slowly and is very dangerous. 3 or more points of Mortal damage to the head or torso creates a wound that will not heal without proper advanced medical care (Surgery skill with a penalty equal to the amount of the wound). Those suffering from such a wound must make a Health roll each day or take 1 additional point of Mortal damage.

To recover Mortal damage, roll versus Health every five days of rest (see sidebar). If the Health roll is successful, 1 point of Mortal damage has healed.



Skill List

Core Skills:

Bravery

A measure of courage and the ability to overcome your own fears and pain.

No Default.

Bravery

Speed

Core Skill. How fast, flexible and agile the character is.

No Default.

Agility

Dexterity

Core Skill. A measure of how good a character is with his hands.

No Default.

Dexterity

Stamina

Core Skill. A measure of the character's endurance.

No Default.

Stamina

Health

Core Skill. A measure of the character's fitness and the overall well being of his body. Also, his resistance to disease and his speed of recovery to disease and injury.

No Default.

Health

Strength

Core Skill. A measure of how physically strong the character is. No specialization necessary.

No Default.

Stature

Perception

Core Skill. How well the character pays attention to what goes on around him.

No Default.

Perception

Willpower

Core Skill. A measure of the character's resistance to temptation and subjugation. A measure of his will to live and survive.

No Default.

Willpower

Remembering

Core Skill. A measure of the character's memory. The player of a character with a Memory of 20+ can make notes during the game without forcing his character to do so and have full access to those notes. A Memory of 40+ can ask the GM for reminders about key points in the game.

No Default.

Memory

Other Skills:

Acrobatics

Agility

The ability to perform acrobatic flips, contortions, etc. Averaged with Riding to do Acrobatics while on horseback. A successful Acrobatics roll will allow a prone character to go to standing more quickly.

No Default

Animal Handling

**Charisma,
Empathy**

This skill covers the care, feeding, and common interactions with domesticated animals. It can also be used to scare off or back down from wild beasts.

Default: Empathy

Animal Training

**Charisma,
Empathy**

A character with this skill knows how to train animals to do tricks and perform services.

Default: Empathy

Archery

Dexterity

Combat Skill. The skill of shooting a bow and arrow.

Default: Dexterity

Area Knowledge **Memory x2**

This skill requires specialization and may be taken multiple times with different specializations. It determines how familiar a character is with a certain area (defined by the specialization).

Default: Memory

Artistic Skill

**Dexterity,
Creativity**

Each different type of art, such as painting or sculpting is a separate skill each with the same skill profile.

Record it on the character sheet as Artistic Skill: Calligraphy or similar.

Default: Creativity.

Axe Attack, One Handed

Agility, Bravery

Combat Skill. The ability to attack with a one handed axe, mace or club.

Default: Agility.

Axe Parry, One Handed

Agility, Perception

Combat Skill. The ability to parry with a one handed axe, mace or club.

Default: Agility.

Axe Attack, Two Handed

Agility, Bravery

Combat Skill. The ability to attack with a two handed axe, mace or club.

Default: Agility.

Axe Parry, Two Handed **Agility,
Perception**

Combat Skill. The ability to parry with a two handed axe, mace or club.

Default: Agility.

Barter/Haggle

**Charisma,
Memory**

This is the skill of buying and selling and making deals, whether it is with the nomadic merchant in the marketplace, the salesman trying to sell a used car, or two executives merging their companies.

Default: Charisma

Boating **Memory, Agility**

This is the skill of operating a small boat. It includes such things as not tipping the boat over, rowing in a straight line, and simple repairs and maintenance.

Default: Agility

Brawling Attack **Agility, Stature, Bravery**

Combat Skill. A character with this skill knows how to fight with his hands and improvised weapons such as chairs and bottles.

Default: Agility.

Brawling Parry **Agility, Stature, Perception**

Combat Skill. A character with this skill knows how to defend himself with his hands and improvised weapons such as chairs and bottles.

Default: Agility.

Camaraderie **Charisma, Empathy**

Social Status Dependant. This is the skill of being the life of the party. A skill roll determines how much fun those around your character have at a party.

Default: Charisma.

Camouflage **Dexterity, Perception**

The is the ability to hide non-moving things and make them blend in with their surroundings.

Default: Perception.

Climbing **Agility x2**

This is the skill to climb walls, mountains, etc., either with ropes or without.

Default: Agility.

Combat Readiness **Bravery, Agility**

How well and how fast a character reacts under extreme stress and combat. This is the skill to roll aganist to avoid being surprised, and it also adds to your Starting Segment:

+1 Seg. Cmbt Readiness 10+

+2 Seg. Cmbt Readiness 20+

+3 Seg. Cmbt Readiness 40+

+4 Seg. Cmbt Readiness 50+

Default: No Default

Counseling **Empathy, Charisma**

This is the skill of listening to and offering advice to other people.

Default: Empathy.

Craft Skills **Dexterity, Memory**

Each different craft, such as weaving or basketmaking is a separate skill each with the same skill profile. Record it on the character sheet as Craft Skill: Blacksmith or similar.

Default: Dexterity

Crossbow **Agility, Dexterity**

The skill of using, operating and performing simple repairs to crossbows. It also reflects the character's marksmanship with the weapon.

Default: Agility.

Culture **Memory, Charisma**
A measure of how well the character is aware of what is going on around him in his society. A surprisingly important skill.
Default: Memory.

Cyphering **Creativity, Memory, Social Status**
The ability to do basic math - addition, subtraction, multiplication and division.
Default: Memory.

Dancing **Agility, Memory**
The skill of being able to perform social dances. This includes general gracefulness on the dance floor as well as the actual dance steps. This skill is averaged with Culture skill to which the dance belongs.
Default: Agility.

Detect Lies **Empathy or Perception**
The ability to discern whether someone is lying or not. This done as much by feel as by careful observation. Use of this skill is a Opposed action of Detect Lies vs. Lie.
Default: Empathy or Perception.

Diagnosis **Perception**
The ability to determine the cause of an ailment or abnormality in the body.
No default.

Diplomacy **Charisma, Memory**
This is the ability to carry on a conversation, answer questions, apologize or conduct negotiations without insulting or annoying anyone. If the other parties are from a different culture, this skill is averaged with Culture (Them). A character who fails a roll with another social skill, may attempt a Diplomacy roll to smooth over a faux pas.
Default: Charisma.

Disguise **Dexterity, Charisma**
This is the skill of making oneself or someone else look different than they normally do. This can involve disguising someone to look like a particular someone else, or just hiding their features so they they don't look like themselves. Disguise only works on appearances, so once the disguised character starts talking, it's up to his Lie skill to convince people that he is not himself.
Default: Dexterity.

Dodge **Agility**
Combat Skill. The ability to avoid getting hurt by moving the body out of the way.
Default: Acrobatics.

Double Attack **Agility, Bravery**
Combat Skill. Requires Skill of 20 in weapons being used and Skill of 20 in Off-Hand Weapon Use. This skill is a combination of attacks that the character has practiced using two specific weapons and attacking with them at the same moment. The attack has the speed of the two

weapon attacks added together and 1 subtracted from the total. Roll both of the attacks using the character's skill with Double Attack. No Default.

Etiquette **Memory, Bravery**
This is the skill of being able to fit in with people of your character's native culture and social status. It includes knowing the social graces, as well as knowing what can and cannot be gotten away with. If dealing with another culture, this skill is averaged with that Culture.
Default: Memory.

Falconry **Charisma, Empathy**
The skill of using birds of prey to hunt.
Default: Charisma.

Fast-Draw **Agility, Dexterity**
There are many versions of this skill, one for each different weapon and for each different place it might be kept (eg. Fast Draw Sword from belt, or Fast Draw Knife from boot). On a successful skill roll, the draw time of the weapon is reduced by one. If the Fast Draw is failed, the action takes *double* the standard time,



and if the action is Fumbled the weapon has been dropped or thrown.
Default: Agility.

Fast-Talk **Charisma, Bravery**
The ability to get someone to perform a quick task by speaking fast and confusingly. While this may work, the victim may regret his action upon reflection.
Default: Charisma.

First Aid **Perception, Memory**
This is the skill of knowing what to do when someone is hurt or ill. It can be used to supply home remedies, to stop bleeding and to care for a person until they can see a real doctor.
Default: Memory.

Flail Attack **Agility, Bravery**
Combat skill. The skill of attacking with ball-and-chain style weapons in combat.
Default: Agility.

Flail Parry **Agility, Perception**
Combat skill. The skill of defending with ball-and-chain style weapons in combat.
Default: Agility.

Flirt **Charisma, Bravery**
This is the ability to flirt with the opposite sex. It includes making small talk, compliments, and flattery, sincere or not. It is also the ability to determine if someone is only flirting or is seriously making a pass.
Default: Charisma.

Forgery **Creativity, Perception**
The art of falsifying and creating official-looking documents.
Default: Creativity.

Gambling **Bravery, Memory**
Knowledge of how to play games of chance and how to use the odds in one's favor.
Default: Memory.

Grab **Agility, Bravery**
Combat Skill. This is the skill of grappling or grappling with someone in combat.
Default: Agility or Brawling.

Heraldry **Memory, Social Status**
A familiarity with the coat-of-arms and symbols belonging to the lords, ladies and institutions of a nation or culture. Also, knowledge of the rules and traditions behind the creation of these designs.

Horsemanship **Agility, Stamina or Agility, Empathy**
The skill of riding and caring for horses. It is necessary for getting the horse to do what the character wants it to do as well as for staying on it.
Default: Agility or Animal Handling.

Intimidate **Stature, Bravery**
The ability to threaten and coerce people.
Default: Bravery.

Jumping **Stature, Agility**
While characters can jump without this skill (using Agility), those that do have and use this skill are able to jump farther and higher.
Default: Agility.

Knife Attack **Agility, Bravery**
Combat Skill. The use of knives and other small blades in hand-to-hand combat to attack.
Default: Agility.

Knife Parry **Agility, Perception**
Combat Skill. The use of knives and other small blades in hand-to-hand combat to defend.
Default: Agility.

Knife Throwing **Dexterity, Agility**
Combat Skill. The ability to throw knives and other similar weapons.
Default: Dexterity.

Lance **Agility, Bravery**
Combat Skill. The use of a spear or lance from horseback.
Default: Agility

Language **Charisma, Memory**
No specialization necessary. At skill levels of less than 20, a skill roll is necessary each time something is said. At skill level 40, the language is spoken without an accent.
In this playtest session the following languages are available: Common, Elvish, Dwarvish, & Orcish.
No Default.

Leadership Charisma, Bravery

The ability to get people to follow the character's lead. A character with this skill can take the Inspire action in combat. On a successful Leadership roll, all friendly characters who can hear the words of inspiration can make Skill Checks using the *Leader's Bravery*.

Default: Charisma.

Lie Charisma x2

This is the ability to tell a convincing lie. It is also used while trying to pass oneself off as someone else or to generate false emotions.

Default: Charisma

Lip Reading Perception, Memory

The ability to discern what is being said by studying the movements of the speaker's lips. Even for someone skilled in this techniques, results are not always exact and words that sound similar may look the same.

Default: Perception.

Literacy Creativity, Memory, Social Status

The skill of reading and writing. At Skill Levels above 100, it is the skill of writing well.

No Default.

Lore Skill Memory x2

Each different area of knowledge, such as poisons or zoology is a separate skill each with the same skill profile. Record it on the character sheet as Lore Skill: History or similar.

Default: Memory.

Mace Attack Agility, Bravery

Combat Skill. This skill covers the combat use of clubs, maces, baseball bats, etc. in an offensive manner.

Default: Agility.



Mace Parry Agility, Perception

Combat Skill. This skill covers the combat use of clubs, maces, baseball bats, etc. in a defensive manner.

Default: Agility.

Musical Instrument Memory, Creativity

Each different type of musical instrument, such as flute or lyre is a separate skill each with the same skill profile. Record it on the character sheet as Music Skill: Guitar or similar.

No default.

Navigation **Memory, Perception**
The ability to read maps, determine directions, and plot courses.
Default: Memory

Negotiate **Charisma, Empathy**
The skill of making two or more parties reach a compromise.
Default: Empathy.

Off Hand Weapon Use **Agility**
Combat Skill. This is a separate skill for each weapon. Your character is familiar with using this weapon in your off hand and can average this skill with a weapon skill instead of with nothing when using that weapon in the wrong hand.
No Default.

Pharmacology **Memory**
The knowledge of drugs and medicine and how they effect the body. The ability to synthesize drugs and to find them in their naturally occurring state.
No Default.

Physician **Memory**
The skill used to treat any variety of ailments or minor injuries (those not requiring Surgery). The ability to prescribe medicines, set casts, etc.
No Default.

Pick Locks **Dexterity x2**
The skill of opening locks without the appropriate key. This is usually a Complex Action with a base time of 30 seconds. Skill modifiers and a Task Number would depend on the complexity of the lock.
Default: Dexterity.

Pick Pockets **Agility, Dexterity**
The ability to take things from a person's possession without them noticing.
No default.

Professional Skill **Memory, Charisma**
This isn't so much a skill as it is a class of skill. Each different profession, such as weaver or blacksmith is a separate skill each with the same skill profile. Record it on your character sheet as Professional Skill: Shopkeeper.
Default: Memory.

Research **Memory, Perception**
The ability to go looking for information and find it.
Default: Memory.

Rhetoric **Charisma, Memory**
The art of using speaking persuasively. Used to stir up, or convince a group of people of a concept or course of action.
Default: Charisma.

Seamanship **Stamina, Memory**
Basic knowledge of the workings of ships, knots, lines, etc. Also how used to character is to the rocking of the ship at sea.
Default: Memory for most of it; Stamina for seasickness.

Shield **Agility, Bravery**
Combat Skill. The ability to use a shield, both defensively and as a weapon.
Default: Agility.

Ship Handling **Charisma, Memory**
The skill to pilot a boat.
No Default.

Sleight of Hand **Dexterity**
The ability to do tricks of speed and finesse with the hands (eg. magic tricks).
No default.

Sling **Dexterity, Perception**
Combat Skill. The skill of shooting a rock from a sling.
Default: Dexterity

Small Talk **Memory, Charisma**
The ability to make pleasant conversation about nothing in particular. Useful for getting to know new people.
Default: Diplomacy or Flirting.

Spear Attack **Agility, Bravery**
Combat Skill. The ability to attack with a spear.
Default: Agility or Staff Attack.

Spear Parry **Agility, Perception**
Combat Skill. The ability to defend with a spear.
Default: Agility or Staff Defend.

Sports **Stamina, Agility**
Each different type of sport, such as baseball or football is a separate skill each with the same skill profile. Record it on the character sheet as Sports Skill: Soccer or similar.

Staff Attack **Agility, Bravery**
Combat Skill. The ability to attack with a staff.
Default: Agility or Spear Attack.

Staff Parry **Agility, Perception**
Combat Skill. The ability to defend with a staff.
Default: Agility or Spear Parry.

Stealth **Agility, Perception**
The art of hiding and moving silently. To sneak past someone is a contested action of your Stealth vs. his Perception.
Default: Agility

Storytelling **Charisma, Creativity**
The ability to tell stories well. Includes some knowledge of the stories as well, but to have a large repertoire, Lore: Literature or a high Culture skill are recommended.
Default: Charisma.

Strategy **Memory, Bravery**
A study of the techniques used for one army to defeat another.
No Default.

Surgery **Manual Dexterity**
The ability to use various techniques to repair injuries and malfunctions of the body.
No Default.

Survival **Memory, Perception**
This skill covers all the activities needed to live in the outdoors, from knowing where to make camp to what to eat. Also includes a familiarity with the weather patterns of an area and the ability to sometimes predict the weather.
Default: Memory.

Swimming **Stamina, Agility**
The ability to swim, tread water and lifesave.
Default: Agility.

Sword Attack, One Handed
 Agility, Bravery
Combat Skill. The ability to attack with a one handed sword.
Default: Agility.

Sword Attack, Two Handed
 Agility, Bravery
Combat Skill. The ability to attack with a two handed sword.
Default: Agility.

Sword Parry, One Handed
 Agility, Perception
Combat Skill. The ability to defend with a one handed sword.
Default: Agility.

Sword Parry, Two Handed
 Agility, Perception
Combat Skill. The ability to defend with a two handed sword.
Default: Agility.

Surveillance **Perception x2**
The skill of following and observing the actions of someone with them realizing it.
Default: Perception.

Tackle **Agility, Stature**
Combat Skill. This is the skill used to knock someone over in combat.
Default: Agility or Brawling.

Tactics **Memory, Bravery**
A knowledge of how small numbers of soldiers should deploy themselves in a variety of situations to maximize their effectiveness in combat. Knowing what to do quickly and with little thought gives a character a small advantage in combat. Thus, at Skill Level 20 and greater, the character receives +1 to his Starting Segment.
Default: Memory.

Teaching **Empathy, Charisma**
The ability to instruct another so that they learn quickly. For Study Time to count as Learned, the teacher must know the Teaching and the skill being taught better than the student.
Default: Empathy.

Teamster Empathy, Memory
The skill of packing, loading and driving a cart or wagon.
Default: Empathy.

Theatre Charisma, Memory
This is the skill of theater acting and performance.
Default: Charisma or Lie.

Tracking Perception x2
The ability to follow and interpret tracks, footprints and other marks left in the wilderness by passing creatures.
Default: Perception.

Trailblazing Stamina, Perception
The skill of forging trail and exploring new territory.
Default: Survival or Stamina.

Vet Perception, Memory
The skill used to treat any variety of ailments or minor injuries (those not requiring Surgery) in animals. The ability to prescribe medicines, set casts, etc.

Weapon List

Broadsword

Reach: 2
Draw Speed: 3
Swing Speed: 6 Swing Damage: 3S + Strength
Thrust Speed: 5 Thrust Damage: 4M + Aim

Short Sword

Reach: 2
Draw Speed: 3
Swing Speed: 5 Swing Damage: 1S + Strength
Thrust Speed: 4 Thrust Damage: 4M + Aim

Large Knife

Reach: 1
Draw Speed: 2
Swing Speed: 4 Swing Damage: 0S + Strength
Thrust Speed: 4 Thrust Damage: 4M + Aim

Small Knife

Reach: 1
Draw Speed: 2
Swing Speed: 4 Swing Damage: -1S + Strength
Thrust Speed: 4 Thrust Damage: 3M + Aim

Hand Axe

Reach: 2
Draw Speed: 4
Swing Speed: 5 Swing Damage: 2S + Strength
Thrust Speed: — Thrust Damage: —

Great Axe

Reach: 3
Draw Speed: 5
Swing Speed: 7 Swing Damage: 7S + Strength
Thrust Speed: — Thrust Damage: —

Two-Handed Sword

Reach: 3
Draw Speed: 4
Swing Speed: 6 Swing Damage: 5S + Strength
Thrust Speed: 5 Thrust Damage: 4M + Aim

One Handed Mace

Reach: 2
Draw Speed: 4
Swing Speed: 5 Swing Damage: 3B + Strength
Thrust Speed: — Thrust Damage: —

Two Handed Mace

Reach: 2
Draw Speed: 5
Swing Speed: 6 Swing Damage: 4B + Strength
Thrust Speed: — Thrust Damage: —

Military Pick

Reach: 2
Draw Speed: 4
Swing Speed: 6 Swing Damage: 0M + Strength
Thrust Speed: — Thrust Damage: —

Note: Maximum Damage: 2C

Rapier

Reach: 3
Draw Speed: 4
Swing Speed: 5 Swing Damage: 0S
Thrust Speed: 4 Thrust Damage: 5M + Aim

Short Bow

Optimum Range: 8-100
Medium Range: 200
Long Range: 300
Extreme Range: 400
Missile Damage: 4M + Aim
Procedure: Draw Arrow, Nock Arrow, Draw Bow, Acquire Target,
Fire.
Notes:

Long Bow

Optimum Range: 10-150

Medium Range: 300

Long Range: 500

Extreme Range: 700

Missile Damage: 4M + Aim

Procedure: Draw Arrow, Nock Arrow, Draw Bow, Acquire Target, Fire.

Notes: Minimum Strength 25

Crossbow

Optimum Range: 15-50

Medium Range: 100

Long Range: 250

Extreme Range: 400

Missile Damage: 5M

Procedure: Draw Bow, Draw Arrow, Nock Arrow, Ready Bow, Acquire Target, Fire.

Notes:

Thrown Knife

Optimum Range: 5-20

Medium Range: 30

Long Range: 40

Extreme Range: 60

Missile Damage: 4M + Aim

Procedure: Draw Item, Acquire Target, Fire.

Notes:

Thrown Hand Axe

Optimum Range: 5-20

Medium Range: 30

Long Range: 40

Extreme Range: 60

Missile Damage: 1S + Strength

Procedure: Draw Item, Acquire Target, Fire.

Notes:

Armor:

Light Leather Armor

AV: 1 PV: 1

Padded Armor

AV: 1 PV: 2

Hard Leather

AV: 3 PV: 2

Chainmail with Padding

AV: 5 PV: 4

Elven Banded Mail

AV: 6 PV: 4

Full Plate Armor

AV: 9 PV: 5

Helmets:

Leather Cap

AV: 2 PV: 2

Chainmail Coif

AV: 5 PV: 4

Open-face Helm with Nasal

AV: 6 PV: 5

Full Helm

AV: 9 PV: 5



Fumble Chart		Critical Hit Chart	
1	Hit self or friend		Hit artery (double Blood Loss)
2	Weapon breaks		Ignore armor
3-4	Dropped weapon		+1 Aim or destroy opponenet's shield
5-6	Weapon has been Bound		Bound opponent's weapon
7-8	Off balance (-4 to all defenses till end of rnd)		Opponent drops weapon
9-10	Getting Tired (-1 additional fatigue)		+1 Aim
11-12	Armor wedged (-2 to all physical skills for rest of combat)		+2 Aim
13-14	Slip. Agility roll or fall down		+4 Aim
15-16	Fall down		+2 Damage
17-18	Hurt arm. No damage but acts as a3 point wound for pain		+4 Damage
19-20	Throw weapon		Double Damage

